



Delusions of Grandeur, Dreams of Revenge

The factions have heard murmurings of a new cult rising from the ashes of the obsessed dragon and elemental evil factions that they have dealt with in the past. This time, though, they seem to have an even more apocalyptic goal. A deep gnome informant claims the cult is dabbling with dangerous magic, but he, too, may have his own agenda. A D&D Adventurers League adventure for characters levels 11-16 starting in Mulmaster.

A 4-hour adventure for 11th-16th level characters



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Introduction

Welcome to *Delusions of Grandeur, Dreams of Revenge*, a D&D Adventurers League adventure and the first D&D convention created content written specifically for the Queen City Conquest gaming convention in Buffalo, New York.

This adventure is designed for **three to seven 11th-16th level characters**, and is optimized for **five 13th-level characters**. Players with 10th level characters may spend 100 downtime days (plus the associated Lifestyle expenses) to level up to 11th level. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms, and begins in the city of Mulmaster.

Adjusting the Adventure

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

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

This adventure is **optimized for a party of five 13th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

Determining Party Strength

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

Adventure Background

Boddynock Glitterstone is a deep gnome bounty hunter who has gained a reputation for himself by hunting down surviving members of the Elemental Evil cults that troubled the Moonsea and Dessarin Valley regions not too long ago. Boddynock's home settlement in the Sumer Hills area of the Dessarin Valley was destroyed, intentionally, by the Cult of the Howling Hatred during their testing and development of devastation orbs.

Recently, Boddynock obtained information revealing that a remnant of the four Elemental Evil cults have started to work together, joining forces with a still-surviving cell from the Cult of the Dragon. The newly-rejuvenated cult is apparently looking to use the ancient magical portals from the Pillar of Fire, along the southern tip of the Galena Mountains east of the Moonsea, to summon assistance from other planes in hopes of conquering the region.

Although tracking down individual fugitives, or occasionally small cells of them, was something Boddynock excelled at, he realized that he had stumbled into something well beyond his personal capabilities and so he brought his information to the five factions, who in turn contacted the Cloaks and the government of Mulmaster, the closest and largest urban center nearest the Pillar of Fire.

Wanting to keep awareness of the unified and newly resurgent cult from becoming public knowledge and causing widespread panic, the factions put out a call to the adventurers to come to Mulmaster. The factions hope to enlist the party to travel with Boddynock to the Pillar of Fire, discover what the unified cult is up to, and disrupt their plans any way they can.

Despite the factions' concern for secrecy, the cults have become aware of their plans and have guards awaiting the party's appearance between Mulmaster and the Pillar of Fire.

Overview

This adventure is divided into four parts.

Part 1: Hushed Voices and Sideways Glances.

The characters meet with representatives of the major factions in Mulmaster. The party is introduced to Boddynock Glitterstone, a svirfneblin bounty hunter that has built a reputation for himself by tracking down the remnants of the Cult of the Howling Hatred that terrorized the Sword Coast and the southern edge of the Moonsea not long ago. At the meeting, Boddynock reveals that the remnants of five dangerous cults (one associated with each of the Elemental Evil cults, as well as a surviving branch of the Cult of the Dragon) have joined together and are planning something big.

Boddynock believes he knows one of the locations being used by the unified cult but also knows he is not powerful enough to take them on alone. The factions, as well as the noble houses of Mulmaster realize the panic and chaos these united cults could cause in a city still rebuilding itself from recent elemental cult attacks and wish to send the party to deal with the problem discreetly. Each of the factions, however, has a secondary objective as well.

Part 2: On the Way. While travelling east along the southern edge of the Moonsea, the party is attacked by a group of elementals, which Boddynock interprets as a sign that the cult is aware they are coming. Once the party reaches the edge of the Galena Mountains, they have to deal with an adult black dragon that has been waiting for them to arrive.

Part 3: In(to) Deep. Once the party enters the cave system, they must find their way through the twisting passages, possibly encountering ogres, flumphs, and fungi along the way. The party's reactions to some of these creatures may determine how eventful the rest of their journey through the caves will be.

Part 4: Endgame. The party finally reaches the chamber where the cult is attempting to repair one of the portals. Depending on how quickly the party can deal with the cult, the party may have to deal with several unexpected turns of events, namely, a pair of efreet coming through the portal and/or Boddynock's final gamble.

Adventure Hooks

The following adventure hooks can be used to draw the characters into the story.

Harpers, Emerald Enclave, Order of the Gauntlet, Zhentarim (Membership). You receive a message from a faction contact (Zor Gnightly Osha for Harpers, Zor Theren Godslayer for Emerald Enclave members, Zor Adrian Feldston for Order of the Gauntlet members, or Zor Nefarus Ember for Zhentarim members) asking you to report to your faction's safe house in Mulmaster as soon as possible. No further details are provided save that the specifics may only be revealed to you in a private setting. Rogues and druids will note that the messages contain coded works (in thieves' cant or druidic, respectively) that indicate a plea for help or assistance.

Noble (Background) or Lord's Alliance (Membership). You receive a message from Groshin Lor, leader of the Hawks of Mulmaster and a member of the Lord's Alliance, requesting your presence at the offices of the Lord's Alliance on Xvim Avenue in Mulmaster as soon as possible. There is a matter of great importance he feels you need to be made aware of, as well as may be able to help rectify. His letter does not provide further details on the matter.

The Brotherhood of the Cloaks (Membership). You receive a message from House Culkin and House Osha, two of the noble families of Mulmaster that you know have ties to the Brotherhood of Cloaks. They request your presence at the estate of Zor Kingsley Osha in Mulmaster as soon as possible. They have a time-sensitive matter of upmost importance they wish to enlist your assistance with.

Season 1 or 2 (Storyline Seasons). You receive a message from House Culkin and House Osha, two of the noble families of Mulmaster, requesting your presence at a meeting to be held at the estate of Zor Kingsley Osha in Mulmaster as soon as possible. Your assistance is needed in dealing with a situation that you are known to have previous experience with. The communication does not elaborate on what the situation may be. Rogues will note that the messages contain coded works (in thieves' cant) that indicate a plea for help or assistance.

Part 1:

Hushed Voices and Sideways Glances

Expected Duration: 30 minutes.

General Features

Mulmaster has the following general features:

Sound. The city is alive with bustle and commerce as people move throughout the crowded city streets. An occasional glimpse of patrols of Cloaks or Soldiery ensure that the people move a little faster than normal and give the patrols a wide berth. Sounds of hammering and other noises of construction indicate that Mulmaster is still in the process of rebuilding after the events of the Elemental Evil season.

Smells. The air is crisp and moist, with the occasional assault of a hundred different scents on the air. The smell of lumber from new construction, sweat from the masses of citizens travelling about, and the spicy pungent scent of cooking food all vie for dominance as the characters move through the city.

