



LEGEND OF THE WITCHFIRE

ADVENTURE FOR LEVELS 1-4

CABRERA '20



LEGEND OF THE WITCHFIRE



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INTRODUCTION

LEGEND OF THE WITCHFIRE IS AN ADVENTURE SET IN the Iron Kingdoms, a war-torn land where ancient magic and advanced technology coexist, although not always peaceably. The mastery of steam power, firearms, and warjacks—mechanical constructs imbued with tremendous strength and rudimentary intelligence—has changed the way people live, work, and wage war.

Against this backdrop of ongoing industrial revolution, the characters are brought on board by the Corvis City Watch to shore up security for an upcoming festival. It's a simple enough job, but one that quickly escalates as making routine patrols gives way to busting gangs, delving into the sunken Undercity in search of a stolen artifact, and racing to thwart the machinations of a secretive cult before it can release an ancient evil that dooms the city of Corvis—and potentially all of humanity as well.

RUNNING THE ADVENTURE

Legend of the Witchfire is designed for a party of four to six characters who are just starting out at 1st level. By the end of the adventure, the party should advance to 4th level.

Text that appears like this is meant to be read aloud or paraphrased to the players, typically at the start of an encounter or when the characters arrive at a location for the first time.

The adventure is divided into four chapters. Chapters 1–3 focus on different aspects and areas of the city, and each culminates in a dramatic encounter; chapter 4 wraps up the adventure and provides ideas for the future of the campaign. Each of the first three chapters can be completed in a single adventuring day and should provide the characters with enough experience points to gain a level. If your campaign uses the milestone system instead of experience points to track advancement, the characters gain a level at the end of each chapter.

Chapter 1 sets the stage for the rest of the adventure. After an introductory set of encounters with some pernicious pests, the characters bust a gang of smugglers and thieves operating out of an abandoned industrial district. During the hectic final confrontation with the Powder Rats gang, the characters are introduced to Alexia Ciannor—the unstable former bearer of the Witchfire, a stolen artifact that threatens to destroy the city—and find out that more than simple robbery is at play.

In **chapter 2**, the characters seek out Skuzz, a recalcitrant gobber who has information on the missing artifact, before delving into the labyrinth of sewers, sunken buildings, and natural passages beneath Corvis in order to track down the last known holders of the Witchfire. The Undercity, as this maze is known, is home to a myriad of often bizarre dangers that the characters must overcome before they find the cultists they're looking for. Unfortunately, by the time the characters arrive, the cultists have been slain by undead animated with the assistance of the very artifact they stole. The characters must act fast to figure out where the surviving

cultists intend to carry out their ritual and then escape the Undercity before they are overwhelmed by an endless horde of the hungry dead.

In **chapter 3**, the resurfacing characters find themselves accused of murder and must clear their names or avoid the authorities altogether while they traverse a city descending into chaos as the dead rise up from the Undercity below. Their goal is an ancient Orgoth ruin hidden within the city cemetery—the power base and ritual site of the infernal cult that is orchestrating this diabolical scheme. The party must overcome the cultists' defenses if they are to stop the cult's plans from coming to fruition and unleashing a terrible evil upon the world. A climactic battle with this ancient evil ensues as the ritual is interrupted before its completion, only for an erstwhile ally to betray the party and attempt to harness the Witchfire's power for equally apocalyptic ends, forcing the characters into one final confrontation for the fate of the city—and potentially for the world itself!

Chapter 4 deals with the fallout of the characters' actions and presents ideas for where the campaign might go after the immediate threat of infernal annihilation has been resolved.

This adventure assumes that the characters are hired to augment the Corvis City Watch in the run-up to the festival of the Longest Night, a raucous celebration marking the end of one year and the start of another. Prior to the Claiming, this festival was held on the last night of every third year, when all three of Caen's moons are new, but in the years since, it has been held every year even if the sliver of a moon or two still hangs in the sky. It is a night marked by ribald parties, but also one on which the veil between the worlds of the living and the dead is at its thinnest. Due to a history of these events devolving into carnival-themed chaos in the best years—and an unfortunate penchant for curses, black magic, and undead incursions during less fortunate ones—the watch hires mercenaries to bolster their numbers for the event. Because festival duty is normally a fairly tame assignment that lets volunteers not only develop contacts within the watch, but also smooth over any prior indiscretions, many would-be adventurers and fresh-faced mercenaries get their start patrolling a neighborhood for the city's overstretched defenders.

The characters do not need to have known each other before being assigned to a patrol together, but if the players want to roleplay the events leading up to their deputization—whether individually as part of their backgrounds or as a group—they will have no trouble doing so, as the call for recruits is widespread in the weeks leading up to the festival. From farm boys hoping to strike it rich as mercenaries in the big city to local toughs looking to keep themselves out of prison for instigating more than their fair share of drunken bar brawls, everyone in the vicinity of Corvis will be well aware of the openings. Prior to the events of chapter 1, the watch captain interviews the characters and judges their fitness to serve as deputies, but it quickly becomes clear to the party that with the watch stretched too thin and its members overworked, standards have been lowered quite a bit, and those who might otherwise be turned away just end up patrolling a quiet, unimportant neighborhood somewhere.

Because everyone is focused on either enjoying the festivities or hunkering down in preparation for the potential chaos, other adventuring and mercenary work in the city is scarce.

Throughout this adventure, various treasures, ranging from healing potions to magic weapons, are suggested as rewards for completing particular encounters. These items were designed to benefit a party with a fairly standard makeup, but since not every party is the same, you should make sure that the characters can benefit from the items they receive for their hard work. If a particular item, such as a box of bullets in a group where the only ranged character uses a bow, would not be useful to the party, you should replace these items with items the characters can use. Doing so will not only keep the difficulty curve on track, but also make the adventure feel more rewarding for the players.

This need for flexibility becomes especially important in chapter 3, as the exact nature of the more powerful permanent magical items the characters receive is left intentionally vague. Each character should get something that would not only be useful, but also encapsulate what the player wants out of the game. You'll find more information in chapter 3, but you should keep in mind what each player wants as the adventure develops.

CORVIS, CITY OF GHOSTS

One of the largest cities in the Iron Kingdoms, Corvis is home to almost a quarter million inhabitants, although many of them go unrecorded by the official census. A dark and brooding city, Corvis straddles the waters where the Dragon's Tongue River splits from the Black River, with the former flowing west to the bustling port of Five Fingers while the latter continues south to the Cygnaran capital, Caspia. Corvis is a city of winding canals, bustling riverfronts, and shadowy alleyways where even the wary can easily disappear without a trace. Swampy ground at the edge of the foreboding Widower's Wood may seem like a strange location for a major settlement, but Corvis has thrived despite these difficulties, and as its buildings collapse from want of solid earth or sink into the mire, new structures are simply built atop the crumbling remains of the old.

This constant cycle of construction and the inevitable pull of the swamp has led to the creation of what the locals call "the Undercity," a vast network of natural caverns, disused sewers, forgotten catacombs, and even entire sunken city blocks that runs beneath the city's streets. Kept clear of water to prevent further collapse, certain sections have been stabilized and even expanded over the centuries, and entire neighborhoods belowground are populated by the less fortunate and those who want to evade the scrutiny of those in the city above. Although some of the more populated or well-traveled areas are lit by torches and gas lamps, miles upon miles of the tunnels are dark, and these areas are avoided even by those who frequent the Undercity. Rumors abound—some substantiated, some not—that these sections are haunted by bogrin tribes, feral gorax, territorial gatormen, crazed cultists, the restless dead, and worse.

Trade is the lifeblood of Corvis, and the city's unique position provides it with constant traffic. Goods traveling

down the Black River from southern Khador, Llael, and the dwarven homeland of Rhul pass through its gates, as do those moving upstream from Ord, the interior of Cygnar, and even the remnants of the Protectorate of Menoth. The rivers that transport this bounty divide the city into three sections connected by a handful of bridges and a veritable armada of ferries that taxi those with coin to spare to various locations throughout the city. The bustling southern district is where much of the trade that flows along the rivers ends up and where the wheeling and dealing that accompanies it takes place. The eastern district is home to the city's wealthy elite and much of its burgeoning middle class, and it is also the site of Corvis University, one of the most prominent centers of learning in the Iron Kingdoms. The northern district is the center of the city's industrial sector and home to the working-class neighborhoods of those who labor in the factories, but it also features the Cathedral of Morrow, where High Prelate Pandor Dumas cares for the spiritual health of the city's living inhabitants.

Despite the crowded, cramped conditions and the thriving trade markets, some still say that the dead outnumber the living in Corvis. The swampy ground and near-constant rain make it difficult for the city to maintain its expansive graveyards. Relics from its distant past as the regional seat of the occupying Orgoth forces are scattered throughout the city alongside memorials to recent battles fought along the nearby Khadoran border. The past is never far from sight in Corvis, and the dead do not rest easily here. Although many of the stories slurred out by drunken dockworkers or performed for travelers' ears by minstrels looking to earn their next meal are undoubtedly overblown, if not outright fabrications, Corvis did not earn the appellation "City of Ghosts" lightly. It has a long history with the undead, and those that delve into the ancient catacombs or abandoned sections of the Undercity risk disturbing that which is best left forgotten. The most recent and traumatic examples of this occurred in 602 and 603 AR. Each time, Alexia Ciannor led an army of the undead into Corvis, first attacking it in 602 AR and then, just a few months later, liberating it from the deposed Cygnaran king Vinter Raelthorne IV and his *skorne* allies before disappearing after the battle.

ADVENTURE BACKGROUND

Legend of the Witchfire revolves, perhaps unsurprisingly, around the artifact known as the Witchfire, a sword capable of trapping the souls of those it slays. The weapon was coveted by the Orgoth as a means of collecting souls for their infernal masters, the Fellgoeth Order. Lost amid the tumult of the Orgoth's expulsion from western Immoren, the Witchfire eventually came into the possession of the witch Alexia Ciannor, whose mother's soul was trapped inside the artifact. After a long and complicated history with both the sword and her mother's soul, Alexia used the Witchfire to slay the infernal master Omodamos during the climax of the infernal's recent invasion of Caen, trapping the vile being's essence inside the blade.

Omodamos was an important leader of the Nonokrion Order of infernals, and his loss threw the order into chaos.

Shortly after the infernal master's entrapment within the Witchfire, the members of the order began hunting for the sword and looking for a way to free their lord and restore him—and themselves—to power. Meanwhile, their ancient enemies in the Fellgoeth Order began their own search for the weapon, hoping to cripple their rivals and drive them from Caen without revealing their continued influence on western Immoren.

Never intended to contain such power, the Witchfire became dangerously unstable in the wake of the battle at Henge Hold, leaking uncontrolled dark magic and threatening to explode in apocalyptic fashion if nothing was done to fix it. Alexia's descent into madness began when her mind first came into contact with the infernal essence of Omodamos. Confused and afraid, she became convinced that if she let her guard down for a moment, even just to sleep, the Witchfire would unleash devastation upon the world—or, perhaps worse, the Nonokrion Order would reclaim the sword and free Omodamos once more. This terrible burden weighed heavily upon her soul during her years on the run. On the brink of slipping into insanity forever, she returned to Corvis as a last resort to find the only person she trusted with this matter: her uncle, Father Dumas. Reaching the Cathedral of Morrow on the brink of total exhaustion, both physical and mental, Alexia managed to convey something of the danger to her uncle before she collapsed.

Hoping to contain the Witchfire's power and obscure it from the infernal forces tracking its arcane spoor, Dumas sealed the artifact in a lead-lined reliquary and buried the container beneath the altar in the cathedral for added protection. Convinced by her uncle that everything was under control, Alexia remained at the church complex while she slowly regained her strength and mental fortitude, but her recovery was shattered when the sword was stolen from the cathedral and spirited away by Sister Agnes, a Morrowan nun charmed by Nonokrion cultists into thinking that her actions were for the betterment of both Alexia and Father Dumas. During a staged robbery, Agnes slipped the sword to Skuzz, an unwitting gobber thief hired by the infernalists. The gobber took the Witchfire into Corvis' Undercity for the arranged drop-off, only to be betrayed by his employers, who turned on their hired help and dumped his supposedly lifeless body into the sewer in an effort to tie up loose ends. The cultists then took the Witchfire to a secret location beneath the city's graveyard: a forgotten Orgoth ruin whose arcane machinery was used during the Orgoth Occupation to strip the souls from artifacts such as the Witchfire and channel them to the infernal coffers of the Fellgoeth Order. The Nonokrion cultists intend to pervert the ritual's final step, taking advantage of the thinning of the veil between worlds on the Longest Night to give themselves the power they need to release Omodamos from his imprisonment.

Meanwhile, agents of the Fellgoeth Order have been making their own moves from the shadows. Long thought to have been driven out of the continent, they have secretly been laying the groundwork for another invasion of western Immoren for generations, and they will not allow the Nonokrion Order or its agents to disrupt their plans. Eager to

seize the chance to permanently destroy a rival infernal, the Fellgoeth Order has dispatched a trusted infernalist under the assumed name of Jack Derrigan to accomplish this mission as discreetly as possible. Derrigan's goal is to ferret out whatever information he can about the activities of the Nonokrion Order's cultists without arousing suspicion and then, if possible, destroy Omodamos. As the festivities begin in earnest and the Longest Night approaches, Derrigan adopts the guise of a watch captain in order to move about Corvis unhindered and surreptitiously redirect its newly expanded but poorly supervised workforce to investigate any leads that might be connected to the Nonokrion Order.





CHAPTER 1: AN HONEST DAY'S WORK

In chapter 1, the characters receive their first assignment as members of the Corvis City Watch auxiliary, help an old woman with a rat problem, and stumble upon a gang of smugglers who aren't too keen on interference from the law. While busting the gang's hideout, they are introduced to Alexia and find themselves entangled in a plot with apocalyptic repercussions.

When you are ready to begin the adventure, start with the "First Day on the Job" encounter.

MODIFYING, EXPANDING, AND ADDING ENCOUNTERS

The encounters in this chapter are designed for four to six 1st-level characters. Smaller parties and those less focused on combat may find these encounters more challenging than intended, forcing them to expend resources faster and stymieing their ability to advance through the adventure. If this is the case, consider removing an enemy from an encounter—or two enemies if each has a challenge rating of 1/8. If the encounter involves only a single adversary, consider reducing the enemy's attack rolls, damage rolls, ability checks, saving throws, and AC by 1, in addition to reducing the DC of any saving throw or ability check the characters make by 1. Conversely, if the party is on the

larger size or is scything through encounters without much difficulty, you can add an additional enemy to the mix, or add one with a challenge rating of 1/4 (or two with a challenge rating of 1/8) from another encounter if the modified encounter normally involves only a single foe.

Similarly, if the party decides to head off in an unexpected direction, you can repurpose the encounters from the path they didn't take to quickly flesh out an area. For example, if the characters focus their efforts on breaking down the door sealing off the sewer in the "Rat Race" encounter, instead of telling them it's impossible, you might allow them to eventually bash their way through and explore another path—one that conveniently loops back around to the "Under Docks" encounter, but only after they run into a group of two gang bombers and four gang thugs (the enemies from the "Powder Party" encounter, which they would otherwise not run into).

PATROL ENCOUNTERS

You can use the following random encounters to add some color to the otherwise uneventful day. Although these encounters aren't intended to result in combat, you should let the characters' actions determine how things play out. Each encounter can occur only once. The party can experience as many of these encounters as you like before events get into motion with the "Old Lady Bethel" encounter.

RANDOM PATROL ENCOUNTERS

d8 Result

- 1 A group of five **commoners** harangue the party for change. The beggars go away only if they are given at least 10 cp total or if one of the characters convinces them to leave by making a successful DC 12 Charisma (Intimidation) check.
- 2 The party crosses paths with a patrol of deputies hauling a very drunk man dressed in garish costume to a nearby watchhouse. If the party asks what the man did to get arrested, he proudly declares that he's marked the steps of Corvis University with his "water," after which he is cuffed by one of his captors and taken to the stocks.
- 3 The party encounters two **mercenary veterans** stumbling down the street and reeking of cheap booze. The pair are caught up in a slurred argument about whose turn it is to buy the next round. Strangely, both mercenaries insist it is their turn and won't have it otherwise. A character can calm the pair down with a successful DC 12 Charisma (Persuasion) check. If no attempt is made to calm the mercenaries, the disagreement descends into clumsy fisticuffs.
- 4 A parade of costumed revelers clogs the streets, led by a man in a buffoonish costume meant to look like a caricature of King Julius Raelthorne. The parade slows movement to a crawl but doesn't cause any other trouble.
- 5 Three street urchins have dressed a man up like an infernal horror and are charging passersby 2 cp to hurl rotten apples at him. Each apple is treated as an improvised thrown weapon that deals no damage. Anyone who hits the man with three throws wins a prize: a crude doll made of sticks, intended to look like an infernal.
- 6 Two **gang thugs** have pulled an unconscious man into an alley and are going through his pockets. If confronted, the thugs say that the man is their friend and that they're looking for the key to his home. A successful DC 10 Wisdom (Insight) check reveals this claim to be a lie. The thugs attempt to flee if the party intervenes.
- 7 The party encounters a street performer who is entertaining a crowd of costumed onlookers. Roll a d4 to determine the nature of the performance.
 1. Jugglers. Two gobbers on stilts juggle a half-dozen brightly colored balls. They encourage the audience to toss them coins, which they incorporate into their routine.
 2. Busker. A woman with a violin plays a mournful tune to a small audience. Her instrument's case contains the names of missing family members she lost track of during the Claiming.
 3. Fire Eater. A large trollkin impresses a large crowd with huge plumes of flame.
 4. Contortionist. A limber Nyss bends her body into bizarre shapes while balanced precariously on the back of a chair.
- 8 One commoner selling meat pies from a cart attempts to shoo a large and mean-looking rat. A character who succeeds on a DC 12 Intelligence (Nature) check recognizes the creature as a juvenile devil rat. The rat scampers away if the party intervenes.

FIRST DAY ON THE JOB

When your players are ready to begin, read the following text aloud:

A grizzled captain in a crisp uniform approaches your group and begins barking orders. "All right, you lot, fall in! As auxiliary members of the Corvis City Watch, you've been assigned this neighborhood as your beat." He gestures to the unremarkable slice of Corvis wedged between the industrial sector and the Northern Graveyard. "Your job is to patrol it from sunset to sunup. We've heard rumors of gang activity, so keep your eyes peeled for suspicious behavior. If you see anything out of the ordinary, report back to me. And for Morrow's sake, try not to kill anyone who isn't trying to kill you back! It'll be your heads, but my headache."

After he finishes his questionably inspirational speech, the captain issues each member of the party a straight wooden club and a copper badge identifying the character as a deputy of the watch. Once that's done, he heads off to give another group of recruits their orders, but not before urging the characters once more to stay on their toes and to follow the orders of any full-fledged watch members they run into.

Not much happens for the first few hours of the characters' patrol, but any character who succeeds on a DC 12 Wisdom (Perception) check notices an unusual number of rats scurrying about, either dodging under the feet of revelers on the way to the festivities or skulking in the shadows. Those who succeed on a DC 12 Intelligence (Nature) check note that the vermin are devil rats, a more aggressive and territorial breed normally encountered only in the sewers or elsewhere underground.

After a few uneventful patrols, the monotony is broken by a woman's screams and the shattering of glass as the next encounter kicks off.

OLD LADY BETHEL

As the characters go about their patrol, they hear a woman shrieking for help from a nearby home, followed by the shrill sound of a watch member's whistle calling for assistance. When they enter the home, read the following text aloud:

You find yourself in the middle of a chaotic scene. An old woman is trapped atop a cabinet by a swarm of large, vicious rats. Several of the vermin, including one the size of a large dog, have surrounded her perch and are being kept at bay only by the furious swinging of her broom and the occasional piece of hurled pottery. Others are scavenging the place, tearing into boxes and smashing open pantries in a frenzy. A watch captain contending with one of the massive vermin shouts at you to get stuck in.

Four **devil rats** and two **devil rat rippers** are attacking the home of Bethel, an elderly woman. The creatures are split into two roughly equal groups in the front and back rooms. If the rats in the back room are not disturbed first, they move out into the main area the round after battle is joined. Jack Derrigan is taking part in the encounter in the front room, playing his role as a captain of the Corvis City Watch.

Bethel's skill with her broom holds off the three rats attacking her for three rounds, but after that, she takes 1 point of damage at the start of each of the devil rats' turns and 1 point of damage at the start of each of the rippers' if at least one rat in the group is not damaged, engaged, or otherwise distracted by the party. Bethel has 7 hit points.

AFTERMATH

After the combat ends, and assuming the party doesn't head into the basement of their own accord, the captain, who introduces himself as Captain Jack Derrigan of the Corvis City Watch, orders them into the basement to find out where the rats are coming from, determine what riled them up, and figure out how to stop more of them from flooding the streets. He escorts Bethel to safety and, if necessary, ensures that her wounds are taken care of.

Before the characters descend the steps and begin the next encounter, Bethel rewards them with an alchemical antitoxin and a box of 20 bullets, which she claims are leftovers from her departed husband's time in the service. Captain Derrigan reminds the characters of an outstanding bounty on devil rats that will earn the party 1 sp per devil rat corpse and 1 gp per devil rat ripper corpse delivered to a watch outpost.

BETHEL'S BASEMENT

When the characters descend into the basement, read the following text aloud:

Old Lady Bethel's once well-stocked root cellar has been turned upside down by the oversized vermin infesting it, and several stragglers are currently busy scrabbling through the wreckage or fighting each other for scraps. Their means of ingress is obvious, as a section of basement wall has collapsed, revealing a crude opening into the darkness beyond.

DEVIL RAT FEVER

This disease targets humanoids. It is carried by devil rats, and most victims acquire it by being bitten by one or more of the vermin.

It takes 1d3 days for the symptoms of devil rat fever to manifest in an infected creature. Bleeding lesions slowly appear across the creature's skin, and the creature's Strength and Constitution scores are both reduced by 1. Each day that the victim is diseased, more lesions appear, eventually covering its entire body.

At the end of each long rest, an infected creature makes a DC 11 Constitution saving throw. On a failed save, the creature's Strength and Constitution scores are both reduced by 1. On a successful save, the creature regains 1 point of Strength and 1 point of Constitution lost to the disease. If the infected creature regains all the points lost to the disease, the creature recovers from the disease. Other effects that raise the creature's ability scores don't cure the disease.

If a creature's Strength score or Constitution score is reduced to 0 as a result of this disease, the creature dies. Any creature that handles the corpse of a creature that has died of devil rat fever must make a DC 10 Wisdom (Medicine) check. If the check succeeds, the creature avoids becoming infected. If the check fails, the creature handling the corpse must succeed on a DC 11 Constitution saving throw or contract devil rat fever.

Two devil rats, two **devil rat rippers**, and one **putrid devil rat** scamper through the basement, tearing into any food stores they can reach. Now that a new potential food source has been so kind as to enter the basement, they all turn their eyes to the characters.

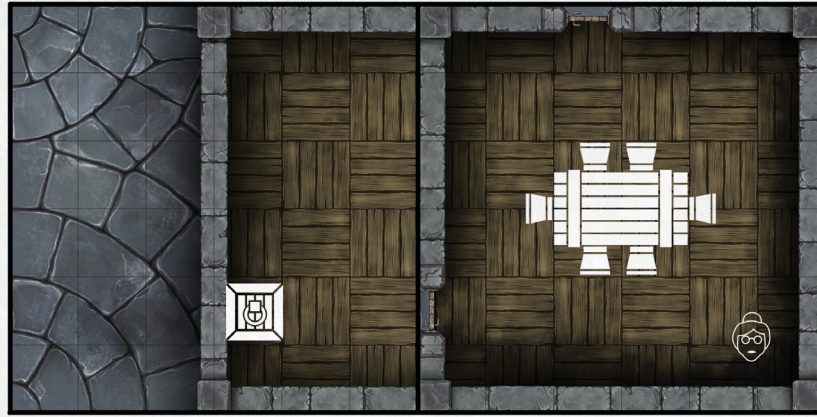
Snack Distraction. A successful DC 10 Wisdom (Perception) check reveals that not all the food stores have been ransacked, despite the rats' best efforts. A barrel of salted pork and two bags of apples remain intact. If one of these is broken open with an attack (AC 15, 5 hp) or tossed into combat, the nearest rat must succeed on a DC 14 Wisdom saving throw or be forced to spend its next turn charging the newly revealed food and gorging itself, taking no other actions. Any rat presented with the salted pork has disadvantage on the saving throw. Other substantial amounts of food the characters have brought with them work similarly, and any rat presented with meat has disadvantage on the saving throw.

TREASURE

Both the putrid devil rats and devil rat rippers have a bounty of 1 gp apiece on them, while the smaller devil rats are worth only 1 sp each.

DEVELOPMENT

If the characters move through the opening in the basement wall and out into the sewer, start the "Rat Race" encounter. If they return to street level, they're welcomed by the unmistakable sound of an explosion and a column of sooty smoke rising from just a few blocks away. If they investigate, begin the "Powder Party" encounter.



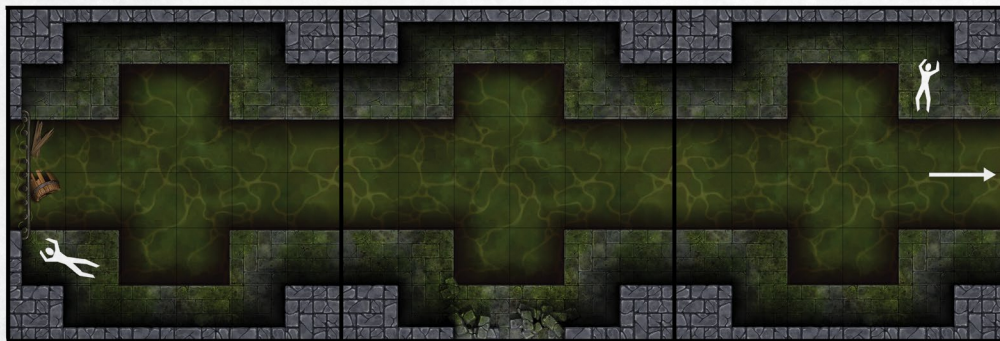
HATCH TO BASEMENT



OLD LADY BETHEL



TABLE



Food Stores



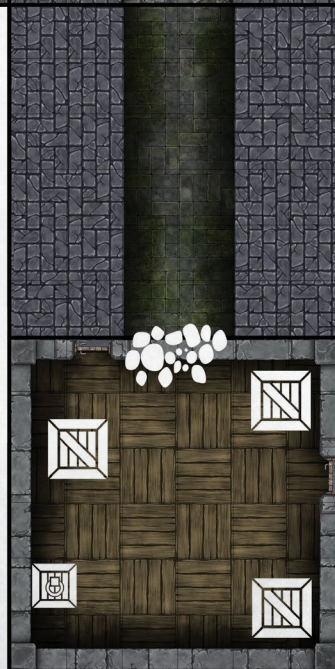
Body



Broken Wall



Hatch to First Floor



RAT RACE

Passing through the gap in the basement takes the characters into a section of the Undercity connected to the territory of the Powder Rats gang. When the gang members noticed a breach forming into Bethel's basement, they took pains to block their territory from the old woman's home. Two of them accomplished the task before falling victim to the rats.

When the characters are ready to travel from the basement to the Undercity, read the following text aloud:

The collapsed masonry reveals that Bethel's basement adjoined a seemingly disused section of the city's labyrinthine sewer system. Damp, crumbling brickwork walls arch overhead, forming a semicircular tunnel supported by thick columns. Between them runs a veritable river of thick sludge whose nature is best not contemplated. Narrow walkways flank the stagnant water, and a crudely constructed blockade and wooden gate to the west bisects it and seals off the tunnel in that direction.

Two figures lie amid the refuse and bobbing debris. One is sprawled amid a pile of garbage across the channel to the east, and the other is partially submerged at the mouth of a smaller inlet pipe opposite the entry into Bethel's basement, its upper body and arms draped across the walkway. A few smaller rats scatter into the darkness as you approach.

One **swarm of devil rats** and two **devil rats** are in the area. They are content to gnaw on the corpses but will attack anyone who gets close to their meals.

