

Spies



BELOW THE MOONSEA



House of Revenance

An Adventure for Characters of 5th to 10th Level



Adventure Series by Andrew Bishkinskyi

House of Revenance

A Spies Below the Moonsea Adventure



New allies in the Underdark have emerged and are key to stopping drow slave-taking raids around the Moonsea. Now, one such ally has been assassinated and her body has been left to the most unpredictable and vile of Zethlentyn's drow. What depraved price will the worshippers of the dreaded death goddess Kiaransalee set for their assistance? Are the adventurers ready to pay it?

A Two- to Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8.
By Andrew Bishkinskyi

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CCC-MTL-02 House of Revengeance

Content Warning

This adventure deals with the worshippers of a god of death. Some of these personages revere death, dying, and becoming undead. While these beliefs are fictional and are portrayed as evil, they are explored in some detail.

The section of the adventure that takes place at Death's Prevalence delves deeper into these beliefs. That section contains in-character decisions surrounding death. An alternative path through the adventure exists and should be used if any players are uncomfortable with these themes.

Adventure Primer

"Hunt, slay and animate those who scorn the Revenancer's power, and answer any slight a thousandfold, so that all may know the coming power of Kiaransalee."

— *The dogma of Kiaransalee*

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

About the Series

This adventure is part of the *Spies Below the Moonsea* series of adventures that deal with the **Zethlentyn Protectorate** – a city-state in the Underdark. Adventures in this series can be played without knowledge of the others and in any order. Chronologically, this adventure follows the events of *House of Moonlight*.

Background

Dedicated to the good goddess **Eilistraee**, the Drow **House Tor'Erhyl** is working to end slavery in Zethlentyn. To this end, they are building an alliance with powers on the surface. Adventurers have previously traveled to the Underdark to lay the groundwork for this association. It can be assumed that the drow of House Tor'Erhyl have sufficiently proven themselves as allies.

The adventure begins after **Matron Meriele Tor'Erhyl** is notified that one of her sword dancers has been killed by the rival **House Ouss'Nassath**. This was a reprisal for House Tor'Erhyl's successful prevention of their slave-taking raid on the surface.

Episodes

- **Episode 1: Of Swords Dancers and Drow Feuds**
Characters are implored by Matron Tor'Erhyl and Kayleth to recover the fallen sword dancer's body before the necromancers of House Zaubmice get hold of it.
- **Episode 2: The House of Revenance.** Characters must negotiate with the worshippers of

Kiaransalee or find another way to access Volana's body. This is **Story Objective A**.

- **Episode 3: Song of the Fallen.** Characters must pass a dangerous area to recover the body of the fallen sword dancer. This is **Story Objective B**.

Bonus Objectives

- **Bonus Objective A: The Bigger They Are.** If the characters negotiate with House Zaubmice, they are sent to slay a yuan-ti witch. Otherwise, they are ambushed by a behir. This bonus objective is found in **Appendix 3**.
- **Bonus Objective B: Rogue Necromancer.** During their return journey, the characters are ambushed by a rogue necromancer. This bonus objective is found in **Appendix 4**.

Episode Sequence

Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

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

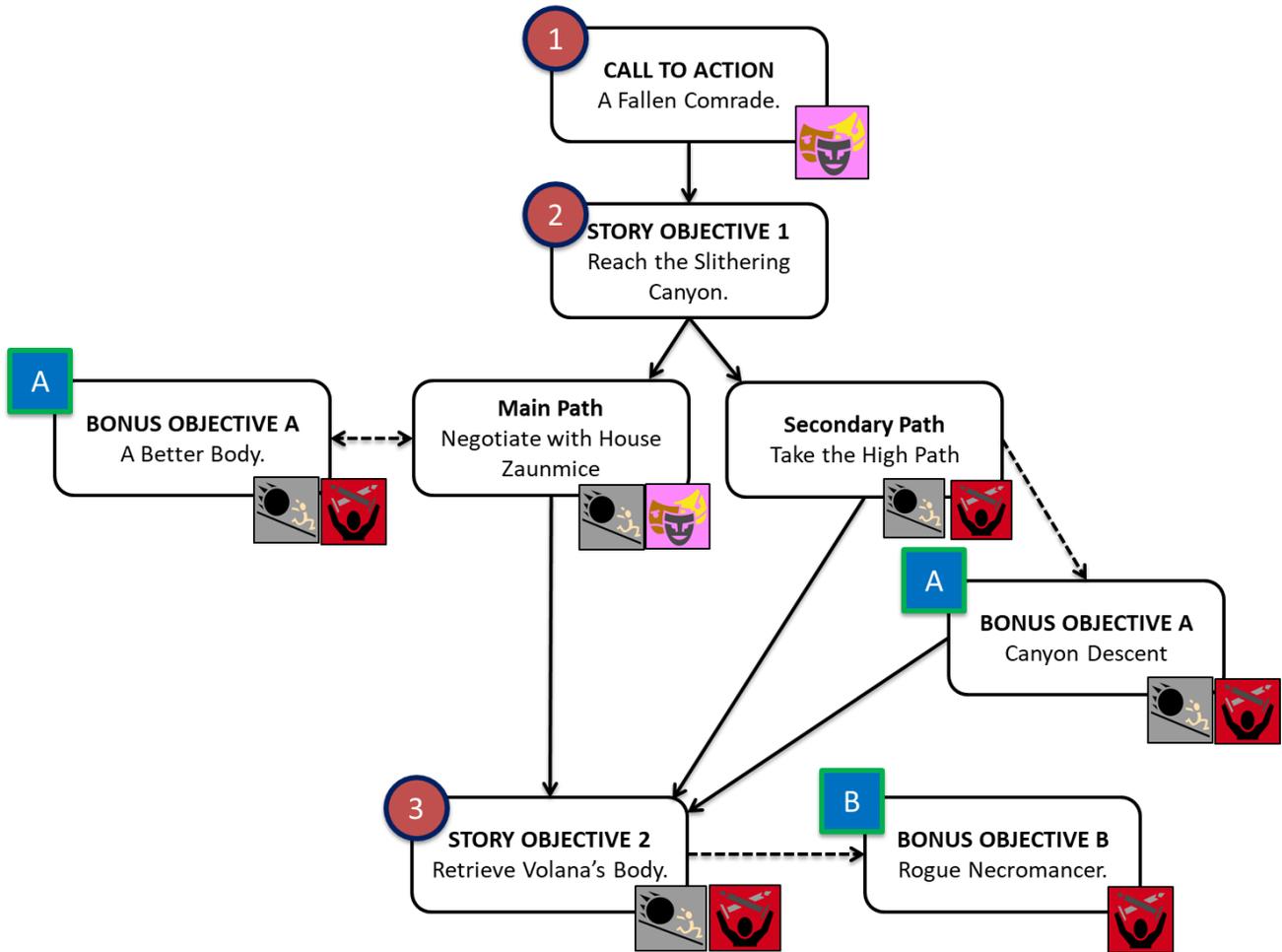
Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. The bonus objectives may only be taken at specific points in the adventure. **Bonus Objective A** takes place after episode 2, prior to episode 3. **Bonus Objective B** takes place during episode 3, after Story Objective B has been completed, but prior to the conclusion.

General Underdark Effects

Refer to **Appendix 11** for details on the Faerzress, Madness and teleportation restrictions.

Episode Flowchart

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Of Sword Dancers and Drow Feuds (Call to Action)

Estimated Duration: 15 Minutes

Scene A. Moonlight Falls.

Adventure Hooks

Spies Below the Moonsea (First adventure). If this is the characters' first *Spies Below the Moonsea* adventure, they should be informed that the good-aligned drow of House Tor'Erhyl have contacted the Lords Alliance representative in Melvaunt and sought out an alliance. These drow helped prevent a surface slave-taking raid and have invited adventurers to the Underdark to continue their collaboration. Part of their mission is to learn about the different drow houses.

Spies Below the Moonsea (Continuing adventures).

Characters that have played *House of Moonlight* or other *Spies Below the Moonsea* adventures are familiar with House Tor'Erhyl and their goals. For them, the adventure starts right in the Underdark. Other than temples to surface deities, all amenities are available within the Zethlentyn Protectorate.

Eilistraee's Faithful. Worshippers of Eilistraee may have received word of an alliance with a house dedicated to her and traveled either to Melvaunt or subsequently to Zethlentyn.

Necromancers. While necromancers are mostly frowned upon, given that the particular mission requires making a diplomatic approach to a house full of them, it is possible that House Tor'Erhyl saw it fit to contact an adventuring necromancer to assist.

Surfacers in Zethlentyn

Earlier this year, a band of adventurers led by a renegade drow brought down a major drow house within the Zethlentyn Protectorate. This event has greatly raised the interest of other houses in the use of surface mercenaries and explains the recent tolerance for surface adventurers, and various levels of curiosity about them.

Underdark Journey and Castle Tor'Erhyl

The initial meeting takes place at **Castle Tor'Erhyl**. The following description of House Tor'Erhyl is the same as *House of Moonlight*. If this is the characters' first visit, they have been escorted here from the surface by **Kayleth Tor'Erhyl** - a highly skilled drow sword dancer.

Area Information

Castle Tor'Erhyl is an extraordinarily large construction that extends out from a cavern wall and incorporates several large stalagmites seamlessly

into an otherwise chaotic design of brick walls and towers. The castle's most unique feature is the massive dimly shining disc that resembles the moon itself. In reality it is a large translucent window built into the side of a tall rear stalagmite. Inside it, a large garden of particularly brightly glowing mushrooms is kept expertly cultivated to create the glow.

This area features:

Dimensions & Terrain. No map is required for this scene. The greater area map can be found in **Appendix 5**.

Lighting. Castle Tor'Erhyl is located within the greater area of Zethlentyn Prime, where the streets and other common areas are typically dimly lit with cultivated fungus and magic lights of different colors. The light on the grounds of the castle is somewhat brighter and resembles moonlight.

Development

Prior to setting foot on castle grounds, Kayleth stops to explain that within Zethlentyn, adventurers should always be cautious when they cross onto house grounds. While the *sald'iar* - the protectorate's internal defense force - ensure (often brutally) that no mischief happens on public grounds, once one crosses onto house territory, they are entirely at the mercy of that house. Kayleth assures the adventures that they are safe on Tor'Erhyl grounds.

Excerpt from *Sights Below the Moons: A Guide to the Zethlentyn Protectorate*

To allow each of the member houses their opportunity to pursue power, the laws of the protectorate do not actually protect the houses from each other, nor do they restrict any activities that those houses may participate in. To these ends, the protectorate has two prime laws, of which the law of internal conflict is the first:

- The law of internal conflict: Protectorate ground - protectorate business. House ground - house business.
- The law of external threat: All serve the protectorate.

The essence of the first law is that anything goes, so long as it happens on the grounds of one of the houses and not on the common ground of the protectorate.

A House Fallen Silent

Once inside the castle, the characters are led to an open-air terrace that is situated to face the Moon Tower. Characters that had visited the castle

previously may note the silence throughout. While usually there are sounds of music and singing in these halls, today, there is nothing.

Seated cross-legged on a veranda and with her back to the party is Matron Tor'Erhyl. Though the symbol of Eilistraee on it cannot be seen from this angle, the sparkle of her platinum circlet is unmistakable. Laying on the floor at her side is a note torn to shreds.

"She will be avenged, Kayleth. I promise you," she says without turning. "Leave us now please, we will speak once I have received our guests."

Kayleth – who had escorted the characters to this point turns and almost loses her footing as she walks away. Somewhere down the corridor there is a sound of a wall being punched and then a high-pitched sorrowful cry.

Matron Meriele Tor'Erhyl stands up with a lithe twirl and speaks to the party about their mission.

Creatures/NPCs

Meriele Tor'Erhyl – CG, Drow Female, Matron of House Tor'Erhyl of the Zethlentyn Protectorate.

Meriele Tor'Erhyl looks very young (early 20s in human terms) but is over 200 years old. Typically, she smiles brightly and speaks excitedly, though today her demeanor is marred by sadness. Her mannerisms mask a cunning and calculating mind, and though the deception is not entirely malicious, neither is it incidental. She wears a platinum circlet adorned with the moon-shaped symbol of Eilistraee.