Entering Mulmaster

City guards conduct a short interview with anyone looking to enter Mulmaster. The Arcane Edict (prohibiting the use of arcane magic within the city) is explained to all those wishing to enter and a representative of the Brotherhood of the Cloaks is on hand for those wishing – or compelled - to join. Characters who look suspicious (the old guy with the robe, backpack, staff, and pointy hat travelling with the party in plate mail) are escorted directly to the Cloak representative at the conclusion of the interview.

Characters that are already members of the Cloaks and display the square medallion that denotes membership are also directed to the Cloak representative. Due to their return, existing members may increase their rank in the Cloaks by one if they spend three days downtime in Mulmaster at the conclusion of this adventure to report on their activities and learn what has been going on in the city since their last visit.

Presenting a letter from Groshin Lor or one of the nobles of Mulmaster immediately seems to make the guards a little more efficient, courteous, and helpful in their interactions with the characters.

More information on the Edict of Arcane Banishment and the Brotherhood of the Cloaks can be found in <http://dndadventurersleague.org/state-of-mulmaster/>. The Mulmaster Downtime Activities from page 9 of the Elemental Evil Player's Guide found at: http://media.wizards.com/2015/downloads/dnd/DDALPG_EE_v1.pdf may also be used by characters while in and around Mulmaster.

The Pre-Meeting Meeting

Once they have entered Mulmaster, members of the factions should find their way to their respective faction safe houses within the city. Factionless characters may report directly to the estate of Zor Kingsley Osha and will join the rest of the party during **The REAL Meeting**, below.

The PCs were each given directions to locate their faction safe houses within the individual letters they received. Each of the faction safe houses are relatively non-descript on the outside, not appearing any different than the other homes or business offices along the street. Once they enter, each of the characters is greeted by a receptionist, brandishing an obvious identification device (a Harper pin, Order of the Gauntlet pendant, Lord's Alliance signet ring, Emerald Enclave leaf clasp, or passing a gold coin between their fingers for the Zhentarim) who leads them into a private office where they can meet with the faction leader who summoned them.

Members of a specific faction may recognize their contacts from previous assignments. If they do not, the faction leaders will introduce themselves. They already know who the PCs are. The faction representatives are:

- Elanil Elassidil, female elf, Harper
- Dark Linsa, female half-drow, Zhentarim
- "Rending Talon" Groshin Lor, male human, Lord's Alliance
- Seranolla the Whisperer, female gnome, Emerald Enclave
- Zern Xerkstil, male half-orc, Order of the Gauntlet

Elanil, Seranolla, and Zern all appeared in **DDEX3-03, The Occupation of Szith Morcaine**, as well as other season 3 adventures. Dark Linsa has appeared in **DDEX1-10, Tyranny in Phlan** and **DDEX3-08, The Malady of Elventree**. Groshin Lor has appeared in **DDEX2-04, Mayhem in the Earthspur Mines**, **DDEX2-11, Oubliette of Fort Iron**, **DDEX2-14, The Sword of Selfaril**, **DDEX2-15, Black Heart of Vengeance**, and **DDEP2 Mulmaster Undone**.

“I apologize for the mystery behind my original communication”, your faction leader offers, “but I have some extremely sensitive information to share that, for reasons that will soon be obvious, we did not want to risk becoming public.”

The faction contacts provide the following information to their members:

- A svirfneblin bounty hunter (**deep gnome veteran**) from the Dessarin Valley named Boddynock Gitterstone has made a name for himself tracking down members of the Cult of the Howling Hatred (elemental air).
- Boddynock has come into possession of several letters and journals indicating that the remains of the Elemental Evil cults have begun to work together.
- The Elemental Evil cultists have also reached out to former members of the dragon cult that had overtaken the area around Phlan a short while back.
- The factions, the Cloaks, and the noble houses of Mulmaster are all greatly concerned about what effect a newly unified cult, built primarily from the remnants of the groups responsible for decimating Mulmaster and Phlan, would have on the area around the Moonsea, especially on top of all the rebuilding efforts and political changes currently taking place throughout the region’s major cities.
- The unified cult is exploring an area along the southern tip of the Galena Mountains to the east in an attempt to locate something known as the Pillar of Fire; a network of caves rumored to contain portals to the elemental planes in addition to being the lair of an ancient dragon.
- Boddynock brought his information to the factions, realizing that confronting a unified cult is more than he can tackle alone. None of this is public knowledge, as everyone is in agreement that it could cause panic throughout the region if it were to leak out.
- Boddynock is headed to the Galena Mountains to track down whatever contingent of the unified cult may be searching for the Pillar of Fire. The factions are interested in hiring the adventurers to accompany Boddynock to remove, with extreme prejudice, any threat the unified cult presents.
- In exchange for his information, the factions expect Boddynock to be able to collect on

whatever bounties he earns and they will compensate the adventurers separately.

- The payment for accepting the mission? “Gold, and a fair amount of it, if that is what you wish, but we are certain we could provide something of greater value and more appropriate for those of you are interested in more than just mercenary pursuits.” The factions assure the party that recompense will be proportional to the party’s efforts and success.
- The factions will provide each party member with a normal mount (on loan, for those that need them) and 5 days rations up front; more than enough for them to make the two-day journey to the Galena Mountains and back.
- The party should return to Mulmaster and report back to their factions upon the conclusion of their mission.

An Intelligence (Arcana, History, or Nature) check could potentially reveal more about the Pillar of Fire:

DC 25: Those who reach the summit of the Pillar of Fire were believed to gain the ability to hurl fireballs.

DC 30: The origin of the Pillar of Fire is unknown, but a hag coven that worshipped Kossuth was known to reside in the area thousands of years ago.

The characters are given time to consider the mission, but the faction leaders want them to leave as soon as possible, as they are concerned that the longer the PCs delay, the further the cult’s plans advance.

If any member of the Zhentarim has the *In Dark Linsa’s Pocket* story award from **DDEX1-10, Tyranny in Phlan**, Dark Linsa playfully implies that noncompliance in this matter is not an option and that success might even cause her to forget the debt that the character(s) owe her.

If the characters accept the charge, the leaders are very appreciative. Each of the faction leaders also has an additional task they would like their agents to undertake during this mission. See the individual handouts in the **Appendix: Faction Assignments** section and hand them out to faction members as appropriate. The characters are then directed to meet Boddynock Glitterstone at the estate of Zor Kingsley Osha as soon as possible and the meeting concludes. When they reach Zor Kingsley’s estate, proceed to **The REAL Meeting**, below.