If combat ensues, the noise draws more of the beasts to investigate. At the end of each round of combat after the first, 1d4 devil rats crawl out of the inlet pipe where the half-eaten body is positioned. At the end of the fourth round, a new swarm of devil rats emerges instead.

A heavy metal plate is suspended by a chain over the inlet pipe. As an action, a character adjacent to the inlet pipe can block the opening by succeeding on either a DC 12 Strength (Athletics) check to muscle the plate into place or a DC 12 Intelligence (Investigation) check to activate the mechanisms that lower it. As an action, a character who has tools appropriate for blocking the pipe and is proficient with them can use them to stem the tide of rats in a different manner (for example, using a set of carpenter's tools to nail scavenged boards across the opening) by succeeding on a DC 12 check. Each success prevents new rats from appearing for one round, and three successes bar the pipe permanently and stop any more rats from arriving.

Corpses. Investigating the figures more closely makes it immediately obvious that both are corpses in rough shape. A successful DC 12 Wisdom (Medicine) check identifies the cause of death as the host of small bites covering the bodies and determines that the two individuals died no more than a few hours ago.

The half-submerged corpse is held in place by one of its hands, which is caught in the junction between the rusty chain and the corroded metal plate hanging above the inlet pipe. Attempting to remove the body from the water or free

it from the chain results in the partially hollowed-out upper half tearing free at the waterline, trailing viscera behind it. The other corpse, fallen atop a pile of refuse, acts as a grisly island for the devil rats consuming its flesh.

River of Filth. A ten-foot-wide channel of sewer water flows through the area. Characters that end their turn in the foul-smelling sewage must succeed on a DC 13 Constitution saving throw or be poisoned and unable to regain hit points until they exit the polluted water. The rats are perfectly acclimated to their putrid home and are not affected.

Barricade. A closer inspection of the barricade reveals that the gate extends into the sewage, preventing access by that approach, and is held shut by a reinforced lock. Any attempt to pick the lock reveals that its mechanisms are broken, rendering it unable to be opened without extensive repairs.

A successful DC 12 Wisdom (Perception) check reveals that one of the barrels floating in the sewage is actually anchored in place and connected by a tripwire to the door. A successful DC 12 Intelligence (Investigation) check reveals that the somewhat leaky barrel is filled with an unstable mixture of alchemical waste and volatile compounds that can explode if struck violently or thrown. If this occurs, each creature within 20 feet of the barrel must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Detonating the barrel destroys the barricade, opening the way deeper into the tunnels.

TREASURE

Each devil rat corpse is worth 1 sp to the Corvis City Watch, and each swarm of devil rats yields 14 (4d6) corpses. The more intact of the human corpses still has 7 gp worth of various coins, two vials of basic poison, and two alchemical restoratives tucked into a belt pouch.

DEVELOPMENT

If the characters head down the sewer, begin the "Under Docks" encounter. If they return to street level, they're welcomed by the unmistakable sound of an explosion and a column of sooty smoke rising from just a few blocks away. If they investigate, begin the "Powder Party" encounter.



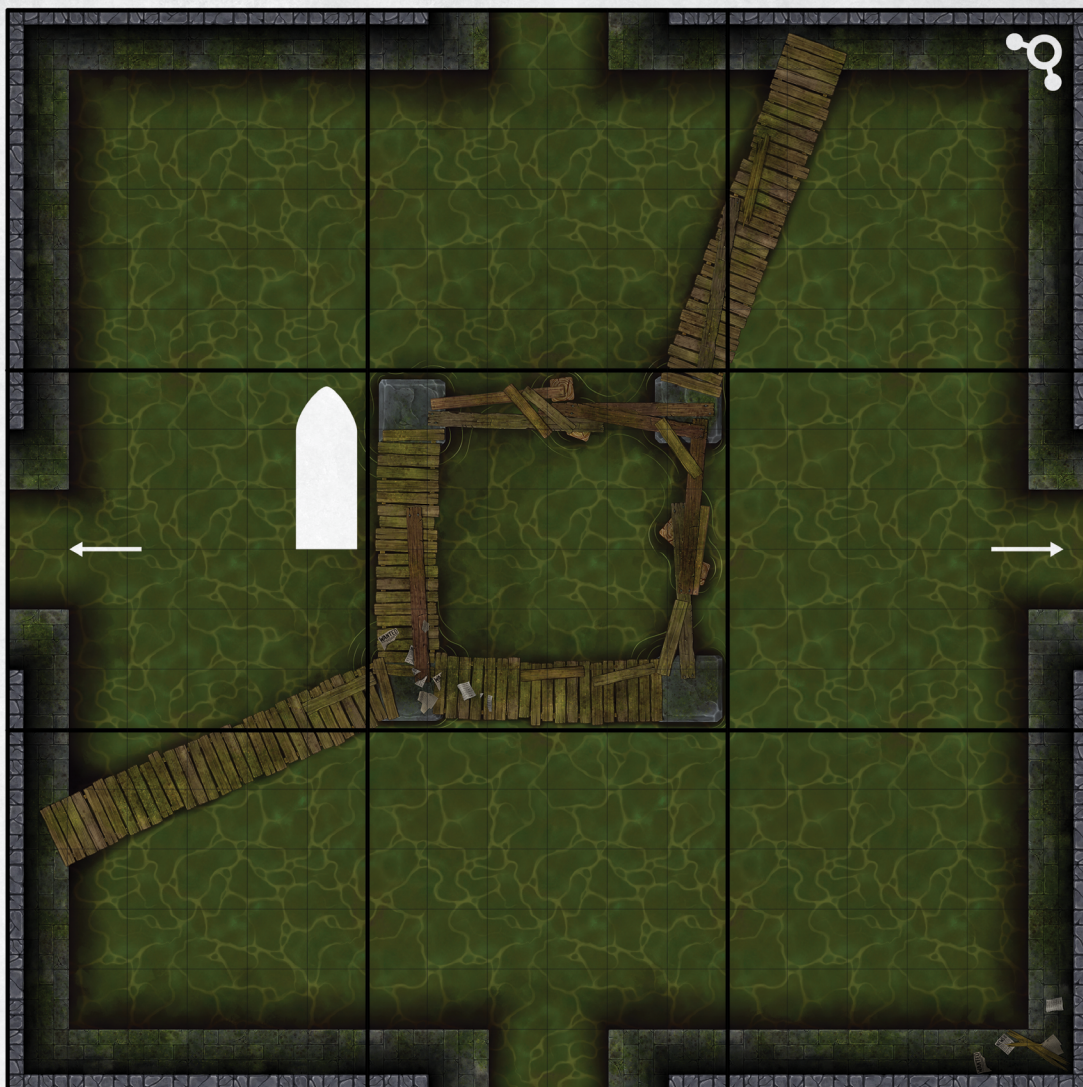
UNDER DOCKS

If the characters proceed further underground, read the following text aloud:

The path ahead opens into a wide junction where four tunnels meet. The quivering expanse of open sewage is crisscrossed by a haphazard network of damp, slime-covered walkways and corroded pieces of machinery that now serve as impromptu supports. A medium-sized boat bobs gently in the sluggish waters, tied off to the central mass of the makeshift dock.

Five rough-looking men converse among themselves as they pick their way carefully along the beams or poke listlessly at floating chunks of debris with long, hooked poles. A clattering steam engine chugs away in one corner, connected to a series of sputtering gas lamps that cast the room in a smoky orange glow.

Four **gang gaffmen** are keeping a lazy guard over the tunnels. When the gaffmen notice the characters, they suddenly go on alert. If they are not immediately attacked, they demand to know who the characters are and what they're doing here. The gaffmen don't actually care who the trespassers are and are only looking to lure them into pistol



Steam Engine



Boat



Sewer Continuation





and gaff range, intending to use their hooks to fish the bodies out for looting once the fighting's over. A successful DC 14 Wisdom (Insight) check reveals this duplicity.

The slick wooden walkways suspended above the sewage provide treacherous footing. Anyone attempting to move at more than half speed on one of these walkways must succeed on a DC 10 Dexterity (Acrobatics) check or slip and fall into the water below. Characters that fall or are pushed into the sludge must succeed on a DC 13 Constitution saving throw or be poisoned and unable to regain hit points until they exit the polluted water.

A successful DC 14 Wisdom (Perception) check reveals that the ceiling of the junction has collapsed in the area directly above the dock and that the hole has been filled with a heavily reinforced wooden platform.

Steam Engine. The steam engine powers the pumps that feed the gas lamps in the tunnels. Attacking the steam engine (AC 14, 11 hp) or disabling it by succeeding on a DC 14 Intelligence check using a mechanic's toolkit snuffs out the lights and plunges the room into total darkness. A character without a mechanic's toolkit can attempt this check with disadvantage using any edged weapon or edged tool. The engine can be repaired with 5 minutes of effort and a successful DC 14 Intelligence check.

DEVELOPMENT

If the party investigates the nearby tunnels, they discover a ladder that leads to the "Overwatch" encounter. If the characters wait around in this room rather than explore further, or if they attempt to actively gain the attention of anyone in the area above this room, the wooden platform

in the ceiling eventually opens, and a group of one **gang cutthroat** and four **gang thugs** descends on an elevator platform to relieve the gang members below. The elevator platform is operated with a simple control lever. If the characters defeat this group and ride the elevator into the "Powder Rats" encounter, they begin the encounter in the elevator's space instead of the normal starting spot.

TREASURE

The gaffmen have an assortment of coins, pendants, and rings worth a combined 25 gp.

The rowboat contains an eclectic collection of trade goods worth a total of 100 gp. The items include alchemical ingredients, barrels of pickled cod, a healer's kit, and a 10-pound sack of coal for the steam engine.

OVERWATCH

The ladder from the sewers leads up into a derelict merchant storehouse, where one **gang lookout** and four **gang thugs** are occupying themselves with a game of dice. These gang members have been assigned to keep watch over the nearby Black River Transport Company warehouse, where the Powder Rats have set up a large black market operation. As the party makes its way up from the room below, read the following text aloud:

Ascending out of the sewer, you find yourself in the ruins of a merchant's storehouse. Much of the second floor and parts of the roof have collapsed onto the ground level, leaving a ring of partially intact areas surrounding a central pile of rubble. Curses,

laughter, and threats accompany the rattling of dice as a handful of men huddle around a table positioned under one of the roof's few surviving sections. Two others, armed with long guns and leaning against their perches, sit in the remains of a second-story room, staring intently out a window.

The Powder Rats were not expecting trouble to come from below and have disadvantage on Wisdom (Perception) checks to notice the characters, but once the gang members spot the party, they immediately attack. If anyone appears to be heading toward the ladder to the second floor, one of the lookouts will kick it down as a bonus action, requiring characters who want to get up to the second level to either raise the ladder as an action or pull themselves up onto the crumbling upper level by succeeding on a DC 14 Strength (Athletics) check.

After the battle is over, any character who investigates the upper loft where the lookouts were stationed finds the following note pinned to a wall by a dagger:

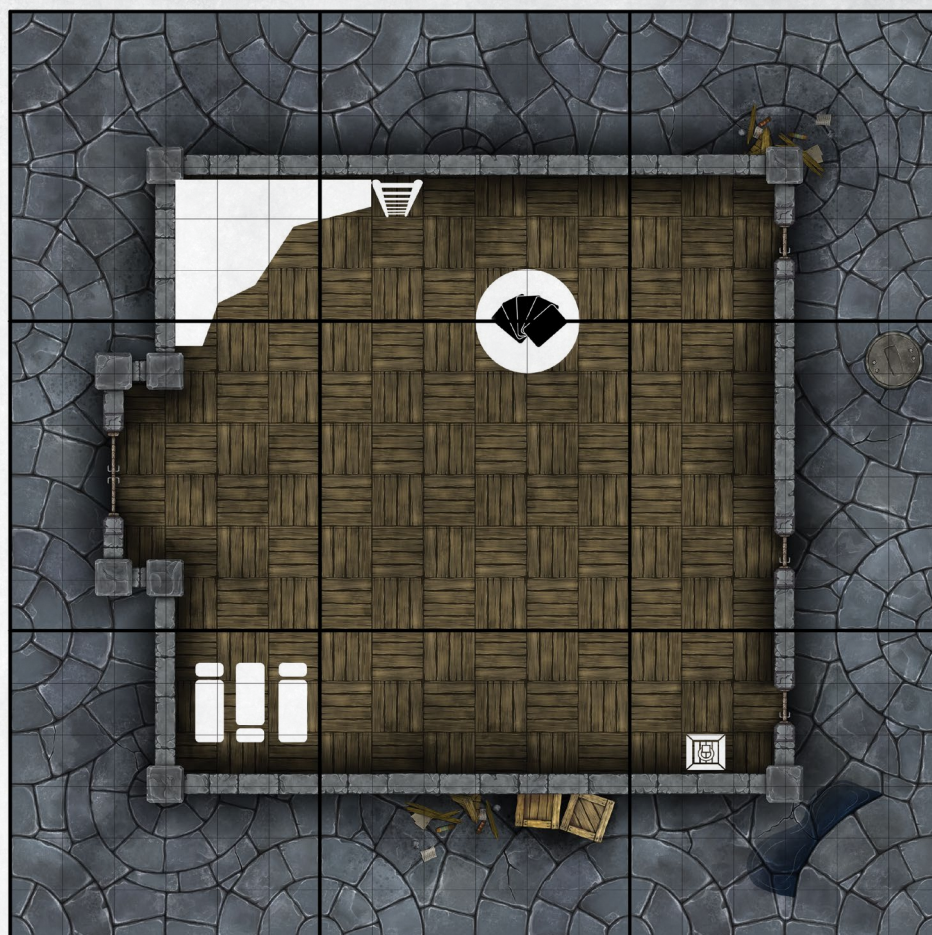
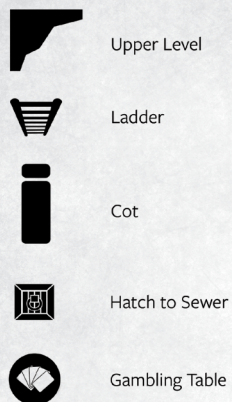
*If Skuzz pokes his filthy gobber head out, I want you to **TAKE IT OFF**. No more second chances.*

Although most of the windows have been boarded up or blocked by fallen rubble, a number of carefully maintained vantage points offer almost uninterrupted views of nearby streets and several abandoned warehouses down the block. A successful DC 12 Wisdom (Perception) check reveals that one warehouse seems to have particularly good coverage, with all approaches to its entrance clearly visible. If none of the characters succeed on this check, they eventually reach the same conclusion, but it takes them long enough that the Powder Rats on watch at the warehouse grow suspicious, resulting in the characters having disadvantage on their initiative rolls during the next encounter.

When the party moves to investigate the gang's warehouse, begin the "Powder Rats" encounter.

TREASURE

The stakes left on the table amount to 21 (6d6) gp in small coinage. A gilt-edged deck of playing cards worth 25 gp is scattered across the table. It is well-worn but of surprising quality. A character who succeeds on a DC 12 Intelligence (Investigation) or Wisdom (Perception) check also discovers a battered *spell engine of alarm* on one of the two lookouts.



POWDER PARTY

The people of Corvis have erected a festival space in one of the district's largest squares. Unfortunately, two **gang bombers** and two **gang thugs** from the Powder Rats gang have decided to interrupt the festivities. The drunken, rowdy gang members are plundering the square and have started a large bonfire. When the characters approach the square, read the following text aloud:

A small square has been decorated for the holiday. Festive banners and flags hang from several buildings and between stalls selling all manner of treats and trinkets. A low wooden stage set up near the center of the square is burning, the roaring flames and billowing smoke dampening the celebratory mood. Half a dozen thugs cheer drunkenly as they toss stools and fistfuls of fireworks into the blaze or rifle through the unattended stalls.

The stalls set up around the area provide half cover and count as difficult terrain. Any creature pushed into a stall falls prone and must succeed on a DC 10 Dexterity saving throw or be restrained until the end of its next turn as the ramshackle structure collapses.

The central stall contains a small fire set beneath a large pot of bubbling oil, which is capable of frying more than sweet dough and skewered meats if tipped over. A character who knocks over the pot nominates a 10-foot square adjacent to the pot. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Any creature pushed into the burning stage takes 3 (1d6) fire damage and must succeed on a DC 10 Dexterity saving throw or be set on fire, taking an extra 3 (1d6) fire damage at the end of each of its turns until a character spends an action to put out the flames.

The Powder Rats are enjoying their vandalism and arson and aren't keen on interruptions, especially if the characters are openly displaying their affiliation with the Corvis City Watch. One of the thugs will approach the party and demand that they leave. If the characters either refuse to relent or initiate a fight, the rest of the thugs pile in, looking to gang up on targets while the bombers target clusters of characters. The gang members are all too happy to fight dirty, and they will not hesitate to push characters into environmental dangers, herd them into groups to make them better targets for a bomb, or kick them while they're prone or blinded. They are not interested in a fair fight and will flee as soon as things turn against them.

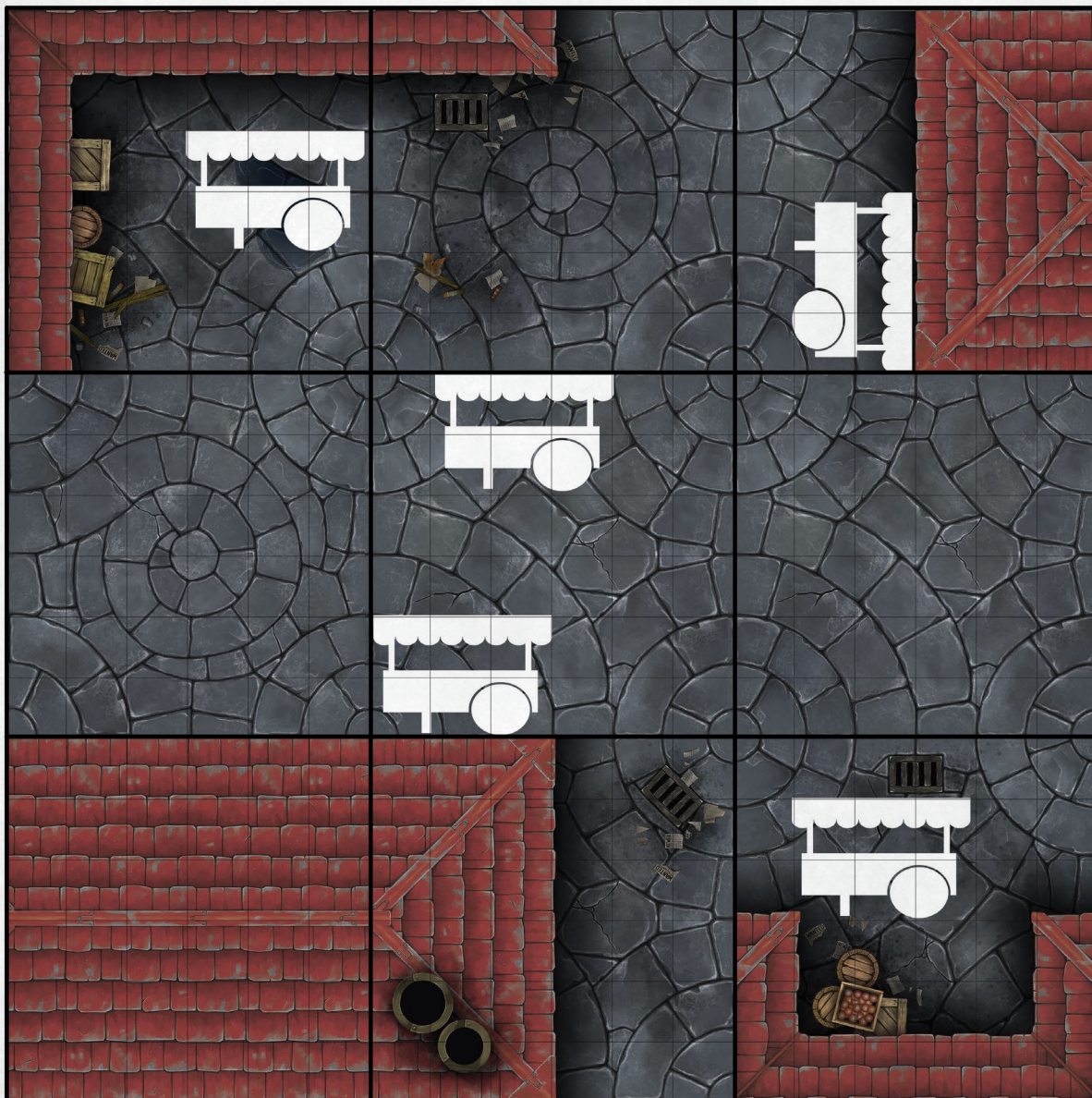
Each downed gang member is carrying 3 (1d6) gp worth of small change. Additionally, the party can recover one explosive grenade, one flash grenade, and two smoke grenades either from the bodies of the bombers or from a stash dropped by a fleeing bomber.

DEVELOPMENT

Each character who investigates the area or attempts to determine who the ruffians were should make an ability check appropriate for the activity. For example, a character interrogating a captured thug can make a Charisma (Intimidation) check to obtain information, a character looking for clues can make an Intelligence (Investigation) check to find something of interest, a character chatting up the locals can make a Charisma (Persuasion) check to gather useful intel, and so on. Creative approaches should be allowed as long as the reasoning makes sense, but skills that stretch believability should require a better result on the check. If at least half the party succeeds on an appropriate DC 12 check, they piece together that the thugs are part of a local gang known as the Powder Rats and that they're set up in an abandoned warehouse not far from here. If less than half of the party succeeds on their checks, they eventually manage to piece together the same information but have given their quarry time to prepare an ambush and therefore have disadvantage on initiative rolls for the next encounter.

As the party returns to its assigned patrol or wraps up its investigation, begin the "Bully Boy" encounter.





Vendor Cart



BULLY BOY

Leaving the festival square, the characters discover that their chosen route has been blocked off. A hasty ambush has been thrown together by Oknot Threefang, an **ogrun bully** who is a lieutenant in the Powder Rats gang. Read the following text aloud:

Up ahead, the narrow and surprisingly clean alleyway leading away from the square is blocked by a shabby-looking wagon that's thrown a wheel. Most of its load is missing, with just a few stray bits of garbage and a single barrel left rattling around in the bed.

A hulking ogrun ambles down the street behind you, slapping a club the thickness of a man's waist against his open hand. "Hear you lot crashed my boys' friendly little shindig," he rumbles. "Can't have that now. Can't have you pokin' yer noses where they don't belong, neither."

The wagon is sturdy enough to provide half cover to those sheltering behind it but counts as difficult terrain for anyone attempting to climb aboard it or cross it. Any character who succeeds on a DC 12 Wisdom (Perception) check notices that the wagon's wheel did not pop off or break but was removed intentionally.

Any character who succeeds on a DC 14 Intelligence (Investigation) check identifies the poorly sealed barrel as being full of volatile incendiary compounds. If the barrel (AC 10) undergoes a sharp shock, such as being thrown or hit with an attack, it explodes, and each creature within 20 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

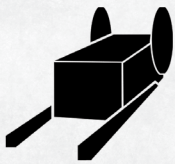
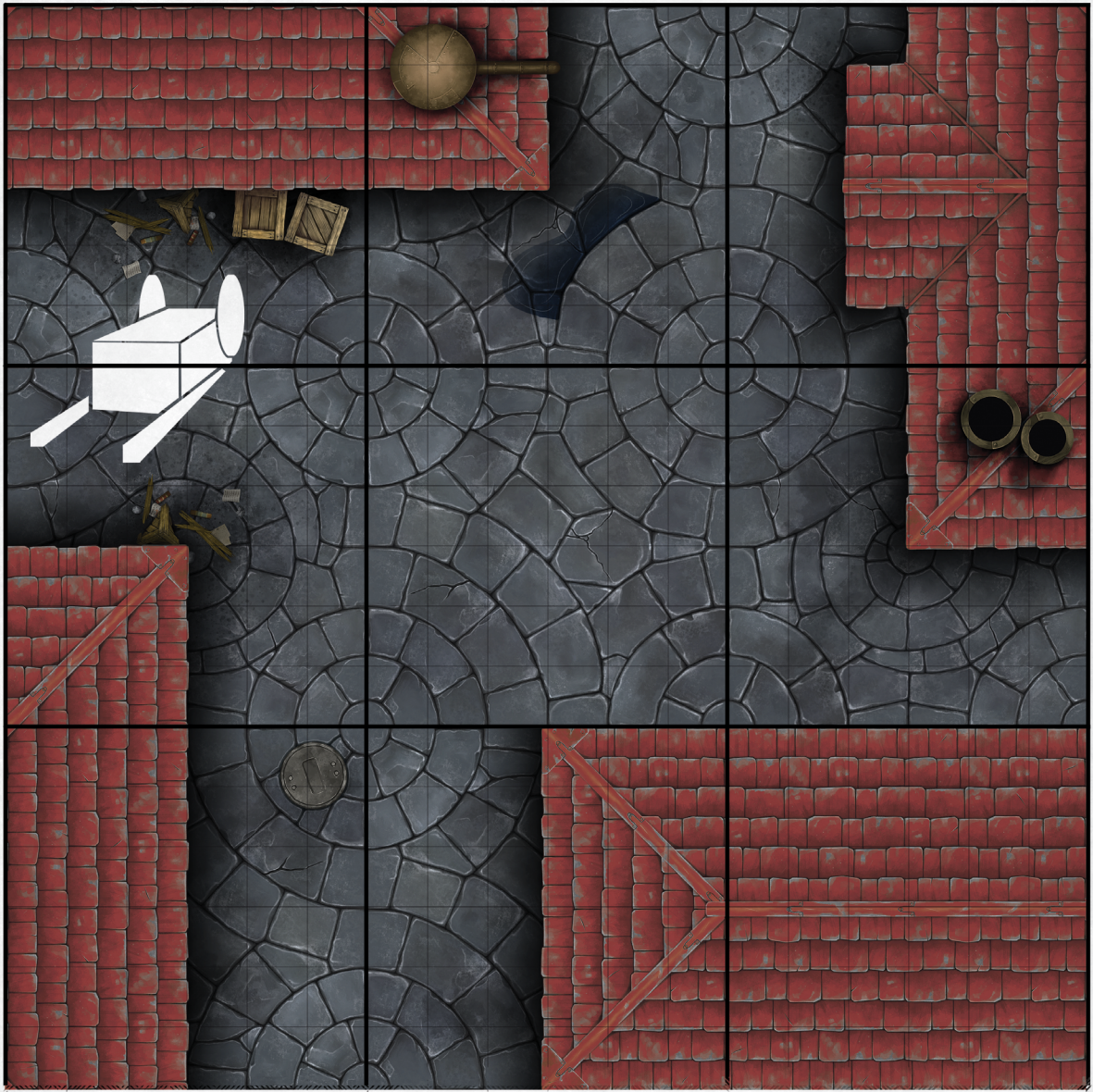
Oknot charges into combat, preferring to target characters who are separated from their allies whenever possible. He is aware of the explosive barrel and will detonate it with a shot from his blunderbuss if at least two characters gather together within 20 feet of it. The ogrun fights with a great deal of bravado at first but turns tail and attempts to flee if it becomes obvious that he's outmatched.

TREASURE

If Oknot is defeated, the party can claim the ten ogrun-sized gold rings he was wearing. Each is worth 15 gp. In addition, the ogrun has fashioned an oversized greatcoat out of burlap cargo sacks branded with the Black River Transport Company's logo, a stylized BRTC. The coat isn't valuable, only fits a humanoid creature the size of an ogrun or trollkin, and is a bit itchy, but it can help point the characters in the right direction: the Powder Rats' market in the BRTC warehouse.

DEVELOPMENT

When the party moves to investigate the gang's warehouse, begin the "Powder Rats" encounter.