Objectives/Goals. One of House Tor'Erhyl's current goals is to establish a way to smuggle slaves – oft taken from other Houses - out of Zethlentyn, and to give them their freedom and a new life. It is for this that they've sought out surface allies. Currently however, she has need of these characters' help to recover the body of her slain sword dancer before it's used for more sinister purposes.

What Does She Know? House Tor'Erhyl's anti-slavery stance is no secret in Zethlentyn, but as is often the case, one house's pursuit of something that other houses find distasteful is far from unusual.

Recently, her sword dancers began more actively interfering in the slaving activities of other houses. The most successful recent mission was the ambush of a House Ouss'Nassath slave-taking raid on the surface (this is detailed in the adventure *House of Moonlight*). Many surface-dwellers were saved from slavery and at least one Ouss'Nassath noble killed in the process.

House Ouss'Nassath has now struck back by killing a sword dancer of House Tor'Erhyl. The slain sword dancer was named **Volana** (characters who

played *House of Moonlight* may recall her as the female drow that was singing when they first arrived at Castle Tor'Erhyl).

Matron Tor'Erhyl mentions that Kayleth and Volana were very close. Switching to a more pragmatic topic, she explains that Volana's body must be recovered.

When she realized that her life was forfeit, Volana threw herself off a ledge and onto a stalagmite of the **Slithering Canyon** – an area controlled by **House Zaunmice**.

House Zaunmice is dedicated to the horrific death goddess Kiaransalee, and if her worshippers recover Volana's body, they're bound to bring it back as a powerful undead servant. This cannot be allowed.

The Matron asks the characters to recover the body. She asks for this as an ally and promises that House Tor'Erhyl will do their part in the days to come to uphold the alliance. She gives the characters a **Ring of Mind Shielding** as an upfront payment for their services (and to protect them in the Underdark) and promises that if they succeed, she'll outfit the entire party with such rings if they wish.

Call to Action

Matron Tor'Erhyl explains that despite the worshippers of Kiaransalee being vilest drow of Zethlentyn, "everyone wants something", so it may be possible to secure their cooperation – at some cost. Being independent adventurers puts them into an advantageous position in this regard and helps conceal House Tor'Erhyl's involvement.

Matron Meriele recommends that they travel to **Death's Prevalence** – a House Zaunmice fort that lies on the edge of the Slithering Canyon and protects the path into it. Few ever venture to the gates of Death's Prevalence, yet this must be done. While it's possible to reach the Slithering Canyon by other paths, those paths are difficult to traverse, more dangerous, and there is still the matter of the canyon being home to many of the undead creations that the zaunmites raise, and either control or leave to roam wildly. There is not the time to risk seeking out such a side path.

Bonus Objectives

If time allows, the adventure contains two Bonus Objectives, each taking approximately one hour each to complete.

Bonus Objective A takes place after episode 2 and prior to episode 3.

Bonus Objective B takes place during episode 3, after Story Objective B has been completed, but prior to the conclusion.

Episode 2: The House of Revenance

Estimated Duration: 45 minutes

Scene A. A Choice of Death

Prerequisites

Proceed with this scene after **episode 1**.

Objectives

The party has a choice of proceeding as directed by the Matron or in another way.

Area Information

This short scene takes place outside of Castle Tor'Erhyl as the party is about to depart. Terrain is not important to the context.

DM Tip: Kayleth's Option is the Backup Plan!

Kayleth's option below need not to be presented to the characters at all. She may simply guide the characters to Death's Prevalence and wish them luck.

If Kayleth's option is presented, it should be clear to the characters that she is not thinking clearly, may not be of help and is leading them toward unnecessary risk. Furthermore, one of the goals for the characters is to learn about House Zauhmice. Following Kayleth's plan will result in characters learning less about this house.

Content Type:

- Choosing this option foregoes the majority of the social interaction content in the adventure and is not recommended for groups looking for a good balance.
- This option is highly recommended for groups wishing to avoid most death-related discussion and choices. In this case, DMs are encouraged to make the path less deadly, so as not to force the players back.

Creatures/NPCs

Kayleth Tor'Erhyl – CG, Drow Female, Sword Dancer of Eilistraee, House Tor'Erhyl of the Zethlentyn Protectorate.

Kayleth is a high-ranking member of the house Tor'Erhyl. Extremely independent, Kayleth was chosen to contact the surface and prevent the most recent slave-taking raid – a mission that was a great success. Kayleth has also been tasked with guiding

surface allies safely down to Zethlentyn. She had a close personal relationship with the slain sword dancer Volana.

Objectives/Goals. Kayleth is grief-stricken and her typically unflinching composure has been deeply shaken. Her objectives are unclear even to herself. She's been told to stay away from the mission to recover Volana's body, yet she refuses to sit idly by and tries to insert herself into it.

Kayleth presents an opportunity for those characters who are dead set on avoiding negotiating with the worshippers of Kiaransalee to take a different – and more dangerous – approach.

What does she know? Deep down Kayleth knows that she should not interfere, and it doesn't take much to convince her to let the characters handle the situation.

Kayleth knows the path that Volana was likely taking when she was ambushed and is willing to lead the group that way. With a large group, this path is extremely unsafe (behirs and purple worms and worse things tend to pass there). Even if they make it, there is still the matter of descent hundreds of feet into the canyon and the fact that it's full of the Zauhmice undead.

Development

Characters must make a decision on whether they wish to follow Matron Tor'Erhyl's plan and approach House Zauhmice diplomatically.

If the characters choose to approach House Zauhmice, proceed to **Scene B**. In this event, Kayleth parts with them about an hour before they reach **Death's Prevalence**.

If the characters choose to take Kayleth's path (the **High Road**), proceed to **Scene E**.

Scene B. Death's Prevalence

Prerequisites

Proceed with this scene only if the characters have been directed here from **Scene A**.

Travel through the Underdark takes characters several hours away from Zethlentyn Prime and through a number of large caverns. A well-trodden path weaves its way through the darkness. Eventually, the party comes to a massive cavern that is dimly lit by the eerie glow of the Faerzress. As they go forward, **Grenouille Zaunmice** eventually comes up out of one of the "gardens" to meet the party.

Area Information

Dimensions & Terrain. The ground for hundreds of feet in every direction is covered by black soil with large dark red mushrooms growing in it. Each of these is at least a couple of feet from another.

Skeletons. The fields are being tended by dozens of skeletons with shovels and buckets. They ignore the characters even if attacked. (**Grenouille** can actually control all of them with but a thought.)

Lighting. The vast cavern itself is dimly lit by the glow of the Faerzress and there are many magical lights burning at the building at the far end of the path.

Soil. A DC15 Intelligence (Nature) check reveals that the "soil" is not actually earth in the same sense that it is found on the surface, but rather some kind of damp and oily material that implies that it has been cultivated from different material. The red mushrooms can be identified as **redthoughts**.

Redthoughts. These mushrooms only grow with the presence of the Faerzress and only on a grave. They are non-poisonous but foul-tasting and it is said that if one drinks a strong elixir made out of one that they will see hazy visions of things that the creature whose grave it was taken from had seen in life. Mixing multiple redthoughts results in disturbing hallucinogenic effects.

A character consuming a redthought in any fashion must succeed on a DC15 Constitution Saving Throw or be subject to its effect for 8 hours. While the effect of a redthought, the character sees visions and gains random bits of knowledge from a dead Underdark creature. This results in the character having disadvantage on any Wisdom (Perception) checks in the Underdark and advantage on any Wisdom (Survival) checks in the Underdark. These effects may not be immediately apparent.

Creatures/NPCs

Grenouille Zaunmice – LE, Corpseplanter of House Zaunmice. Grenouille is the necromancer version of a gardener. While most of the more fanatical worshippers of Kiaransalee look down upon his mild-mannered nature, none can match his skill with converting even the least likely candidates into useful undead.

Objectives/Goals. Grenouille cares for his "red garden". Every redthought denotes the burial of some creature for later conversion. Everything from bats to humanoids can be found here. Grenouille is curious about things he has never raised – if there are any particularly exotic races, he openly asks them if they'd like to become undead – now or later. Once he realizes that there are no volunteers, he politely offers to take them to the gate.

What Does He Know? Grenouille knows that the **Yathrinshes** (elite clerics of Kiaransalee) do not oft receive visitors, but should not be kept waiting. If asked about the Volana, he (honestly) knows nothing of it, though the thought of raising a sword dancer gets him quite excited. If asked about passage to the Slithering Canyon, he visibly disapproves and says that **Corpseplanter Corbus** – who oversees that area – has some very radical ideas. "Mixes the dead and the living and the... others, he does. Unusual results. Not just undead, different. Not always obedient. I do not visit him much." He also mentions that Corbus only listens to the Yathrinshes and even then, only when it suits him.

Development

With or without Grenouille, the characters eventually make their way to a large double-gate. The gate is made of interlinked bones of various creatures. It is locked. To the right of the gate is humanoid-sized door. The door is also made of bone, and is unlocked. If Grenouille is with the party, he pushes it open and gestures for the characters to proceed. If characters are alone, the door swings open at the slightest push. Inside, three robed drow females stand with their hands folded within the wide sleeves of their robes. They are the Yathrinshes – favored of Kiaransalee.

The females are not hooded and their skin has a lighter, unhealthy color to it than the typical dark complexion of the local drow. A skeletal halfmask conceals the left side of the one in the center. "Few come willingly to death's door," she says and invites the party to follow her. The other two look upon the party with a dark hunger.

Scene C. Death's Door

Objectives

Characters must treat with the Drow of House Zaunmice to gain passage through their territory.

Area Information

Death's Prevalence is constructed like a monastery, with outer walls built into the sides of the cavern while the front and back walls seem to be made of a combination of stone and bones. See **Appendix 6** for a map.

Dimensions & Terrain. Characters are brought into a large stone ossuary. Almost everything inside is made of bones – this includes chandeliers, tables, chairs and a massive symbol of Kiaransalee (a dark hand with silver rings) that decorates the far wall.

Lighting. Multiple sources of light are present, and all of them provide magical dim light.

Creatures/NPCs

The Yathrinshes, CE, Drow females. Three high priestesses of Kiaransalee (**Drow War Priests**) reside at Death's Prevalence. All are members of House Zaunmice. **Melvara Zaunmice (Drow Inquisitor)** is their leader and is the main one to converse with the party. In addition to the priestesses, a number of necromancers, acolytes and undead reside here, but mostly stay out of sight during the visit.

Objectives/Goals. The greater goals of the worshippers of Kiaransalee are closely guarded secrets that almost always have to do with some dark ritual to summon the goddess herself.

Like most drow, however, more mundane plans concern settling petty feuds and gaining stature within the greater house hierarchy. It is in help with such matters that any drow can be bargained with.

What Do They Know? The Yathrinshes are unaware of the fall of the sword dancer. Though if it is mentioned, the idea of recovering her is attractive to them. More so attractive, however, is the idea of keeping her away from Corpseplanter Corbus – he has been overstepping his bounds and the possession of a sword dancer may give him an edge that they do not wish to give. (The priestesses do not immediately mention the corpseplanter.)

The characters won't be granted passage just on a promise, however. They must make an offering to Kiaransalee if they wish to proceed. Different options exist for this offering differs.

Development

If the time slot allows for **Bonus Objective A**, then the Yathrinshes first ask for the characters to kill an enemy of theirs and bring them the body as an initial show of good will. This is detailed in **Appendix 3**.

If playing without **Bonus Objective A**, the **Yathrinshes** are willing to allow the characters passage to the **East Dead Fields** at the cost performing a ritual to Kiaransalee. Refer to the **Exploration** section below for more on the ritual. The ritual requires 10 levels worth of spellcasting energy (spell slots sacrificed). Necromancy spells count as double. Proceed to **Scene D** for the ritual. If the characters lack spellcasting needed for the ritual, they are offered instead to "walk the path of the Revenancer" – a set of trials that will teach them about Kiaransalee. If the characters are able to perform the ritual, but do not wish to, a DC12 Persuasion (Charisma) check is required for them to be allowed to do the trials instead.