The REAL Meeting

A tall, lanky, grey-skinned gentleman greets you at the entrance to the estate and bids you to follow him inside. The condition of Zor Kingsley Osha's estate is a far cry from what you had expected. Its splendid halls and galleries give one the impression of a very recent makeover, as different from the stuffy museum-like mansions of old nobles as it is from the seemingly unending reconstruction taking place in other areas of the city. You have been told that your host is a gnome. That probably explains the children's-sized tables and chairs that you have spotted on your way through the estate, as well as the occasional work of art suspended only three feet or so from the floor. An odd combination of scents, including chocolate, grass, and possibly tuna, assault your senses as you are led past what appears to be a prep kitchen where two young girls, a gnome and a tiefling, are apparently receiving a lesson on cooking from a withered old governess. "No, no, no", you can hear her say in a gravely tone as you pass by, probably in response to some creative concoction of ingredients proposed by one of the children, you'd guess.

Your guide ushers you into a hall where a grey-skinned male gnome awaits you, seated on the opposite side of a long rectangular oak table. Laid out across the table are several pitchers of beverages, platters of fruit, loaves of bread, and what you think may be a small stack of Lighthouse honeyed halfcakes.

"Zor Osha will not be joining you", your guide reveals. "This is a private meeting hosted by the Zor as a courtesy. You have access to this conference hall and the adjoining gardens for as long as you need." As he steps back and closes the door, the seated gnome rises to greet you. "So, I'm guessing you're to be my companions for this little journey. My name's Boddynock. Boddynock Glitterstone." He offers his hand to each of those in attendance as a sign of welcome.

After introductions are made and pleasantries are exchanged, Boddynock asks the characters to take a seat and help themselves to refreshments before continuing with his briefing.

"I've been tracking down members of the old Cult of the Howling Hatred", Boddynock begins to explain, "and have come across...evidence...that remnants of the other Elemental Evil cults, as well as the Cult of the Dragon that troubled Phlan awhile back, have recently allied with each other. Apparently, a group of them have headed into the Galena Mountains in search of the Pillar of Fire, a cave system rumored to contain portals to other planes. What I don't know, is what they plan on doing there, but it obviously can't be good."

Boddynock will explain any of the information from **The Pre-Meeting Meeting** (above) that characters (particularly those without a faction allegiance) have not already learned. Payment for the factionless characters, Boddynock informs them, will be provided through the generosity of the factions and the Cloaks.

Once the party has had all their questions answered, they are outfitted with their rations and mounts that afternoon as promised by the factions. Factionless characters will receive rations and mounts through the courtesy of the Cloaks. Boddynock is anxious to head out. If there are any members of the Cloaks in the party, proceed to **One Final Favor**, below. If not, you may proceed to **Part 2: On the Way**.

Boddynock's Motivation

Boddynock's family was nearly wiped out by the Cult of the Howling Hatred in an event that has become known as "The Howling Caves Massacre". The cult used the svirfneblin settlement within the Dessarin Valley cave system as a test site during their development of the first devastation orb of air, as described in Chapter 5 of *Princes of the Apocalypse*, under The Howling Caves, room N5, page 124. Boddynock was traveling at the time of the massacre and did not learn of his family's fate until sometime later.

Unbeknownst to Boddynock, his adventurous female cousin, Rukhelmoth "Rukh" Glitterstone, also survived the massacre. She appears in Chapter 4 of *Princes of the Apocalypse*, in the Temple of Black Earth, room B23, page 102. Much to his surprise, characters that played through that adventure may be able to tell Boddynock more about his cousin's fate. If she was still alive when the characters last saw her, Boddynock will begin searching for her after the conclusion of this adventure.

Boddynock is not likely to reveal any of this information at the initial meeting, but may confide some of it to the party during their travels to the Galena Mountains later in this adventure.

One Final Favor

Any member of the Cloaks within the party receives a whispered *message* (as per the spell) while preparing their mount to leave. The message is as follows:

“Rastol Shan sends his regards and would like to request a favor of his brother Cloak. The Brotherhood is interested in the ancient magic used to create the portals near the Pillar of Fire and we would like you to make a copy of any interesting writing, runes, or magical symbols you discover in the cave system, as well as notes on what effects they may be related to. Please keep knowledge of this assignment to yourself and your brother Cloaks only and bring any information you gather to the Brotherhood upon your return to Mulmaster.”

Members of the Cloaks will recognize the name Rastol Shan as that of the Senior Cloak of Mulmaster. If any character tries to determine where the *message* originated from, a successful DC 20 Wisdom (Perception) check will allow them to notice a group of Cloaks looking in their direction, about 120 feet away, just before they step out of the PC’s field of vision.

Party members that belong to both the Cloaks and the Harpers will realize both organizations are interested in learning the same information.

Proceed to **Part 2: On the Way**.

Part 2: On the Way

Expected Duration: 60 minutes

General Features

The route to the Galena Mountains along the southern edge of the Moonsea headed east from Mulmaster is a rarely-travelled route through open land with only the scare appearance of trees. The temperature tends to drop the further east the party travels, as they approach the Glacier of the Whiteworm and its runoff, the White River, which feeds into the eastern tip of the Moonsea.

Light and Visibility. As the area immediately east of Mulmaster is mostly wide-open plains, range of visibility is quite good during the day and can be considered to be bright light. With no major settlements between Mulmaster and their destination, the clear, cloudless sky affords the party breathtaking views by night, although a light source would still be needed to see through the darkness of the immediate surroundings during the evening.

Smells and Sounds. The air is clean and crisp, with the occasionally smell of dry grass and pollen becoming occasionally noticeable and occasionally inducing a sneeze or cough. Insects and small songbirds chirp and flit almost continually among the tall grass from just before sunrise until just after sunset.

First Night

The afternoon of your first day of travel takes you directly east from Mulmaster and out of sight of the Moonsea. By nightfall, however, you are once again at its shore when Boddynock suggests setting up camp for the evening.

The party can decide how they want to set up watch duty through the evenings of their journey if they have not already done so. Boddynock builds a small campfire and shares some of the halfcakes he brought along for the journey. He asks the characters personal questions about their adventures, their family, etc., in order to get to know them better. If suitably pressed (Charisma (Persuasion) DC 20 – only is a PC actively attempts it), he may reveal some of the information from the

Boddynock's Motivation sidebar in **Part One**. Otherwise, he will not reveal this until the second night of travel. The first night passes without incident.

The Next Day

After a full day's travel, Boddynock appears happy with the progress the party has made. The air gets noticeably cooler in the afternoon which he says is to be expected as you near the White River.

As the late afternoon sun creeps closer and closer to the horizon, your gnome guide tells you that you are probably only a dozen or so miles north of the legendary Ironfang Keep and maybe but an hour or so west of the White River itself which you should reach by early morning. Once across the river, you will be in the foothills of the Galena Mountains.

Around the time Boddynock is looking to stop again for the evening, the party comes across the remains of a recently abandoned campsite. They can either choose to set up camp here (making use of the flattened ground and existing fire ring) or attempt to find another appropriate location in the vicinity (Wisdom (Survival) DC 15).