OVERTURNED CART

POWDER RATS

Headquartered in a dilapidated warehouse that once belonged to the Black River Transport Company but was abandoned in the aftermath of the Claiming, the Powder Rats gang has established a black market that caters to the district's less savory elements. Guarding the stolen and illegal goods inside the warehouse are "Shivs" Crabtree, a **gang enforcer** who commands a laborjack named **Rustbucket**. Shivs is accompanied by two **gang cutthroats** and four **gang thugs**. When the characters enter the warehouse, read the following text aloud:

This cavernous warehouse appears to be just like all the other abandoned buildings that surround it, but a bustling criminal enterprise flourishes behind the carefully maintained facade. Various containers bearing all manner of makers' and merchants' marks are piled haphazardly throughout the area. A dozen armed men sort stolen goods, patrol the raised catwalks, or lounge in the makeshift living space near the back of the warehouse. A light laborjack in obvious disrepair belches smoke and steam as it shifts crates from one spot to another under the command of a nearby ruffian. In the center of the warehouse floor, a reinforced wooden platform is chained to the beams above. Rusty links connect each corner to a central chain that loops through a system of pulleys and over to a softly rumbling steam engine.

If the characters rode the elevator up from the "Under Docks" encounter, they begin in the elevator's space instead of the normal starting spot. If they took care of the gang members on the elevator without making too much noise or they shout out a convincing cover story and succeed on a DC 14 Charisma (Deception) check, they have advantage on their initiative rolls.

If they entered by another route, the gang members below investigate any commotion in the warehouse.

A character who makes a successful DC 12 Wisdom (Perception) check notices that several of the crates and barrels dotting the warehouse prominently display the stamps of well-known alchemical manufacturers. A character who succeeds on a DC 12 Intelligence (Investigation) check notices the same fact but also determines that the containers likely hold blasting powder and other explosive reagents. (A character proficient with alchemist's supplies can add his or her proficiency bonus to this roll.)

Scattered randomly throughout the warehouse are six containers filled with a dangerously large amount of explosive material. These containers are objects that can be damaged. Each has AC 10 and 10 hit points and is vulnerable to fire damage. If a container is destroyed, it explodes, and each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one. The first time a container takes damage without exploding or a creature moves within 5 feet of it, a **skigg** scurries out in a panic. On each of their turns, any skiggs scamper 1d6 × 5 feet in a random direction but don't attack. (To determine the

direction, roll a d8 and assign a direction to each die face.) If a skigg takes any damage, it explodes, and each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 5 (1d10) fire damage on a failed save, or half as much damage on a successful one.

As an action, a character can send the elevator platform crashing into the sewers below by either breaking the chain holding it up (AC 18, 5 hp, damage threshold 5) or disabling the locking mechanisms of the steam winch with a successful DC 16 Dexterity check using thieves' tools or a successful DC 16 Intelligence check using a mechanic's toolkit. Each creature on the platform when it breaks loose must make a DC 14 Dexterity saving throw. On a failed save, the creature falls 40 feet with the platform and takes 14 (4d6) bludgeoning damage. On a successful save, a creature is knocked prone in the nearest unoccupied space adjacent to where the platform was before it fell. The Powder Rats are reluctant to destroy one of their main methods of smuggling goods around the city undetected, but if the fight starts to go badly or the characters hang around on the platform for too long, the gang members will attempt to sabotage it.

ENTER ALEXIA

Having either followed the characters' movements or conducted her own investigation in the thieves, Alexia Ciannor joins the fray at the beginning of the second round. Roll for Alexia's initiative when she enters the warehouse, and then roll a d6 at the start of each of her turns to determine her behavior for that turn.

If the characters interfere with Alexia, she doesn't attack them. She is intent on her goal, though, and uses her actions to break free of any bonds and continue her search.

d6 Behavior

- | | |
|-----|---|
| 1 | She moves toward the nearest stack of goods and frantically searches it. |
| 2 | She moves toward the nearest downed gang member and searches the body. |
| 3 | She moves toward and grapples the nearest gang member while screaming questions such as "Where is the sword?" and "What did you do with the Witchfire?" |
| 4-5 | She moves toward the nearest gang member and attacks, automatically dealing 15 damage to her target. |
| 6 | She grabs her head and begins screeching, taking no other action. |

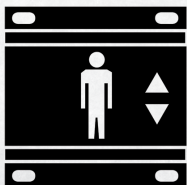
When determining her targets, Alexia ignores bodies and containers she has already searched, as well as the laborjack.

DEVELOPMENT

When the fight is obviously wrapping up, Captain Jack Derrigan arrives with four **city watch constables** and helps finish off any stragglers.



CRATES AND BARRELS



LIFT TO SEWERS

ALEXIA AND THE WITCHFIRE

Once the fight winds down, Father Dumas arrives on the scene, accompanied by a pair of Morrowan nuns, Sister Agnes and Sister Viola. They've been frantically looking for Alexia. Dumas explains that Alexia is sick and must return to the Church in order to continue her recuperation. When he tries to guide Alexia away from the warehouse, she pulls from his grasp and stumbles toward the characters, begging incoherently for them to help her. Most of what she says is beyond understanding, but the intelligible parts center around souls, infernals, a great danger, and something called the Witchfire, which seems to be lost.

After Alexia finishes pleading with the party, her strength fails, and she slips into a stupor. Father Dumas immediately moves in to support her, and in between attempts to soothe Alexia, he is willing to elaborate on his niece's condition if asked. Use the following information to guide the conversation:

- The Witchfire is a vile, magical sword that has driven Alexia to madness.
- Alexia was in possession of the weapon for over fourteen years. During that time, she forged a deep bond with it.
- The Witchfire granted Alexia power over the undead. She spent many years traveling the world attended by her risen thralls, culminating with her participation in the final battle against the infernals at Henge Hold, where she slayed one of the infernal masters.
- The Witchfire was recently stolen from the Cathedral of Morrow, and although Dumas is glad to be rid of the evil thing, its loss has aggravated Alexia's condition, causing her to lash out and flee the church in search of those who might have taken the weapon.

Alexia's history with the Witchfire is well-known in Corvis. A character proficient with History can learn the first three points above with a successful DC 10 Intelligence (History) check.

As Alexia falls deeper into torpor, Father Dumas takes his leave and retires with his ward, leaving Agnes and Viola, who were actually present on the night the sword was stolen, to answer any additional questions.

Sister Agnes reiterates what Father Dumas stated but adds that she witnessed the break-in personally, even going so far as to point out one of the unconscious Powder Rats as having been there. Upon hearing this news, Captain Derrigan attempts to shake the gang member awake but is interrupted by an outcry from the sisters and the arrival of an additional watch patrol escorting a prison wagon.

Derrigan reluctantly drops the unconscious criminal before ordering the characters to see what they can learn from the gang member when he wakes up and to follow up on any leads they can. He makes clear that no one will get away with robbing the church on his watch and that this is their new priority. He concludes by saying that he'll catch up with the party after he's had a chance to take statements from the sisters back at the cathedral.

As Derrigan and the Morrowans head off, the prison wagon and its attendants pull up and begin loading unconscious and injured gang members, as well as those who have surrendered. If the characters have questions, the patrolmen state that they were dispatched only when the sounds of combat broke out, both to act as reinforcements and to transport any criminals back to headquarters for processing. They aren't familiar with any of the Powder Rats, and if the party asks about Captain Derrigan, the patrolmen dryly note that not all watch members know each other. They know Father Dumas by sight and reputation, seeing as he is something of an institution in the city, but they don't know any useful information about him.

While being restrained and loaded into the wagon, the gang member accused by Sister Agnes regains consciousness, giving the players the opportunity to question him. He resolutely refuses to flip on his fellow Powder Rats, but if asked, he confirms that he was part of the group that broke into the cathedral. He doesn't know anything about a sword, having broken in only to help himself to some wine after he and some friends had run out during a long night of revelry. He concedes that this was not the smartest plan but adds that they were quite drunk, so it seemed like a good idea at the time. Any character who succeeds on a DC 12 Wisdom (Insight) check gets the feeling that the gang member is telling the truth and, furthermore, that he seems genuinely confused as to why they're asking about a sword.

THE TRUTH COMES OUT

Before the characters leave the scene, Sister Viola returns in secret, wringing her hands in agitation. She blurts out that the gang member singled out by Sister Agnes didn't take the sword, prompting the man to let out a self-satisfied "I told you! I'm a thief, not a heretic!"

Obviously alarmed and upset, Sister Viola reveals what she knows. Use the following information to guide her conversation with the party:

- On the night in question, Viola saw Agnes give the sword to a gobber named Skuzz while the drunken gang members ransacked a storeroom.
- She has no idea why Agnes, whom she has known for years, would lie about something like this, let alone do it. She only knows that Alexia is rapidly getting worse and that the sword must be returned if Alexia is to have any hope of recovering.
- Viola overheard a conversation between Father Dumas and Alexia. The girl spoke of "the black gate" talking to her through the sword. Dumas tried to calm his niece, but Alexia became increasingly agitated, saying that the voice of the gate was drowning out all the others.
- She has chosen to share the information with the characters because she's afraid of speaking about it openly in the Church of Morrow. Father Dumas loathes the Witchfire and its effect on his niece, and even if reuniting the woman and sword would help restore her, Sister Viola doubts he could bring himself to do it.

Out of concern for Alexia's physical and mental safety,

Sister Viola pleads with the party to keep this information to themselves. If the characters ask the watch patrol or Sister Viola about Skuzz, they learn that he is a local gobber renowned for his ability to navigate the Undercity and that he is the prime suspect in a long list of heists the watch has been unable to pin on him despite their best efforts.

The gobber's headquarters is rumored to be an abandoned 'jackworks not too far away, but Skuzz has a reputation for not taking kindly to uninvited guests.

WRAPPING UP

Once the captured criminals are securely locked up in the wagon and the characters have had time to discuss matters, the sergeant in charge of the wagon detail congratulates the party on a job well done. The contents of the warehouse, including the steamjack, are being impounded as evidence, but the sergeant rewards the party with a heavy purse containing 250 gp, along with two alchemical restoratives for each player character for going above and beyond what's

expected of rookies.

Any character who wants to haggle for an increased bounty, convince a bored corporal on guard duty that a piece of impounded gear actually belongs to the character, or pocket something valuable while no one's looking can attempt a DC 12 Dexterity (Sleight of Hand), Charisma (Deception), or Charisma (Persuasion) check. If the check succeeds, the character receives an additional 50 gp or a random item of equal value. With a particularly convincing argument, they may even convince the watch to let them keep Rustbucket!

LEVEL ADVANCEMENT

If you're using the milestone system instead of experience points to track advancement, the characters advance from 1st to 2nd level when they finish the fight in the Powder Rats' stronghold.





CHAPTER 2: UNDERCITY, OUT OF MIND

In chapter 2, the adventurers brave the trap-filled lair of the gobbler Skuzz in an attempt to question the thief about what happened with the Witchfire and to recruit him to guide them through the labyrinthine, monster-filled darkness of the Undercity to the site where the sword was handed off to unknown cultists. Give the party the option for a long rest before they investigate Skuzz's whereabouts.

When you are ready to begin this section, start with the "Guide Gobbler" encounter.

MODIFYING, EXPANDING, AND ADDING ENCOUNTERS

The encounters in this chapter are designed for four to six 2nd-level characters. If the party did not gain enough experience to advance to 2nd level during the events of chapter 1, have them encounter a roving band of Powder Rats looking for revenge as a means of bridging the experience gap. Use the enemies from chapter 1's "Powder Party," "Bully Boy," "Under Docks," or "Overwatch" encounter—preferably one the party has not played through—to represent this group.

If you need to increase or decrease the challenge of a particular encounter, add or remove one enemy with a challenge rating of 1/4, or two such enemies if the encounter needs to be significantly adjusted. If you need to reduce the difficulty of an encounter that involves only a single adversary, consider reducing the enemy's attack rolls, damage rolls, ability checks, saving throws, and AC by 1, in addition to reducing the DC of any saving throw or ability check the characters make by 1.

GUIDE GOBBER

In this scene, the characters delve into an abandoned steamjack production plant in search of Skuzz, a local thief who helped steal the Witchfire from the Cathedral of Morrow. The gobbler's lair is a sprawling industrial structure of crumbling brickwork, metal rafters, and abandoned machines.

When the adventurers enter the 'jackworks, read the following text aloud:

The cavernous interior of the abandoned 'jackworks is a burned-out maze of rusted industrial debris. Thick chains and twisted cables sag from the rafters. Like vines reclaiming a jungle ruin, they snake between towering vats that once held molten metal and assembly gantries where laborjacks were crafted. The corroded hulks of unfinished machines hang alongside unattached limbs, boilers, armor plates, and tools, making the factory resemble nothing more than a bizarre iron abattoir. Throughout the building, the collapsed remains of raised walkways and conveyors choke what few narrow paths remain.

Three whaling harpoons, fresh burn marks, and a fair amount of blood adorn the interior surface of the thick wooden doors leading into the factory.

Skuzz has fortified his hideout with a series of traps and obstacles cobbled together from the ruins of the factory and inspired by a lifetime of exploring the Undercity. Although the gobbler himself does not engage in combat with any intruders, attempts by the party to get close enough just to talk to him and convince him of their mission can prove quite dangerous.

AREA INFORMATION

Skuzz's hideout has the following important features.

Dimensions and Terrain. Rooms and corridors are walled with brick and reinforced with iron beams. The main factory floor is 30 feet high from floor to ceiling.

Light. Greasy windows are set high into the walls, filling the 'jackworks with dim light.

Sounds and Smells. The air reeks of mildew and corroded metal. Open kegs of toxic etching fluids produce an unpleasant tang. Muffled sounds of Longest Night festivities can be heard from the city beyond the factory's walls.

NAVIGATING THE 'JACKWORKS

Every round as the party moves through the dangerous environment, each character must make an ability check to help the party as a whole achieve its goal. With each successful check, the party proceeds deeper into the building. If the characters fail at least one check, however, the party has stumbled onto one of the gobbler's many traps and must deal with it. Skuzz has laid out a variety of traps in the building. The "Gobbler Home Defense" sidebar provides a sample of the kinds of dangers the party must confront, but you are free to add any nasty surprises you like.

If the party can accumulate twelve successes on these checks before they fail six of them, they manage to evade the rest of Skuzz's traps and locate his hiding place within the factory. If the party fails six checks before they succeed twelve times, Skuzz realizes that they are too incompetent at burglary to be Powder Rat assassins out for his head and begrudgingly reveals himself in order to discover their intentions, but he starts out one step less helpful than he would otherwise have been, as he's not about to stick his neck out all the way for what appears to be a band of bumbling do-gooders. See the "Skuzz and the Sewer" sidebar for more information.

Several of the more obvious skills and how they might be used are presented below, but don't be afraid to reward the creativity of a player who comes up with a convincing reason why a different skill would be helpful. These skills are generally limited to only a single success toward the party's total but can provide secondary benefits as well.

Strength (Athletics) checks can represent anything from attempting to clear a collapsed pile of scaffolding to scaling the outside of the building in search of another way in to leaping a yawning pit left by a furnace that has collapsed through the floor. A successful DC 12 check adds to the party's total but has no other effect.

Dexterity (Acrobatics) checks cover such activities as swinging across the dangling cables and chains in order to avoid some danger below, running along a collapsing railing

GOBBER HOME DEFENSE

The following are sample traps the characters encounter on a failed skill check. Skuzz has set up many such traps in his lair, and the party might face multiple traps of the same type.

ELECTRIFIED PANEL

Skuzz has set damaged storm chambers behind the controls of certain machines and attached them to the underside of metal scaffolding and other locations trespassers are likely to touch.

Trigger. Touching an electrified panel triggers the trap.

Effect. A creature that triggers the trap must make a DC 12 Constitution saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one.

Countermeasures. A successful DC 12 Wisdom (Perception) check reveals scorch marks on the panel and the telltale buzz of the storm chamber hidden below. A character who succeeds on a DC 12 Intelligence check using a mechanic's toolkit disconnects the storm chamber, but if the check result is 5 or lower, the character triggers the trap.

JURY-RIGGED TRIP MINE

A simple explosive in a metal canister packed with shrapnel, this device is triggered when anyone disturbs its trip wire.

Trigger. A creature that sets off the trip wire triggers the trap.

Effect. Fire and shrapnel fill a 15-foot cube centered on the trip mine. Each creature in the cube must make a DC 12 Dexterity saving throw, taking 7 (2d6) piercing damage and 2 (1d4) fire damage on a failed save, or half as much damage on a successful one.

Countermeasures. A successful DC 12 Wisdom (Perception) check reveals the glint of the trip wire. A character who succeeds on a DC 12 Dexterity check using thieves' tools disables the trip wire, but if the check result is 5 or lower, the character triggers the trap. A character who succeeds on a DC 12 Intelligence check using a mechanic's toolkit disarms the explosive, but if the check result is 5 or lower, the character triggers the trap.

RAZOR WIRE NEST

Less of a trap and more of a hazardous impediment, this tangled nest of razor wire has been laid across an otherwise trap-free pathway. The razor wire is arranged so that Skuzz can cross the area easily, but it is difficult to navigate for anyone larger than a gobbler. Each razor wire nest is 10 feet high, 10 feet long, and wide enough to block one of the pathways in the 'jackworks.

Effect. A Medium or larger creature that enters the razor wire nest must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) slashing damage. Small and smaller creatures can move through the nest without harm.

Countermeasures. A character can pull the wire clear of an area by using an action and succeeding on a DC 14 Strength (Athletics) check. Whether the check succeeds or fails, the character takes 5 (1d10) slashing damage for making the attempt. The nest can also be cleared with 10 minutes of work and a successful DC 12 Dexterity check using a mechanic's toolkit.

SPRING TRAP

A spring trap consists of a concealed piece of sharpened metal debris on a powerful spring arm attached to a trip wire. When a creature disturbs the trip wire, the makeshift blade snaps out with tremendous force.

Trigger. A creature that sets off the trip wire triggers the trap.

Effect. The trap makes an attack against the triggering creature. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d10) slashing damage. This attack can't have advantage or disadvantage.

Countermeasures. A successful DC 12 Wisdom (Perception) check reveals the trip wire. A character who succeeds on a DC 12 Dexterity check using a mechanic's toolkit or thieves' tools disables the trip wire, but if the check result is 5 or lower, the character triggers the trap.

STEAMJACK GUN

A loaded steamjack weapon either fixed to a table, hidden in a pile of debris, or mounted to the arm of a steamjack is aimed along a straightaway and rigged to fire when a creature steps onto a triggering pressure plate.

Trigger. Stepping on the pressure plate triggers the trap.

Effect. Each Medium or larger creature in a 5-foot-wide, 20-foot-long area must make a DC 12 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

Countermeasures. A successful DC 12 Wisdom (Perception) check reveals a discolored section of floor or a suspicious bit of debris covering the pressure plate. A successful DC 12 Dexterity check using thieves' tools or a mechanic's toolkits disables a spotted trap.

even as it disintegrates, and deftly snaking through a nest of tripwires without setting off any deadly traps. A successful DC 12 check adds to the party's total but has no other effect.

Intelligence (Investigation) checks can be used to cover looking for clues as to how traps are arranged, discerning possible travel patterns, uncovering areas that appear to be avoided, and putting oneself in the mind of a gobbler being hunted by human bandits to determine the likeliest spots for traps. A successful DC 12 Intelligence check adds to the party's total and gives advantage to the next character who

makes a check as part of this encounter, but a failure gives disadvantage instead as a mistaken leap of logic points the party in the wrong direction.

Intelligence checks made using a mechanic's toolkit are appropriate for characters using a jury-rigged pulley system to hoist a heavy piece of collapsed machinery out of the way, hot-wiring an automated coal chute in order to drop wreckage blocking the path into the basement, or otherwise using the machines in the factory to the party's advantage. A successful DC 12 check adds to the party's total but has no other effect.

Wisdom (Perception) checks determine whether characters can track Skuzz's movements through the factory in the hopes of determining a safer path, identify telltale scratches and scrapes that might betray a trap's location, notice a suspiciously balanced crucible that's teetering just on the edge of collapse, and so on. A successful DC 12 check adds to the party's total and gives advantage to the next character who makes a check as part of this encounter, but a failure gives disadvantage instead as the party's attention has been drawn away from more immediate dangers.

Have the characters make Charisma (Intimidation) checks if they are attempting to cow Skuzz with threats, whether subtle or overt, or with displays of destructive aggression. A successful DC 12 check adds to the party's total but has the unfortunate side effect of possibly antagonizing the party's would-be guide, as explained in the "Skuzz and the Sewer" sidebar. A failed check has no immediate consequences beyond adding to the failure tally but can still end up having a negative effect on Skuzz's relationship with the party.

Charisma (Persuasion) checks cover more civil discourse, including appealing to Skuzz's better nature, explaining that the party has no affiliation with the gang, expounding the threat to the city as a whole, and even attempting to bribe the gobber. A successful DC 12 check adds to the party's total and can help improve Skuzz's view of the characters, as explained in the "Skuzz and the Sewer" sidebar. A failed check adds to the party's tally of such failures but neither improves nor damages the party's standing with the gobber.

If you're using experience points to track advancement, each character gains 100 XP for taking part in the skill checks, regardless of the results.

SPEAKING WITH SKUZZ

Whether they succeed (or fail!) to navigate the gobber's trap-filled lair, the party eventually encounters Skuzz.

If the characters succeeded on twelve ability checks before piling up six failures, read the following text aloud:

Finally clear of the network of traps, you locate the heart of the lair. A cramped mechanic's shop, reeking of old hydraulic fluid and overcooked stew, has been converted into a cluttered domicile. Its sole inhabitant, a shifty-looking gobber in a stained coat, is cramming his bedroll and tins of food into an overstuffed satchel.

If the characters racked up six failures first, read the following instead:

With a grunt of effort, a gobber pokes his head up from behind a mountain of debris on the factory floor. In a gruff voice, he calls out, "Oy, you lot! Stop stumbling about before you get yourselves killed. I'm not interested in hauling your carcasses out of here."

Depending on the outcome of the party's navigation of the factory, Skuzz might be neutral to the party or view them in a tolerable light. Whatever his attitude, it colors his conversation with the adventurers. If his attitude is tolerable, he shows them begrudging respect for making it through his

SKUZZ AND THE SEWER

Skuzz knows the sewers, abandoned tunnels, and forgotten ruins of the Undercity like the back of his grimy hand, but these sub-urban wilds are as dangerous as any choking jungle or fetid swamp, and not even the most experienced of sneaks is safe in their depths. Clueless interlopers are more likely to end up in the belly of some slithering beast or trapped in a maze of crisscrossing tunnels than they are to make any real headway, and although the gobber has agreed to guide the party to their destination, he doesn't have to point out every devil rat nest or patch of corrosive mold a character is about to stumble into face-first if he doesn't feel like it.

If the party managed to make twelve successful checks in the previous encounter, Skuzz's attitude toward the party starts off at tolerable on the table below, but if they failed six checks, it starts off neutral instead. If the characters attempted any Charisma (Intimidation) checks and did not succeed on more Charisma (Persuasion) checks than Charisma (Intimidation) checks, lower their standing by one step (for example, from neutral to annoyed).

Friendly: The party has advantage on initiative rolls and skill checks made while in the Undercity.

Tolerable: The party has advantage on skill checks made while in the Undercity.

Neutral: No effect.

Annoyed: The party has disadvantage on skill checks made while in the Undercity.

Spiteful: The party has disadvantage on initiative rolls and skill checks made while in the Undercity.

Skuzz's feelings toward the characters can change over the course of the adventure, either improving if the party treats him well and respects his knowledge of the Undercity or worsening if the characters are rude, threatening, or dismissive, or if they break any promises they've made. Most of these changes are made in response to the party's roleplaying over the course of their journey with Skuzz, but each character is allowed to make a single DC 12 Charisma (Intimidation) or Charisma (Persuasion) check between each set of encounters. Once the party accumulates a number of successes equal to the number of characters in the party, which is likely to take more than the downtime between one set of encounters, their standing increases by one step. For each failed Charisma (Intimidation) check, however, their standing decreases by one step instead.

hideout. If it's neutral, he is still guarded and is unimpressed with their abilities. A character who interacts with Skuzz and succeeds on a DC 14 Wisdom (Insight) check realizes that the gobber, despite putting on a brave face, is afraid of something and is holding back information.

Use the following information to guide Skuzz's conversation with the party. Some of this information comes to light only if Skuzz's attitude toward the party is tolerable.

- The gobber was hired to bring an item from the Cathedral of Morrow to a location in the Undercity. He was paid well on the condition that he not ask questions.
- Skuzz was offered the contract by a human in the Tin Barrel, a nearby tavern. The gobber had never seen the man around Corvis before and hasn't seen him since delivering the sword to unknown individuals in the Undercity.

- The item was some kind of fancy sword. Skuzz didn't like the look of it, and he complains at length about how difficult it is for a gobber to haul a longsword through the Undercity.
- With a successful DC 14 Charisma (Intimidation) or Charisma (Persuasion) check, a character who previously succeeded on a Wisdom (Insight) check to notice that Skuzz is holding back information can get the gobber to confess that he's afraid for his life. He's had trouble with the Powder Rats gang, and this business with the sword has him constantly looking over his shoulder. He knows he's a loose end and expects someone to try to tie it up. A successful Charisma (Intimidation or Persuasion) check counts toward the total needed to modify the gobber's view of the party. (See the "Skuzz and the Sewer" sidebar.)
- If Skuzz's attitude is tolerable, he confesses that one of the ladies at the cathedral slipped him the sword out of a side door. She was acting furtively, as if she knew what she was doing was wrong. He considered going to the watch or Father Dumas about it but knew it would be his word against the woman's—and his reputation in Corvis is hardly spotless.

The party can convince Skuzz to lead them through the Undercity to the drop-off point for the Witchfire. If they offer him reasonable compensation (25 gp or more) or promise to put in a good word with the Corvis City Watch on his behalf, he does so without hesitation. Otherwise, he reluctantly agrees, but his attitude toward the party goes down one step. After being convinced to guide the party through the Undercity, Skuzz presents two paths for the adventurers to choose from: one closer to the surface, which is safer but is likely still within reach of the undoubtedly angry Powder Rats, and a deeper route that is riskier but should be beyond the gang's reach. If the characters choose the surface route, see "The High Road." If they choose the deeper path, see "The Low Road" instead.

Skuzz does not generally get involved in combat but defends himself if attacked.

THE HIGH ROAD

The path closer to the surface is safer than the deeper path, but "safer" is not the same as "safe." Danger lurks around many corners, and this area is very much within reach of the Powder Rats gang.

When the party is ready to begin the journey along the high road, begin with the "Leech Lines" encounter.

AREA INFORMATION

The route closer to the surface has the following important features.

Dimensions and Terrain. The rooms and corridors in this area are walled with hewn stone. Some walls are adorned with centuries-old frescoes depicting scenes of Orgoth conquest. Unless otherwise stated, all ceilings are 15 feet high.

Light. Except for patches of glowing mold, the area is unlit and dark. Unless otherwise stated, the only light available is whatever the party brings with them.

Sounds and Smells. Water gurgles through the tunnels and drips from the ceiling and walls. The air is stifling, damp, and tainted by smells of mildew and sewage.

RESTING ON THE HIGH ROAD

If the party chooses to take a short or long rest while traveling along the upper path, there's a chance a group of Powder Rats will discover and interrupt them.

When the party takes a rest, roll a d20. On a roll of 18 or higher, a random group of Powder Rats discovers the characters. Roll a d6 and consult the following table to determine which gang members have stumbled upon the party.

d6	Encounter
1-2	Gang Gaffmen
3-4	Lost Thugs
5-6	Ogrun Bruiser

All Powder Rats are hostile to Skuzz, and word of the party's prior actions might have already trickled through the grapevine, making them targets as well.

GANG GAFFMEN

A group of 1d4 + 1 **gang gaffmen** stumble on the party's resting place. The gang members—a mix of humans and gobbers—aren't stealthy and are making enough noise on their approach for each adventurer to take a single action before they arrive.

LOST THUGS

Two **gang thugs** have gotten lost and wandered into the party's resting place. The thugs attack the party member they view as the most vulnerable before attempting to escape into the tunnels.

OGRUN BRUISER

One **ogrun bully** and three **gang cutthroats** discover the party's resting place. The ogrun roars for his fellow Powder Rats to avenge their fallen brothers before launching an all-out attack.