Proceed to **Scene F** for the trials.

Playing the Pillars

COMBAT

It should be clear to the players that attacking the Yathrinshes is extremely unwise. As a matter of fact, if the adventures behave aggressively, the drow visibly perk up, as they'd love nothing more than to get to kill them. If the party attacks, one **drow necromancer** joins combat every turn, up to a total of four. Retreat is an option.

EXPLORATION

The ritual that the characters are asked to perform is a "minor graverending". The characters know that it will result in an undead being raised for 24hrs. A successful DC15 Intelligence (Religion) check informs them that this undead is actually a Vengeance Hunter and will go off to try and kill someone who had wronged it.

SOCIAL

The **Yathrinshes** are corrupters and encourage others to tell them stories of lives they've taken and especially of acts of vengeance they've performed. Allowing characters to tell such stories can add to the dark theme here and pleases the priestesses. This can be a good lead-in for their request.

Scene D. The Ritual

Prerequisites

Proceed with this only if the characters have chosen to perform the minor graverending **ritual** in **Scene C**.

Objectives

Characters must perform the dark ritual as promised to the Yathrinshree.

Area Information

The characters are allowed to pass through the inner gates and into the East Dead Fields which are to lead them to the Slithering Canyon. After two hours, they come to the site they were given for the ritual.

Dimensions & Terrain. The terrain in the East Dead Fields is similar to that at the approach to **Death's Prevalence** except that there are no cultivated mushrooms – or seemingly life of any kind. Zombies, skeletons and larger undead are seen throughout, though they do not bother the characters.

The Ritual Site. At the site given for the ritual, the characters find a large mound of earth. If examined, they find that it contains many humanoid bones.

Development

The characters have been given a scroll and the details for performing the ritual. The scroll can be used by any spellcaster. Once the scroll is used, spells must be cast to power the ritual. Any spells cast to power the ritual do not have their original effect and instead are consumed by the ritual. To

successfully complete the ritual, 10 levels worth of spell slots must be used. These must come from the characters themselves and not from magic items or other sources. Casting a spell from the **necromancy** school contributes twice the levels.

Upon the successful completion of the ritual a **revenant** rises from the bones. It looks upon the party, then bellows in fury and moves away quickly in the direction of Zethlentyn Prime.

With the ritual complete, they can travel to their destination in the **Slithering Canyon**. Proceed to **Episode 3**.

If the characters choose to not perform the ritual or if they destroy the **revenant**, they are still seemingly free to proceed forward into the canyon.

If the characters allow the revenant to proceed on its dark business, they earn the **Dark Consequences** story award detailed in **Appendix 10**. This needn't be revealed immediately.

Treasure

A bat familiar drops off a *spell scroll of revivify*.

A Note on Consumables:

Regardless of how this adventure is played out, no more than a single *scroll of revivify* can be gained from it.

Playing the Pillars

COMBAT

The **revenant** has no interest in attacking the characters. The ritual that brought it back has imbued it with a thirst for vengeance against those that had killed it. Nothing – other than their deal with the Yathrinshree - stops the characters from attacking it. (Though there is no way for the party to know this, the Yathrinshree only know whether the ritual was performed and whether the revenant has been destroyed by the party. They know nothing else.)

EXPLORATION

If the characters possess some way of speaking with the dead or other magical means of gaining information about it, they can learn that this was once **Tethis Claddatar** – a warrior betrayed by some of his companions.

If they had succeeded on their check to figure out the ritual's 24hr duration, characters may be able to find a way to restrain the revenant rather than destroying it.

SOCIAL

The revenant does not speak to the party unless magically compelled, in which case it tells them its identity and intent to kill those that had wronged it. Its mind cannot be changed.

Clever characters may find a way to send a message to Kayleth or other House Tor'Erhyl allies to intercept the revenant and kill it. (This buys them enough time to complete their mission without consequences).

Scene E. Trials of the Revenancer

Prerequisites

Proceed with this scene only if the characters have chosen to go through the **trials** in **Scene C**.

Objectives

Characters must undertake the three trials that every acolyte of Kiaransalee goes through as part of their training.

Area Information

This takes place in the same ossuary as **Scene C**. The characters are led to another room, which has three doors – one for each trial.

Dimensions & Terrain. Each trial room is 20x20ft with a door in and a door out. Both doors lock once the participants enter. **Appendix 6** contains a map of the area, though the unsettling atmosphere and sense of dread may benefit from a theatre of the mind style of running this section.

Development

Prior to having the characters choose their individual trials, **Melvara** recites the dogma of Kiaransalee for them:

“Hunt, slay and animate those who scorn the Revenancer’s power, and answer any slight a thousandfold, so that all may know the coming power of Kiaransalee.”

She then tells them that there are three trials: the **trial of vengeance**, the **trial of magic** and the **trial of death**.

Each character must select one of the trials. Every trial is overseen by one of the **Yathrinshee**. All three trials must be completed. Multiple characters can undertake the same trial, though no adventurer can undertake more than one. The characters are given no information other than the dogma and the name of the trial.

The trials take place concurrently, so all characters emerge simultaneously upon completing them.

The trials must be resolved in the following order: Vengeance, Magic, Death as detailed in **Scene E**.

Once the trials are resolved, the party is given passage and can travel to their destination in the **Slithering Canyon**. Proceed to **Episode 3**.

Treasure

The characters receive a *spell scroll of revivify* for completing the trials.

A Note on Consumables:

Regardless of how this adventure is played out, no more than a single *scroll of revivify* can be gained from it.

Scene F. The Trials Themselves

THE TRIAL OF VENGEANCE

One of the two nameless Yathrinshes ushers the characters into this trial. She says:

“The Revenancer commands us to answer any slight a thousandfold. For the weak, tenfold should suffice.”

Within the trial room, the characters find one **inert zombie** per character present in the room, each with the character’s name on it (or whatever name they had given to the Yathrinshes). These zombies are special and do not use a full zombie stat block.

- The zombies cannot be damaged while inert.
- Touching or attacking a zombie results in it reducing the character’s current hitpoints by 2. This cannot be prevented or reduced.
- Once touched or attacked, the specific zombie activates but does not attack. The zombie has 1 hitpoint and can now be damaged. It has AC8 and fails all saving throws.
- Each adventurer can only damage their own zombie.
- Upon killing their zombie, that character is able to exit the room.

Note the damage that each character deals to their zombie. Do not resolve the following part until all characters have exited.

Once every character has exited, any character that dealt less than 20 damage must make a constitution saving throw (DC15) or take 10 times the damage they had dealt on a failure and half as much on a success. This damage is of the **necrotic** type and can interact with normally. This damage can’t instantly kill a character but can render them unconscious. If this happens, proceed to resolving the other trials first, as they are simultaneous, no death saving throws are required while waiting.

THE TRIAL OF MAGIC

The second of the nameless Yathrinshes ushers the characters into this trial.

“The Vengeful Banshee grants power. Use it to achieve your goal.”

Upon entering the room, the first character to enter sees a copy of themselves enter through the exit door – which parts like the branches of a dead tree and closes again. This other adventurer falls dead and instantly withers to a skeleton on the floor. The skeleton remains.

Characters feel great power in this room. Regardless of class, they are able to cast any spell of levels 1 to 4 from the school of necromancy here. This casting requires no components. No spell list is provided.

They must come up with a spell to cast to resolve the situation. Once an appropriate spell is cast ALL characters may exit the room. Several spells work here (for DM info only). The spells or effects of spells cast in this room do not persist beyond the room.

- The **blight** spell destroys the door – which is actually a plant.
- The **animate dead** spell raises the skeleton who is then able to open the door.
- The **speak with the dead** spell results in the skeleton saying “you already know how to leave” – if the character who had cast the spell tries to leave after hearing the words, the door opens (others can exit also).

Additional Information on Necromancy Spells. If the players are unfamiliar with magic or in need of assistance, characters can make Intelligence (Arcana) checks to learn of necromancy spells. The character gains information about 1 spell for every number above 10 that they get on their check. For example, on a result of 13, provide the character with the first 3 level 1-4 necromancy spells, in alphabetical order.

Necromancy Spells from the PHB: *Animate dead, bestow curse, blight, blindness/deafness, false life, feign death, gentle repose, inflict wounds, ray of enfeeblement, ray of sickness, revivify, speak with dead, vampiric touch.*

THE TRIAL OF DEATH.

Melvora Zauhmice herself ushers characters into the final trial, smiling ominously as she says:

“An acolyte has entered here. She was full of doubt and so remains. You may guide her into Kiaransalee’s embrace if it suits your goals.”

Creatures/NPCs

Inside the room is an elaborate altar, sitting on which is an offputtingly cheerful female drow named **Erkulia**.

Goals/Objectives. Erkulia wishes nothing more than to become a full-fledged necromancer of House Zauhmice, perhaps even a Yathrinshiee in due time. She has doubts about the trial, however, and has not been able to complete it.

What does she know? Erkulia is surprised to see the adventurers and wonders if her time with the trial is up. She has been in the trial room for days.

The trial is about knowing death. “Someone has to die on the altar of course!” she quickly tells the characters. Prior to coming here to undertake the trial, she had created many undead – her pets, her family, etc. but she has never died herself.

She wants to believe that the Yathrinshiee would revivify her, though she fears that they may instead raise her as undead. This is the only way for her to pledge her allegiance to House Zauhmice, which she desperately wants. She has in her possession a diamond and is able to cast *revivify*. With the characters here, she has a solution and quickly offers to revivify one of the characters if they are to be sacrificed on the altar. “Uhm.. I’m willing to kill you of course... if that’s ok? Or if you’d prefer someone else can do it. It’s not like it’s a permanent death, you’ll be right back!”

Resolving the Trial of Death

To complete the trial, one of the characters or Erkulia must die on the altar. The death cannot be faked. Erkulia can be persuaded to either go through with her ritual and sacrifice herself in order to be raised, or to *revivify* a character if one offers to die in her stead. The latter ironically puts the character into Erkulia’s exact shoes, as they must trust a necromancer to raise them.

If a character dies, Erkulia does *revivify* them. If Erkulia dies and the characters have no way of bringing her back, the Yathrinshiee enter, take her body away and her fate is left uncertain. “The trial has been completed successfully,” they say, “that is all you need to know. You can be on your way.”

Content Warning & Guidance

The Trials of the Revenancer section deals more deeply with the worship of death. Please note the following two pieces of guidance:

1. Leaving is always an option. If a character or a player do not wish to complete the trial for any reason, they can choose to fail and are let out of the room. They are asked to leave Death’s Prevalence and must find another way to the body. (This can be accomplished with Kayleth’s help by circumventing Death’s Prevalence. If a lot of time has passed, some or all of the encounters on the High Pass journey can be skipped – player safety and comfort are the top priority.)

2. Death in the realms is not permanent.

While the character of Erkulia is technically willing to “die”, this decision is very much informed by the fact that death in the realms is not permanent, and that she is to be returned to life. She has absolutely no interest in becoming permanently dead. She loves her life and wishes to continue it.

This trial is about faith and trust in others, and not (contrary to the name) about life and permanent death. Care should be taken to frame this serious topic appropriately for the players’ comfort.

Any characters that partake in the Trial of Death and leave Erkulia dead in the hands of the Yathrinshiee earn the **Dark Consequences** story award detailed in **Appendix 10**.

Proceed to **Episode 3** once the trials are complete.

Scene G. The High Road

Prerequisites

Proceed with this only if the characters have chosen to follow Kayleth's advice in **Scene A** and attempt to circumvent Death's Prevalence altogether

Objectives

Characters must proceed on a dangerous path around Death's Prevalence.

Area Information

Taking this path is extremely deadly. If the characters have access to any sort of the divination or communing magic, these clearly guide them away from taking this path. To reach the higher paths, characters are led by Kayleth to a vertical climb shaft 1hr away from Death's Prevalence.

Dimensions & Terrain. The shaft is 120ft high and barely 10ft diameter.

The top of the shaft leads to a cavern with a large tunnel leading away. This cavern is empty when the climb begins.

The Climb

The vertical shaft has enough natural holds that no tools are required to climb it, so long as both of a character's hands are free during the climb (shields must be unequipped). Creatures with a climb speed are able to climb with only one hand completely free.