Wherever the party finally agrees to camp for the night, Boddynock repeats the previous night's ritual, building a small campfire, preparing some food, and attempting to learn more about the party. If inquiries are made of him about his past, he will somewhat apprehensively share the full story of his background, with his hatred for the Cult of the Howling Hatred readily apparent in his words.

As the conversation dies down, a cold breeze begins to stir up, and quickly escalates into a heavy gust as the very earth around you seems to raise up to envelop your group.

The party is beset by three **cult fanatics** accompanied by an **air elemental**, an **earth elemental**, and a **fire elemental**. If questioned after they are defeated, the cultists reveal only that Boddynock's movements have been watched and that the cult realized he would be coming this way.

Adjusting the Encounter

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

- **Very weak party:** drop two cult fanatics.
- **Very strong party:** add two cult fanatics.

Tactics

The cultists and elementals attempt to surround the party before they attack.

One of the elementals can spend an action to panic the party's mounts and cause them to run off in a panic. They will eventually find their way back to Mulmaster, arriving hours before the party does. Boddynock is not overly concerned by the loss of the mounts, as he believes they can cross the remaining distance to the Galena Mountains on foot with relative ease.

Boddynock will attempt to avoid the elementals using the Disengage or Dodge actions when necessary and would prefer to engage the cultists if he cannot avoid combat. Otherwise, he will use the Help and Hide actions when appropriate, preferring to leave the elementals for the rest of the party to deal with.

Treasure

The cultists' robes and the various religious trinkets they have on them might be of value as disguises or to Zhentarim members.

The Next Morning

After a couple hours of travel east, you reach a cluster of evergreens, beyond which you hear the unmistakable rumble of rushing water. The banks of the White River, as Boddynock had predicted, lie before you. Although not raging, the water moves along at a pretty good clip with several obvious patches of rapids and hefty floating blocks of ice, no doubt fragments from the Glacier of the White Worm to the south, bobbing along its observable length.

The next task before you is to find a way across.

This is purely meant as an opportunity for the characters to collaborate and demonstrate some creativity. The river varies from 120-180 feet across in spots. Any combination of magic, ingenuity, and brute strength can be used to result in a success. The characters may choose to use *fly*, *water breathing*, *water walk*, cut down trees and build a raft, construct a rope bridge, or any number of other possibilities.

At the point that the party is halfway across (or once half the party is across, if they are not all travelling together), a dark form rises out of the river as Xandengeoff, an **adult black dragon**,

launches himself out of the water where he was hiding and attacks the party.

Adjusting the Encounter

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

- **Strong or very strong party:** add one cult fanatic as a guard on the far shore of the river.

Characters in the process of crossing the river via raft, rope line, etc., that have a chance of falling into the water and are injured by an attack must succeed at a DC 20 Dexterity saving throw or fall into the water and take 1d8 cold damage plus 1d4 bludgeoning damage as they are buffeted by floating chunks of ice. The water is no more than 20 feet deep wherever the characters choose to cross. Refer to the rules for Swimming and Suffocating on pages 182-183 of the PHB for those that end up in the water.

Once across the river, the characters spot a short section of beach that stretches back 30 feet from shore and leads to a 10 foot-wide cave mouth. If the cult fanatic was present, he would have been standing guard by this area. If the characters decide to explore this area, proceed to **Part 3: In(to) Deep**.

Tactics

Xandengeoff assists the unified cult by guarding the entrance to the cave system they are currently operating out of. He is not overly impressed with the cult, but happily accepts their veneration and tribute in exchange for his protection. The dragon attacks with its breath weapon first and then takes to the air, using its bite, claw, and tail attacks until its breath weapon recharges. If Xandengeoff drops to below half of his hit points, he will use the Disengage or Dodge action (as appropriate) and flee the combat, not caring enough about the fate of the cultists to further endanger himself.

The cult fanatic (if present) prefers to use ranged spells and avoid melee. He targets those attempting to cross first, hoping to make them fall into the icy water below.

Boddynock will attempt to avoid attacks using the Disengage or Dodge actions when necessary and would prefer to engage the cultist (if present) if he cannot avoid combat. Otherwise, he will use the Hide action when appropriate, attempting to avoid the dragon's wrath.

Once the party completes this encounter, proceed to **Part 3: In(to) Deep**.

Part 3: In(to) Deep

Expected Duration: 75 minutes

General Features

Light and Visibility. Once beyond the cave mouth the natural illumination from outside quickly dies off, leaving the rest of the passages in complete darkness. Cultists tend to use torches to provide light when moving through the caverns.

Smells and Sounds. The air is cold and crisp with a tinge of mildew to it here, likely due to its proximity to the White River. The rush of the river reverberates throughout the first few chambers of the cave network, causing any Wisdom (Perception) checks that involve listening to be rolled with disadvantage.

See **Appendix: The Seaside Caves (Part 3 and 4)** for the map and key to room numbers.

1. Ogre Den

You enter this long, irregular cavern from the southeastern corner. There is another irregular passage leading out of the room on the opposite wall, maybe 30 feet or so away. Several hulking humanoids can be spotted milling about the room.

There are four **ogres** and two **onis** in this room employed by the cultists as guards. If the party has specifically attempted to be stealthy, allow a party Dexterity (Stealth) check against the creatures' passive Wisdom (Perception) to see if they notice the party when they enter.

Adjusting the Encounter

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

- **Very weak party:** remove one oni.
- **Weak party:** remove one ogre.
- **Strong or very strong party:** no change.

If the party is noticed and attempts to flee without defeating all of the creatures, the monsters will pursue them.

Treasure

The ogres have a total of 150gp in various semi-precious gems.

2. The Fungus among Us

This roughly rectangular chamber has a raised edge along the northern and western walls that rises up to about 20 feet above the floor. Many mushrooms of various sizes are scattered about the chamber. A passage leads out of the room to the east.

The mushrooms are actually a clan of myconids, consisting of fifteen **myconid sprouts**, fifteen **myconid adults**, and one **myconid sovereign**. The myconids and the cultists tolerate each other's presence, but the myconids wish they were not here. The cult's superior abilities, however, intimidate the myconids into submission. A passive Wisdom (Perception) of 15 is required to recognize the myconids for what they are when the party enters the room.

As long as the party does not ignore or attack the myconids, they will use *Rapport Spores* on as many characters as they can simultaneously (easy for them, since they can already communicate telepathically after a use of *Rapport Spores*). The sovereign will then approach one of the party who looks like they might be a leader (fighter or cleric type) and ask what they need, being used to cult members coming in and making demands of the creatures. If the party indicates that they are tracking down the cultists and not allied with them, the sovereign will direct them to the northern passage out of the room and tell them to head west when they leave the next chamber. If they pretend to be allied with the cultists or slay any of the myconids before asking about finding the rest of the cultists, the myconids will direct them to the eastern passage. If they inquire as to what they will find down the eastern passage, the myconids simply reply "nothing that will hurt you" (which is *technically* true, as the shriekers in that chamber cannot inflict damage by themselves).