LEECH LINES

Following their gobber guide along the upper pathway, the party moves through meandering passageways and cramped tunnels for several minutes before reaching the first significant challenge: a flooded chamber that is home to a pack of cane leeches. Read the following text aloud:

The winding, mazelike corridors of the Undercity are interrupted by a large, open chamber somehow still supported by crumbling brick pillars slowly sinking into the stagnant, murky waters and deep, clinging mud upon which Corvis rests. Rusted chains snake across the space, each suspended a few feet above the muck by rings driven into the brickwork.

"It's a bit deep for me," Skuzz remarks, gesturing to his diminutive stature as he idly plucks the chain running to the door, "but if you all would rather risk wet feet and feeding the suckers, feel free to wade." With that, he hops onto the chains and scampers nimbly across, seemingly unconcerned with the swaying of his metal highway.

The muddy water is only a few feet deep, but both it and the islands of grasping sludge that dot the area are difficult terrain. Characters who want to avoid wading can attempt to follow Skuzz's example and walk along the chains like a tightrope by making a DC 10 Dexterity (Acrobatics) check. On a successful check, the character balances on the chains and crosses the room without mishap. On a failed check,

the character falls prone but unharmed in the muddy water. A character who moves at more than half speed along the chains has disadvantage on this check.

CREATURE INFORMATION

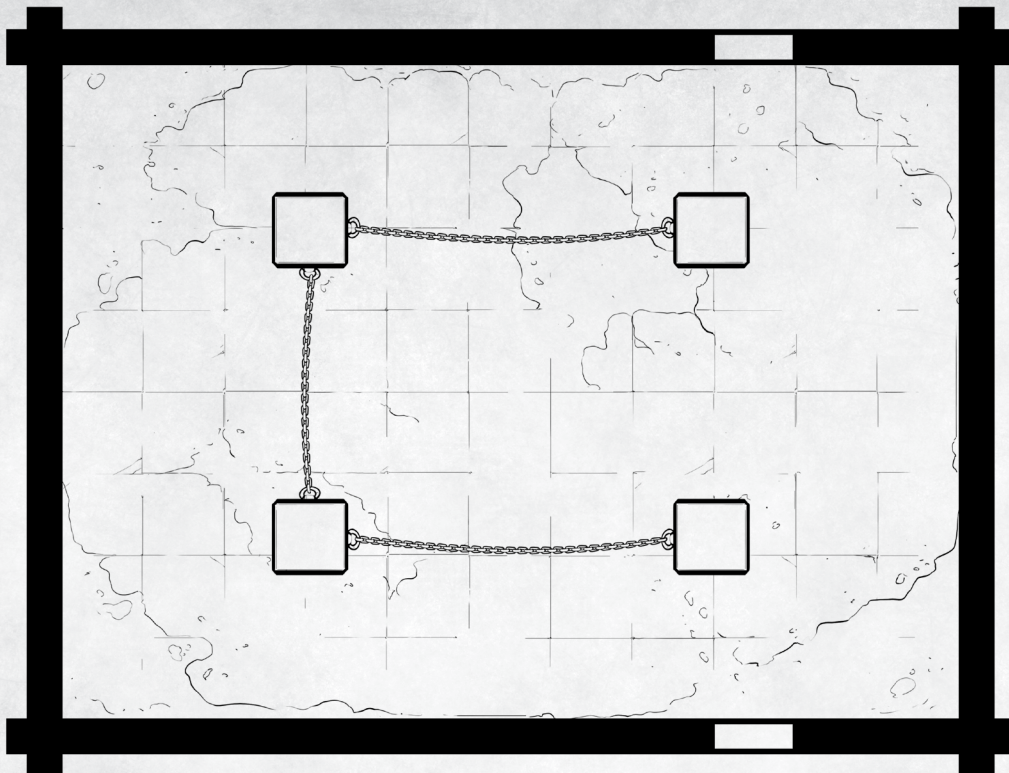
Four **giant cane leeches** make their home in the watery chamber. The leeches are content to wait beneath the surface of the water until a character wades into the water or falls into it, whereupon they converge. Characters who are still balancing on the chains are mostly ignored unless they draw attention to themselves or all the characters succeed on their checks to walk the tightrope, at which point the leeches resort to trying to knock the characters into the water with ranged attacks. Once a leech has drained 15 hit points of blood, it retreats into the murky waters, content to hide while it digests its meal.

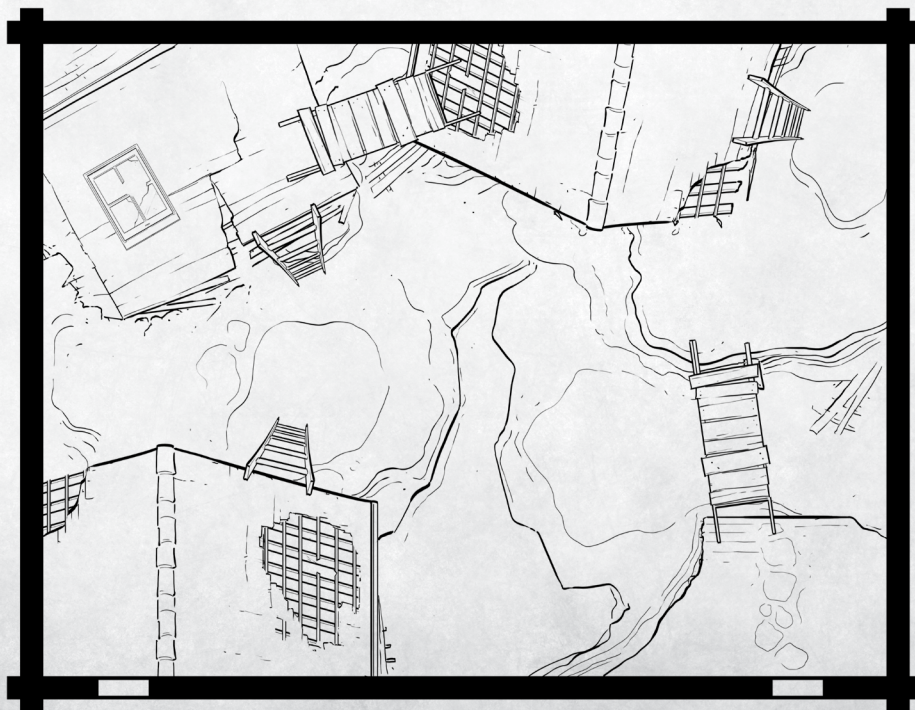
TREASURE

Each leech corpse can be sold to an alchemist for 10 gp. A character may attempt to harvest, distill, and stabilize the powerful anticoagulants present in the leeches' saliva by making a DC 12 Intelligence check using an alchemist's toolkit or an herbalist's kit. A successful check yields 1d4 doses of basic poison for each corpse.

DEVELOPMENT

When the party is ready to continue along this route, proceed to the "Hornbeak Hunters" encounter.





HORNBEAK HUNTERS

Passages from the cane leeches' lair open up into an open chamber of old masonry and crumbling buildings that have sunken into the Undercity from the city above. Anyone who makes their home in this part of the Undercity stays out of sight when the characters approach. When the party enters this area, the following text aloud:

This section of the Undercity has been torn apart by a deeper collapse and resulting mudslide, buildings and streets alike sheared in half when the ground fell away. The result is a nearly vertical maze of ruins connected by a makeshift network of narrow walkways and rickety ladders cobbled together by the ever-industrious but often disorganized inhabitants of the Undercity.

AREA INFORMATION

This derelict region of the Undercity has the following important features.

Dimensions. The chamber's vaulted ceiling rises 10 feet above the highest elevated area.

Light. A few lanterns hang from the chamber's inhabited hovels. The area is filled with dim light.

Terrain. The steep, slippery cliffs separating the terrace-like areas of flat ground are climbable, but a creature without a climbing speed that attempts to climb these areas must succeed on a DC 14 Strength (Athletics) check and must move at half speed, as normal. If the check fails, the creature slips and falls to the next flat surface, taking 1d6 bludgeoning damage for every 10 feet it fell. The ramshackle walkways and ladders that connect the various buildings and levels are sturdy enough to support the weight of the characters, but

they lack anything even resembling safety features and shift erratically when used. Any creature attempting to cross them at more than half speed must succeed on a DC 10 Dexterity (Athletics) check or lose its footing and fall to the ground below, landing prone. Similarly, destroying a walkway (AC 15, 10 hp) causes any creature on it to fall, knocking the creature prone and potentially resulting in falling damage. The crumbling ruins provide plenty of opportunities for half cover but are too damaged to provide more than that.

CREATURE INFORMATION

Two **gang cutthroats** and two **hornbeak trask stalkers** are tracking the party. They attempt to sneak as close to the adventurers as possible before launching their attack, but if they're spotted or are ambushed in turn by the characters, they let loose immediately. The trained stalkers take advantage of their climbing speeds to navigate the area, isolating vulnerable characters who thought they were safe or scampering up cliff faces that others would need to route around. The cutthroats prefer to gang up on their targets but are more than happy to pick away at any their "hounds" have run down.

TREASURE

The characters recover 14 (4d6) gp from the downed cutthroats, one of whom carries a climber's kit and a bullseye lantern. The other has a potion of healing contained in a metal flask.

DEVELOPMENT

After the characters have traveled a short distance away from this section of the Undercity, begin the "Gang Shipment" encounter.

GANG SHIPMENT

After navigating the crumbling ruins, the party enters a connected district that has sunk into the Undercity. The Powder Rats use the waterway here to transport stolen goods to the black market in the Black River Transport Company's warehouse. As the party makes its way through the district, read the following text aloud:

A narrow river channel cuts through the buried remains of a residential neighborhood, winding through half-submerged buildings and rushing down open thoroughfares. The moldering hulks of homes and offices tilt drunkenly, their supports rotted away and their foundations reduced to little more than squishing mud. Laden with crates and sitting low in the water, a wide, shallow boat drifts out of the darkness, propelled by men with long poles. One of the men leans out over the bow, peering at the water ahead by the light of a suspended lantern.

The buildings in this section of the Undercity are relatively sound and, despite the leaning, do not require a check to move through normally.

Makeshift Bridge. A collapsing chimney has formed a makeshift bridge across the river while still allowing travel on the river to continue unimpeded. The river itself is an average of 10 feet deep, and a creature can safely swim in its slow, steady current by succeeding on a DC 12 Strength (Athletics) check. If the check fails by 5 or more, the creature has become snagged on a piece of debris or otherwise

entangled and is pulled under, taking 3 (1d6) bludgeoning damage and potentially putting it at risk of drowning if the creature runs out of air. A creature can free a snagged creature by succeeding on a DC 14 Strength (Athletics) check at the start of its turn. If the check succeeds, the snagged creature is successfully freed and pulled to the surface.

CREATURE INFORMATION

Three **gang gaffmen** and one **gang pilot** are aboard the boat. The gaffmen aim to either knock the adventurers prone so that their crewmates can attack with advantage or dump particularly troublesome targets into the water in hopes of having the river do their dirty work for them. Pushing multiple opponents into a cluster so that the pilot can blind them all at once is another favorite tactic, and although the pilot attempts to avoid his allies, a little friendly fire now and again is considered acceptable.

TREASURE

The boat contains 100 gp worth of miscellaneous trade goods, a battered but functioning carbine with 10 bullets, and two gas masks sized for a human. Each gas mask includes two filters.

DEVELOPMENT

Beyond this section of the Undercity, the upper path ends at the convergence with the lower path. (See "The Roads Converge.")



THE LOW ROAD

The deeper of the two paths leads into monster-infested areas of the Undercity. Although this path is out of reach of the angry remnants of the Powder Rats, it presents its own challenges—specifically, more dangerous encounters with the local wildlife.

When the party is ready to begin the trek along the high road, begin with the “Screeching Swarm” encounter.

AREA INFORMATION

The deeper route has the following important features.

Dimensions and Terrain. The rooms and corridors in this area are walled with hewn stone, and the floor is covered in thick, clinging mud. Unless otherwise stated, all ceilings are 15 feet high.

Light. Except for patches of glowing mold, the area is unlit and dark. Unless otherwise stated, the only light available is whatever the party brings with them.

Sounds and Smells. The deeper route is eerily quiet. Any sound the characters make—even the smallest breath—seems to be amplified in the underground space. The air barely moves here, but when it does, it’s tinged with the sour smell of animal droppings, rotten meat, and abundant mold.

SCREECHING SWARM

The lower route descends sharply into the Undercity, bypassing the inhabited areas closer to the surface. After traveling for a time, Skuzz throws open a makeshift hatch built into the tile roof of what was once a bell tower but is now a vertical shaft descending into the darkness. Read the following text aloud:

The way forward descends through the crumbling ruin of a bell tower. Most of the interior has rotted away, leaving only a few scattered islands of timber connected by makeshift ladders. The great bell still hangs precariously from the rafters, its pull cord snaking away into the darkness below.

Any character who investigates the bell and succeeds on a DC 14 Wisdom (Perception) check notices that the beams holding it aloft appear to be in relatively good shape and that it could still function if sufficient force were applied. A character who jumps onto the pull cord must make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a successful check, the character stays on the pull cord. On a failed check, the character falls to the lowest platform 40 feet below, taking 14 (4d6) bludgeoning damage and landing prone.

A character who wants to climb down the ladders must succeed on four DC 12 Strength (Athletics) or Dexterity (Acrobatics) checks—one for every 10 feet to the next level of wooden platforms. On a failed result the character doesn’t make further progress. If any check result is 5 or lower, the character steps on a rotted beam and falls off the ladder, taking 3 (1d6) bludgeoning damage and falling prone on

the next wooden platform 10 feet below (or on the floor of the tower).

A character who succeeded in jumping onto the pull cord can climb up or down the rope at half speed with a successful DC 10 Strength (Athletics) check. As an action, a character hanging from the rope can ring the bell, forcing each creature in the tower to succeed on a DC 12 Constitution saving throw or be deafened and have disadvantage on attack rolls until the end of its next turn.

CREATURE INFORMATION

Five **razorbats** lair in the ruins of the tower. They attempt to ambush the party from their roosts in the rafters but immediately dive down to attack if they’re spotted. The razorbats utilize their screech attack as often as possible, hoping to soften up the party before swarming an isolated or stunned target. The razorbats have advantage on attacks targeting creatures on the rope.

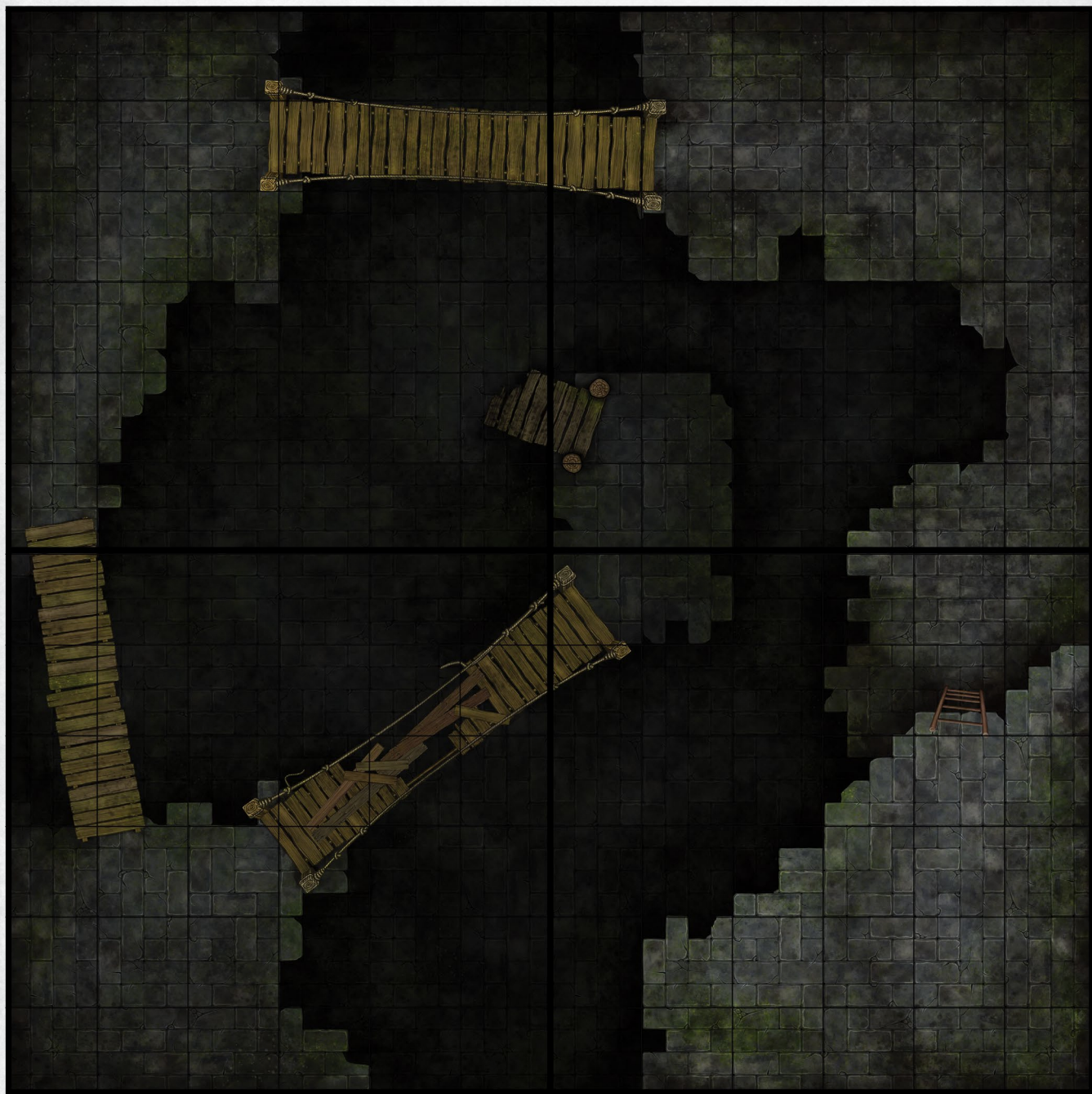
TREASURE

At the bottom of the tower lies a skeleton tangled in a long, black cape and wearing a pair of farsight goggles. The goggles’ capacitor has 10 charges left.

DEVELOPMENT

The only door at the bottom of the bell tower leads to a tight passage. When the party goes exits the bell tower, begin the “Mage Eater” encounter.







MAGE EATER

As the party goes through the door at the bottom of the bell tower, read the following text aloud:

The tunnel ahead is scarred and burned. Collapsed stonework blocks the path and partially dams the sewer's flow. One wall has broken open to reveal a small hollow now partially flooded with sewage. Smoking black fluids and crimson blood are splattered about, but there are no bodies to be seen.

A character who succeeds on a DC 12 Intelligence (Investigation) check determines that an ambush took place here and that the ensuing battle involved multiple humans, two creatures with claws sharp enough to gouge stone, and at least one spellcaster. A successful DC 12 Intelligence (Arcana) check reveals that the “burns” on the masonry were caused by a combination of acidic and necrotic spells and that the slowly sublimating tar-like substance is the blood of a fiend. A successful DC 12 Wisdom (Survival) check reveals that one of the combatants seems to have simply appeared during the fight, neither leaving tracks that led to the area nor coming out of the water. A character who succeeds on a DC 12 Wisdom (Perception) check uncovers a black iron dagger covered in leering faces. A successful DC 12 Intelligence (Arcana, History, or Religion) check identifies the item as an infernal cultist's ritual dagger, but one that is curiously devoid of magic.

The water in this section of the sewer flows quickly enough to be less toxic than the water in other sections and doesn't impose any penalties beyond being difficult terrain for creatures without a swimming speed. The piles of rubble can be climbed across and provide half cover to creatures sheltering behind them, but their loose structure causes them to be difficult terrain.

CREATURE INFORMATION

One **injured thrullg** waits to spring its ambush until a character moves to the center of the encounter area, at which point it bursts from the water to attack the character bearing the most magic items. (If the bell in the tower was rung, the thrullg is aware of the party's approach, and the party is surprised at the start of the encounter.) If multiple characters are carrying the same number of magic items, the thrullg attacks the most isolated or wounded target, prioritizing spellcasters over those without magical abilities. If it successfully grapples a target bearing a magic item or a mechanical item, it retreats into the water or the small hollow in the sewer wall to feed and heal. Loose magic items can be thrown or used as bait, as the thrullg will abandon a creature without any magic items (or with magic items less powerful than the bait) to snatch up a better meal, although it will return once it has consumed the sacrificial item.

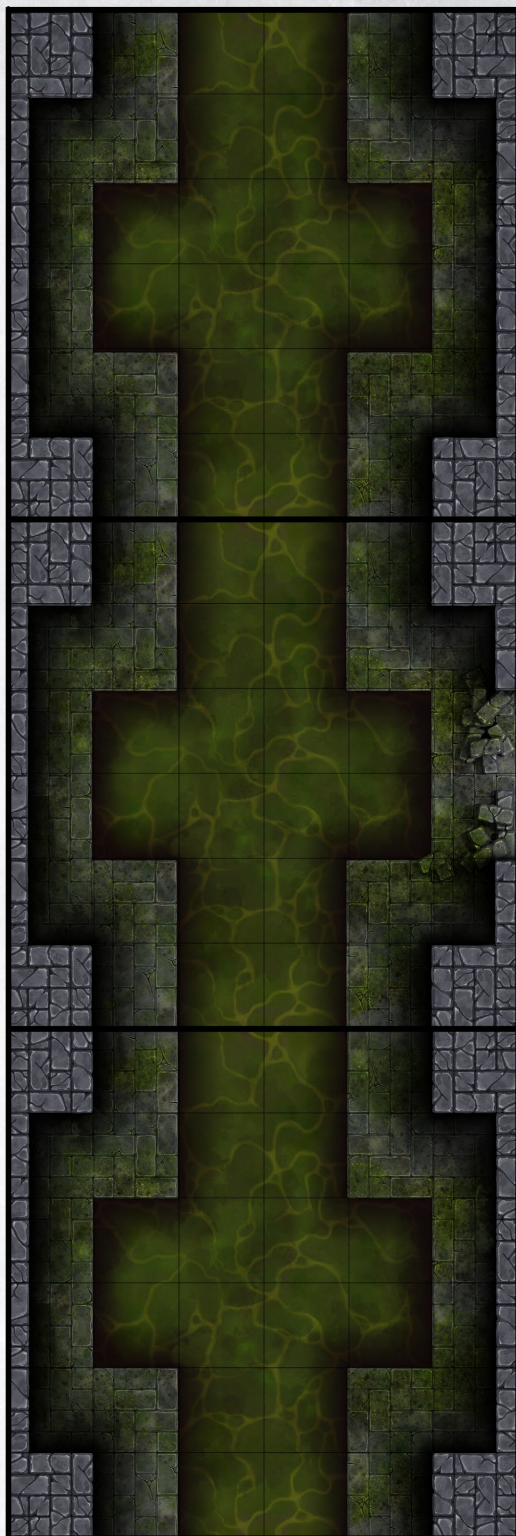
TREASURE

The small hollow in the sewer wall contains an obsidian chalice with silver filigree worth 100 gp and a nonmagical bone wand with black leather wrappings worth 25 gp.

The thrullg's tentacles can be sold to an alchemist or an arcanist for 50 gp. Alternatively, a character can preserve the tentacles' magic-sensing nature as a wand of detect magic by succeeding on a DC 12 Intelligence check using an alchemist's toolkit. A failed check destroys the tentacles.

DEVELOPMENT

After the party has dealt with the thrullg and traveled a short distance from its lair, begin the "Alchemical Spill" encounter.



ALCHEMICAL SPILL

The chamber in this encounter lies below a forgotten alchemist's workshop in the upper layers of the Undercity. In the years since the workshop sank into the Undercity, its partial collapse has broken open the stored ingredients and concoctions, leading to a volatile mix of ingredients. It has also attracted the attention of a sludge brute, an ooze-like creature drawn to the scent of alchemy.

When the party enters this area, read the following text aloud:

Piled high with broken glass that turns even the dimmest illumination into a riot of sparkling edges and flashing reflections, the chamber ahead veritably dances with light. Teetering heaps of discarded bottles, jars, beakers, and tubes rise from a carpet of glittering shards, and thin rivulets of brightly hued liquids lend splashes of intense color to the scene. A massive bronze grate dominates the center of the room. Periodically, a crystal dislodges itself from the edge of a pile and tumbles through the grate and down into the darkness with an almost whimsical tinkling.

Glass Shards. The razor-sharp glass littering the area is stable enough to pick one's way across, but a creature that falls prone in the glass takes 5 (1d10) slashing damage as the shards tear at its flesh. The large piles of glass in the room can be toppled with a successful DC 12 Strength check, causing 16 (3d10) slashing damage to creatures within 5 feet of the opposite side, but on a failed check, the creature attempting the feat takes 5 (1d10) slashing damage instead.

Alchemical Slurry. The chaotic mixture of alchemical items and ingredients dripping into the chamber from above has created a dangerous alchemical slurry. If a creature other than the sludge brute enters the area for the first time on a turn or starts its turn there, it must make a DC 14 Constitution saving throw, taking 11 (2d10) damage on a failed save, or half as much damage on a successful one. Roll on the table below to determine the damage type.

d6	Damage Type
1–2	Acid damage
3–4	Necrotic damage
5–6	Poison damage

If the sludge brute starts its turn in the alchemical slurry, it regains 1d10 hit points.

CREATURE INFORMATION

A **sludge brute** emerges from the central drain as soon as it smells the irresistible tang of alchemical items or once the first character has made it halfway across the chamber. It single-mindedly chases down and attacks whichever character is carrying the most alchemical concoctions and potions and is blind to the wider tactical situation in its desperate hunt for consumable items.

TREASURE

Once the sludge brute is slain, the party can harvest 1d4 random potions (of common or uncommon rarity) from its liquid remains. Any character who succeeds on a DC 12 Intelligence check using an alchemist's toolkit manages to salvage an additional potion, but any character who fails the check takes 10 (3d6) poison damage due to overexposure to the residual alchemical slurry in the ooze's form.

DEVELOPMENT

Beyond the sludge brute's lair, the lower path ends at the convergence with the upper path. (See "The Roads Converge.")

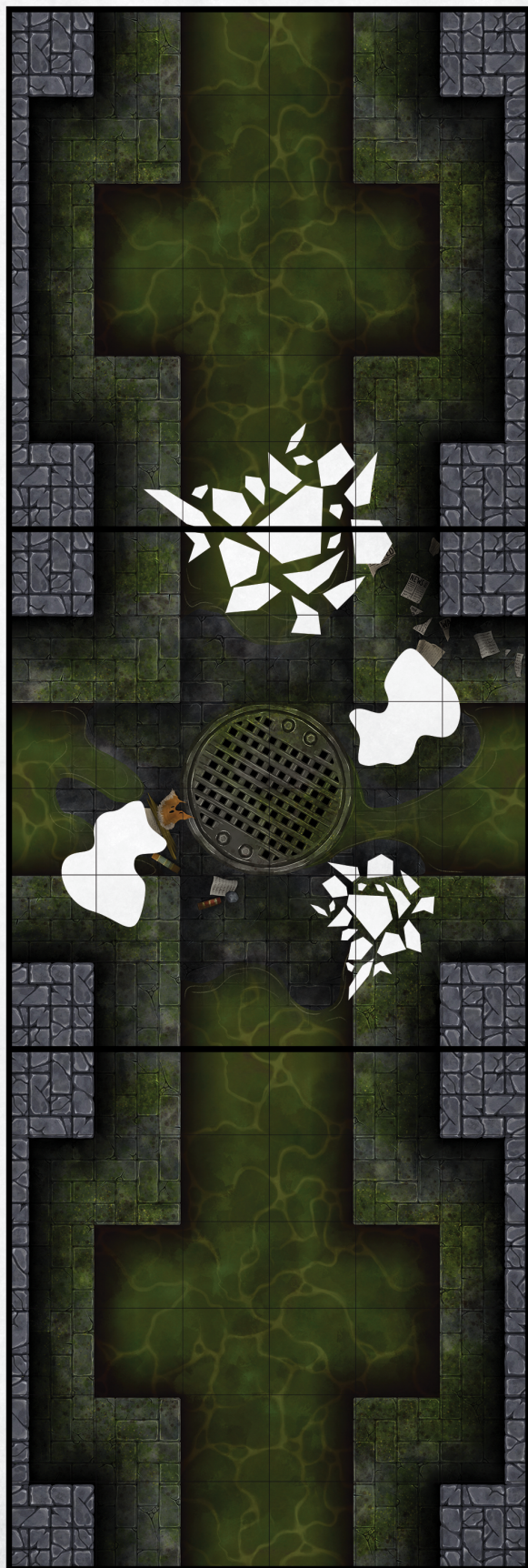




Broken Glass



Alchemical Slurry



THE ROADS CONVERGE

Whichever path Skuzz and the party take, they eventually end up at the same point. Before proceeding to the drop-off point, the gobber informs the party that they are now in the deep Undercity. A wrong step off the path might lead to a cavern full of swamp shamblers, a specter's haunt, or something even worse. Although the way ahead runs through some nasty territory, Skuzz advises the party that facing what's ahead is much better than trying to find another route.