The first 40ft of the shaft are a trivial climb and require no checks. After that, there are less holds and for every 20ft that a creature moves up or down the shaft, they must make a Strength (Athletics) climbing check or slip and potentially fall. If a rope is being used for assistance, the check is made with advantage. On a result of 15 or higher, the creature succeeds in the movement. On a result of 10 to 14, the creature stalls, resulting in not having moved. On a result of 9 or lower, the creature falls. They may attempt a DC15 Dexterity saving throw to reduce their falling distance in half – they still take any remaining falling damage, even if they do not hit the ground. Creatures with a natural climb speed automatically succeed on the climbing check as well as any saving throws to catch themselves on in the event that something else causes them to fall.

Kayleth is an adept climber with a climb speed of 30 and keeps pace with whoever goes first.

Creatures/NPCs

Kayleth Tor'Erhyl – Drow Female, Sword Dancer of Eilistraee.

Objectives/Goals. Kayleth wants to be involved in the recovery mission even though she's been ordered against it. She can still be convinced that the matron's plan is the more reliable one.

What does she know? Kayleth knows that taking this path is extremely dangerous – especially with a large party. She knows that both **behirs** and **purple worms** have been known to inhabit the passages above.

The Behir

The behir that hunts in the larger cavern beyond the one that the shaft leads into eventually smells prey and comes for them. When the behir arrives depends on party strength.

Adjusting the Encounter

Regardless of scenario, the **behir** – as part of its action – ends up knocking **Kayleth** down into the shaft, breaking her ankle and resulting in her being of no use in the fight (she is stable otherwise).

Weak or Very Weak Party: the behir arrives at the top of the second round after the first character reaches the halfway point of the shaft. It can be heard approaching the round before, and does not act if no characters have reached the top. The first time that it tries to use its lightning breath, the behir slips and the lightning does not hit any characters.

Average party: the behir arrives at the top of the next round after the second character reaches the halfway point of the shaft. It either breathes lightning into the shaft or attempts to swallow whoever is at the top.

Strong party: the behir arrives at the top of the next round after the second character reaches the halfway point of the shaft. The behir's mate – another behir – arrives at the top of the following round.

Very Strong party: same as strong, but both behirs arrive together.

Tactical Retreat: It should become clear to the characters that the behirs are terrifying and have the high ground. With **Kayleth** injured, there is an opportunity for them to fall back and follow the matron's plan instead. If they make this choice, the behirs do not follow them down the narrow shaft – in this case, return to **Scene B**.

If the characters manage to deal with the behirs, they are able to proceed safely toward the Slithering Canyon. Proceed to **Scene H**.

Scene H. The Canyon's Rim

Prerequisites

Proceed with this only if the characters have chosen to follow Kayleth's advice in **Scene A** and have defeated the behir(s) in **Scene F**.

Objectives

Characters reach the rim of the **Slithering Canyon** and must descend into it.

Area Information

This scene starts on a precipice overlooking the **Slithering Canyon**. No map is provided for the cavern wall.

Dimensions & Terrain. The canyon floor is 200ft below. The walls of the canyon are sheer rock and require climbing. Kayleth has climbing gear and 200ft of rope, but is in no shape to go herself.

Lighting. It is dark! **Be sure to note the reach of everyone's darkvision – they may not be able to see the bottom!**

Creatures/NPCs

Kayleth Tor'Erhyl.

Kayleth is injured and won't accompany the party below. Instead, she becomes obsessed with building something proper to take **Volana's** body back. She offers to guard the party's camp and to be ready to help them return back up after their descent.

The Descent

Taking this route changes the nature of **Bonus Objective A**. Killing **Listra the Mad** is no longer an option, however, the objective can still be completed by doing a difficult descent.

If there is no time for **Bonus Objective A**, the party's descent is considered trivial. Proceed to **Episode 3**.

If there is time for **Bonus Objective A**, the requirements for the party to descend are detailed in **Scene C of Appendix 3**.

Episode 3: Song of the Fallen (Story Objective 2)

Estimated Duration: 60 Minutes

Scene A. The Slithering Canyon

After a few hours journey, the party arrives at the Slithering Canyon.

Prerequisites

Proceed with this scene once the characters have either dealt with the ritual in Scene D, the trials in Scene F or the canyon descent in either Scene H or Bonus Objective A.

Objectives

Characters must search **The Slithering Canyon** for the body of the fallen sword dancer.

Betraying the Yathrinshree.

If the characters failed to complete the **ritual** or chose to betray the Yathrinshree by killing the summoned revenant, they are attacked by a **boneclaw** upon entering the canyon. If it is defeated, the characters get the sense that it will simply reform and follow them. This makes resting from this point of the adventure impossible. Additionally, the boneclaw reforms in 1 hour, stalks them through the canyon and attacks them during other encounters. This penalty has no impact on groups that chose the **trials** option and succeeded.

Area Information

The Slithering Canyon is a massive cavern that curves and twists as a snake would. Hundreds of feet up, in the upper parts of the cavern are many smaller caves and holes – it must be through one of these that the sword dancer fell to her doom.

This area features:

Dimensions & Terrain. Refer to Map in **Appendix 8.**

Lighting. While the cavern has some bioluminescent lighting in parts of the ceiling, it is considered dark.

Stench and Dread. The canyon is full of decay, minor undead (which leave the party alone), and a variety of unsettling noises of things moving quietly in the dark. For every hour spent in the canyon, characters must succeed on a DC15 Constitution saving throw or suffer a level of exhaustion. The length of time spent is detailed below.

Development

As the characters search the Slithering Canyon, the general stench of decay and death begins to affect them. Characters know the general area where the sword dancer fell and that she had a moon-touched greatsword with her, which may still be with the body.

The party must make a group Wisdom (Survival) check to determine how long it takes to track down the body. The use of spells such as *locate person* or *locate object* grants the entire group advantage on this check. If the result is 15 or above, the search takes 1 hour (1 exhaustion save). If the result of the group roll is 10-14, the search takes 2 hours. On a result of 9 or lower, the search takes 3 hours. No character can gain more than two levels of exhaustion as a result of the search itself.

If the group has a Ranger with the Underdark favored terrain or a Land Druid of the Underdark, the group automatically succeeds on the check, additionally, if this character is proficient in survival, all characters get advantage on their saves against exhaustion in the Slithering Canyon.

Once the characters have made the appropriate checks and saves as part of locating the body, move on to **Scene B**.

Resting

Unless they're being pursued by the Yathrinshree boneclaw, the characters may attempt to rest in the canyon. As the ground itself is tainted and the faerzress plays havoc with interdimensional spaces, there are no precautions that can be taken to prevent the need to make exhaustion saving throws every hour.

Scene B. The Cave and the Sword

This scene takes place once the party has arrived at their destination in the Slithering Canyon.

Objectives

Characters discover the area where the sword dancer fell and must choose to investigate the cave or follow spider tracks.

Area Information

Dimensions & Terrain. Refer to Map in **Appendix 8**. The northern wall is the main canyon wall and rises up more than a hundred feet to where it meets the cavern's ceiling. The eastern "wall" is actually a 15 ft tall stone mound – climbing it does not require additional equipment or a check, but is considered difficult terrain.

Lighting. While the cavern has some bioluminescent lighting in parts of the ceiling, it is considered dark.

The Cave of Flowers. The entrance to this cave is located 10ft off the ground and is an opening that is 10ft in diameter. Due to some sharp edges, getting into the cave requires a DC12 Strength (Athletics) check and is difficult terrain. Due to the narrowness of the edge, a character can't end their movement on top of the wall – they must slide down one side or the other(their choice).

Background (DM Only)

After falling, Volana's body was dragged away for consumption by a **corpse flower** that lives in a nearby cave. The sword dancer's sword was taken by a wild **dridrider** that hunts in the area.

Development

As the party arrives in the area near the cave, any character with a passive perception of 13 or higher is able to spot that a stalagmite in the area contains traces of blood. A successful DC13 Intelligence (Investigation) check confirms that a body was once impaled on the stalagmite. Some coins and scraps of clothing can also be located – confirming that these had belonged to the sword dancer.

A successful DC15 Wisdom (Survival) check locates notable marks in the area. These look to be dragmarks, though there are no clear footprints (almost like a large tarp was dragged). The dragmarks lead toward the northern wall of the

canyon where an opening 10ft above the ground can be seen.

If the result of the check is 17 or higher, a set of footprints is also noticed – these tracks seem to belong to a large spider and they lead toward a 30ft high hill to the east. The drider went this way with the sword.

The Wild Drider

If the party follows the spider tracks to the east, they are attacked by the drider as soon as someone reaches the top of the rise. If the party chooses to explore the cave first, proceed to **Scene C**; in this case, the drider finds an opportune moment to ambush the party either during or after the battle.

Adjusting the Encounter

There are no difficulty-based adjustments for this encounter. The drider wields the sword-dancer's Moon-Touched Greatsword. This replaces its longsword attack with: **Moon-Touched Greatsword.** *Melee Weapon Attack: +6 to hit, reach 5 ft., Hit: 9 (2d6+3) slashing damage. The weapon is magical.*

Tactics: The drider is ready with its longbow and takes a shot before engaging in melee. The drider loves its new greatsword toy and wants to use it. Once it is reduced below 50% HP, the drider attempts to flee and does not return if it succeeds.

Treasure

Moon-touched Greatsword
Weapon, Common

The characters only recover the sword if they slay the **dridrider** or it chooses to leave it behind. If it gets away with the sword, the weapon is not recovered.

Scene C. The Cave of Flowers

Objectives

Characters must retrieve the body of the sword dancer before it's devoured. This is **Story Objective B**.

Area Information

As per **Scene B**.

The Cave of Flowers. The entrance to this cave is located 10ft off the ground and is an opening that is 10ft in diameter. Due to some sharp edges, getting into the cave requires a DC12 Strength (Athletics) check and is difficult terrain. Due to the narrowness of the edge, a character can't end their movement on top of the wall – they must slide down one side or the other.

Cave of Flowers

A heavy stench permeates the cave and it is full of dark, vile vines. Several decaying bodies of humanoids, animals and monstrosities hang suspended from heavy vines on the ceiling of the cave. A successful DC15 Wisdom (Perception) check notes that another pile of bodies is wrapped in heavy vines in the far corner of the cave. A successful DC15 Intelligence (Investigation) check confirms that none of the hanging bodies are those of the sword-dancer. Checking the bodies in the corner of the cave requires someone to enter and succeed on a DC12 Intelligence (Investigation) check. On a success, they discover the body of the sword dancer underneath several others there. Once someone enters the cave, the two **corpse flowers** attack.

Freeing the drow's body from the vines requires a DC15 Strength (Athletics) check.

If the characters are interacting with the cave from the outside or considering some sort of "hit and run" approach, it should be made clear to them that the corpse flowers are digesting the bodies from the pile at the back – time is of the essence!

Adjusting the Encounter

Unless otherwise noted, each corpse flower has 6 bodies in it when it starts.

Very Weak: remove one **corpse flower**.

Weak: the **corpse flowers** start with only 4 bodies in each and only have 90 hitpoints each.

Strong: add one **corpse flower**

Very Strong: add one **corpse flower**. The corpse flowers have 195 hitpoints each and one of them attempts to harvest the sword dancer's body on the 3rd turn rather than on the 4th.

Tactics: On its 4th turn in combat, a corpse flower uses its *Harvest the Dead* ability on the body of the sword dancer. On its 5th turn, it digests the body – destroying it.

The Drider

If it was not pursued and killed in **Scene B**, a **dridrider** attacks the party during their intervention at the cave or right after. Time its entrance based on how well the party is doing – if the party is having a tough time with the flowers, it should attack once they've handled the situation.

The drider wields the sword-dancer's Moon-Touched Greatsword. This replaces its longsword attack with: **Moon-Touched Greatsword.** *Melee Weapon Attack: +6 to hit, reach 5 ft., Hit: 9 (2d6+3) slashing damage. The weapon is magical.*

The sword can be recovered as per **Scene B**.