Any Emerald Enclave member tasked with bringing back live flora from the caves can convince an adult myconid to accompany them back to Mulmaster with a successful DC 15 Charisma (Persuasion) check if they agree to defeat the cultists first.

Adjusting the Encounter

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

- **Very weak party:** remove eleven myconid sprouts.
- **Weak party, strong, or very strong party:** no change.

The eastern passage leading out the room is bisected by a 20 foot wide, 60 feet deep chasm (6d6 bludgeoning damage for a fall). The party can choose to jump, climb (Strength (Athletics) DC 20), or find some other creative way across if they do not have the ability to fly, spider climb, etc.

See the rules for climbing and jumping on pages 182 of the PHB.

3. A Friend Indeed?

The corridor opens into a large cavern, perhaps 70 or more feet across. Passages lead out of the room along the other three cardinal compass directions. Small, illuminated globules of blue and green float about the room, bobbing to and fro and releasing small bursts of air as they move, like a small balloon. A green one approaches your party, revealing dozens of small tentacles trailing beneath and behind it. As it nears, many of the floating blue blobs also begin to shift to green.

You hear the words, “what may we do to help you?” in your mind as the green airbag approaches, although you are sure no one in the chamber spoke them.

This chamber is home to a cloister of 14 **flumphs**. They do their best to avoid interacting with the cultists and, like the myconids in area 4, would prefer to be rid of the group but are greatly intimidated by them. The cloister is troubled by the presence of the cult (as indicated by their blue glow) and is also on high alert, constantly scanning the vicinity telepathically to be aware of the approach of any of the cult’s members or their servants. Those with a green glow (curious) are currently “reaching out” telepathically to detect any creatures approaching their lair.

Unless the party did anything to make themselves undetectable psychically, the flumphs will be aware of their approach. Characters disguised as cultists may make Charisma (Deception) skill checks at disadvantage (due to the flumphs’ telepathy) opposed by the flumphs’ Wisdom (Insight) at advantage (due to other flumphs using the Help action) to succeed at the subterfuge. Doing so will cause the flumphs to shift to blue (sad) in color.

If the party reveals they are not allies of the cultists but are instead actually here to disrupt their activities, the flumphs are overjoyed and become hopeful (shifting to pink) for the first time in a long while.

Any characters who played **DDEX02-08, Foulness Below Mulmaster**, will be immediately recognized by the approaching flumph, regardless if they are disguised or not. Laal the flumph has spread stories of the character(s)’s heroism far and wide amongst the flumphs of the Underdark. The creatures’ colors all begin to shift between green (curious) and pink (amused, excited, hopeful) as they swarm around the adventurer(s), noisily flooding their minds with telepathic questions about their adventures like a group of lovesick fans.

Unless the party convinces the flumphs that they are there to assist the cultists, the creatures are happy to trade stories and information with the party.

The flumphs know that the cultists are planning some sort of ritual utilizing arcane carvings they discovered in the cavern system, but are not aware of precisely what the cultists are trying to accomplish. With their knowledge of arcane, the flumphs can also reveal that the arcane writing refers to conjuration magic and other planes, but do not know anything else about them. This information may be of particular interest to members of the Cloaks and the Harpers. The flumphs also know quite a bit about the old cults of Elemental Evil, particularly the Cult of the Crushing Wave, and can share some of that information as well. Boddynock is particularly interested in this information.

This cloister is from the Underdark but got separated from their home when the tunnel leading there (the one on the western side of the main chamber in **Part 4: Endgame**) collapsed.

Any Emerald Enclave member tasked with bringing back live fauna from the caves will receive several enthusiastic volunteers from amongst the cloister, especially if the requesting character also played **DDEX02-08**, although the flumphs request that the party deal with the cultists first.

If the party enters room 5 from here, proceed to **Part 4: Endgame**.

4. Loud and Proud

The passage opens into a large cavern, maybe 50 feet across, with two other passages leading out of it. The room is unusually cool and moist compared to the other chambers you have passed through and the sound of dripping water can be heard echoing from somewhere deeper in the chamber. The floor and walls are completely covered with toadstools and fungal growth of various sizes, giving the impression of walking upon plush carpeting as you enter the room.

Amidst the various fungi are fourteen **shriekers**, primarily clustered around the northernmost passage out of the room. Once one of them begins shrieking, two more will join on the following round, followed by three more on the next round, followed by another four on rounds four and five. If any of the shriekers are disturbed into sounding off, this will alert those gathered in room 5 and the opponents there will not be surprised when the party arrives. In fact, those not engaged in the ritual may even come to check what is causing the disturbance here or ready actions in preparation for the party's arrival.

Any Emerald Enclave member tasked with bringing back live flora from the caves can bring back a live shrieker to satisfy that requirements, although transportation of the creature may prove somewhat problematic.

If the party enters room 5 from here, proceed to **Part 4: Endgame.**

Part 4:

Endgame

Expected Duration: 75 minutes

General Features

Light and Visibility. The majority of the cavern is extremely well lit due to numerous lanterns and torches affixed to the walls around the perimeter of the room. The raised section to the north of the chamber and the passage exiting to the west are both only dimly lit.

Smells and Sounds. The air smells of mildew and sweat in here, and the, low droning sounds of the cultists' ritual chanting can be heard echoing through the passages as the party approaches this area. A Wisdom (Perception) check that succeeds against DC 10 will reveal that several creatures are chanting in unison.

5. Another Fine Mess...

The passage opens wide to the west; beyond that, you can see an even larger well-lit chamber from which the droning chanting you heard seems to emanate. Your passage, however, is currently blocked by a group of cultists. They approach, weapons drawn.

Outside the main chamber, two **cultists**, a **thug**, and a **veteran** engage the party. They immediately call out "intruders!" when the party is spotted, notifying their allies further away in the main chamber.

In the main chamber, there are two **cult fanatics**, four more **cultists**, a **mage** (all members of the new unified cult), and an **earth elemental** (just recently summoned through the portal).

When the alarm call goes out, the mage sends the earth elemental to assist the cultists in the eastern passage. The mage and the two fanatics are currently performing a ritual trying to utilize a magical portal on the southern wall to connect to the elemental planes. They managed to connect to the elemental plane of earth just moments ago, and managed to bring through the earth elemental ally. Continuation of the ritual requires at least one of the three participants to spend either their action or their move to perform the somatic or verbal components required for the ritual each round. A

silence spell does not necessarily halt the ritual, as long as one of the participants is still in the room and can still perform the required somatic components.