Shortly after the party begins traveling down this route, begin the "Rat Nest" encounter.

AREA INFORMATION

The deeper route has the following important features.

Dimensions and Terrain. The rooms and corridors in this area are walled with hewn stone, and the floor is covered in thick, clinging mud. Unless otherwise stated, all ceilings are 15 feet high.

Light. Except for patches of glowing mold, the area is unlit and dark. Unless otherwise stated, the only light available is whatever the party brings with them.

Sounds and Smells. The deeper route is eerily quiet. Any sound the characters make—even the smallest breath—seems to be amplified in the underground space. The air barely moves here, but when it does, it's tinged with the sour smell of animal droppings, rotten meat, and abundant mold.

RAT NEST

Before advancing into the tunnels, the party hears Skuzz whispering "I hope the big girl is sleeping" under his breath. If asked, he points to a corner up ahead and presents the following information:

- The chamber ahead is the home of "Big Belula," a massive albino devil rat Skuzz has tangled with before. By way of illustration, he points to his right ear, which is missing a large chunk.
- Belula is a "matriarch"—a brood queen of devil rats. He wouldn't normally take them this way, but the safer detour around her lair collapsed recently, and this is the only route he knows to get to the drop-off point.
- Belula is fat, lazy, and prone to deep sleep. If she's asleep, they might be able to pass through her nest unnoticed.

When the party enters the chamber, read the following text aloud:

As you approach a corner along the sunken street you've been following, the slow but steady stream of water that trickles along its muddy bottom is cut off by heaps of piled rubble. The white glint of bone running throughout the mounds shines brightly in the dim light, and the stench of rotting meat and filth fills the air. The corroded remains of sewer grates, now little more than twisted masses of rust clogged with debris, peek from the mess, unable to drain the small lake of stagnant water that has swallowed the street beyond the blockage.

The crude dam of rubble and bone provides half cover to creatures sheltering behind it, and its loose, shifting nature makes it difficult terrain. The dam is an object that can be damaged and thus broken. It has AC 15 and 10 hit points per 10-foot section. Reducing a 10-foot section of the dam adjacent to the stagnant lake to 0 hit points destroys it, flooding the central area. If part of the dam between the central area and the party's starting area has been destroyed when this happens (or becomes destroyed later), the water rushes throughout the chamber. If this happens, each creature in the affected area must succeed on a DC 12 Strength saving throw or be knocked prone by the flood. All flooded areas are difficult terrain for any creature without a swimming speed.

CREATURE INFORMATION

A **devil rat matriarch** lurks among the debris that makes up her nest. She is sleeping contentedly but is awakened if something comes close enough to disturb her rest.

The devil rat is eventually awakened by her incessant hunger. If the party spends more than five minutes in the chamber, she emerges from the nest bleary-eyed and attacks the party. Once engaged, she fights viciously, lashing out at the nearest threat until she is critically injured, at which point she attempts to flee.

Any rats she spawns in the encounter fight until dispersed, swarming over whichever creature their limited intelligence determines to be the greatest threat to their matriarch.

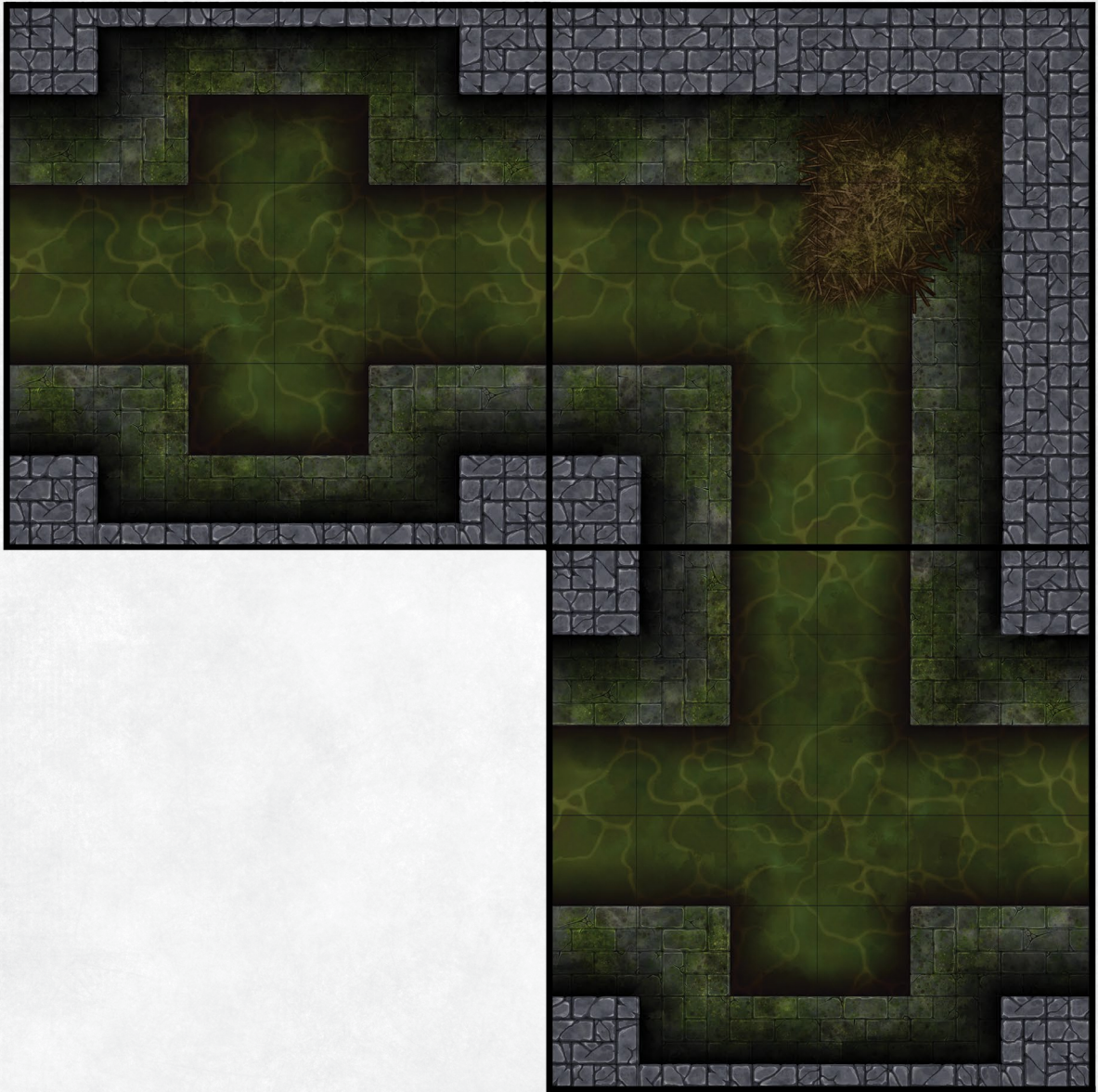
TREASURE

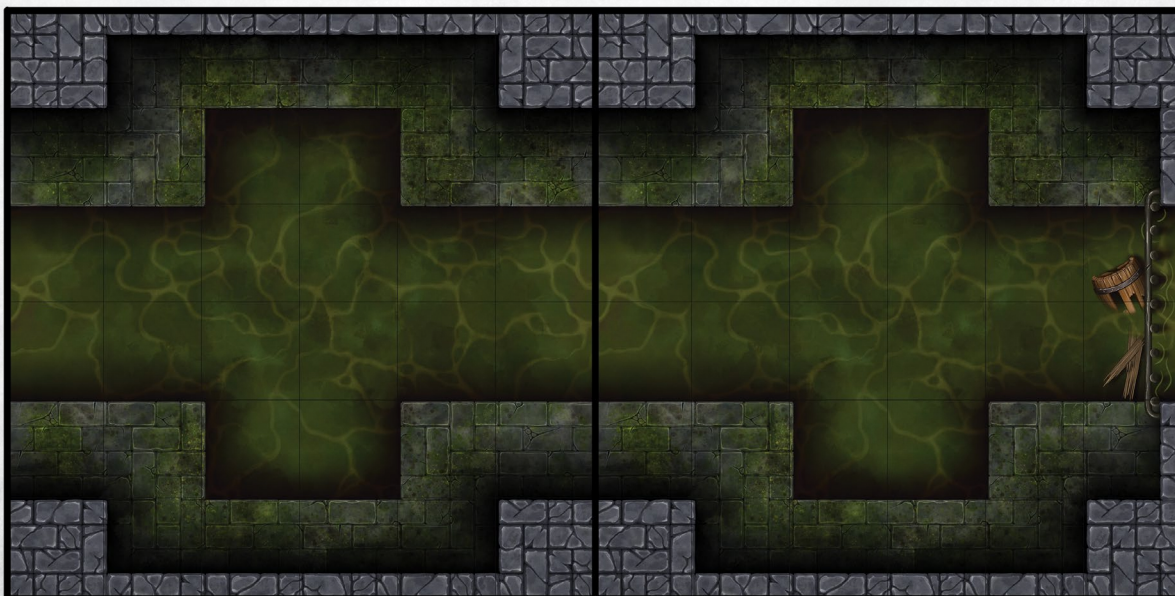
Once the combat has ended, the party discovers a silver and moonstone locket tangled amid the detritus. The locket contains a painting of a young woman. When open, a small clockwork capacitor inside causes it to give off dim light in a 10-foot radius for 1 minute. The locket is worth 250 gp if sold.

DEVELOPMENT

The party is nearing the drop-off point, but they've still got a hurdle or two to clear before they get to their destination. After they've traveled a short distance down the sewer tunnel leading away from Big Belula's lair, begin the "Sewer Snapper" encounter.







SEWER SNAPPER

The sewer tunnel ends, leading to a door in the wall. Read the following text aloud:

The abandoned sewer dead-ends ahead, terminating in a rounded pool of stagnant, foul-smelling water. Corroded pipes rise from its scum-covered depths. Some stretch out to join those running along the walls; others simply terminate in midair like skeletal reeds. A body lies at the far end of the tunnel, seemingly torn in half and sprawled in a puddle of viscera not far from a heavy iron door opposite the pool.

When Skuzz sees the body and the pool of water at the end of the tunnel, he gestures vaguely at them and grumbles, “Those weren’t here last time.”

Corpses. Any character who succeeds on a DC 14 Wisdom (Perception) check notices that the two halves of the bifurcated corpse at the far end of the tunnel are from different bodies rather than a single one. Close inspection by an observer within a few feet of the bodies reveals the same information without the need for a check.

CREATURE INFORMATION

A **risen gatorman** lurks unmoving in the pool until either a character moves within range for it to attack or it is spotted. Due to the murky water, the gatorman has advantage on its Dexterity (Stealth) checks to avoid being noticed. The gatorman aims to grapple an isolated character, retreat into the water on its following turn, use its death roll until the target stops moving, and then repeat the process on another target.

A grappled creature can use its action to play dead. To do so, it must make a Charisma (Deception) check contested by the gatorman’s Wisdom (Perception) check. If the creature wins the contest, the gatorman drops it and goes after a livelier target, and the grapple ends.

TREASURE

Along with three whole fish and two left hands, the gatorman’s gut contains a silver platter worth 25 gp and 15 gp in loose coin. A golden signet ring worth 100 gp is caught around one of its teeth.

DEVELOPMENT

The door at the end of the tunnel leads into a cultist hideout. Begin the “Risen Rush” encounter once the characters move through the door.



RISEN RUSH

When the party passes through the door in the sewer, read the following text aloud:

The stone walls of this octagonal chamber are almost entirely obscured by row upon row of thick iron and bronze pipes, each fitted with a bewildering array of readouts, valves, and hatches. A central channel of waste water wide enough for an ogrun to swim down flows sluggishly across the floor, bridged by a rusted iron grate that spans the center of the room.

A massive circle of interconnected runes, drawn in a disturbing reddish-brown pigment, dominates the chamber in stark contrast to the utilitarian surroundings. Eight bodies in various states of completeness are scattered among the moldering books, alchemical ingredients, and ritualistic supplies that are piled everywhere.

The chamber appears to be Orgoth in origin but now serves the citizens of Corvis as a pump station. The sound of pumps from deep below rumbles through the stone floor, and the mass of pipes in the room bang and groan under the constant pressure.

Occult Runes. The circle of runes on the floor is associated with some manner of necromantic ritual, although the characters are not familiar with its exact nature. Any character who succeeds on a DC 10 Wisdom (Medicine) check can determine that the runes are, indeed, drawn in blood. A successful DC 12 Intelligence (Arcana, History, or Religion) check reveals that both the runes and the ritual components are infernal in origin.

Bodies. Eight mangled bodies lie among the ritual detritus in the room. Any character who closely examines the bodies and succeeds on a DC 14 Intelligence (Arcana) check identifies the runes cut into the bodies as thrall runes, which allow a necromancer to animate corpses or skeletons as risen thralls.

Sewer Pipes. Any character who succeeds on a DC 12 Intelligence check using a mechanic's toolkit discovers that some of the pipes are still pressurized and a few dangerously so. One overpressurized pipe runs the length of the east wall, and another such pipe runs along the south. Each pipe can be punctured by making either a successful attack roll against AC 13 or a successful DC 10 Intelligence check using a mechanic's toolkit.

Puncturing one of the overpressurized pipes releases a blast of high-pressure sewage in a 5-foot-wide line that extends from the point of the rupture to the opposite wall. Each creature in that line must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 11 (2d10) bludgeoning damage, is pushed 1d6 × 5 feet along the line of the stream, and is knocked prone. On a successful save, the creature takes half damage, is pushed out of the spray immediately, and isn't knocked prone. The high-pressure spray continues for one round, effectively blocking movement across its length, before the pressure is spent and the stream of effluent is reduced to a trickle. Each pipe can be punctured only once.

INVESTIGATING THE CULT HIDEOUT

Both the Witchfire and the cultist Skuzz gave it to are conspicuously absent, but there is plenty of material to search for clues about where the sword might have been moved to.

Each character is allowed to make a single skill check to represent assisting with the search, with the most obviously useful skills being Arcana, History, Investigation, Perception, and Religion. Any player who can come up with a suitably creative and convincing reason why another skill would help can attempt to use that skill instead, at your discretion.

Regardless of the skill chosen, if half or more of the characters succeed on a DC 14 ability check, the party manages to piece together clues pointing to an ancient Orgoth ruin beneath the Northern Graveyard. Some appropriate clues include:

- The runic symbols on the floor incorporate symbols of Orgoth origin. An Intelligence (Arcana) check reveals these symbols were part of Orgoth necromantic rites, which were first uncovered during a study of the older graveyards in Corvis.
- An iron key emblazoned with a death's head motif and stylized letter V. An Intelligence (History) check reveals that the symbol is the crest of the (now deceased) Varnholdt family, famously buried in a mausoleum in Corvis' oldest graveyard.
- The thrall bodies are not freshly killed. An Intelligence (Investigation) check reveals them to be disinterred bodies that have been dead for several months, at least, and some still have grave dirt clinging to them.
- Old human bones bearing strange puncture marks that are used as ritual objects. A Wisdom (Perception) check reveals the marks to be sign of crypt spiders, creatures known for feeding on corpses in places like graveyards.
- One of the bodies bears a strange amulet. An Intelligence (Religion) check identifies the token as belonging to a peculiar sect of Morrowan swampies. Families of the deceased leave handwritten notes vouching for their loved one's moral character, which they believe help to grant a more comfortable afterlife. On the back is engraved: *We lay you in the old north soil, Berhardt, but we send you on with good words.*

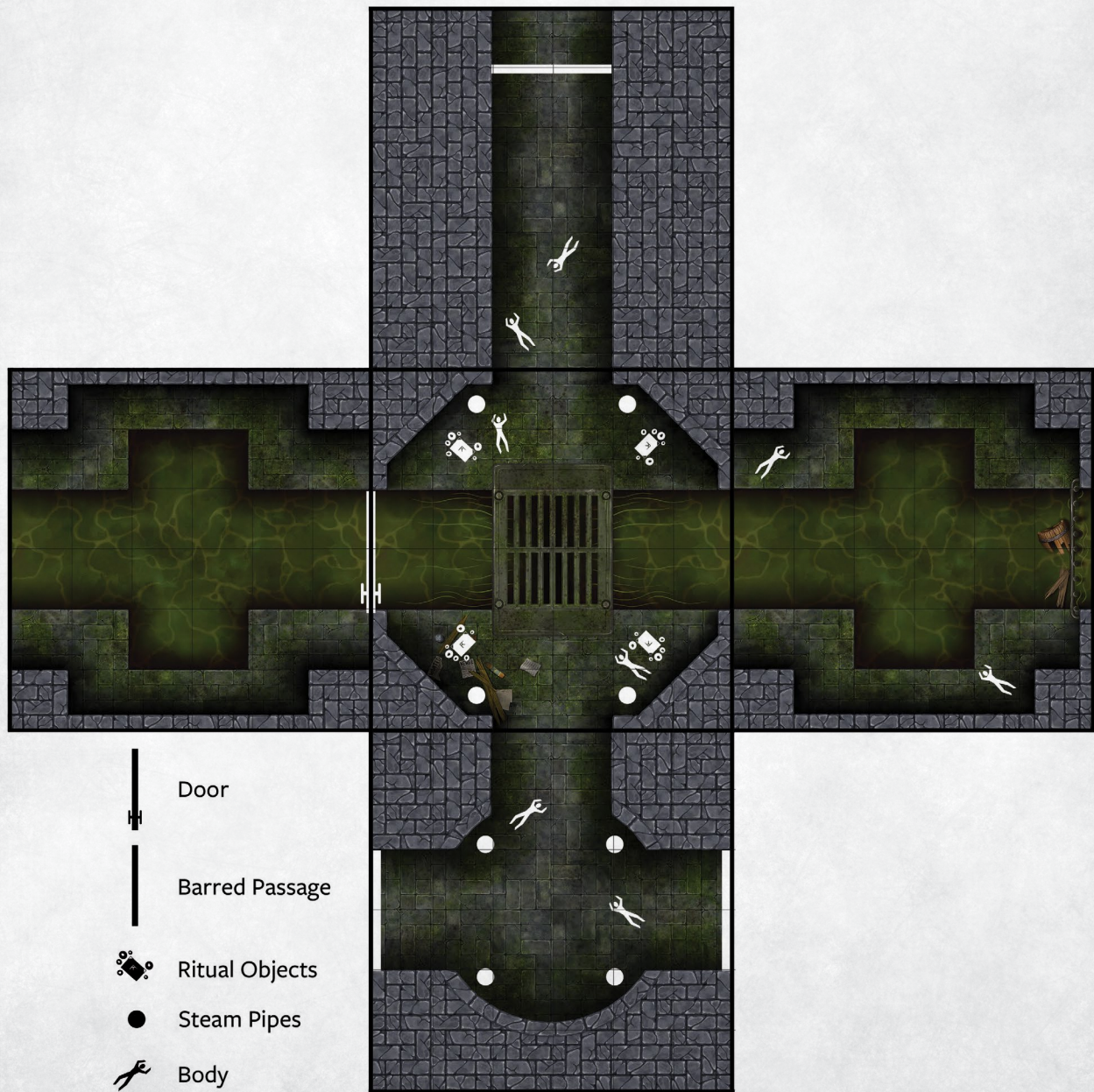
The site is a likely one for any rituals involving infernal activity, given that it was associated with such acts as recently as five years ago during the Claiming.

If less than half of the characters succeeded, the party eventually comes to the same conclusion, but their slower pace means that they are automatically surprised by the risen thralls in this encounter when they attack.

TREASURE

Among the scattered grimoires and loose parchment are several spell drives containing the following spells: *blindness/deafness*, *disguise self*, *fear*, and *locate creature*. The party can also salvage 150 gp in mostly intact books and alchemical supplies from the mess.

Risen Attack. Once the party has ascertained the location of the ritual, the corpses in the room spontaneously animate



as eight **risen thralls** and lurch to attack the characters.

The thralls have no sense of self-preservation or tactical thinking and will simply mob the nearest living target and attack until destroyed.

THE DEAD RISE

On the third round of combat, another risen thrall pulls itself out of the stagnant pool just outside the door and stumbles into the fight. (Treat it as having used its whole turn to advance onto the map by the door.) Any character who succeeds on a DC 12 Wisdom (Perception) check at this point detects the shambling tread of dozens of the newly animated

dead moving in on their location. Any character that takes the time to look through the door can plainly see the slowly approaching horde, which is numerous enough to block all hope of escape by that route. At the start of the fifth round of combat and every round thereafter, 1d4 additional risen thralls enter the chamber and join the battle.

ESCAPE

Any character can attempt to hold the door shut against the undead tide by moving adjacent to it and taking an action to brace the door. At the start of each round, a character bracing the door must make a Strength (Athletics) check contested

by a risen thrall's Strength check. If the character wins the contest, the undead are held at bay for the round; otherwise, one member of the horde forces its way inside.

The party will eventually realize that they need to find another way out of the pump station before they are overrun; failing that, Skuzz shouts it to them whenever you feel the party is on the verge of being overwhelmed. If the party can't think of a suitable plan to escape, Skuzz points to the room's central channel and the sewage flowing through it. "The bastards dumped me into that when they twiggled I was on to them and cracked me upside the head. I woke up floating in the river topside, so I reckon it empties out somewhere along the banks. Might be our best bet to get out of here."

If no one offers any alternatives, Skuzz hops into the stream and disappears down the pipe. If the characters follow, a stomach-churning voyage through an active sewage pipe and the very real risk of drowning in the accompanying effluent awaits, but the party is eventually deposited into the relatively clean shallows of the Dragon's Tongue River.

Any steamjacks accompanying the party wash up with an extinguished boiler after a few minutes.

WRAPPING UP

After their harrowing voyage out of the sewers and subsequent resurfacing, the adventurers can climb out of the river without any further difficulty. Although they'll certainly attract some sideways glances, they're in no immediate danger and have a moment to catch their breath. (This might be a good time to give the players a chance to level up their characters.) The moment will not last, however, and the events of chapter 3 begin once the characters have coughed most of the water out of their lungs.

LEVEL ADVANCEMENT

If you're using the milestone system instead of experience points to track advancement, the characters advance from 2nd to 3rd level when they escape the Undercity.





CHAPTER 3: A RISEN TIDE

In this chapter, the characters will first have to prove their innocence after being framed for the murder of Father Dumas. Once they clear their names, they'll have to race across a city engulfed in chaos as a tide of undead sparks dangerous waves of panic and rioting. Once the adventurers reach the old Northern Graveyard, they'll have to fight their way inside, dealing with not only the infernalists occupying the structure, but also gang members out for revenge, and perhaps even surprises left by the Orgoth. Interrupting the ongoing ritual to free Omodamos, they'll face the wrath of his partially reconstituted form. Then, at the moment of their seeming triumph, they'll be betrayed by an erstwhile ally and forced to overcome a raging infernal monstrosity in order to prevent the return of a devastating infernal presence.

When you're ready to proceed, begin the "Murder, He Framed" encounter.

MODIFYING, EXPANDING, AND ADDING ENCOUNTERS

The encounters in this chapter are designed for four to six 3rd-level characters. If the party did not gain enough experience to advance to 3rd level during chapter 2, you can help push them over the edge by setting up an encounter with a group of Powder Rats looking to even the score—perhaps using the enemies from the "Hornbeak Hunters" encounter, or simply a group consisting of an ogrun bully and four gang thugs—or initiating a fight against five waterlogged risen thralls that crawl out of a nearby stretch of river.

If you are considering modifying the difficulty of the encounters in this chapter, remember that the characters will be accompanied by a number of allies who can either attract greater attention or fade into the background, depending on what you need to keep the tension level right where you want it. If additional tweaks are needed, start by adding or removing two enemies with a challenge rating of 1/4 or one enemy with a challenge rating of 1/2 or 1, ideally avoiding unique foes. If you need to reduce the difficulty of an encounter that involves only a single adversary, consider reducing the enemy's attack rolls, damage rolls, ability checks, saving throws, and AC by 1, in addition to reducing the DC of any saving throw or ability check the characters make by 1.

A NOTE ON TREASURE

At this point in the characters' adventuring careers, they will start acquiring more powerful items that provide permanent effects. Rather than provide a generic selection of items, this adventure leaves their selection open to you so that you can tailor them to fit the desires of your players and the needs of their characters. Consider the party's strengths and weaknesses when choosing what kinds of items the characters might acquire. For example, a fighter with a defensive focus might enjoy a mechanical breastplate with the Aegis rune, but a fighter skilled in ranged combat might prefer a pistol with the Blast rune or the Silencer rune instead.

If you're still unsure about what direction your players want to take their characters in, or if you just want to

involve the players in these decisions, you can simply ask them to prepare a short list of the items they'd be most excited to receive.

The majority of this part of the adventure takes place in the bowels of an Orgoth ruin. This means that more traditional magic items might make sense as part of the last treasures the party finds, which can help make the rewards feel more organic and believable than a treasure trove populated by items from a random chart or checklist.

Feel free to include any items you wish. There are countless reasons an item might have ended up in an unexpected spot, and this sort of incongruity can be as interesting as the item itself.

MURDER, HE FRAMED

While the adventurers were making their way through the Undercity in search of the Witchfire's last known location, Jack Derrigan was busy tying up some loose ends. After witnessing the party's interactions with Alexia, Father Dumas, and Sister Agnes and deducing where Sister Viola disappeared to during their debriefing, he quickly realized that the characters had become a liability. Never one to hesitate when it came to disposing of an asset that had outlived its usefulness, Derrigan used *disguise self* to adopt the appearance of one of the characters and made sure he was seen "sneaking" into the Cathedral of Morrow. Once inside, he attacked Dumas, Agnes, and Viola, using the element of surprise to make them easy prey. After adding a few dramatic flairs to make sure the murders would evoke the sense of horror and righteous anger he was looking for, Derrigan cloaked himself in the illusionary form of another member of the party and slipped out, again making sure he was seen doing so. Unfortunately for the disguised cultist, he left too quickly to confirm that his victims were dead. Although Agnes and Viola both died in the attack, Father Dumas survived, and the Corvis City Watch transported the badly injured priest to Corvis University, where he remains in critical condition.

After the bodies of Agnes and Viola were discovered, the watch was soon inundated with multiple witnesses who saw figures matching the characters' descriptions entering and leaving the crime scene in a suspicious manner right as the murders took place. Armed with this fairly compelling evidence against the characters, the watch issued warrants for their arrests. Furthermore, due to the appalling nature of the crime, the watch authorized any and all force required to apprehend the presumed perpetrators.

Whether the characters head to the cathedral to check in with Alexia, make their way toward the Northern Graveyard to begin hunting for the cultists, retire to their lodgings, or even aim to report what they've found to their superiors, they are eventually confronted by no-nonsense members of the Corvis City Watch. Read the following text aloud:

You spot a heavily armed watch patrol marching down the street, likely on its way to put down a bar fight that has gotten out of hand. You are greeted with hard stares and raised gun barrels leveled at your faces. "Drop your weapons and surrender," a lieutenant barks. "You scum are under arrest for the murders of Father Dumas and two Morrowan nuns." The lieutenant's finger clinches around the trigger of his weapon. "I said surrender," he growls, "and I meant now! Give me one good reason to shoot, and I can save the hangman the rope."

Any character who succeeds on a DC 10 Wisdom (Insight) check can clearly see that the lieutenant means what he says. Obviously enraged, he and the rest of the watch are in no mood to answer questions or tolerate any delay. Any character who succeeds on a DC 16 Wisdom (Perception) check catches a brief glimpse of Skuzz offering an apologetic shrug before vanishing into the shadows.