Development

With the body recovered, the characters are able to start their return journey. The return journey takes the same path as the inbound journey and there are no travel-related complications.

If there is time for **Bonus Objective B**, then they encounter **Corpseplanter Corbus** on their way back. This encounter takes approximately 1 hour and is detailed in **Appendix 4**.

If playing without **Bonus Objective B**, characters' journey back to House Tor'Erhyl is considered uneventful and they can proceed to **Wrap Up: Concluding the Adventure**.

Wrap-Up: Concluding the Adventure

Once the characters recover Volana's body and return back to Zethlentyn Prime, they make their way back to Castle Tor'Erhyl.

Area Information

There are no relevant changes to Castle Tor'Erhyl.

Creatures/NPCs

Both Matron Tor'Erhyl and Kayleth are present when the characters return.

Kayleth is relieved and oversees the other priestesses who take the body away to take care of it.

Matron Tor'Erhyl thanks the characters and grants them their rewards. Among the rewards is a Ring of Mind Shielding for each member of the party.

Whether after being asked or of her own accord, Matron Tor'Erhyl shares that they have not yet decided if they should resurrect Volana. "It is traumatic you see, and she had left no instructions one way or the other. You come from different walks of life, what do you think about resurrection?"

This is an open-ended question that allows for additional roleplay among the characters – no rolls are needed here. The matron promises to consider their words. (Their decision and **Volana's** fate are not revealed in this adventure.) If the characters suggest using *Speak with Dead*, the matron informs them that they too have access to this spell, but the dead do not always think clearly. This is another thing she will consider.

Matron Tor'Erhyl also tells the characters that House Ouss'Nassath won't go unpunished for the assassination. Even now, plans are in the works to strike back where it hurts them most. The characters may be called upon for their assistance once again.

Treasure

Unearthed Ring of Mind Shielding (with the Sentinel minor property, the ring glows when Aberrations are near)

Uncommon, Requires Attunement.

This ring is set with a perfectly round off-white stone. The stone's natural veins resemble the mountains of the moon. When within 120ft of an aberration, the ring glows softly.

Adventure Rewards

Advancement and Treasure Checkpoints

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

The characters receive 2 advancement checkpoints and 2 treasure checkpoints for each story objective that they complete, as follows:

- **Story Objective A:** Reach the Slithering Canyon
- **Story Objective B:** Recover Volana's Body

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each bonus objective that they complete, as follows:

- **Bonus Objective A:** Either defeat the yuan'ti anathema for house Zaunmice or descend into the canyon safely.
- **Bonus Objective B:** Deal with Corpseplanter Corbus.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Magic Item Unlocks

Characters completing the adventure unlock: **Unearthed Ring of Mind Shielding** (with the Sentinel minor property, the ring glows when Aberrations are near)

Uncommon, Requires Attunement.

This ring is set with a perfectly round off-white stone. The stone's natural veins resemble the mountains of the moon. When within 120ft of an aberration, the ring glows softly.

Moon-touched Greatsword

Weapon, Common

A Note on Consumables:

Regardless of how this adventure is played out, no more than a single *scroll of revivify* can be gained from it.

Story Awards

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

Story Award. Knowledge of House Zaunmice.

You have gained some insight or secret of a drow house. Other houses of the Zethlentyn Protectorate may find this valuable. This award has no immediate mechanical effect.

Story Award. Dark Consequences.

The dark experiences in this adventure may take a psychological toll on certain characters. This toll is not represented by any mechanical effect and is entirely optional. Players are not required to take note of this if they do not wish to.

Any character that participated in the *minor graverending* ritual and allowed the revenant to proceed on its dark business OR participated in the TRIAL OF DEATH and left Erkulia in the hands of the Yathrinshee may choose to add the following to the list of their bonds:

If the character is of a non-evil alignment:

- I once participated in an evil act that resulted in the death of a stranger and seek atonement for this act.

If the character is of an evil alignment:

- Partaking in an evil act has made me more conscious of the consequences of my actions.

This bond carries no mechanical effect and can be removed by the player at any time.

Dungeon Master Rewards

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

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

Appendix 1. Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and information relevant to the adventure.

Meriele Tor'Erhyl (Merry-elle tor-ay-hill) – Drow Female, Matron of House Tor'Erhyl

Personality. Meriele Tor'Erhyl looks very young (early 20s in human terms) but is over 200 years old. Typically, she smiles brightly and speaks excitedly. Her mannerisms mask a cunning and calculating mind and though the deception is not entirely malicious, neither is it incidental.

Ideal: *Change. We must help bring to life Eilistraee's vision for our race.*

Bond: *I fight for those who cannot fight for themselves.*

Flaw: *Responsibility weighs heavily upon me and avoid forming deep bonds because of it.*

Kayleth Tor'Erhyl (Kay-leth tor-ay-hill) – CG, Drow Female, Sword Dancer of Eilistraee

Personality. Kayleth is a high-ranking member of the house Tor'Erhyl. Extremely independent, Kayleth was chosen as the one to contact the surface and prevent the most recent slave-taking raid – a mission that was a great success. Kayleth had also been tasked with guiding surface adventurers safely down to Zethlentyn.

Ideal: *Freedom. Chains are meant to be broken, as are those who would forge them.*

Bond: *I fight for those who cannot fight for themselves.*

Flaw: *Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.*

Grenouille Zaubmice (gren-ooy zone-miss) – LE, Corpseplanter of House Zaubmice.

Personality. Grenouille is the necromancer version of a gardener. While most of the more fanatical worshippers of Kiaransalee look down upon his mild-mannered nature, none can match his skill with converting even the least likely candidates into workable undead.

Ideal: *Power. Solitude and contemplation are paths toward mystical or magical power.*

Bond: *Though they do not treat me well, I am loyal to my house.*

Flaw: *Most people scream and run when they see a demon. I stop and take notes on its anatomy.*

Melvara Zaubmice (mel-va-ra zone-miss) – CE, Yathrinshie of House Zaubmice

Personality. Melvara is the leader of the Yathrinshie at Death's Prevalence. She is willing to use others to achieve her ends.

Ideal: *Death. I love to clear a path for the return of Kiaransalee.*

Bond: *Until the time comes, I must tolerate the insects that are the living.*

Flaw: *None of it will matter in the end.*

Erkulia (er-cool-ee-ya) – NE, Aspiring Necromancer

Erkulia is a young and offputtingly cheerful female drow. She is an aspiring necromancer.

Ideal: *Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against her teachings.*

Bond: *I am alone and my faith and magical gifts are all that's kept me alive.*

Flaw: *I have doubts about my faith and about others.*

Corbus Zaubmice (kor-boos zone-miss) – CE, Corpseplanter of House Zaubmice.

Personality. Corpseplanter Corbus performs experiments on undead that even some of the Yathrinshie find distasteful. He mixes undead with fiends and monstrosities in order to create more powerful – and obedient – specimens.

Ideal: *Power. Knowledge is the path to power and domination.*

Bond: *I will do anything to prove myself superior to others.*

Flaw: *Most people scream and run when they see a demon. I stop and take notes on its anatomy.*

The Zethlentyn Protectorate

The following information on the protectorate is provided mainly for DM purposes, however, it can be shared with the players as a handout.

Zethlentyn – A Brief History of the Protectorate

Though the date of the original settlement of the area by the newly founded house Zethlentyn dates back over 400 years, it is only in the last 150 years that the protectorate has grown into what it is today.

The giant stalagmite that now represents the grand center of the protectorate known as Zethlentyn Prime was first discovered and used as an exploration base by House Zeth of Mendoberranzan. As political affairs and Lolth's dominance forced House Zeth out of the City of Spiders, they formed an alliance with another band of exiles in House Lenteen. Joining forces, they relocated to the Deep Wastes and founded their own small enclave, calling it House Zethlentyn.

Dissatisfied with the way that Mendoberranzan had a habit of eating its best and brightest, House Zethlentyn took a more accepting approach and even as various factions wanted to split off to form their own houses, they were encouraged to remain and settle in the area, forming an autonomous ally rather than an unpredictable enemy. Though of course with drow being drow, the latter were hardly in short supply.

While Zethlentyn grew with these small offshoot houses and occasional allied settlers, it wasn't until the Silence of Lolth caused massive upheaval in the majority of the great drow cities that Zethlentyn saw a true surge in population and power. Over the course of two decades after the silence, powerful refugees or exiles from Eryndlyn, Chad Nasad, Sschindylryn and even Mendoberranzan itself arrived at Zethlentyn. They saw it as an opportunity for a new start free of their past. Several of these once refugee houses now prosper and form the high houses of today.

House Zethlentyn is located in the enormous stalagmite and while it is technically called Zethlentyn Prime, that name over the years has come to refer to not only the noble house, but the general metropolis of common grounds that has grown up around it.

Appendix 2. Creature Statistics

Behir

Huge monstrosity, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	18 (+4)	14 (+2)	12 (+1)

Skills: Perception +6, Stealth +7

Damage Immunities: Lightning

Senses: Darkvision 90 ft., Passive Perception 16

Languages: Draconic

Challenge 11 (7,200 XP)

Actions

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Beholder Zombie

Large undead, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 93 (11d10 + 33)

Speed 20 ft., (hover), walk 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-8)	16 (+3)	3 (-4)	8 (-1)	5 (+3)

Saving Throws: WIS +2

Damage Immunities: Poison

Condition Immunities: Poisoned

Senses: Darkvision 60 ft., Passive Perception 9

Languages: Deep Speech, Undercommon (understands but can't speak)

Challenge 5 (1,800 XP)

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

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. Paralyzing Ray. The targeted creature must succeed on a DC 14 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.

2. Fear Ray. The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened 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.

3. Enervation Ray. The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. Disintegration Ray. If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Boneclaw

Large undead, chaotic evil

Armor Class 16 (Natural)

Hit Points 127 (17d10 + 34)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

Saving Throws DEX +7, CON +6, WIS +6

Skills Perception +6, Stealth +7

Damage Resistances Cold, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft, Passive Perception 16

Languages Common plus the main language of its master

Challenge 12 (8,400 XP)

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the boneclaw's master.

Shadow Stealth. While in dim light or darkness, the boneclaw can take the Hide action as a bonus action.

Actions

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 20 (3d10 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Shadow Jump. If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

Reactions

Deadly Reach. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. If the attack hits, the boneclaw can make a second claw attack against the target.

Corpse Flower

Large plant, chaotic evil

Armor Class 12

Hit Points 127 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	15 (+2)	3 (-4)

Condition Immunities: Blinded, Deafened

Senses: Blindsight 120 ft. (blind beyond this radius), Passive Perception 12

Languages: --

Challenge 8 (3,900 XP)

Corpses. When first encountered, a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points.

Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.

The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

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

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

Actions

Multiattack. The corpse flower makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

Cloaker

Large aberration, chaotic neutral

Armor Class 14 (Natural Armor)

Hit Points 78 (12d10 + 12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills: Stealth +5

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If

the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Corpseplanter (Drow Necromancer)

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws: INT +7, WIS +5

Skills: Arcana +7, History +7

Damage Resistances: Necrotic

Senses: Passive Perception 11

Languages: any four languages

Challenge 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared: Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life*, * *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness*, * *ray of enfeeblement*, * *web*

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

4th level (3 slots): *blight*, * *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: 5 (2d4) necrotic damage.

Deathlock

Medium undead, neutral evil

Armor Class 12 (15 With Mage Armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws: INT +4, CHA +5

Skills Arcana +4, History +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, mage hand*

1st–3rd level (2 3rd-level slots): *arms of Hadar, dispel magic, hold person, hunger of Hadar, invisibility, spider climb*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

Actions

Deathly Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) necrotic damage.

Deathlock Mastermind

Medium undead, neutral evil

Armor Class 13 (16 With Mage Armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

Saving Throws: INT +5, CHA +6

Skills: Arcana +5, History +5, Perception +4

Damage Resistances: Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities: Poison

Condition Immunities: Exhaustion, Poisoned

Senses: Darkvision 120 ft. (including magical darkness), Passive Perception 14

Languages: the languages it knew in life

Challenge 8 (3,900 XP)

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

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, mage hand, minor illusion, poison spray*

1st–5th level (2 5th-level slots): *arms of Hadar, blight, counterspell, crown of madness, darkness, dimension door, dispel magic, fly, hold monster, invisibility*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

Actions

Deathly Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3 necrotic damage).