Interrupting the ritual does not cause it to fail; only the death of the three casters performing it will do that. Any round in which none of the three casters can participate in the ritual simply delays the following actions from taking place by a round. The casters need four rounds of participation to complete their ritual.

On the second round of combat, the surface of the portal changes from a light brown color to a bright blue and water begins pouring forth from it, slowly flooding the room but not enough to hamper movement. In addition, a **water elemental** enters the room from the portal and joins the combat on behalf of the cultists.

On the third round of combat (or sooner, if all three casters are incapacitated), the water stops flooding in from the portal and the portal's color changes from a bright blue to a dull gray.

After the first round of combat, inform any characters with a passive Wisdom (Perception) of at least 20 that Boddynock seems to have disappeared. On the second round of combat (after the water elemental enters the fray, unless it has been delayed), proceed to **A Wrench In The Works**, below, and continue the combat.

Adjusting the Encounter

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

- **Weak or very weak party:** remove the veteran and the cult fanatics.
- **Strong or very strong party:** no change.

Treasure

In addition to his spellbook, the mage has a Manual of Bodily Health he has not studied yet. He has been debating between using the manual himself and gifting it to a higher ranking member of the cult in hopes of increasing his own standing. These items can all be found in this chamber at the end of the combat unless the devastation orb explodes (see **A Wrench in the Works**, below). In that case, the characters may catch glimpses of these items flying around the chamber and can collect them from the floors of various chambers as they exit.

The other various cultists in this room carry a total of 350gp worth of coins, gems, and various spell components. The cultists' robes might be of value as disguises or to Zhentarim members.

A Wrench in the Works

Above the tumult of the combat, you begin to hear...and even *feel*...a loud thrumming echoing off the walls around you. Nearly an instant after it starts, you hear a familiar voice yell out. "In the name of the Glitterstone clan and ALL the svirfneblin of the Sumer Hills know that your evil ends here by your own hand!"

Boddynock stands on a high ledge above the fray to the north of the large chamber, holding an open, wooden box inscribed with a series of strange runes. Inside the box is a bright blue ball, approximately a foot in diameter, which he dumps over the edge into the room below. Boddynock then proceeds to discard the box behind him and ducks for cover, disappearing somewhere over the edge of the raised stone wall.

Boddynock just dumped a *devastation orb of air* into the room. It lands on the floor of the cavern and rolls 2d4 squares towards the portal (unless something halts its movement) before stopping.

The thrumming continues to get louder and the orb will explode if not dealt within two rounds after it was released. See **A Mighty Wind**, below.

Boddynock is convinced that this gathered assemblage are the last remaining vestiges of the cult that wiped out his family back in the Sumer Hills and he is driven purely by his desire for revenge against the cult at this point.

A Mighty Wind

The devastation orb of air that Boddynock releases is an early prototype he managed to confiscate from a group of Howling Hatred cultists he had tracked down. Although the orb functions normally, unknown to Boddynock, its range and duration are severely limited.

The box it was in bears runes associated with earth, identifiable by anyone who can see the box and read dwarvish, giant, gnomish, goblin, orc, primordial, or pass an Intelligence (Arcana) check at DC 15. Those who pass the Intelligence (Arcana) check will also realize that the orb will go dormant if encased in a magical container inscribed with runes of the opposing element. If they party can return the orb to the box and close it before 1d4+1 rounds pass, it will not explode. Alternately, it could be hurled through the portal (exploding harmlessly on another plane) or placed in a *bag of holding* or *Heward's handy haversack*. If the later solution is used, the orb still explodes, but with none of the normal effects. Instead, the magical bag takes off like a deflating balloon, spilling its remaining contents along its

flight path until finally coming to rest, completely empty, somewhere in room 4.

The orb weights about 10 pounds, while its container weights a little less (meaning either item can be manipulated by *mage hand* or *unseen servant*). The orb will be in full view of everyone in the room after it is tossed, though its former container lies on the higher shelf to the north of the room, visible only by flying or levitating creatures, or by those who move up there.

Should the orb detonate and not be contained, each creature in the chamber must succeed on a DC 18 Constitution saving throw or take 1d4 bludgeoning damage as they are battered by debris every time they end their turn exposed to the wind. Disadvantage is imposed on all ranged weapon attacks and all Wisdom (Perception) checks that rely on hearing. All cloud- or fog-like effects are dispersed and any open flames (including the torches and lanterns around the perimeter of the room) are extinguished. Flying by non-magical means is impossible and even those that can are forced to land at the end of their turn or fall. The wind spreads through the entire cave system, setting off any remaining shriekers, and expelling any remaining flumphs and ogres out the mouth of the cave system. The terrified myconids are safely hidden along the western passage out of room 5. The flumphs have an incredibly fun time with the whole experience.

If the cultists managed to keep the ritual going for at least four rounds, give the party a round or two after defeating the cultists and the elementals to heal themselves, search the chamber, chastise Boddynock for his impetuosity, or do whatever else they wish, then proceed to **Oh, We're Not Done Yet**.

If the heroes managed to stop the mage and his cult fanatics before four rounds elapsed, proceed to the **Conclusion**.

Oh, We're Not Done Yet...

As you take a moment to catch your breath and look around the chamber at the results of the battle just fought here, the sound of a low, dull thud shifts your attention to the portal, as its surface changes to a swirling orange hue. Before you can react, two large humanoid forms emerge from the portal. A demonic-looking creature with deep crimson skin addresses you directly.

The creatures are a pair of **efreet** from the City of Brass on the elemental plane of fire that just happened to step through the portal as it shifted to their plane. The first creature addresses the party in Ignan asking, rhetorically, "who are we going to have to kill for this inconvenience?" If no one offers an

explanation back in Ignan, the second one replies to his companion “I guess it’s going to have to be them.”

The efreet assume the party is responsible for bringing them here against their will and they will attack the party without hesitation unless someone manages to quickly explain to the duo what transpired here and that the party were not the ones who brought them here. A successful DC 15 Charisma (Persuasion) check can also get the pair to stand down (providing the person doing the persuading speaks Ignan), at which point they will turn and leave through the portal.

Adjusting the Encounter

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

- **Very weak party:** replace one efreeti with a fire elemental.
- **Weak, strong, or very strong party:** no change.

Conclusion

At this point, the magic of the ritual has started to fade and only creatures that entered this chamber through the portal may pass back through it. No inter-planar tourism for the PCs!

In addition to the various treasure found, a search of the chamber yields a journal, apparently belonging to the mage. In it, the author details how this new cult came into being specifically to seek retribution against those who have thwarted their plans in the past. The cult has several cells, each working on their own “missions”, although the numbers and specifics of these missions are not documented here. This team’s mission, apparently, was to locate the fabled Pillar of Fire and use the portals there to bring through all manner of other-worldly creatures, which the cult would dominate and unleash upon the population centers of Dessarin Valley and the Moonsea.