If the characters surrender, the watch confiscates their weapons and gear and binds their hands with manacles. As they are roughly marched toward the city courthouse, any questions are met with some form of "Shut it, scum!" or the swing of a rifle butt. Once they arrive at their destination, they are thrown into a heavily guarded cell for the night. The guards refuse to answer any questions, telling the characters, "Save it for Helstrom. If it were up to me, you wouldn't last the night, but he'll hear your case before the hanging." Although the characters are left alone and can complete a long rest in relative peace, any attempts to remove their manacles, escape the cell, or otherwise cause trouble are met with immediate but nonlethal reprisals.

If the party chooses to fight their way free, see the "Watch Patrols" section for the composition of the city watch group, and remember to raise the patrol level by 1 or 2, depending on the outcome of the encounter. See the "Patrol Level" section for more information.

If the party attempts to flee the patrol instead, each character must make a DC 16 Strength (Athletics) or Dexterity (Stealth) check, depending on how the character is trying to avoid the authorities' attention. If half or more of the checks are successful, the entire party manages to elude the watch. If not, the characters find themselves cornered and must choose to either surrender or fight. Each time the party moves about the city, whether to find somewhere to rest, to make their way to the cathedral, or to head toward the Northern Graveyard and the "Mausoleum Mayhem" encounter, they must repeat these checks.

WATCH PATROLS

If the party chooses to flee rather than surrender to the watch, bands of watchmen will begin patrolling the city for them in an effort to bring them to justice. Father Dumas is highly respected in Corvis, and the attempt on his life is met with zeal bordering on obsession. The longer the party goes without being detained, the more dogged the patrols become.

Each watch patrol consists of four **city watch constables** and one **city watch captain**.

SEARCHING FOR THE PARTY

The search for the characters begins in the Industrial Bourg, since Jack Derrigan, in his role as a watch captain, gave that information as the party's last known location. Due to the ongoing festivities, the search begins with only a few patrols, but it increases in scope the longer the characters remain free.

PATROL LEVEL

The scale of the search is measured by the patrol level. It begins at 1 and increases each time the party moves to a different part of the city. The patrol level can decrease in response to the party's actions but will not go below 1 until the characters are arrested or until they have successfully confronted the imposter, Jack Derrigan.

Patrol Level 1 Two watch patrols search the Industrial Bourg for signs of the party, questioning citizens and spreading descriptions of the party members. For the purpose of Dexterity checks related to sneaking or hiding, the watch patrols are considered to be actively searching for the party.

Patrol Level 2 Word has reached the other bourgs of Corvis. There are now two watch patrols in each part of the city.

Patrol Level 3 The citywide search for the characters increases. Double the number of patrols throughout Corvis. Each patrol is now accompanied by two dogs, who use their Keen Scent ability to search for the party.

Patrol Level 4 The Corvis City Watch has had time to produce sketches of the party members to show to citizens. These sketches may have some unusual inaccuracies, but the representations are close enough to allow any citizen to spot a member of the party on sight. Watch patrols begin offering a 20 gp reward to any citizen who provides information leading to the party's arrest.

Patrol Level 5 Each patrol is accompanied by one Justiciar steamjack under the control of a 'jack marshal.

MODIFYING THE PATROL LEVEL

Use the following rules to increase or decrease the patrol level as long as the Corvis City Watch is looking for the party:

- Increase the patrol level by 1 each time the party has an encounter with the city watch. Increase it by 2 instead if the party kills any members of the watch during the encounter.
- Increase the patrol level by 1 if the party is accompanied by a steamjack.

- Increase the patrol level by 1 each time the party finishes a short rest.
- If the citizens of Corvis are being offered a reward for information about the party, increase the patrol level by 1 for each hour the party spends in a public place.
- Decrease the patrol level by 1 if the characters alter their appearance by putting on new clothes, wearing festival masks to blend in with Longest Night revelers, or donning some other disguise.
- Decrease the patrol level by 1 if the party chooses a back alley, a rooftop, or another uncommon route to get to a destination. Depending on the nature of the route, a character might have to succeed on a DC 16 Strength (Athletics), Dexterity (Acrobatics), or Wisdom (Survival) check to successfully access or notice the route.

The players might come up with other methods of evading the watch. Adjudicate these as you see fit. For example, if the characters pay off a mercenary or ruffian to wear a character's coat and conspicuously lead a watch patrol on a wild goose chase, you could reduce the patrol level by 1 or more.

ENCOUNTERING A PATROL

Each hour, roll a d10 to determine whether the characters must deal with a watch patrol. If the result is equal to or under the total number of active patrols in the area the party is currently in, an encounter occurs.

During an encounter, the patrol attacks the characters upon noticing them. The watchmen fight to incapacitate rather than kill and will attempt to capture the party alive. Any captured characters are thrown into prison, resulting in the same events that would have occurred if they had surrendered to the patrol they initially encountered.

Should the adventurers manage to escape the long arm of the law and head for the Northern Graveyard while on the run, they forfeit the chance to gain the supplies Commander Helstrom otherwise would have provided them.

UNDER ARREST

For characters who surrendered or were captured, several hours pass before anything of note happens, giving the player characters the benefit of a long rest. Then they're escorted into a meeting with Commander Julian Helstrom, the head of the Corvis City Watch. Read the following text aloud:

A stern but tired-looking man in full uniform greets you as you enter his office. "I'm afraid things don't look good for you lot," he says, gesturing to the piles of notes and reports spread across his desk. "Multiple witnesses claim to have seen two of your number either sneaking into or out of the crime scene last night. Do you have anything to say in your defense, or should I call the hangman and get things over with?"

If the characters request it, Helstrom reads the eyewitness reports, which include almost exact descriptions of two of the characters, but with a few crucial details being off, such as a conspicuous insignia on a shield depicting the wrong army unit, a signature runic axe being replaced with a hammer,

wrong hair colors (but not styles), and so on.

If the characters explain what happened honestly, their forthright responses slowly turn Helstrom to their side, as his decades of experience with criminal investigations and interrogations lead him to believe that they are telling the truth. Each character can make one DC 12 Intelligence (Investigation), Wisdom (Insight), or Charisma (Persuasion) check as part of their attempts to clear their names, depending on whether they focus on the evidence gathered from the scene, the behavior of the perpetrators, or direct appeals to Helstrom, respectively. Successful checks speed his conclusion along and upgrade the supplies granted to the party once Helstrom is fully convinced, as described below, but they are not required for him to determine the party's innocence.





Once Helstrom comes around to the party's side, he and the characters can go over what happened and try to figure out how these events might connect to the wider goings-on in the city. As part of this collaboration, Helstrom fills the characters in on any details they may have missed during the course of the adventure, although he reveals only what they might have learned on their own had they not been imprisoned. An influx of isolated, unsubstantiated reports of undead sightings have come in over the last day, which could indicate that the characters' fears are coming to pass. If they ask about Alexia, Helstrom will reply that she's alive but essentially catatonic, the shock of Father Dumas' attempted murder having almost destroyed her. He's not sure if either the priest or his niece will survive the night. If anyone brings up Jack Derrigan, Helstrom responds that the only watchman named Derrigan is a lieutenant on permanent assignment to the river gates on the far side of the city, so they must have misheard something.

Once Helstrom and the party manage to fill in any blanks, their meeting is interrupted by frantic knocking at the door. Helstrom steps outside his office briefly to speak with a messenger who has arrived with urgent news. When he returns, read the following text aloud:

Commander Helstrom reenters the room. He is clearly shaken by whatever news he has received. "Looks like your fears were well founded," he says with a grimace. "We've got undead bursting out of the Undercity all across Corvis. People are in a panic, and they're starting to cause riots. There may not be enough of us to hold the line, let alone help you." He slides a box across his desk while he buckles on his sword and checks his hand cannon.

"Take this. It's all I can do for you. Now get going."

The box contains one *potion of healing* for each character. For each character who succeeded on a skill check during the party's attempts to establish their innocence, replace one *potion of healing* with a *potion of greater healing*.

At this point, Commander Helstrom returns the characters' gear and ushers them out into the street, leading to the "Mausoleum Mayhem" encounter.

MAUSOLEUM MAYHEM

In this encounter, the adventurers must navigate a chaotic uprising of the undead and throngs of panicking revelers as they try to navigate the City of Ghosts.

When the players leave the courthouse, read the following text aloud:

Chaos sweeps the streets of Corvis as the dead rise once more to trouble the City of Ghosts. Raucous Longest Night celebrations have devolved into a panicked stampede in front of you as throngs of undead burst forth from alleys and sewers near the courthouse. A cacophony of noise rings in your ears—cries and screams of fear-crazed mobs mixed with echoes of gunshots.

In an attempt to distract the defenders of Corvis while they complete the ritual to return the Black Gate to the world, the infernalists have drawn upon the power of necromancy to summon a fresh throng of risen thralls into the city. Packs of thralls from the Undercity emerge in every region of Corvis and begin a mindless assault on everyone they see.

GETTING TO THE NORTHERN GRAVEYARD

This scene takes place across the whole of Corvis. The characters must navigate an unfolding chaotic situation, which can include a diverse range of options, in order to reach their destination.

STARTING LOCATION

The characters start at the courthouse and jail (area 7) on the map. (See Appendix: Map of Corvis). Before they head toward the graveyard, they must deal with the immediate threat of risen thralls in the area.

THE LONGEST NIGHT, AGAIN

The mass of thralls in the city presents a hectic, nonlinear situation. There's no telling how the party might respond to the chaos, so you should indulge their inclinations, whether this involves rescuing orphans, tending to the wounded, or undertaking some other action appropriate to the circumstances. If they take too long, however, remind them that the infernal cultists are certainly getting closer to completing their ritual. You can give hints about the urgency of the situation, such as a storm of supernatural energy growing over the Northern Graveyard, the chilling screams of infernal howlers emanating from that direction, or whatever else will serve to light a fire under your players.

MOVEMENT

Adventurers can safely move between destinations by succeeding on a DC 10 group Dexterity (Stealth) check. On a failed check, the characters are noticed by 2d4 **risen thralls** and they must either defeat or outmaneuver the undead to proceed.

The characters need to move through five blocks (areas 7, 8, 4, 1, and 3 on the map) to reach the Northern Graveyard. The high bridge east of the courthouse has been drawn up, blocking the eastern route.

CHAOS IN THE STREETS

Along the way, the characters will witness all manner of mayhem unfolding on the streets. Use the following quick scenes to describe the chaos. Let the characters get involved in any scene that catches their interest, but don't forget to provide other cues to urge them toward the graveyard.

- Six partygoers sprint through the streets in tattered costumes. Each reveler bears at least one bloody wound. A man dressed in an elaborate owl costume cries out, "They've raised the east bridge! They're leaving us to die!" A moment later, a group of risen thralls rounds the corner behind the partygoers, still gripping bits of their torn costumes.

- Pursued by a pack of five risen thralls, a group of three

IS SOMEONE FOLLOWING US?

During the party's navigation of Corvis, or in the lead-up to their entry into the mausoleum, the character with the highest passive Perception score catches occasional flashes of white and a figure furtively disappearing into the shadows.

The secretive figure is none other than Alexia. Following the attack on the Cathedral of Morrow, she sought out the party and eventually witnessed their meeting with Commander Helstrom. Knowing that they were her best lead to recover the Witchfire, she has tailed them throughout the city but has taken care not to reveal herself to them. If necessary, Alexia uses *invisibility* to conceal herself.

Alexia's only goal is to reclaim her sword, and with it, her sanity. If the adventurers discover her and try to stop her from doing so, she uses every asset at her disposal to reach her goal.

gobber tinkerers flee the city, their possessions piled high in carts behind them. The lead gobber cries out, "Not again! I knew I should have moved to Five Fingers!"

- A male human in a stockade with a sign declaring his crime of public urination screams for help as thralls try to scale the sides of the platform he's on.
- A pack of risen thralls has hemmed in several costumed revelers against the railings of one of the city's many bridges. The panicked civilians are being pressed back, with some eyeing the frigid river below as if gauging their odds of survival.
- Cannons from the Cygnaran Army garrison in Corvis thunder. A moment later, the characters hear the shrill sound of artillery whistling down at a mob of thralls. The party has one round to take cover before the ammunition detonates in the street. Shrapnel from the explosion batters the entire block, and any creature in that area must succeed on a DC 12 Dexterity saving throw or take 11 (2d10) piercing damage.
- Armed with rifles and chain guns, a platoon of trenchers guarding the bridge to the Industrial Bourg opens fire on a wave of approaching figures. When the smoke clears, the cries of wounded citizens can be heard; not all the figures on the bridge were thralls, and the injured people need medical assistance.

THRALL REINFORCEMENTS

Due to the great numbers of undead thralls roaming Corvis, the party's actions have a chance of attracting thralls to any encounter. If the characters perform any actions loud enough to be heard over an area's background noise, such as setting off an explosion, destroying a barricade, or using

a particularly loud spell, you can decide that they've drawn the attention of 1d4 risen thralls and one thrall warrior. Particularly noticeable events could even draw larger groups of 2d4 risen or more. These risen move in the direction of the disturbance and are added to any combat encounter at the start of the second round.

THE MILLSIDE CHILDREN

Once you feel you've presented an appropriate number of scenes from the "Chaos in the Streets" section, the sudden sound of splintering wood from a partially barricaded alley just ahead of the party heralds the terrified screams of children and the raspy, hungry moans of the undead. A trio of children has been cornered by four **risen thralls** that are slowly smashing their way through the overturned wagon the three are sheltering behind. If the characters intervene and rescue the children, the panicked, teary-eyed trio—Elsbeth, Haley, and Barden, the youngest—beg the adventurers to take them to their nearby home and save them from the monsters.

Although escorting the children home would not take long, the trip would take the party two blocks in the wrong direction, and the children's horrified whimpers and cries could easily attract unwanted attention from the marauding undead. If the party agrees to take the children home, the detour forces them to backtrack two areas, but the relieved children and their ecstatic parents, Gwen and Jonas Millside, are all too happy to share their knowledge of the area and the recent developments, giving each character in the party advantage on any remaining checks to move between areas. Additionally, Jonas gives the departing characters his family heirloom: a hand cannon engraved with the words "The Final Offer" and enough ammunition for 10 shots.

ARRIVAL AT THE NORTHERN GRAVEYARD

Upon reaching the Northern Graveyard, the party stumbles upon the remnants of a watch patrol holed up in a partially collapsed mausoleum near the entrance. Several of its members are unconscious, and the remainder are obviously wounded, including a Morrowan cleric who introduces himself as Arden Doyle.

Ignoring the pain of his broken ribs as best he can, Father Doyle explains that the patrol was caught out in the open by a large force of undead. Although they eventually managed to fight their way clear and he has stabilized the most seriously injured, they're as low on resources as they are on able bodies and would be no match for even a small group of the undead. They've been lucky to avoid detection so far, but it's only a matter of time until they're discovered if they stay. Unfortunately, they'll surely attract attention if they leave, especially slowed as they are with their wounded.

Whether or not the characters explain their mission, Doyle doesn't ask them to turn from it but reluctantly asks whether they would be willing to act as a distraction while he and the rest of the walking wounded evacuate those who can't move under their own power.

If the party agrees to help, the characters need to draw the attention of a nearby group of six **risen thralls** to them

in order to give the injured patrol a chance to escape. In return for their selfless heroism, Arden casts *aid* on the party, increasing each character's hit point maximum and current hit points by 5 for 8 hours, commenting that they'll need it more than he will. If the party is already benefiting from that spell, the cleric's heartfelt blessing increases each character's hit points by 5, just as if the original spell had been cast using a spell slot of one level higher.

If the adventurers insist on spending limited resources—healing items, spells, abilities such as a paladin's Lay on Hands class feature, and so on—to assist the wounded, Arden's prayers also confer the benefit of the *bless* spell for the duration of their battle with the thralls.

For each round the characters keep the attention of the thralls, Father Doyle escorts one member of his patrol to safety. At the end of the fifth round, Doyle himself escapes the mausoleum, after which he offers up a brief prayer for the party's safety.

EXPERIENCE REWARDS

If you're using experience points to track advancement, each character gains 150 XP for navigating the City of Ghosts.





VARNHOLDT FAMILY VALUES

Located roughly in the center of the Northern Graveyard, the Varnholdt family mausoleum contains the interred remains of several generations of the Varnholdts, a prominent local family. Conveniently for the local infernalists, the mausoleum is also directly above the chambers of an Orgoth chamber once used to extract souls in order to fuel the occupiers' fell magic.

The mausoleum is one of many in the graveyard, but it's notably the only one watched over by a pair of armored thrall warriors wielding jagged greatswords, making it an obvious next step for the party. When the characters near the mausoleum, read the following text aloud:

The Varnholdt mausoleum stands before you, its weathered marble exterior a testament to the fallen grandeur of an earlier age. A pair of skeletal undead clad in rusting chain hauberks keep vigil on either side of the intricately detailed wrought iron door, their boney hands resting on pitted greatswords as their eyeless stares sweep the shambling crowd of risen thralls pawing fruitlessly at the nearby mausoleums or shuffling about aimlessly. More of the restless dead wander the crypts and tombs nearby, their hoarse moans echoing off the stonework.

The two **thrall warriors** stand ready to repel any attempts to enter the mausoleum, and groups of undead shamble throughout the cemetery. If the party makes noise attacking the thrall warriors, it draws the attention of two **risen thralls** that join the fighting at the start of the second turn. The risen thralls are incapable of anything more nuanced than swarming the nearest target, but the thrall warriors behave with more tactical acumen, moving in to flank enemies engaged with the lesser undead and targeting any threatening or isolated characters.

Mausoleum Fence. A character who succeeds on a DC 12 Strength (Athletics) check can climb over the wrought iron fence surrounding the crypt. The heavy iron doors of the mausoleum are securely locked but can be picked open with a successful DC 15 Dexterity check using thieves' tools. Alternatively, the gate can be forced open with a successful DC 18 Strength (Athletics) check. If the party includes a laborjack designed for heavy lifting, such as Rustbucket from their encounter with the Powder Rats in the warehouse, the jack has advantage on this check if the characters order it to smash down the doors. Breaking the gate open creates a great deal of noise and draws the attention of the risen thralls immediately.

ENTERING THE CRYPT

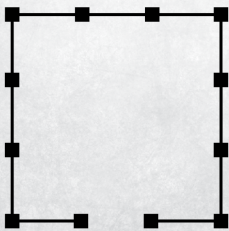
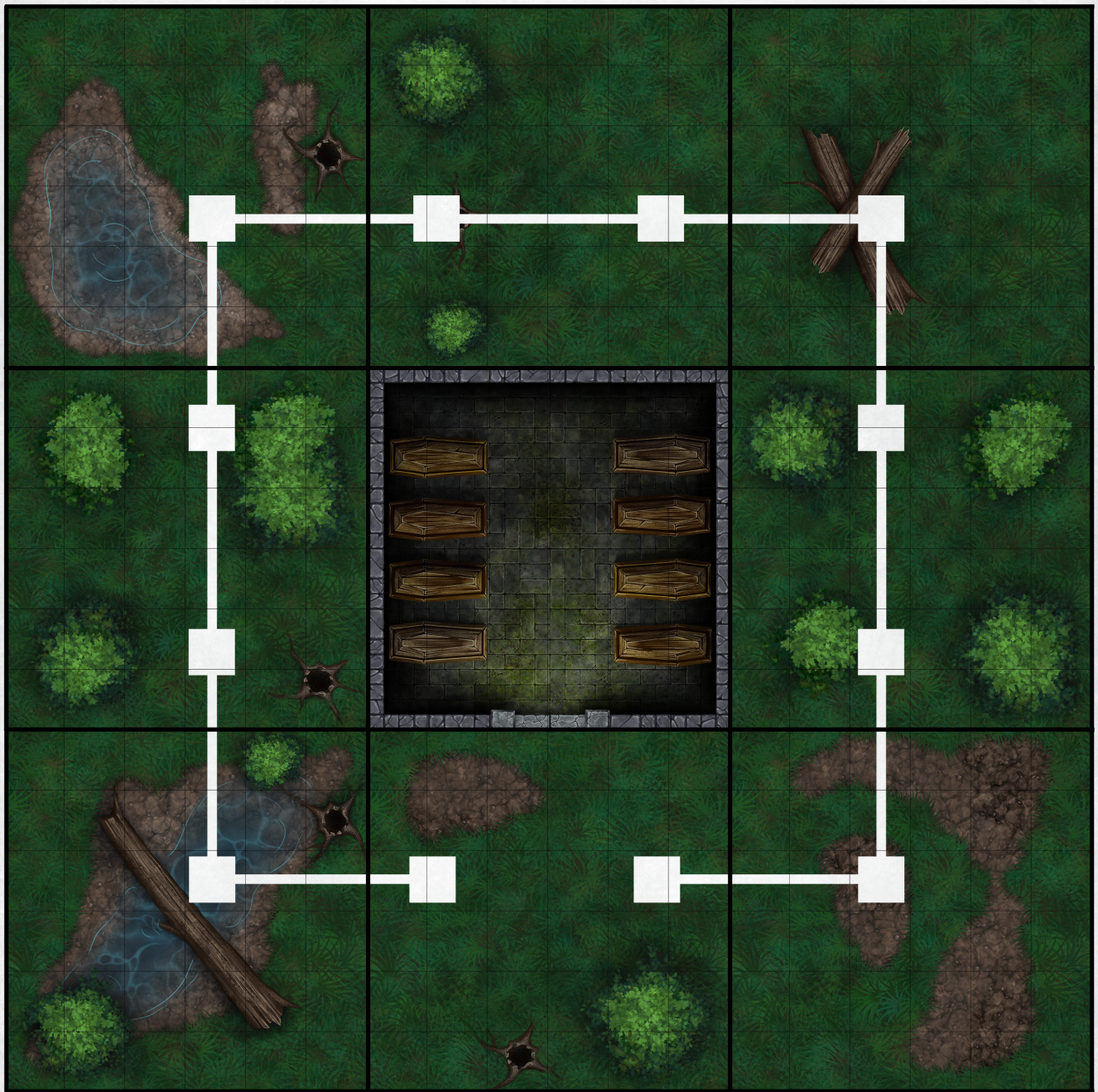
Once inside the crypt, the party can relock the doors (if they took the subtle route) or wedge them shut with repurposed statuary (if they didn't), allowing them to examine the interior in relative safety. A thorough search of the tomb reveals that one of the sarcophagi is empty and contains a false bottom and a hidden stairway instead of a family

member. If any of the characters succeed on a DC 14 Intelligence (Investigation) or Wisdom (Perception) check while searching the mausoleum, their astute observations and quick thinking uncover the truth in moments, giving the party advantage on initiative rolls for the next encounter.

By the time the characters finish making their way through the secret passage in the sarcophagus, they have descended over a hundred feet to reach the ruins and are ready to begin the "Orgoth Torture Chamber" encounter.

TREASURE

This encounter is an excellent place to give out a magic item, particularly a weapon or set of armor, which could be carried or worn by one of the thrall warriors. Other items could be clasped in the stone hands of a sarcophagus lid or buried with one of the Varnholdts. The party can also collect 250 gp worth of purloined jewelry, golden teeth, and dress weaponry if they don't mind a little grave robbing.



20' Tall Walls





ORGOOTH TORTURE CHAMBER

The **Orgoth Torture Chamber map** lays out the small but deadly dungeon that holds the party's goal.

AREA INFORMATION

The ruin has the following important features:

Dimensions and Terrain. Ceilings are 20 feet high unless stated otherwise. The crumbling ruin is built of black stone with numerous carvings depicting the leering faces common in Orgoth architecture. A mixture of rubble and dirt litters the floors in most areas.

Light. Unpleasant greenish lights illuminate the torture chamber with bright light.

Sounds and Smells. The dank air is almost unnaturally cold. The stones themselves swell with the sound of arcane power, a low hum punctuated by the occasional crack of shifting rock.

1. ENTRANCE HALL

When the party descends into the Orgoth torture chamber and enters its sprawling main hall, read the following text aloud:

The close, tight walls of the narrow stairwell fall away, revealing a large, imposing chamber of curving, hooked lines and bladed angles as oppressive as it is spacious. Oversized statues of

menacing Orgoth lords loom in the darkness, interspersed with stone sarcophagi that bear the screaming visages of their presumed occupants, the tortures wrought upon their graven forms as unique and varied as their victims' features.

Heavy iron braziers hang from the ceiling, suspended by massive spiked chains whose links are each the size of a man's torso. Shadows cast by their flickering green ghost-light writhe about a filthy hooded creature at the far end of the crypt as it moves among the tombs, trailed by half a dozen masked cultists.

The group standing watch over the entrance hall consists of one **wretch** commanding a group of four **infernal cultists**. If they spot the party, all the combatants fight intelligently, taking advantage of their spells, flanking with allies for sneak attacks, and so on.

Statues and Sarcophagi. The statues and sarcophagi provide half cover to characters sheltering behind them.

Iron Braziers. The suspended iron braziers are immensely heavy but can be swung like a battering ram if enough muscle is brought to bear. A character adjacent to a brazier can use it as a weapon by making a Strength check as an action. The brazier sweeps through the air in a 10-foot-wide line that extends from the attacking character until it touches either a wall or a statue. Each creature in that line must succeed on a Dexterity saving throw or take 7 (2d6) bludgeoning damage and 4 (1d8) necrotic damage. The DC of this saving throw is equal to the Strength check of the character who made the brazier attack.





2. HALLWAY

As the party moves past the entrance hall, they reach a fork in the hallway. The architecture itself gives no clues as to where the branching paths lead, but a character who succeeds on a DC 12 Wisdom (Perception) check hears the faint sounds of shuffling coming from the left branch and what might be armored footfalls emanating from the right. Any character who succeeds on a DC 12 Wisdom (Survival) check notes multiple sets of tracks coming and going from the right but only a few going to the left, and even fewer returning.

If the party heads to the right, they reach a chamber dedicated to the memory of a great Orgoth lord (area 3). If they go left instead, they reach the holding cells (area 5).

3. THE LORD'S CHAMBER

When the party enter this chamber, read the following text aloud:

This wide hall was once dedicated to honoring the memory of some great Orgoth lord but now serves the modern-day cultists as a mess hall and general storage area. A massive statue of a warrior in finely detailed Orgoth armor rises from a pit of flickering green flames, the reverence and terror the sight was no doubt meant to conjure somewhat tempered by the fact that the statue's head has been blasted into charred gravel. Smaller statues that once lined side chambers have been pulled down completely, their shattered bodies now stacked with supplies like common shelving or serving as benches for the long camp tables erected in the central space. Two armored figures with greatswords



move about the room, and an equal number of eyeless, tentacled horrors float erratically through the air.

The two armored figures are **dark sentinels**, and the floating horrors are **essence-starved griever**s. A successful DC 12 Intelligence (Arcana or Religion) check reveals the floating creatures to be grievors: lesser infernals of bestial intelligence that produce blasts of eldritch fire, hunt in packs, and are particularly vulnerable to radiant attacks.

In combat, the dark sentinels rush forward and act as a front line for the grievors, protecting them from melee threats and freeing them to fire unimpeded. The sentinels aim to cripple or otherwise impair threatening characters with their spells before falling upon them with their greatswords. The grievors attack any targets set up by the sentinels but prioritize characters who seem capable of

inflicting radiant damage above all others.

Pit of Soul Fire. A creature knocked into the pit of soul fire takes 7 (2d6) necrotic damage and an extra 7 (2d6) necrotic damage at the end of each of its turns until it climbs out of the pit, which requires a successful DC 12 Strength (Athletics) check.

Tables. As an action, a character can flip a camp table in the open area onto its side. A flipped table provides half cover to any characters sheltering behind it.

A doorway in this chamber leads to the Orgoth library (area 4).

4. ORGOTH LIBRARY

The library connected to the lord's chamber was once home to many volumes of Orgoth wisdom but has been reduced to a few scraps. Soul-shriven members of the cult pore over its contents for any surviving lore that could help them in their quest to restore Omodamos. When the party enters the library, read the following text aloud:

Two cloaked figures wrapped tightly in barbed chains walk along the bladed iron balcony that runs along the perimeter of the room, which is lined with shelves of blackened tomes and moldering scrolls. Each figure occasionally stops, extends a bloody hand to pluck an object from a shelf, and dumps it on the ground after a brief inspection. Thick spiked chains hang from the ceiling, suspending a pair of iron braziers whose smoldering contents illuminate the area in a sickly green light.