Grave Bolts. Ranged Spell Attack: +6 to hit, range 120 ft., one or two targets. Hit: 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

Drider

Large monstrosity, chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+2)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills: Perception +5, Stealth +9

Senses: Darkvision 120 ft., Passive Perception 15

Languages: Elvish, Undercommon

Challenge 6 (2,300 XP)

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

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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

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

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

Erkulia (Drow Priest)

Medium humanoid (any race), any alignment

Armor Class 13 (Chain Shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills: Medicine +7, Persuasion +3, Religion +5

Senses: Passive Perception 13

Languages: Any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

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

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

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

3rd level (2 slots): *dispel magic*, *spirit guardians*

Actions

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Gas Spore

Large plant, unaligned

Armor Class 5

Hit Points 1 (1d10 - 4)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities: Poison

Condition Immunities: Blinded, Deafened, Frightened, Paralyzed, Poisoned, Prone

Senses: Blindsight 30 ft. (blind beyond this radius), Passive Perception 5

Languages: --

Challenge 1/2 (100 XP)

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. The gas spore resembles a beholder. A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence (Nature) check.

Actions

Touch. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

Giant Constrictor Snake

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills: Perception +2

Senses: Blindsight 10 ft., Passive Perception 12

Languages: --

Challenge 2 (450 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Melvara Zaunmice (Drow Inquisitor)

Medium humanoid (elf), neutral evil

Armor Class 16 (Breastplate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	16 (+3)	21 (+5)	20 (+5)

Saving Throws: CON +7, WIS +10, CHA +10

Skills: Insight +10, Perception +10, Religion +8, Stealth +7

Condition Immunities: Frightened

Senses: Darkvision 120 ft., Passive Perception 20

Languages: Elvish, Undercommon

Challenge: 14 (11,500 XP)

Discern Lie. The drow knows when she hears a creature speak a lie in a language she knows.

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 18). She can innately cast the following spells, requiring no material components:

At will: dancing lights, detect magic

1/day each: clairvoyance, darkness, detect thoughts, dispel magic, faerie fire, levitate (self only), suggestion

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

Spellcasting. The drow is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, message, poison spray, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, inflict wounds*

2nd level (3 slots): *blindness/deafness, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, magic circle*

4th level (3 slots): *banishment, divination, freedom of movement*

5th level (2 slots): *contagion, dispel evil and good, insect plague*

6th level (1 slot): *harm, true seeing*

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

Actions

Multiattack. The drow makes three death lance attacks.

Death Lance. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 18 (4d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage it takes. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Stirge

Tiny beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses: Darkvision 60 ft., Passive Perception 9

Languages: --

Challenge 1/8 (25 XP)

Actions

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Revenant

Medium undead, neutral

Armor Class 13 (Leather Armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws: STR +7, CON +7, WIS +6, CHA +7

Damage Resistances: Necrotic, Psychic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

Senses: Darkvision 60 ft., Passive Perception 13

Languages: the languages it knew in life

Challenge 5 (1,800 XP)

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

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

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

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or

until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Yathrinshee (Drow War Priest)

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+1)	17 (+3)	13 (+1)

Saving Throws: CON +6, WIS +7

Skills: Intimidation +5, Religion +4

Senses: Passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

Actions

Multiattack. The priest makes two melee attacks.

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

Reactions

Guided Strike (Recharges after a Short or Long Rest).

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Yuan-ti Abomination

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

Armor Class 15 (Natural Armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills: Perception +5, Stealth +6

Damage Immunities: Poison

Condition Immunities: Poisoned

Senses: Darkvision 60 ft., Passive Perception 15

Languages: Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large 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 (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: animal friendship (snakes only)

3/day: suggestion

1/day: fear

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

Actions

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each. Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

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

Longbow (Abomination Form Only). Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

Yuan-ti Anathema

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

Armor Class 16 (Natural Armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +5

Damage Resistances Acid, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 30 ft., Darkvision 60 ft., Passive

Perception 17

Languages Abyssal, Common, Draconic

Challenge 12 (8,400 XP)

Innate Spellcasting (Anathema Form Only). The anathema's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*

3/day each: *darkness, entangle, fear, haste, suggestion, polymorph*

1/day: *divine word*

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

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect 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 aura for the next 24 hours.

Shapechanger. The anathema can use its action to polymorph into a Huge giant constrictor 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.

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack (Anathema Form Only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

Claw (Anathema Form Only). Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Constrict. Melee Weapon Attack: +10 to hit, reach 15 ft., one Large or smaller creature. Hit: 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 27 (6d6 + 6) piercing damage plus 14 (4d6) poison damage

Appendix 3. Bonus Objective A

Scene A. A Body for A Body

Prerequisites

Proceed with this scene only if the characters have arrived at Death's Prevalence and have been asked by the Yathrinshee to perform a task to prove their worth as directed in **Scene C** of **Episode 2**.

Objectives

Characters are asked to enter the lair of **Listra the Mad** and bring back her body.

Area Information

This scene takes place at Death's Prevalence as described in **Scene C**. Once the characters are given their mission, they proceed back across the "gardens" they had passed on the way (they're not allowed to pass deeper in at this point.)

Creatures/NPCs

The Yathrinshee, CE, drow females.

Objectives/Goals. The Yathrinshee are always looking to get their hands on bodies of powerful creatures for their vile experiments with undeath. Listra the Mad's body is worth a lot to them.

What Do They Know? They know that Listra the Mad is some sort of twisted abomination that was once a Yuan'ti. She is powerful, and her lair remains a mystery – though they believe it is reachable through underwater passages. They want the body intact – though not alive. They provide the party with directions to where they believe Listra can be tracked.

Scene B. Listra the Mad

Objectives

Characters must track and slay Listra the Mad and bring back her body.

Area Information

The search for Listra the Mad's Lair is best suited to the "theater of the mind" playstyle. However, a general reference map is provided **Appendix 9.**

Dimensions & Terrain. The directions lead characters to a series of 10ft tunnels, that occasionally open up to various chambers approx. 30x30 in size. All the chambers have one or two access points to 10ft diameter water tunnels that also crisscross the area. The tunnels all lead to the same large body of water.

Listra the Mad's Lair. Due to the large number of offshoot tunnels from the main body of water, the lair is impossible to find without additional knowledge.

Creatures/NPCs

Listra the Mad – Yuan-ti witch, CE.

Objectives/Goals. Listra was once a mage but has gone on a transformation journey to gain her true form. The series of transformations has driven her mostly mad. All she wants is to continue to evolve. Part of her evolution is the consumption of multiple creatures in her snake form.

What Do They Know? Listra is smart enough to keep her lair hidden, though her pet snakes know where it is.

Development

As the characters explore the aboveground tunnels and find no sign of Listra or her lair, two of her **giant constrictor snakes** attack them. The snakes hold the key to finding her lair, where they encounter **Listra the Mad** herself.

Adjusting the Encounter

Listra the Mad is a **Yuan-ti Anathema** unless otherwise noted and has 1 additional giant constrictor snake with her. Do not add the extra snake if either of the two original snakes are present.

Divine Word: Unless the party is **very strong**, **Listra** does not have access to the *divine word* spell. When she does have access to it, she uses it early in the encounter.

Weak or Very Weak: Listra is a **yuan-ti abomination** with 30ft swim speed instead of an **anathema**

Average: no adjustments

Strong: add 1 additional **giant constrictor snake**

Very Strong: as strong, but **Listra** also starts with *haste* or another of her spells already cast.

Wrapping up the scene.

Once Listra is dead, transporting her body is not difficult. Her lair is also a safe place for a rest – including a long one if needed. To proceed with the adventure from this point, return to **Episode 2, Scene C.** The Yathrinshee are pleased with the body and willing to treat with the adventures, however, they still require either the **ritual** or the **trials** to be completed, as detailed in that scene.

Playing the Pillars

COMBAT

Listra is smart enough to take advantage of the terrain and her swim speed – separating and dragging prey if it suits her. She may also masquerade as a giant snake among her pets.

EXPLORATION

Characters can find Listra's lair by interacting with the giant constrictor snakes that come to attack them. The snakes know where the lair is. The manner in which the characters track the snakes there is up to them. Some options include charming the snakes, speaking with them or following them.

Magic such as *locate person* can also lead them.

SOCIAL

Listra is not interested in anything other than killing the adventures. However, the snakes which are under her control may be persuaded to betray and abandon her – this would require some manner of magical interaction with animals and a successful DC15 Charisma (any). The check is done at disadvantage if Listra herself is present.

Scene C. Slithering Canyon Descent

Prerequisites

Proceed with this scene only if the characters have decided to circumvent Death's Prevalence and have been directed here from **Episode 2, Scene H**.

Objectives

Characters must find a way to descend into the slithering canyon and set up a way to ascend once their mission has been completed.

Time Check

After this Bonus Objective is completed, at least 1 hour should be left for the final Story Objective, or 2 hours in order to also complete Bonus Objective B after.

Here are some tips for best timing this objective:

- To keep this objective brief, use only one of the descent complications – the Gas Spores complication has the shortest run-time.
- Using multiple complications may extend this objective – if the harrowing descent is creating great gameplay, consider giving this objective more time by choosing to skip Bonus Objective B later on (Bonus Objective B is combat focused, of which there may already be plenty in the adventure. This objective creates a great opportunity for exploration-related gameplay).

Area Information

This scene starts on a precipice overlooking the Slithering Canyon. No map is provided for the cavern wall.

Dimensions & Terrain. The canyon floor is 200ft below. The walls of the canyon are sheer rock and require climbing. Kayleth has climbing gear and 200ft of rope, but is in no shape to go herself.

Lighting. It is dark! **Be sure to note the reach of everyone's darkvision – they may not be able to see the bottom!**

Descending. On this descent, even creatures with a climb speed requires the use of rope or other

climbing gear to descend unless they have an ability that allows them to move across vertical surfaces. For every 20ft that a creature moves up or down the wall, they must make a Strength (Athletics) climbing check or fall. Using a rope allows the climb, but does not provide advantage. On a result of 15 or higher, the creature succeeds in the movement. On a result of 10 to 14, the creature slips, resulting in it not having moved. On a result of 9 or lower, the creature falls.

Complications

Gas Spores. 1 gas spore per character forms at the bottom of the canyon when the characters begin their descent. The gas spores begin drifting up at their fly speed of 10ft. If a character falls and hits a **gas spore** on their way down, they are considered to be in the spore's *death burst*.

Stirge Swarm. When the first adventurer reaches the halfway point of the descent, a nest of **stirges** is disturbed. The nest contains 4 stirges for every adventurer in the party and they attack in sets of 4. Characters have disadvantage on their climb checks if they have a stirge attached to them.

Cloaker. In parties of average strength or stronger, any flying characters are attacked by a **cloaker** (1 per party). The cloaker does not attack climbers.

Wrapping Up the Descent

At your discretion, once no **gas spores** or **stirges** remain and every climbing character has made at least 3 climb checks, the descent can be wrapped up and considered successful.

The Bottom of the Canyon.

Once the characters have reached the bottom, it is not difficult – with Kayleth's help – to setup a way to get back up for later. Proceed to **Episode 3**.

Appendix 4. Bonus Objective B

Scene A. Corpseplanter Corbus

Prerequisites

Proceed with this scene once the characters have recovered **Volana's** body and are making their way to **Zethlentyn Prime** as directed in **Episode 3, Scene C**.

Objectives

Characters are ambushed by Corpseplanter Corbus and must deal with him.

Area Information

This scene can take place at two different geographic locations, though it generally happens in open terrain with no specific map.

If the characters traveled through Death's Prevalence, this scene takes place on their way back there, in the East Dead Fields.

If the characters bypassed Death's Prevalence and took the High Road, the scene takes place after they've ascended the canyon's wall and during their trek back through the caves.

Creatures/NPCs

Corpseplanter Corbus Zaunmice – CE, Male Necromancer of House Zaunmice.