The author admits that they have been unable to find the Pillar of Fire, but believe they may be close, as they believe the strange runes and scripts they discovered within these seaside caves were created by the same arcane authors.

Part of a ritual, possibly the one just being cast, is scribed in the last few pages of the journal but remains incomplete; several pages following the fragment have been torn out.

Boddynock is upset to learn that this group was not the last of the cult. If any party members were injured by his use of the devastation orb, Boddynock is genuinely remorseful for any suffering he caused his companions. He claims to have simply blinded

by rage against those he believed responsible for the death of his clan. Each party member earns the **Favor of Boddynock Glitterstone**.

The portal in this chamber used by the cultists to summon the elementals and efreet has a series of arcane runes carved along its perimeter. These runes may be of interest to any members of the Cloaks or the Harpers. A successful DC 15 Intelligence (Arcana) check will reveal they are related to conjuration magic.

The flumphs and myconids will be grateful for the party’s efforts in removing the invasive cult members from their home. If the devastation orb exploded, the western passage out of room 5 is now clear enough for the flumphs to find their way back to the Underdark.

If the party did not defeat the dragon at the entrance to the seaside caves, it may still be waiting there for them.

The return trip to Mulmaster is without conflict. If a flumph accompanies an Emerald Enclave member back to Mulmaster, the party will be almost perpetually barraged with telepathic questions (“What’s that?”, “Is that dangerous?”, “What’s this called?”, “Is this friendly?”, “Can I eat it?”), as the creature wondrously takes in its surroundings on its first trip out of the underground.

The faction contacts are all waiting for the party at the estate of Zor Kngsley Osha, anxious to learn what the party has discovered.

For their efforts, the party is award 6000gp from the factions to divide amongst themselves (Boddynock does not share in this). In addition, each PC gains access to the **Learn the Culture (Mulmaster)** downtime activity and may choose one of the following bonus awards:

- **To Wear the Cloak** story award
- 500gp (Story Award alternate award)

Any members of the Zhentarim who complete their faction assignment may remove the **In Dark Linsa’s Pocket** story award, if they have it and wish to do so.

Regardless if anyone chooses the **To Wear the Cloak** story award or not, members of the Cloaks may still increase their rank by one by spending three downtime days in Mulmaster at the conclusion of this adventure reporting on their recent activities.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP per Foe
Adult Black Dragon	11500
Air Elemental	1800
Cultist	25
Cult Fanatic	450
Earth Elemental	1800
Efreeti	7200
Fire Elemental	1800
Flumph	25
Mage	2300
Myconid Adult	100
Myconid Sovereign	450
Myconid Sprout	10
Ogre	450
Oni	2900
Shrieker	10
Thug	100
Veteran	700
Water Elemental	1800

Non-Combat Awards

Task or Accomplishment	XP per Character
Learning Boddynock's motivation before Part 3	250
Befriending the flumphs	350
Befriending the myconids	250
Avoiding the shriekers	150
Prevent the orb from exploding	500
Resolving the efreet confrontation without combat (persuasion or stopping the ritual)	500

The **minimum** total award for each character participating in this adventure is **10,125 experience points**.

The **maximum** total award for each character participating in this adventure is **13,500 experience points**.

Treasure

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

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

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

Treasure Awards

Item Name	GP value
Ogre's treasure	150
Cultist's treasure	350
Faction reward	6000
Story Award alternate award	500 (per PC)

Mage's Spellbook

This hardcover tome with a glossy cover has several sections of pages that have separated from the binding. It appears numerous attempts have been made to reattach the cover using glue. Scribbled on the inside back cover are the phrases "Frog cult?" and "Dave says 'hi'." It contains the following spells:

1st level: *absorb elements**, *detect magic*, *earth tremor**, *mage armor*, *magic missile*, *shield*

2nd level: *earthbind**, *pyrotechnics**, *misty step*, *skywrite**, *suggestion*

3rd level: *counterspell*, *erupting earth**, *fireball*, *flame arrows**, *fly*

4th level: *elemental bane**, *greater invisibility*, *ice storm*, *watery sphere**

5th level: *cone of cold*, *control winds**

* These spells can be found in *Princes of the Apocalypse* and the *Elemental Evil Player's Guide*.

Manual of Bodily Health

Wondrous item, very rare

This leather-bound tome smells of rich mahogany and contains health, fitness, and diet tips, as well as an impressive collection of varied recipes for every occasion. The name “Montague” has been written on the inside front cover, possibly indicating a previous owner. A description of this item can be found on page 180 of the *Dungeon Master’s Guide*.

Permanent Magic Item Distribution

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

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

Story Awards

The characters have the opportunity to earn the following story awards during the adventure.

Favor of Boddynock Glitterstone. Having spent time in the company of accomplished bounty hunter Boddynock Glitterstone, you have learned a thing or two about the history and efforts of the four major Elemental Evil cults that have been active in the regions through which you adventure. Boddynock reveals to you the location of a still functioning secret elemental node (air or water, PCs choice) near the Moonsea which you may travel to between adventures (spending 10 downtime days and the associated lifestyle costs). Travelling to a water node will allow a character to recharge a weird tank while traveling to an air node will allow them to recharge a balloon pack, storm boomerang, and/or wingwear (1 per day). In addition, you gain advantage on Intelligence (History) checks relating to any two of the following Elemental Evil cults: the Black Earth, the Crushing Wave, the Eternal Flame, and/or the Howling Hatred.

To Wear the Cloak. If your character is a spellcaster, Zora Culkin has offered to sponsor your admittance into the Brotherhood of the Cloak due to your service to the city of Mulmaster. Though joining the Cloaks is mandatory for any arcanists seeking to stay in Mulmaster for an extended period of time, and sponsorship is not required, Zora Culkin’s sponsorship will definitely have its perks.

Downtime Activity: Quest

Learn the Culture (Mulmaster)

You may spend 5 downtime days (and the associated lifestyle cost) in Mulmaster touring the city and learning the history of the region. You gain advantage on any single ability check relating to Mulmaster, the Brotherhood of the Cloaks, the cults of Elemental Evil, or the Red Wizards of Thay or on any single attack against an elemental or undead creature. Once the advantage benefit has been used, you may return to Mulmaster every time you gain a level and perform this quest again by spending the required downtime and lifestyle expenses.

Renown

All faction members earn one renown point for participating in this adventure. In addition, faction members who return to Mulmaster at the conclusion of the adventure and report back with the information requested by their faction contacts earn a **second renown point**.