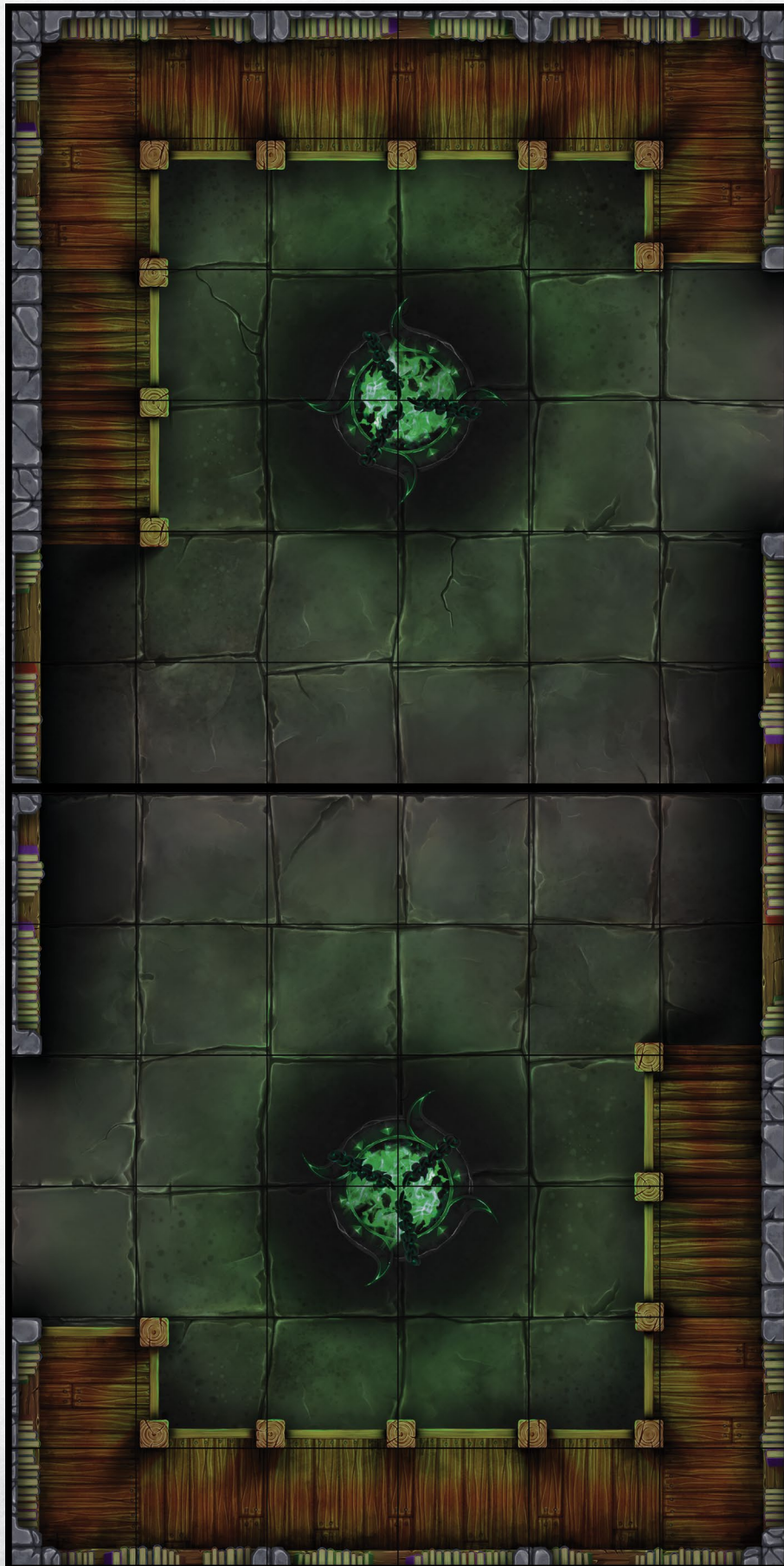
The two **soul shriven** fight cleverly, looking to immobilize or slow down melee fighters with their spells while avoiding clear lines of fire. They focus on vulnerable targets if possible and make liberal use of their Soul Scourge trait to trade hit points for more impactful spells. Each time a soul shriven falls, an **essence-starved howler** bursts forth from the corpse in a spray of gore. The howlers fight recklessly, charging in and attempting to cause as much damage as possible, heedless of the danger or the possibility of friendly fire.

Iron Braziers. A character can climb the thick chains supporting the braziers by succeeding on a DC 12 Strength (Athletics) check. If the check fails, the character takes 5 (2d4) piercing damage as the iron barbs tear at the character's flesh. A character adjacent to a brazier can use it as a weapon by making a Strength check as an action. The brazier sweeps through the air along the ground floor in a 10-foot-wide line that extends from the attacking character until it touches a wall. Each creature in that line must succeed on a Dexterity saving throw or take 7 (2d6) bludgeoning damage and 4 (1d8) necrotic damage. The DC of this saving throw is equal to the Strength check of the character who made the brazier attack.

Shelves. The tall shelves that line the room once held a treasure trove of ancient Orgoth lore, but the ravages of time have destroyed almost everything the retreating Orgoth left behind. Even so, there are enough legible fragments and salvageable pages to offer insight into the infernal rites of the Fellgoeth Order if the party is willing to take the time to piece everything together. If the characters decide to spend time studying what they can find, they have disadvantage on initiative rolls during the next encounter but have advantage on any Intelligence (Arcana or Religion) checks made to identify and disrupt the infernal rituals taking place in the sacrificial chamber.

A passage from the library leads into the vast sacrificial chamber that serves as the infernalists' ritual site (area 7).





5. HOLDING CELLS

The holding cells in this area once held Immorese rebels destined for the torturous process of being cursed to undeath as dread. When the party enters the area, read the following text aloud:

The hallway opens to reveal a sparsely decorated room outfitted for containment rather than celebrating the grandeur of the Orgoth. Four holding cells branch off from the main space, the barbed iron rods that serve as doors partially retracted into the floor and ceiling like teeth in an open mouth. Open pits lined with sharpened spikes angled inward flank the area on the north and south sides, and a pair of iron maidens, their bladed interiors coated with dried blood, stand in the center. Two desiccated corpses with cruel blades instead of hands and metal plates grafted onto their leathery flesh patrol the area.

Two **dread remnants** patrol this area. Any character who succeeds on a DC 12 Intelligence (History or Religion) check knows that the blade-armed dread were the horrifying guardians and shock troopers of the Orgoth and that they were known for their resistance to magic and their relentlessness in carrying out the invaders' final orders. In this case, those orders seem to have involved guarding the holding area and preventing any captives from escaping.

The implacable dread see the characters as "escapees" and will seek to restrain them without regard for their own survival. They attempt to push the characters into the nearest iron maiden, pit, or cell, ignoring "recaptured" characters in favor of those who are still free. Those who fight back are pummeled into submission before being confined. If there are no "escaped" targets, the dread resume their patrol, deviating only to recapture escapees or avoid lines of fire for ranged attacks.

Cells. The cells in this room shut automatically if a dread pushes a creature inside of one but can be operated by a lever embedded in the wall near each door. Any character within 5 feet of a lever can open or close the corresponding door as an action but takes 2 (1d4) piercing damage from the needle-sharp blades that stud the lever's handle unless they are wearing a metal gauntlet or similar protection.

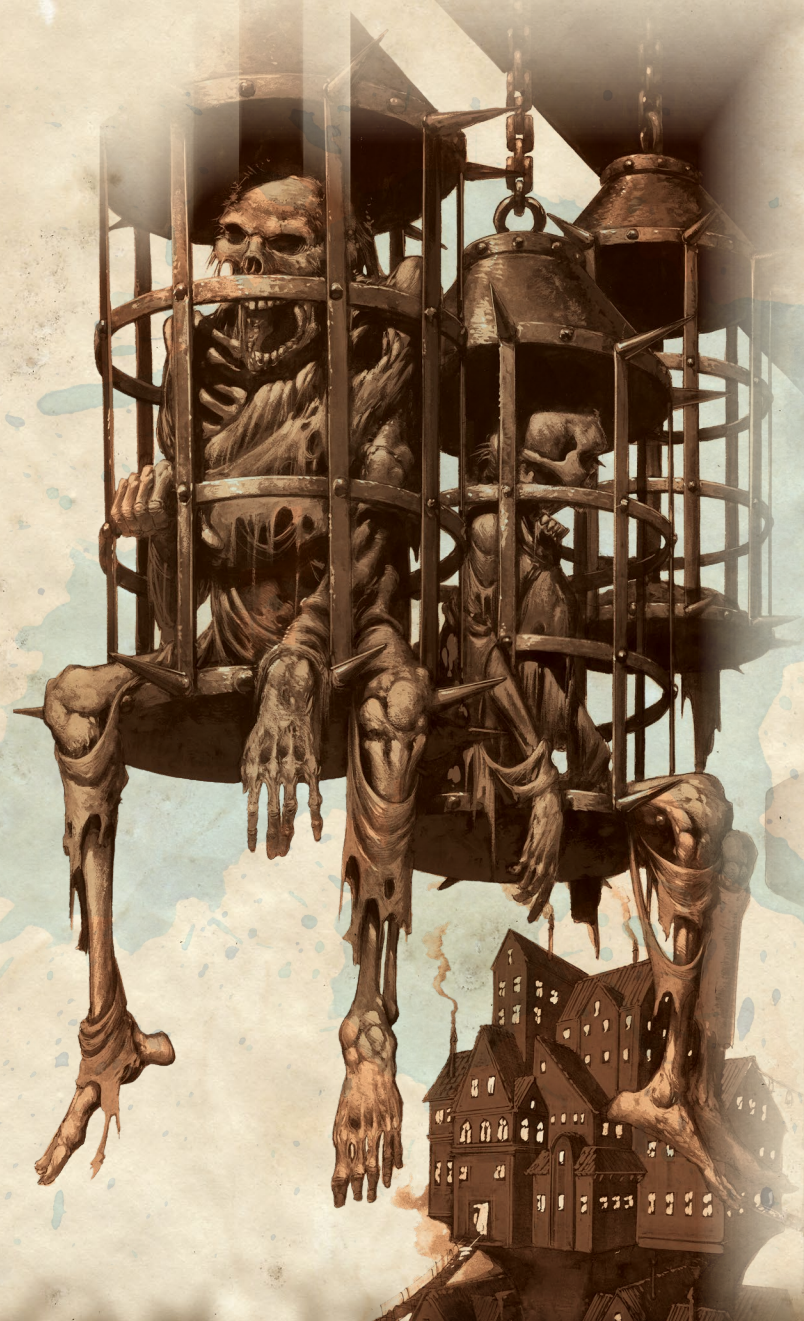
Spiked Pits. Each pit is 10 feet deep and lined with spikes arranged in such a way as to impede attempts to escape. As an action, a character trapped in a pit can try to get out of it by making a DC 12 Strength (Athletics) check. On a successful check, the character avoids the spikes and climbs out of the pit without being harmed. On a failure, the character takes 5 (2d4) piercing damage from the spikes and remains trapped.

Iron Maidens. The impressively cruel craftsmanship of the iron maidens has left them mostly operational despite the intervening centuries. A character can attempt to impale an opponent upon an iron maiden's many spikes, or even trap the opponent in the device's cold embrace, by pushing the target into the iron maiden's space. A creature shoved onto the hooked spikes takes 12 (5d4) piercing damage and must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or become restrained. A restrained

creature can attempt to escape by repeating this check as an action but takes 2 (1d4) piercing damage each time it does so. A character outside an iron maiden can open it as an action without a check, which releases any restrained character inside it.

The corpses of the former captives in this area could be wearing or holding almost anything, making this encounter a great way to introduce an otherwise hard-to-explain item. Regardless of what else you add, one of the desiccated corpses in this prison is carrying a potion of heroism.

Leaving the holding cells via the south passage leads the party to the ruin of an excruciator's torture chamber (area 6), which now serves as a nest for a pair of crypt spiders.





6. CRYPT SPIDER NEST

A mated pair of crypt spiders have made their lair in this chamber, which was once used to extract intelligence from those who defied the Orgoth. Having plundered the Orgoth ruin for any bodies they could, the spiders have resorted to plucking the dead from the graveyard above.

As the party approaches the chamber, read the following text aloud:

Thick strands of translucent, glistening webbing engulf the chamber ahead, running the length of the space and draping over the wracks, iron maidens, and chain-laden tables that reveal this room's original purpose. Large bundles of webbing, distressingly shaped and sized like human bodies, hang limply in clusters scattered throughout the web.

Two **crypt spiders** lurk within these webs. The spiders will wait until a target moves into the webbing to launch their ambush. They make full use of their ability to move within the webs, luring targets into situations where they may become separated and stuck before moving in to prey on the isolated and restrained. Extremely protective of their food stores, the spiders prioritize attacking anyone standing within 5 feet of a sac and have advantage on attack rolls against such characters.

Wracks. The wracks and reinforced tables are incredibly sturdy, even after all these years, and they provide half cover to anyone sheltering behind them.

Iron Maidens. The impressively cruel craftsmanship of the iron maidens has left them mostly operational despite the intervening centuries. A character can attempt to impale an opponent upon an iron maiden's many spikes, or even trap the opponent in the device's cold embrace, by pushing the target into the iron maiden's space. A creature shoved onto the hooked spikes takes 12 (5d4) piercing damage and must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or become restrained. A restrained creature can attempt to escape by repeating this check as an action but takes 2 (1d4) piercing damage each time it does so. A character outside an iron maiden can open it as an action without a check, which releases any restrained character inside it.

Crypt Spider Webbing. The thick webbing that crisscrosses the room is difficult terrain and lightly obscures anything beyond it. A creature that starts its turn in the webs or that enters them during its turn must make a DC 12 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a DC 12 Strength check, escaping on a success. Each 5-foot cube of the webbing can be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to acid, bludgeoning, poison, and psychic damage), which also frees any creatures trapped within.

Corpses. The human-shaped sacs of webbing dotted throughout the area are filled with desiccated corpses stolen from the graveyard above, as well as those of a few unlucky cultists.

TREASURE

The bodies in the crypt spider sacs might have been buried with wedding rings, beloved weapons, or any manner of other items. At your discretion, the characters can find useful items among the sacs.

An Orgoth *scroll of revivify* tattooed on human hide is ensconced in a niche carved into the central pillar. An inscription in archaic forms of multiple languages reads "Death is no escape." This scroll uses particularly foul Orgoth magic to restore the recently deceased. A character returned to life by this scroll is considered to have the Marked Soul trait for the purposes of infernal abilities. If your campaign uses the optional rules for madness, the character must succeed on a DC 20 Charisma saving throw or be afflicted with long-term madness.

The passage on the far side of the crypt spider nest leads to the Orgoth sacrificial chamber that serves as the infernalists' ritual site. (See area 7.)



7. THE BLACK GATE

In an enormous space where Orgoth priests once sacrificed souls to the infernal lords of the Fellgoeth Order, cultists aligned with the Nonokrion Order and devoted to Omodamos, the Black Gate, work to restore their master. Combining the residual power of the thousands of souls extracted here with the unfathomable power of the Witchfire, the cult nears its objective.

As the party approaches the chamber, read the following text aloud:

A massive runic circle dominates the room ahead, its swirling patterns and hooked runes blazing with power. A figure dressed in heavy crimson robes kneels in the center of the room. Blood runs from his eyes as he supports himself on the hilt of the Witchfire, which is buried in the chest of a cultist sprawled upon the runes. The robed figure's fervent, labored chanting reverberates throughout the chamber, the harsh syllables almost bruising the air as they tear wetly from his throat. Three subservient cultists echo his chant from secondary circles as oily red flames and trickles of blood flow along rune-carved channels toward the master ring.

Wisps of black and crimson smoke leaking from the Witchfire coalesce into a towering form clad in black plate and bearing two massive, barbed flails. A palpable aura of dread emanates from the hazy and insubstantial being, slowly growing more intense as the ritual continues. More cultists kneel prostrate on the ground, chanting a single word over and over: "Omodamos."

Any character who succeeds on a DC 12 Intelligence (Arcana, History, or Religion) check recognizes the name Omodamos as belonging to the infamous "Black Gate," an infernal master whose power is matched only by its capacity for cruelty, destruction, and slaughter. It was one of the leaders of the infernals' invasion of Caen, and it butchered all who stood in its way before suddenly vanishing near the end of the war during the battle of Henge Hold, where the Iron Kingdoms first drove the invaders back.

Any character can attempt to determine what the ritual is doing and how to go about disrupting it by making an Intelligence (Arcana, Investigation, or Religion) check. The table below reveals what the character learns, depending on the result of the check. All results are cumulative, with the character learning all the information for lower results as well.

Result Information

- | | |
|----|---|
| 10 | Omodamos is somehow bound within the Witchfire. Until the ritual is complete and it is fully freed, it has access to only a fraction of its true power. |
| 12 | The smaller runic circles channel power into the larger one and mystically reinforce it. Keeping the cultists from standing within the circles will disrupt this flow of power. |
| 14 | The cult leader's life force is inexorably bound to that of Omodamos while the ritual continues. Attacking him will simultaneously damage the infernal master. |

Three **infernal cultists** stand in the smaller runic circles, chanting words in an unfamiliar language that meshes with the echo of their leader's words and helps fuel the ritual.

The **infernalist** conducting the ritual from within the larger runic circle is little more than a conduit for the power involved and takes no actions besides continuing the ritual. He can be attacked, but any damage he takes is dealt to Omodamos instead. If the infernalist is prevented from performing the ritual, such as being paralyzed by a hold person spell, Omodamos takes 11 (2d10) radiant damage each round as the magic allowing it to escape the Witchfire unravels.

The **Spectre of Omodamos** fights ruthlessly to protect its freedom, using both its own abilities and those of its minions to their fullest, but it is utterly unconcerned with their survival and does not hesitate to sacrifice them to gain an advantage. The infernal is aware of the vulnerabilities inherent in the ritual and takes pains to keep it advancing smoothly, prioritizing enemies that threaten the ritual's continuation. When Omodamos drops to 0 hit points, read the following text aloud:

As you strike a final blow against the infernal master, its insubstantial form bursts into tendrils of oily smoke that are quickly sucked back into the Witchfire. A thunderous scream of inhuman rage assaults your mind before fading away into broken echoes that seem to emanate from an impossibly deep chasm. The ritualist's broken body collapses like a puppet with its strings cut, and the summoned infernals dissolve like bad dreams upon waking.

Any remaining cultists flee as soon as Omodamos is defeated.



THE RITUAL

At the start of each round, the ritual gains 1 power for each cultist occupying one of the smaller rune circles. Each time the ritual accumulates 3 power, on initiative count 20 (losing all initiative ties), the ritual causes one of the following effects of your choice:

- Dark energy erupts from the specter of Omodamos. Each creature other than Omodamos or a cultist within 60 feet of the large ritual circle must make a DC 13 Wisdom saving throw, taking 9 (2d8) psychic damage on a failed save, or half as much damage on a successful one.
- Threads of soul essence from the many souls trapped within the Witchfire feed out to Omodamos, partially restoring its vitality. Omodamos regains 11 (2d10) hit points.
- Shades of partially summoned infernals grasp at nearby creatures. Any creature that starts its turn within 60 feet of the large ritual circle must succeed on a DC 13 Strength saving throw or treat the affected area as difficult terrain for one round.
- Omodamos regains one spell slot.
- The ritual feeds on a soul from the Witchfire and causes one **essence-starved howler** or one **essence-starved griever** (your choice) to appear in one of the smaller ritual circles.

The ritual can't cause the same effect in consecutive rounds; it can be used every other round at most.

Runic Circles. The smaller runic circles empower the larger circle and the infernalist conducting the ritual within it. For each lesser circle occupied by a cultist, the infernalist gains a +2 bonus to AC and a +2 bonus to saving throws. In addition, any creature entering or starting its turn in the larger circle takes 3 (1d6) necrotic damage for each lesser circle occupied by a cultist. Omodamos and the infernalist conducting the ritual are immune to this damage.

A lesser circle can be destroyed by succeeding on a DC 16 Intelligence (Arcana or Religion) check made as an action while within 5 feet of it, or by attacking its physical form directly (AC 17, 18 hp). The larger circle has immunity to nonmagical attacks (AC 17, 18 hp), but a character can attempt to disrupt the ritual's magical energies by using an action to make a DC 16 Intelligence (Arcana or Religion) check while within 5 feet of it. On a success, Omodamos takes 11 (2d10) radiant damage as a fragment of its soul is torn away and returned to the Witchfire.

JACK ATTACK

On the third round of combat, Jack Derrigan rushes in and joins the fray on the side of the party. If the characters have reason to suspect him and take the time to voice their concerns, he shouts that there are more pressing issues at hand and redoubles his attack on the Nonokrion cultists. His hatred for them is both palpable and clear to any character who makes a Wisdom (Insight) check, regardless of the result.

Once Omodamos is banished back into the Witchfire, Derrigan takes a moment to relish the victory and to kick a

fallen cultist while everyone catches their breath, after which he reveals his true colors.

YOU DON'T KNOW JACK

With the destruction of the infernalist cult loyal to the Nonokrion Order, the man masquerading as a member of the Corvis City Watch drops all pretense. Read the following text aloud:

With a single shouted phrase in the same harsh tongue the cultists used, Captain Derrigan splits the air behind the runic circles. Reality seems to peel back from the area like torn skin, revealing a weeping black void that shudders with an alien hunger.

Derrigan smiles wickedly as wispy threads of spirit energy are torn free from the Witchfire and swallowed by the darkness. "Your assistance in defeating those Nonokrion fools is greatly appreciated," he says, "but the time of the Fellgoeth Order is at hand once more. Omodamos and the rest of the Nonokrion dogs were nothing in the face of the true masters of the Outer Abyss. As it was, so shall it be again! Submit now, and your servitude will be rewarded."

As he speaks, the void convulses violently, and screaming, tentacled horrors burst through the skin of reality, their pallid bodies trailing inky blackness behind them.

Two **essence-starved griever**s emerge from the gate, which leads to the void of the Outer Abyss. From beyond the portal, the characters hear the unfathomable sounds of an army of infernals and their masters scrabbling at the walls of reality.

Although Derrigan is likely short on both spells and hit points after the fight with the Nonokrion cultists, it's far too late for him to back out of his deal with literal devils, so he's betting that a dramatic display will either awe the party into surrendering or buy time for more reinforcements to stream in. A successful DC 14 Wisdom (Insight) check reveals that Derrigan is quite serious but that his bravado is nothing more than a front and a bid for time.

FAMILY REUNION

Having followed the party into the Orgoth ruin, Alexia makes her presence known after Derrigan plays his hand. Snapping out of her stupor as a particularly dark and oily shadow is wrenched from the Witchfire and consumed by the void, she stumbles into the chamber and lurches for the sword, screaming about her mother in a hysterical and almost unintelligible manner.

Derrigan moves to stop her if he can, but if she makes it to the sword, her mania falls away, and she stands upright and seems lucid for the first time since the characters met her.

If Alexia gets her hands on the Witchfire, a ghostly glow sheathes the sword as she points it at the Fellgoeth cultist, her face hardening. The bodies of the fallen cultists shudder into undeath, their eye sockets burning with the same power.

ALEXIA UNLEASHED

Reunited with the Witchfire—and her mother—Alexia Ciannor once again has reign over her own mind. She is no longer the damaged woman the party encountered before, but a sorceress at home with her power.

Jack Derrigan lashes out spitefully with everything he has left in an attempt to cause as much damage as possible. He can draw on the souls of two infernal cultists (even if Alexia has raised their bodies as thralls) to summon another two essence-starved grievors to fight by his side. Despite these reinforcements, he is massively outnumbered and low on resources, and it is likely only a matter of time before he is defeated.

When Derrigan drops to 0 hit points, read the following text aloud:

The man you knew as Captain Jack Derrigan falls to his knees under your onslaught. He chokes out his final words around fits of bloody coughing.

"You've done nothing more than kill a humble servant today, little heroes. The masters come, and there's nothing you or your weakling gods can—"

His monologue is cut short as his spine suddenly snaps backward, folding his body in half as his flesh begins to writhe and crawl atop his fracturing bones. Dark smoke and oily tendrils emerge from his broken frame, quickly shrouding his ruined body and transforming it into a growing mass of alien flesh covered with numerous bulbous sacs. A creature of nightmare rises from the meaty ruin of the imposter—malevolence incarnate atop four spindly legs ending in wickedly curved claws.

Derrigan is transformed into an **essence-starved desolator**, which assumes his place in the initiative order. The desolator fights wildly, striking at whichever creature dealt the most damage to it during the last round or is currently impeding its ability to rampage freely. Alexia's risen thralls swarm it and, for simplicity's sake, they generally take the Help action to give advantage to a more effective character. A member of the party can attempt to disrupt the magic tethering the creature to Caen by using an action to make a DC 16 Intelligence (Arcana or Religion) check while within 5 feet of the portal. On a success, the desolator takes 11 (2d10) radiant damage as its foothold in reality weakens.

Once the desolator is slain, the portal shuts, its roiling darkness blowing away like smoke in the wind.

WRAPPING UP AND CONCLUDING THE ADVENTURE

When the characters defeat the desolator, read the following text aloud:

As the desolator shudders its last and the portal closes, Alexia catches her breath and turns to regard the Witchfire, cocking her head slightly to one side as if listening to a conversation only she can hear. After a moment, she appears satisfied and returns her attention to you.

"Thank you," she grudgingly begins. "If not for your actions, I would be lost, and Omodamos would be free once more to blight these lands. I see now what the Witchfire was meant for, and I will not allow it to fall into the hands of another again." As she looks around, the driest hint of a smile crosses her lips.

Alexia answers questions about the recent past but declines to talk about her history beyond that. (Use the information in the "Adventure Background" section to inform her answers.) She refuses to divulge where she intends to go, pointing out that it's safer if no one knows her location. Once she has satisfied the characters' curiosity or exhausted her own patience, she takes her leave, walks out of the tomb, and disappears into the trackless wilds beyond Corvis. As she departs, the remaining risen in the city turn from their mayhem and stream out peacefully behind her.

When the characters return to Commander Helstrom, he is understandably impressed by what they've achieved and tells them to consider stopping by if they're ever in need of more work. If there are any magic items yet to be awarded, he doles those out to the party, along with 500 gp for services rendered above and beyond their original contract. If the characters did not loot the Varnholdt family tomb, the monetary reward is 750 gp instead. Helstrom also clears the characters' names if any doubt remains about their innocence.

LEVEL ADVANCEMENT

If you're using the milestone system instead of experience points to track advancement, the characters advance from 3rd to 4th level when they defeat the essence-starved desolator and close the portal.



CHAPTER 4: THE NEXT STEPS

This chapter contains suggestions for future adventures in the Iron Kingdoms, as well as ideas for what a few of the personalities the players may have met over the course of the adventure might be up to after it wraps up.

WHERE ARE THEY NOW?

After disappearing into the wilds, Alexia Ciannor could show up almost anywhere. Always on the move, she and her risen army crop up periodically across the Iron Kingdoms—sometimes as saviors, sometimes as villains, and sometimes as simple mercenaries trading in death and coin. All that's certain is that her connection to the Witchfire and her necromantic powers are as strong as ever.

Commander Julian Helstrom remains in charge of the Corvis City Watch. Too stubborn to change and too salty to die, he's as much a fixture of the city as the endless rain—and about as popular, too. As the leader of the perennially understaffed and overworked city watch, he's an excellent contact for mercenary work or adventuring opportunities. Corvis is a large city, and there's no shortage of disappearances that need investigating, undead-filled tombs that need resealing, reports of mysterious monsters in the Undercity that need checking up on, and criminal rings that need busting.

Skuzz is still the consummate Undercity explorer and second-story man, although he might be a bit more careful about where he makes drop-offs than he used to be. You can count on him to always have a heist in the works, and characters with more flexible morals might have just the skills he needs to help pull it off. Even those who stick to the straight and narrow, however, can be given a reason to work with him in the future. Staying on top of the Undercity's ever-shifting landscape often means exploring areas long forgotten or abandoned, and it pays to have heavily armed backup when figuring out exactly what happened in these places and what fresh horrors they contain.