Objectives/Goals. Corpseplanter Corbus performs experiments on undead that even some of the Yathrinshie find distasteful. He mixes undead with fiends and monstrosities in order to create more powerful – and obedient – specimens. Corbus wants more creatures to experiment on.

What Does He Know? He had learned of Volana's fall, but the characters beat him to the body. He knows that Yathrinshie are afraid of his growing power and relishes this fact.

Adjusting the Encounter

Corpseplanter Corbus is a **Drow Necromancer**, on his spell list, replace *web* with *invisibility*, *bestow curse* with *slow* and *dimension door* with *vitriolic sphere*. At his command, he has a **deathlock** and a **beholder zombie**.

Very Weak: replace the **zombie beholder** and **deathlock** with 2 **zombies**.

Weak: remove the **deathlock**

Strong: add 1 **deathlock**

Very Strong: **Corbus** has 108 hitpoints, add 1 **deathlock mastermind**

Once Corbus has been dealt with, proceed to **Wrapping up the Adventure** section at the end of **Episode 3**.

Playing the Pillars

COMBAT

Corbus prefers everyone dead. However, if he is losing the battle, he is not above escaping to live another day by going invisible and fleeing.

EXPLORATION

Prior to being confronted by Corbus, characters may spot his **bat** familiar skulking about, signaling that they're not alone. While this doesn't prevent a confrontation, it may give the characters an idea to remain vigilant.

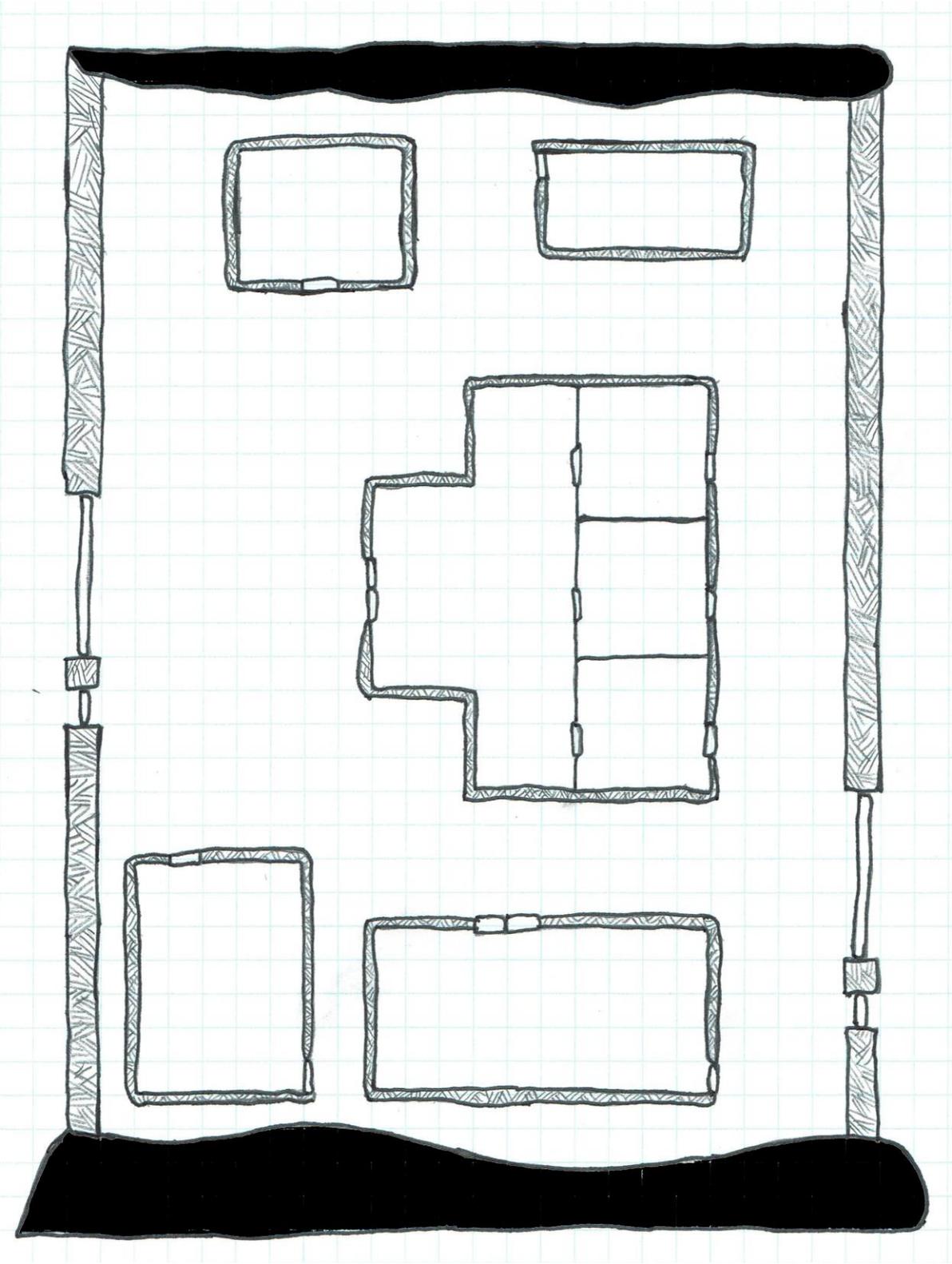
SOCIAL

During their time on the mission, the characters may have encountered some corpses of interest to Corbus – especially the behir and the drider. In the (extremely unlikely event that the characters have the corpses with them, they may be able to convince Corbus to trade. This requires a DC17 Charisma (Persuasion) check. If the corpses are not with them, he is not interested.

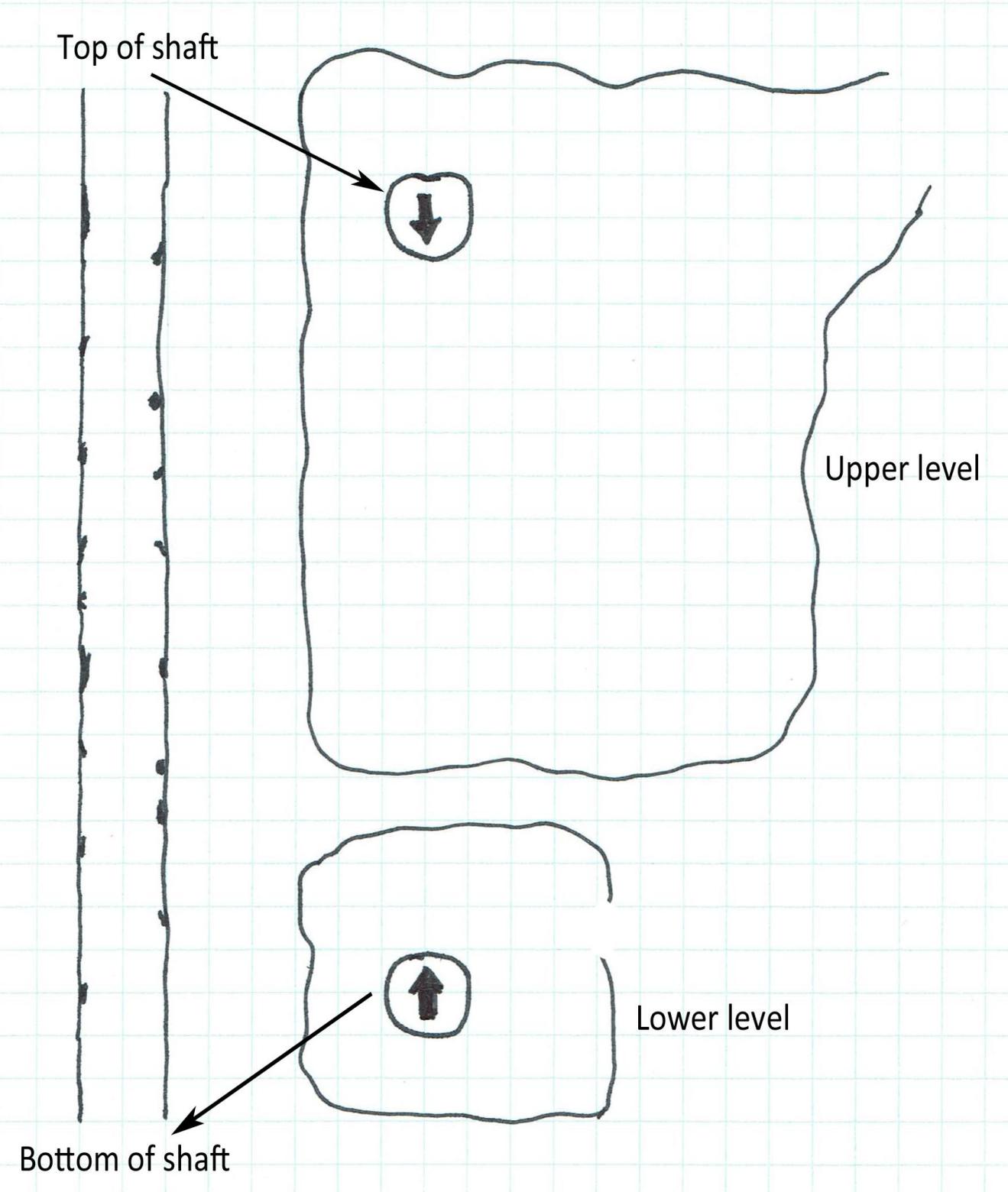
Appendix 5. Map of Zethlentyn & The Journey