Downtime

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

DM Rewards

In exchange for running this adventure, you can earn downtime, XP, and gold as described in the D&D Adventurers League Dungeon Master’s Guide. As of the current season (season 6: *Tales from the Yawning Portal*), these rewards are **3375 XP, 1687 gp, and ten downtime days**.



Appendix: Monster Statistics

Adult Black Dragon

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Air Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (2)	10 (+0)	6 (2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Cultist

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Cult Fanatic

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Deep Gnome (Svirfneblin) Veteran

Small humanoid (gnome), neutral good

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

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

Skills Athletics +5, Investigation +3, Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Gnomish, Terran, Undercommon

Challenge 3 (700 XP)

Stone Camouflage. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Earth Elemental

Large elemental, neutral

Armor Class 17

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Efreeti

Large elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

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

At will: *detect magic*

3/day: *enlarge/reduce, tongues*

1/day each: *conjure elemental* (fire elemental only),
gaseous form, invisibility, major image, plane shift, wall of fire

Actions

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Melee Weapon Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-1)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until the creature takes an action to douse the fire, the target takes 5 (1d10) fire at the start of each of its turns.

Flumph

Small aberration, lawful good

Armor Class 12

Hit Points 7 (2d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities psychic

Senses darkvision 60 ft., passive Perception 12

Languages understands Undercommon but can't speak, telepathy 60 ft.

Challenge 1/8 (25 XP)

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Telepathic Shroud. The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

Actions

Tendrils. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A *lesser restoration* spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

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

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Myconid Adult

Medium plant, lawful neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft.

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

Senses darkvision 120 ft., passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Fist. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage.

Pacifying Spores (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Myconid Sovereign

Large plant, lawful neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses darkvision 120 ft., passive Perception 12

Languages -

Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 8 (3d4 + 1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Rapport Spores. A 30-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically

with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Myconid Sprout

Small plant, lawful neutral

Armor Class 10

Hit Points 7 (2d6)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	8 (-1)	11 (+0)	5 (-3)

Senses darkvision 120 ft., passive Perception 10

Languages -

Challenge 0 (10 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Fist. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. **Hit:** 1 (1d4 - 1) bludgeoning damage plus 2 (1d4) poison damage.

Rapport Spores (3/Day). A 10-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (1)	16 (+3)	5 (3)	7 (2)	7 (2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Oni

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., Passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

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

At will: *darkness*, *invisibility*

1/day: *charm person*, *cone of cold*, *gaseous form*, *sleep*

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

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

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

Shrieker

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

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

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Reactions

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 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

Multiattack. The thug makes two melee attacks.

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

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

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (3)	10 (+0)	8 (1)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

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

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Appendix: NPC Summary

This section is provided to give the Dungeon Master help in keeping track of the various NPCs mentioned in the adventure.

Dark Linsa (Dark LIN-sa). Female grey-skinned half-drow rogue. Member of the Welcomers (Phlan Thieves' Guild) and the Zhentarim.

Elanil Elassidil (EL-uh-kneel uh-LASS-ih-deel). Female elf bard. Member of the Harpers.

Nefarus Ember (nah-FAIR-us EM-ber). Male wood elf warlock. Zor (noble) of Mulmaster and member of both the Cloaks and the Zhentarim.

Boddynock Glitterstone (bah-DEE-nok glit-ter-STONE). Male svirfneblin (deep gnome). Bounty hunter and survivor of the Howling Caves Massacre where his entire settlement was wiped out by the Cult of Howling Hatred during the testing and development of devastation orbs.

Gnightly Osha (NITE-lee OH-shah). Male forest gnome astronomer. Zor (noble) of Mulmaster and member of both the Cloaks of Mulmaster and the Harpers. Brother of Zor Kingsley Osha.

Groshin Lor (GRO-shin Lor). Male human. Leader of the Hawks; a secretive branch of the Soldiery. Member of the Lord's Alliance. Maimed by Thayan torturers in his youth, Gorshin is covered in scars, missing two fingers of his right hand, and walks with a cane. He can be alternately charming or cold and stern, depending on the situation.

Kingsley Osha (king-ZLEE OH-shah). Male rock gnome. Zor (noble) of Mulmaster and member of both the Cloaks of Mulmaster and the Zhentarim.

Seranolla the Whisperer (SIR-uh-NOLE-uh). Female gnome. Member of the Emerald Enclave. Highly nervous and rarely speaks above a whisper.

Rastol Shan (RAS-stole SHAN). Male human lich. Senior Cloak of Mulmaster. Uses magic and a mask to disguise his true nature.

Theren Godslayer (THA-ren GOD-slay-er). Male wood elf outlander/druid/ranger. Zor (noble) of Mulmaster and member of both the Cloaks of Mulmaster and the Emerald Enclave.

Xandengeoff (ZAN-deng-ov). Ancient black dragon recruited by the newly reorganized cult to protect them while they search for the Pillar of Fire.

Zern Xerkstil (ZERN ZERX-stil). Male half-orc paladin of Helm. Member of the Order of the Gauntlet.

Appendix: Faction Assignments

This section is provided to give the Dungeon Master quick reference to the various assignments doled out by the faction representatives. This sheet may be photocopied and cut up into handouts for the players as needed.

Emerald Enclave: Seranolla the Whisperer informs members of the Emerald Enclave that the faction would be curious to learn how the proximity to such potent planar magic may have affected the flora and fauna that resides in the cave network allegedly used by the cults and asks that the characters bring back a sample (preferably living) of each, if possible.

Harpers: Elanil Ellassidil informs members of the Harpers that the faction has a keen interest in the ancient magic used to create the portals near the Pillar of Fire and asks the characters to keep a log of any interesting writing, runes, or magical symbols they discover in the cave system, as well as notes on what effects they may be related to.

Lord's Alliance. Groshin Lore tells any Lord's Alliance members that their faction wants them to take precautions to hide the location of the Pillar of Fire cave system if it is discovered and revealed to contain portals to other planes. They do not want the potential threat of other-worldly adversaries being unleashed upon the Moonsea.

Order of the Gauntlet. Zern tells any Order of the Gauntlet members that their faction wants these cults completely wiped out and that if they can assure none of the cultists they encounter are left alive, he will make sure to put in a good word with the faction on their behalf.

Zhentarim: Dark Linsa informs any members that the Zhentarim are concerned about the survival of these fringe cults and that this may not be the last remaining vestiges that are likely to come upon. Any robes, ceremonial items, or objects obviously tied to the cult that the characters can return with and provide to her may allow the Zhentarim to more easily infiltrate any remaining cells of the cults they encounter in the future. If any member of the Zhentarim has the *In Dark Linsa's Pocket* story award from *DDEX1-10, Tyranny in Phlan*, Dark Linsa playfully implies that noncompliance in this matter is not an option and that success might even cause her to forget the debt that the character(s) owe her.

Appendix: The Seaside Caves (Part 3 and 4)