Arden Doyle plans to remain at the Cathedral of Morrow for the foreseeable future in order to help fill the hole left by Father Dumas until his recovery—or his death if the older man succumbs to his wounds. There's always work to be done on behalf of the pious and the righteous, including finding well-armed adventurers willing to accept Morrow's coin to escort pilgrims, recover church relics lost for ages, or return the restless dead to their eternal slumber. Characters who need wounds healed, curses removed, or even fellow party members resurrected can turn to him for aid, but the more powerful the spells they require, the less likely the transaction will be a simple one.

ADVENTURES IN CORVIS

Corvis is a modern, industrialized city with an ancient past and no shortage of potential adventures once the events of this book are finished. Those who want to continue campaigning in the City of Ghosts have multiple avenues to explore.

The Halls of the Dead. The Orgoth Occupation left indelible marks upon Corvis, which was founded by the occupying forces as both a regional capital and a strongpoint from which the invaders could project their power. Much of the brutal, oppressive Orgoth architecture survives to this day, contributing greatly to the city's gloomy atmosphere and dreary reputation. Civic works are not all the Orgoth left behind, however, and remnants of their rule can still be found in hidden pockets and forgotten ruins buried within the city itself or dotted throughout the nearby countryside. A farmer digging a new well or a construction crew excavating a collapsed basement might well break through into a catacomb where undead Orgoth deathless still hold court, issuing orders to the skeletal corpses of long-dead slaves bound to serve them for eternity.

A Nest of Rats. Crime is rampant in Corvis during these dark days, as it is in many metropolises, and the city's criminal organizations are locked in a constant battle that pits them against each other as often as it brings them into conflict with the forces of the law. The adventurers dealt a serious blow to the Powder Rats, but if it wasn't a fatal one, then the survivors—or the larger operation if the gang's warehouse was but one of many—may be out for revenge. Conversely, a sudden power vacuum in the criminal underworld could result in numerous other gangs rushing to fill the void, leading to a shadowy conflict that might spill out into the city's streets as a turf war explodes.

Science and Religion. Corvis is known as the City of Ghosts for a reason, and even though full-fledged undead incursions are relatively rare, the dead do not rest easy within the city. Curses, hauntings, and spontaneous animations are distressingly common and often fall under the purview of either the Church of Morrow or the local chapter of the Strangelight Workshop, an eclectic collection of adventurers and investigators with a penchant for the weird and fantastical. Joining up or hiring on with either organization is almost guaranteed to produce steady, if potentially fatal, work.

Underground and Out of Control. The Undercity is a dungeon diver's paradise: a nearly endless array of chambers, tunnels, caverns, catacombs, sunken buildings, abandoned laboratories, subterranean rivers, secret highways, and even entire communities churning just beneath the streets of the city above. Almost anything could be found down there, from a tribe of albino bog trogs that worship a fungus-encrusted statue of a former governor to an underground gorax fighting ring that kidnaps beggars and refugees to “liven up” fights to a spectral crew of city engineers still digging tunnels long after their bodies have turned to dust.

QUESTING IN THE IRON KINGDOMS

If your campaign needs room to grow and your players need new challenges to conquer, Corvis is uniquely situated to be the perfect springboard for adventuring in the wider Iron Kingdoms. Trade is the lifeblood of the city, and commerce flows freely along the two great rivers along which Corvis is built, with merchants traveling to and from almost every corner of the Iron Kingdoms. Those who hop a steamer in

the City of Ghosts can sail down the Black River all the way to Caspia, the City of Walls and cosmopolitan capital of Cygnar. Turn north instead, and travelers can steam through Llael into Rhul, the mountainous home of the dwarves, and even to the eastern edge of Khador. Those who journey west along the Dragon's Tongue River will end up at the Ordric port of Five Fingers, famous for its many completely legitimate and law-abiding captains (at least, to hear them tell it). From there, it's only a short jaunt by sea to the technological hotbed of Ceryl, the City of Wizards.

Anyone looking for adventure won't need to travel quite so far to find it, though. The wilderness surrounding Corvis, known as the Widower's Wood, and the nearby Thornwood Forest are as full of danger as they are of secrets waiting to be unearthed. The ancient kingdom of Morrdh once flourished in this area, and its rulers used dark magic and an unparalleled mastery of necromancy to both expand and protect their holdings. It took the intervention of Morrow himself to finally shatter that vile kingdom, and its abandoned ruins and inscrutable obelisks jut from the sodden earth like rotting bones from the flesh of a corpse. Rumors of arcane secrets, forbidden lore, and the golden hoards of necromancer-kings abound, but tales of the painful deaths that awaited explorers who never returned are more common still.

For those of a more scholarly nature, Corvis University provides not only a home base for operations, but also an endless litany of quests, ranging from obtaining rubbings of a mysterious standing stone found deep in a monster-infested forest to mapping the coastline of the unexplored subcontinent of Alchiere to capturing a live dracodile for study. Located in the prestigious eastern district, the university is one of the most respected centers of learning in all the Iron Kingdoms and is as renowned as much for its explorers, such as the dashing Viktor Pendrake, as it is for its dusty academics.

APPENDIX: BESTIARY OF THE LEGEND OF THE WITCHFIRE

DEVIL RAT FEVER

This disease targets humanoid. While afflicted with Devil Rat Fever, bleeding lesions slowly appear across the victim's skin, eventually covering their entire body. This disease is carried by Devil Rats, and victims most often acquire it by being bitten by the vermin. The disease's lesions manifest in 1d3 days, causing the victim's Constitution and Strength scores to decrease by 1 each. Each day that the victim is diseased, more of the lesions will appear.

At the end of each long rest, an infected creature makes a DC 11 Constitution saving throw. On a success, the victim regains 1 point of Constitution and 1 point of Strength lost to the disease. If the infected creature regains all the points lost to the disease, it is cured. Other effects that raise the victim's ability scores do not cure the disease. On a failed saving throw, the victim's Constitution and Strength scores each decrease by 1 again. If a creature's Constitution score or Strength score is reduced to 0 as a result of this disease, they are slain. Anyone attempting to dispose of their corpse must succeed on a DC 10 Wisdom (Medicine) check. If they fail, they must immediately make a DC 11 Constitution saving throw or contract devil rat fever.

CANE LEECH, GIANT

Small beast, unaligned

Armor Class 12
Hit Points 14 (4d6)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	2 (−4)	12 (+1)	4 (−3)

Skills Perception +3, Stealth +4
Senses blindsight 30 ft., passive Perception 13
Languages —
Challenge 1/4 (50 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 6 (1d8 + 2) hit points due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

Blood Spray (Recharges after a Blood Drain Hit). *Ranged Weapon Attack:* +4 to hit, reach 30 ft., one creature. *Hit:* 6 (1d8 + 2) poison damage, and if the target is Medium or smaller, it must succeed on a DC 11 Strength saving throw or be knocked prone.

CRYPT SPIDER

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	1 (-5)	11 (+0)	4 (-3)

Skills Stealth +7

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

Languages —

Challenge 3 (700 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) acid damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the acid damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Acid Spray (Recharge 5-6). The spider spews acid in a 15-foot cone. Each creature in the cone must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to acid, bludgeoning, poison, and psychic damage).



DARK SENTINEL

Medium humanoid (any race), chaotic evil

Armor Class 14 (scale mail)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +4

Senses passive Perception 10

Languages any one language

Challenge 1 (200 XP)

Blood Fuel. When the sentinel reduces a creature to 0 hit points with a melee weapon attack on its turn, it can cast a spell of 1st level or lower as a bonus action.

Marked Soul. The sentinel has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

Second Wind (Recharges after a Short or Long Rest). The sentinel can use a bonus action to regain 5 (1d10) hit points.

Spellcasting. The sentinel is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The sentinel has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, shocking grasp*
1st level (4 slots): *bane, hellish rebuke, inflict wounds, shield*
2nd level (2 slots): *darkness, hold person*

ACTIONS

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 2 (1d4) necrotic damage.

DEVIL RAT

Tiny beast, neutral evil

Armor Class 13

Hit Points 3 (1d4+1)

Speed 40 ft, swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	13 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +5

Senses darkvision 60 ft, passive Perception 10

Challenge 1/8 (25xp)

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

Nimble Escape. The devil rat can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1(1d1) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see box).

DEVIL RAT MATRIARCH

Large beast, neutral evil

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	4 (-3)	12 (+1)	5 (-3)

Skills Stealth +1

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

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

Rupture. When the matriarch drops to 21 or fewer hit points, place a new swarm of devil rats in her space.

ACTIONS

Multiattack. The matriarch makes one bite attack and one tail trip attack.

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

Hit: 8 (1d10 + 3) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see box).

Tail Trip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DEVIL RAT RIPPER

Small beast, neutral evil

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	13 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see box).

DREAD REMNANT

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Athletics +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

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

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

Turn Immunity. The dread is immune to features that turn undead.

ACTIONS

Multiattack. The dread makes two melee attacks.

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

Frightful Presence. Each creature of the dread's choice that is within 60 feet of the dread and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dread's Frightful Presence for the next 24 hours.





ESSENCE-STARVED GRIEVER

Small fiend (infernal horror), lawful evil

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 0 ft., fly 35 ft.

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

Saving Throws Dex +5

Damage Vulnerabilities radiant

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

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

Soulless. The griever does not have a soul.

Void Inferno. The griever can take the Help action to help an allied griever attack a creature within the normal range of both griever's Void Fire. If the attack hits, the target takes an extra 11 (2d10) fire damage.

ACTIONS

Void Fire. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 60/180 ft., one creature. *Hit:* 10 (2d6 + 3) fire damage.

ESSENCE-STARVED DESOLATOR

Large fiend (infernal horror), lawful evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	4 (-3)

Saving Throws Dex +2, Con +5

Skills Perception +2

Damage Resistances acid, poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Anathema. When the desolator is summoned, non-infernal creatures within a 20-foot radius of it take 5 (1d10) acid damage.

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

Scuttle. The desolator can take the Dash action as a bonus action on each of its turns.

Soulless. The desolator does not have a soul.

ACTIONS

Multiattack. The desolator makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) slashing damage plus 3 (1d6) necrotic damage, and the target is grappled (escape DC 14). The desolator has two claws, each of which can grapple only one target.

Black Bile (Recharge 5–6). The desolator spews a fountain of bile in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one.





ESSENCE-STARVED HOWLER

Medium fiend (infernal), lawful evil

Armor Class 17 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	4 (-3)

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

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

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

Reckless. At the start of its turn, the howler can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Soulless. The howler does not have a soul.

ACTIONS

Impaler. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) necrotic damage. A creature damaged by this attack can't regain hit points until the start of the howler's next turn.

REACTIONS

Vengeance. If an infernal ally of the howler takes damage, can use its reaction to move up to half its speed toward the creature that damaged the ally and then make one impaler attack against that creature.

GANG BOMBER

Small humanoid (gobber), neutral evil

Armor Class 14 (alchemist's leathers)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Five Cant plus any one language

Challenge 1/4 (50 XP)

Nimble Escape. The bomber can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Fire Bomb. The bomber tosses a bomb at a point it can see within 20 feet of it. Each creature within 5 feet of that point must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Flash Bomb. The bomber tosses a bomb at a point it can see within 20 feet of it. Each creature within 5 feet of that point must succeed on a DC 13 Constitution saving throw or be blinded and deafened until the end of the bomber's next turn.

Smoke Bomb. The bomber tosses a bomb at a point it can see within 20 feet of it. The area within 5 feet of that point is heavily obscured by smoke until the end of the bomber's next turn.



GANG CUTTHROAT

Medium humanoid (any race), neutral evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Intimidate +2, Stealth +3

Senses passive Perception 11

Languages Five Cant, any one language appropriate for the region.

Challenge 1/4 (50 XP)

Nimble Escape. The cutthroat can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack. Once per turn, the cutthroat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cutthroat that isn't incapacitated and the cutthroat doesn't have disadvantage on the attack roll.

ACTIONS

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

Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



GANG ENFORCER

Medium humanoid (any), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Deception +3, Perception +3, Stealth +4

Senses passive Perception 13

Languages Five Cant plus any one language

Challenge 1/2 (100 XP)

Stick 'Em In. On each of its turns, the enforcer can cause one ally within 80 feet to move up to its speed as a bonus action.

Point Blank. The enforcer does not have disadvantage on hand cannon attacks made against a target within 5 feet of it.

ACTIONS

Multiattack. The enforcer makes one cutlass attack and one hand cannon attack.

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) slashing damage.

Hand Cannon. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

GANG GAFFMAN

Medium humanoid (any), neutral evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Intimidate +2, Stealth +3

Senses passive Perception 11

Languages Five Cant plus any one language

Challenge 1/4 (50 XP)

Sea Legs. The gaffman has advantage on saving throws and ability checks made to maintain its balance or avoid being knocked prone.

ACTIONS

Gaff Hook. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage, and the target must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or be pushed 5 feet away from the gaffman or knocked prone (the gaffman's choice).

Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GANG LOOKOUT

Medium humanoid (any), neutral evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Perception +3, Stealth +3

Senses passive Perception 13

Languages Five Cant plus any one language

Challenge 1/4 (50 XP)

Quick Escape. The lookout can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Rifle Butt. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bashing damage.

Carbine. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage, and the lookout's allies have advantage on attack rolls against the target until the start of the lookout's next turn.

GANG PILOT

Medium humanoid (any), neutral evil

Armor Class 14 (hide armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages Five Cant plus any one language

Challenge 1 (200 XP)

Sea Legs. The pilot has advantage on saving throws and ability checks made to maintain its balance or avoid being knocked prone.

ACTIONS

Lantern Pole. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage plus 2 (1d4) fire damage.

Blinding Flash (Recharge 5–6). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage, and the target and each creature within 5 feet of it must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GANG THUG

Medium humanoid (any race), neutral evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Athletics +3, Intimidate +2

Senses passive Perception 11

Languages Five Cant, any one language appropriate for the region.

Challenge 1/8 (25 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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



HORNBEAK TRASK STALKER

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft., climb 15 ft.

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

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Adrenaline Surge (1/Day). For 2 (1d4) rounds, the trask can make an attack or take the Dash action as a bonus action. Afterward, for an equal number of rounds, its speed is halved and it has disadvantage on attack rolls.

Hunting Hound. The trask's allies have advantage on attack rolls against a creature if the creature is within 5 feet of the trask and the trask isn't incapacitated.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.



INFERNAL CULTIST

Medium humanoid (any race), chaotic evil

Armor Class 14 (scale mail)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Stealth +3

Senses passive Perception 11

Languages any one language

Challenge 1/4 (50 XP)

Marked Soul. The cultist has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

Reckless. At the start of its turn, the cultist can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Spellcasting. The cultist is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The cultist has the following cleric spells prepared:
Cantrips (at will): *guidance*, *resistance*
1st level (2 slots): *bane*, *inflict wounds*

ACTIONS

Ritual Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) necrotic damage.



OGRUN BULLY

Medium humanoid (ogrun), neutral evil

Armor Class 14 (armored apron)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	8 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Five Cant plus any one language

Challenge 1 (200 XP)

Bully. The bully has advantage on an attack roll against a creature if none of the creature's allies are within 5 feet of the creature.

ACTIONS

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

Blunderbuss. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. Each creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take half the damage dealt to the target.

PUTRID DEVIL RAT

Small beast, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	13 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

Stench. Any creature that starts its turn within 5 feet of the rat must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see box).

Bile Spray (Recharge 6). The putrid devil rat vomits a 15-foot cone of noxious matter. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

RAZORBAT SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 60 (11d8 + 11)

Speed 5 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny razorbat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm uses sonic shriek if it can and then makes a melee attack.

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 25 (10d4) piercing damage, or 12 (5d4) piercing damage if the swarm has half of its hit points or fewer. A creature damaged by the swarm must succeed on a DC 14 Constitution saving throw or be lacerated by the swarm. While lacerated, a creature suffers 1d4 necrotic damage from bleeding at the start of its turn until it receives healing, or until a creature makes a successful DC 10 Medicine check to stop the bleeding.

Sonic Shriek (Recharge 6). The swarm emits a piercing shriek. Creatures within 10 feet of the swarm must succeed on a DC 14 Constitution saving throw or be stunned until the start of the swarm's next turn. In addition, a nonmagical object made of crystal, glass, ceramic, or porcelain shatters if it's within 10 feet of the swarm, weighs less than 1 pound, and isn't being worn or carried.



RISEN GATORMAN

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the gatorman 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 gatorman drops to 1 hit point instead.

ACTIONS

Multiattack. The gatorman makes two melee attacks: one with its bite and one with its glaive.

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

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Death Roll. A creature grappled by the gatorman is knocked prone and takes 15 (2d10 + 4) bludgeoning damage. In addition, if the grappled creature is underwater, the amount of time it can hold its breath is reduced by 1 minute. Creatures that can't be knocked prone are immune to this attack.

RISEN THRALL

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Pack Tactics. The thrall has advantage on an attack roll against a creature if at least one of the thrall's allies is within 5 feet of the creature and the ally isn't incapacitated.

Undead Fortitude. If damage reduces the thrall 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 thrall drops to 1 hit point instead.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) piercing damage.

RUSTBUCKET

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 42 (4d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses passive Perception 10

Languages understands the languages of its manufacturer but can't speak

Challenge 1 (200 XP)

Cortex. Rustbucket's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. Rustbucket will carry out these commands with no regard for its own safety.

Steam Powered. Rustbucket requires coal and water to function. When not in combat, it can function for 7 hours with a full fuel load of 300 pounds of coal and fresh water in its boiler. While in combat, Rustbucket can function for 1 hour with a full fuel load. If Rustbucket's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, Rustbucket has disadvantage on Dexterity (Stealth) checks.

Shoddy Maintenance. Roll a d6 at the start of each of Rustbucket's turns. On a 1, it is stunned for one round. On a 2 to 4, it has disadvantage on all rolls and its speed is halved for one round. On a 5, it acts normally. On a 6, it has advantage on all rolls for one round but treats a roll of 6 as a roll of 1 when it rolls for this ability next round.

ACTIONS

Multiattack. Rustbucket makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning damage.



SLUDGE BRUTE

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Alchemical Consumption. The sludge brute can absorb any alchemical or magic potion it comes into contact with, regaining hit points just as if it had consumed a potion of healing of the same rarity as the absorbed item.

Alchemical Scent. The sludge brute has advantage on Wisdom (Perception) checks to detect alchemical substances and potions.

Amorphous. The sludge brute can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the sludge brute remains motionless, it is indistinguishable from an ordinary puddle of toxic waste.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be affected by a random condition for 1 minute, as shown in the following table. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

d6	Condition
1	Charmed
2	Frightened
3	Invisible
4	Petrified
5	Poisoned
6	Blinded



SOUL SHRIVEN

Medium humanoid (any), chaotic evil

Armor Class 11 (14 with mage armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Arcana +2, Religion +2

Senses passive Perception 11

Languages any one language

Challenge 1 (200 XP)

Agonizing Blast. The shriven adds its Charisma modifier (+3) to the damage of its eldritch blast cantrip.

Marked Soul. The shriven has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

Soul Scourge. The shriven can take 5 (1d10) damage that can't be reduced or prevented in any way to gain advantage on a spell attack roll or to impose disadvantage on a target's saving throw to resist one of its spells.

Willing Vessel. An infernalist or infernal master can use Summon Infernal as a bonus action rather than an action if it designates the shriven as the ally to be destroyed.

Spellcasting. The shriven is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following warlock spells prepared: Cantrips (at will): *chill touch*, *eldritch blast* 1st–2nd level (2 2nd-level slots): *entangle*, *hellish rebuke*, *hold person*, *ray of enfeeblement*

ACTIONS

Chain Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 2 (1d4) necrotic damage.



SWARM OF DEVIL RATS

Medium swarm of tiny beasts, neutral evil

Armor Class 13

Hit Points 38 (7d8+7)

Speed 40 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	13(+1)	3(-4)	11(+0)	4(-3)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft, passive Perception 10

Challenge 1/2 (100 xp)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny devil rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see box).



THRALL WARRIOR

Medium undead, neutral evil

Armor Class 16 (chain mail)

Hit Points 59 (7d10+21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	8(-1)	16(+3)	4(-3)	6(-2)	5(-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the thrall 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 thrall drops to 1 hit point instead.

ACTIONS

Multiattack. The thrall warrior makes two attacks with its greatsword.

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





THRULLG, INJURED

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	8 (-1)	7 (-2)

Skills: Athletics +5, Stealth +2

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

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

Magic Sense. The thrullg can pinpoint the location of magic items and spellcasting within 100 feet of it.

Underwater Camouflage. The thrullg has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The thrullg makes two melee attacks: one with its claws and one with its tentacle bite.

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

Hit: 10 (2d6 + 3) slashing damage.

Tentacle Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the thrullg can't use its tentacle bite on another target.

Absorb Magic. The thrullg can feed on any magic items held by a creature it has grappled. The magic item loses all of its magical properties for 1d4 rounds, and the thrullg heals 21 (6d4 + 6) hit points. If the thrullg feeds off the same magic item for 3 consecutive rounds, the magic item is rendered mundane and permanently loses all its magical properties.

WRETCH

Medium humanoid (human), chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	10 (+0)	16 (+3)	7 (-2)

Skills Arcana +2, Religion +4, Stealth +5

Senses passive Perception 13

Languages any one language

Challenge 2 (450 XP)

Entropic Force. While within 5 feet of the wretch, creatures cannot regain hit points and can only succeed on death saving throws only on a roll of 12 or higher.

Dusk Prowler. The wretch makes Dexterity (Stealth) checks with advantage when it is in areas of dim light.

Marked Soul. The wretch has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

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

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

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

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

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

ACTIONS

Cursed Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While a creature is poisoned in this way, it has disadvantage on saving throws to resist the wretch's spells. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



APPENDIX: ALLIES AND ENEMIES

ALEXIA, THE WRACKED

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	11 (+0)	9 (-1)	17 (+3)

Skills Arcana +2, Deception +5, Perception +1, Religion +2

Senses passive Perception 11

Languages Cygnaran

Challenge 2 (450 XP)

Magic Weapons. Weapon attacks made with the Witchfire are magical.

One Thing on Her Mind. If Alexia can see the Witchfire at the start of her turn, she must make a DC 15 Wisdom saving throw. On a successful save, she can take an action normally. On a failed save, she must use her action to attempt to acquire the Witchfire by any means necessary.

Stir the Dead. Alexia can use her action to animate the corpse of one Medium or Small humanoid as a risen thrall. The thrall is friendly to Alexia and obeys her commands to the best of its ability. Alexia can use this ability as a bonus action instead of an action if the expired target died within the last round. Alternatively, Alexia can use a bonus action and expend a spell slot of 1st level or higher to animate the corpse of one Medium or Small humanoid as a thrall warrior.

Regardless of which type of creature Alexia animates, the creature is friendly to Alexia and her companions. In combat, the creature shares Alexia's initiative count, but it takes its turn immediately after Alexia. The creature obeys verbal commands from Alexia (no action required). If Alexia doesn't issue any verbal commands, the creature defends itself but otherwise takes no action.

Spellcasting. Alexia is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *minor illusion*, *prestidigitation*, *true strike*

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

2nd level (3 slots): *blindness/deafness*, *scorching ray*

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

ACTIONS

Witchfire. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If an attack with this weapon reduces a target to 0 hit points, Alexia regains an expended spell slot equal to the target's challenge rating (or a 1st-level spell slot if the target's challenge rating is 1/2, 1/4, or 1/8).

Ring of Force (1/Day). Alexia casts wall of force. The spell lasts its full duration of 10 minutes without Alexia needing to concentrate on it.

Death Magic. As an action, Alexia can destroy one risen thrall or thrall warrior she has created. She immediately regains an expended spell slot and can cast a spell of the regained slot's level as a bonus action.

THE WRACKED

When the party meets Alexia, she is at one of her lowest points since the death of her mother. Separated from the Witchfire after enduring years of torment hearing the voice of an infernal master in her mind, she has only a fraction of her abilities at her disposal. The next time the characters meet her after she reclaims her sword, she will be a very different woman indeed.



CAPTAIN JACK DERRIGAN

Medium humanoid (human), chaotic evil

Armor Class 12 (leather armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	17 (+3)	13 (+1)	14 (+2)

Saving Throws Int +5

Skills Arcana +5, Deception +4, Perception +3, Religion +5

Senses passive Perception 13

Languages Cygnaran

Challenge 4 (1,100 XP)

Fueled by Blood. When Derrigan reduces a creature to 0 hit points with a melee weapon attack on his turn, he can cast a spell of 2nd level or lower as a bonus action.

Marked Soul. Derrigan has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

Spellcasting. Derrigan is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared: Cantrips (at will): *acid splash*, *minor illusion*, *poison spray*, *true strike*

1st level (4 slots): *disguise self*, *false life*, *hideous laughter*, *ray of sickness* (see "Actions" below)

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

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

ACTIONS

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

Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Ray of Sickness (1st-Level Spell; Requires a Spell Slot). *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of Derrigan's next turn. When he casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Summon Infernal (1/Day). As an action, Derrigan can expend a spell slot and designate an ally with the Marked Soul trait he can see within 90 feet of him. The ally is destroyed, and an infernal with a challenge rating equal to the level of the expended spell slot is summoned in its place. The summoned creature is friendly to Derrigan and his companions. In combat, the infernal shares Derrigan's initiative count, but it takes its turn immediately after him. The infernal obeys verbal commands from Derrigan (no action required). If Derrigan doesn't issue any verbal commands, the infernal defends itself but otherwise takes no action.

SKOZNANAMUN ("SKUZZ")

Small humanoid (gobber), neutral

Armor Class 15 (leather armor)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	13 (+1)	12 (+1)	11 (+0)

Skills Acrobatics +6, Perception +3, Sleight of Hand +6, Stealth +6

Senses passive Perception 13

Languages Cygnaran, Five Cant, Gobberish

Challenge 1 (200 XP)

Cunning Action. Skuzz can take the Dash, Disengage, or Hide action as a bonus action on each of his turns.

Expert Sneak. Skuzz has advantage on Dexterity (Stealth) checks.

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

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.





SPECTER OF OMODAMOS

Large infernal, lawful evil

Armor Class 15 (half plate)

Hit Points 75 (10d8 + 30)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Skills Arcana +3, Deception +3, Intimidation +3, Religion +3

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened

Senses blindsight 120 ft., passive Perception 12

Languages all spoken languages

Challenge 4 (1,100 XP)

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

Inscrutable. Omodamos is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain Omodamos' intentions or sincerity have disadvantage.

Sacrifice. As a bonus action, Omodamos can destroy an ally with the Marked Soul trait it can see within 90 feet to regain one expended spell slot.

Spellcasting. Omodamos is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast*, *true strike*
1st–3rd level (2 3rd-level slots): *darkness*, *fear*, *fireball*, *hellish rebuke*, *hold person*, *shield of faith*

ACTIONS

Multiattack. Omodamos makes two melee attacks.

Infernal Flail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 3 (1d6) necrotic damage.

Summon Infernal. As an action, Omodamos can expend a spell slot and designate an ally with the Marked Soul trait it can see within 90 feet of it. The ally is destroyed, and an infernal with a challenge rating equal to or lower than the level of the expended spell slot is summoned in its place. The summoned creature is friendly to Omodamos and its companions. In combat, the infernal shares Omodamos' initiative count, but it takes its turn immediately after Omodamos. The infernal obeys mental commands from Omodamos (no action required). If Omodamos doesn't issue any verbal commands, the infernal defends itself but otherwise takes no action.

APPENDIX: MAP OF CORVIS



- 1. Industrial Bourg
- 2. North Graveyard
- 3. Cathedral of Morrow
- 4. Waterfront
- 5. City Hall

- 6. Corvis Park
- 7. Courthouse
- 8. Armorer's Bourg
- 9. Arena
- 10. Merchant's Bourg

- 11. Corvis University
- 12. The Quad
- 13. First Army Garrison/Orgoth Governor's Mansion

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