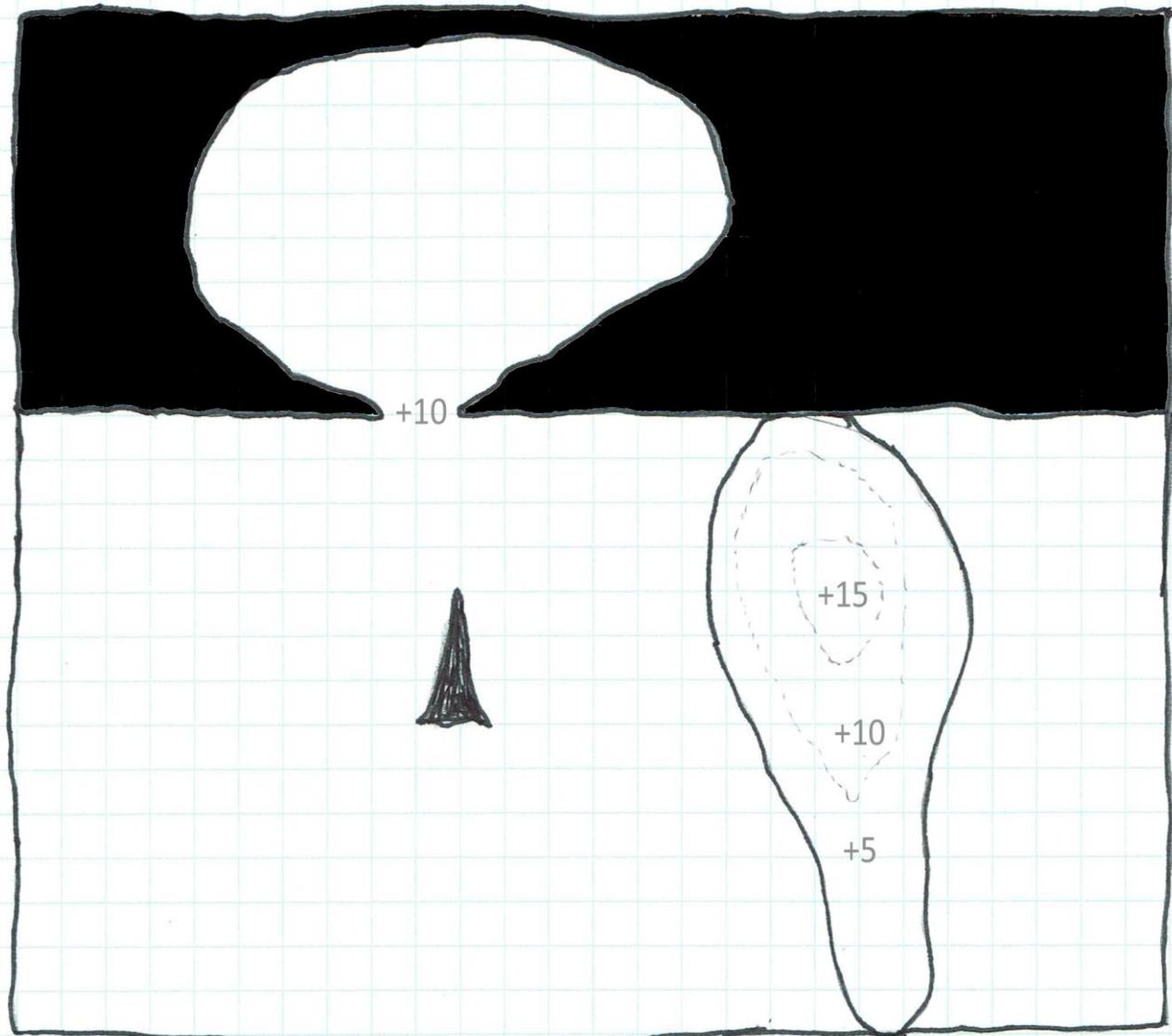
Appendix 6. Map of Death's Prevalence



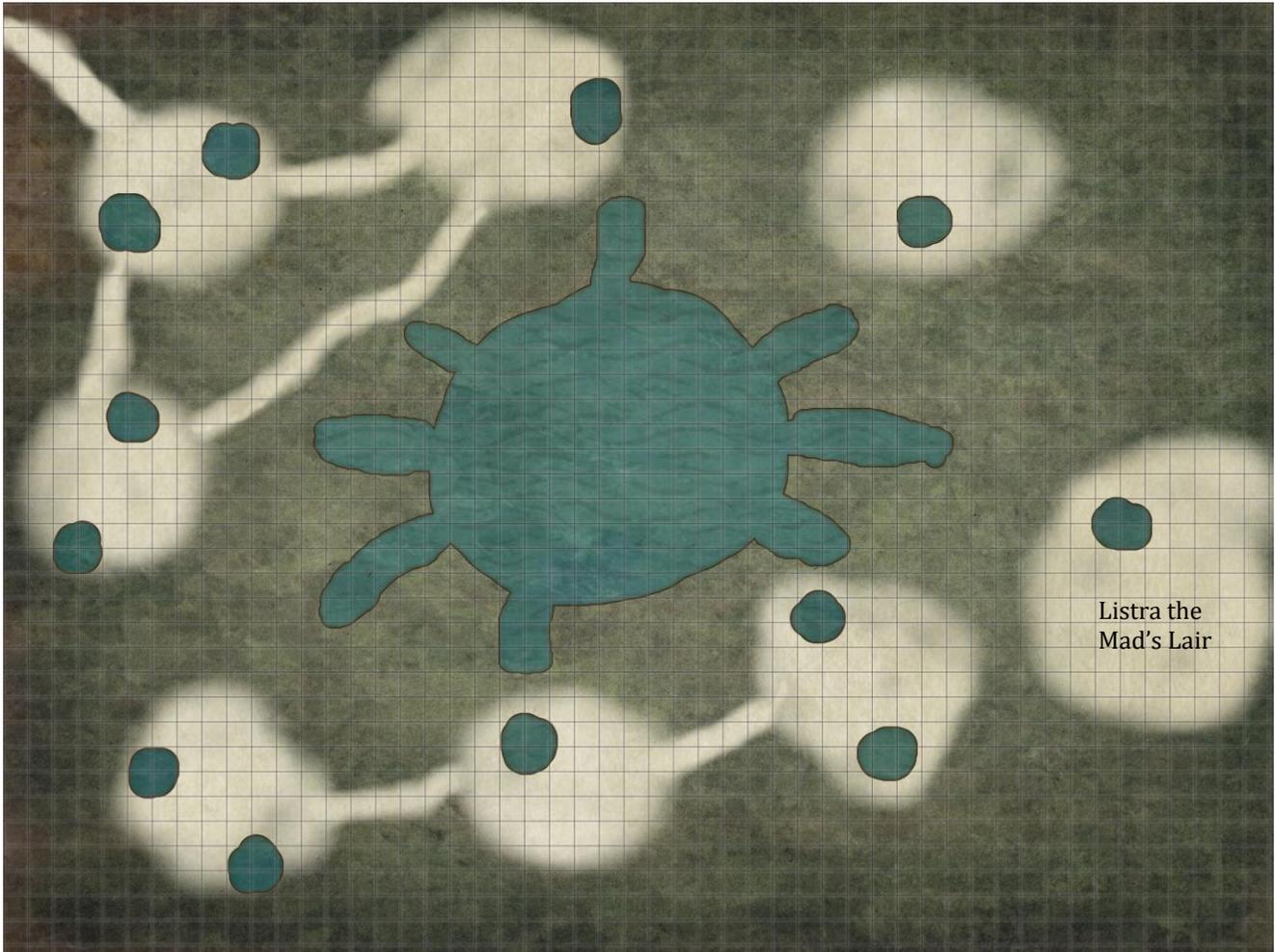
Appendix 7. Map of the High Road Shaft



Appendix 8. Map of the Slithering Canyon



Appendix 9. Map of Listra the Mad's Lair and Vicinity



Appendix 10. Magic Items & Story Awards

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

Unearthed Ring of Mind Shielding

Ring, Uncommon, Requires Attunement, Table F.

This ring is set with a perfectly round off-white stone. The stone's natural veins resemble the mountains of the moon. When within 120ft of an aberration, the ring glows softly. More information can be found in the *dungeon masters guide (DMG)*.
(Aberrations are near)

Moon-touched Greatsword

Weapon, Common

In darkness, the unsheathed blade of this sword sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

Story Awards

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

Story Award. Knowledge of House Zaanmice.

You have gained some insight or secret of a drow house. Other houses of the Zethlentyn Protectorate may find this valuable. This award has no immediate mechanical effect.

Story Award. Dark Consequences.

The dark experiences in this adventure may take a psychological toll on certain characters. This toll is not represented by any mechanical effect and is entirely optional. Players are not required to take note of this if they do not wish to.

Any character that EITHER participated in the *minor graverending* ritual and allowed the revenant to proceed on its dark business OR participated in the TRIAL OF DEATH and left Erkulia in the hands of the **Yathrinshee** may choose to add the following to the list of their bonds:

If the character is of a non-evil alignment:

- I once participated in an evil act that resulted in the death of a stranger and seek atonement for this act.

If the character is of an evil alignment:

- Partaking in an evil act has made me more conscious of the consequences of my actions.

This bond carries no mechanical consequences and can be removed by the player at any time

Appendix 11. The Underdark and Faerzress

A substantial portion of this adventure takes place in the Underdark, where the Faerzress can often cause odd effects. Refer to the sidebar below for the effects that are active in this adventure.

The Faerzress and This Adventure

An unusual magical energy the drow call faerzress pervades much of the Underdark. The origin of this mysterious arcane power is unknown. The drow and other Underdark creatures use the properties of areas suffused with faerzress to protect their settlements.

Areas suffused with faerzress can range in size from a few dozen feet across to several miles in diameter. These areas typically glow with dim light and interfere with divination and teleportation spells. Though faerzress can't be dispelled, its effects are temporarily suppressed in the area of an antimagic field.

For the purposes of this adventure, the effects of the faerzress are as follows:

Light. While areas of strong enough faerzress tend to have dim light everywhere, the areas traversed in this adventure are lit as noted.

Long-Range Teleportation. Teleportation beyond line of sight fails when used in any of the Underdark areas where scenes in this adventure take place.

Short-Range Teleportation. Teleportation to within line of sight requires the caster to succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 1d10 force damage and the teleportation attempt fails.

Madness. This adventure does not feature ways to contract madness, however, it may be present in other adventures that feature the Underdark.

Curing Madness. A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell can rid a character of a short-term or long-term madness. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

An Underdark Campaign?

If you are including this adventure in a larger campaign that already features madness, you can adjust the conditions and effects here to be consistent with your campaign.

Appendix 12: NPC Portrait Cards

Kayleth Tor'Erhyl
(kay-leth-tor-ay-hill) – Drow Female
Sword Dancer of Ellistraee

Personality: Kayleth is a high-ranking member of the House Tor'Erhyl. Extremely independent, Kayleth was chosen as the one to make contact with the surface to prevent the most recent slave-taking raid. While graceful and acrobatic in combat, Kayleth is often direct and serious when she speaks.

Ideal: Freedom. Chains are meant to be broken, as are those who would forge them.

Bond: I fight for those who cannot fight for themselves.

Flaw: Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.



Kayleth Tor'Erhyl
(kay-leth tor-ay-hill)
Sword Dancer

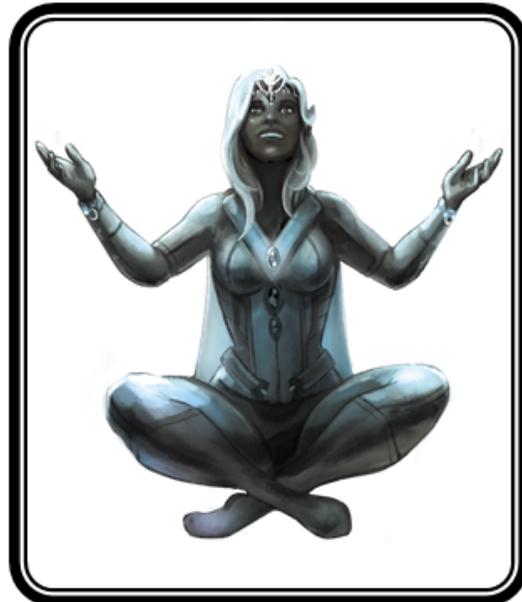
Matron Meriele Tor'Erhyl
(Merry-elle-tor-ay-hill)
Drow Female, Matron of House Tor'Erhyl

Personality: Meriele Tor'Erhyl looks youthful (early 20s in human terms) but is over 200 years old. Typically, she smiles brightly and speaks excitedly. Her mannerisms mask a cunning and calculating mind and though the deception is not entirely malicious, neither is it incidental.

Ideal: Change. We must help bring to life Ellistraee's vision for our people.

Bond: I fight for those who cannot fight for themselves.

Flaw: Responsibility weighs heavily upon me and avoid forming deep bonds because of it.



Meriele Tor'Erhyl
(merry-elle tor-ay-hill)
Matron of House Tor'Erhyl

Grenouille Zauunmice
(gren-oooy zone-miss)

LE, Corpseplanter of House Zauunmice.

Personality: Grenouille is the necromancer version of a gardener. While most of the more fatantical worshippers of Kiaransalee look down upon his mild-mannered nature, none can match his skill with converting even the least likely candidates into workable undead.

Ideal: Power. Solitude and contemplation are paths toward mystical or magical power.

Bond: Though they do not treat me well, I am loyal to my house.

Flaw: Most people scream and run when they see a demon. I stop and take notes on its anatomy.



Grenouille Zauunmice
(gran-oooy zone-miss)
Corpseplanter

Melvara Zauunmice
(mel-va-ra zone-miss)

CE, Yathrinshee of House Zauunmice

Personality: Melvara is the leader of the Yathrinshee at Death's Preamble. She is cruel and wholly devoted to Kiaransalee. She gladly uses others to achieve her ends, especially if it can corrupt them.

Ideal: Death. I love to clear a path for the return of Kiaransalee.

Bond: Until the time comes, I must tolerate the insects that are the living.

Flaw: None of it will matter in the end.



Melvara Zauunmice
(mel-va-ra zone-miss)
Yathrinshee

Erkulia

(er-cool-ee-ya)

NE, Aspiring Necromancer

Personality: Erkulia is a young and offputtingly cheerful female drow. She is an aspiring necromancer.

Ideal: Aspiration. I seek to prove my self worthy of my god's favor by matching my actions against her teachings.

Bond: I am alone and my faith and magical gifts are all that's kept me alive.

Flaw: I have doubts about my faith and about others.



Erkulia
(er-cool-ee-ya)

Appendix 13: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting This Adventure

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

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

Determining Party Strength

Party Composition	Party	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