



FESTER AND BURN

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of *The Rot from Within* Trilogy.

A 2-Hour Adventure for 5th-10th Level Characters



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INTRODUCTION

Welcome to *Fester and Burn*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

In this adventure, the characters face a new undead threat gathering in Chult's jungle. A necromancer comes to Port Nyanzaru in the hopes of turning adventurers into ghastly lieutenants for this rotting army.

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

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

“Death is the solution to all problems. No man – no problems.”

–Joseph Stalin

ADVENTURE BACKGROUND

An undead army gathers in the jungles of Chult and its recruiter is in Port Nyanzaru. It all began when Zuccass, an undead aarakocra necromancer, found the Cyst, a pulsating mass of necrotic tissue. Serving a mysterious master, Zuccass tapped into the Cyst’s power to create an army of undead to conquer Chult.

Zuccass bestowed a fragment of the Cyst to his wight apprentice, Jaru Tasca. Her mission: to setup a secret outpost in Port Nyanzaru and turn powerful adventurers into undead lieutenants for Zuccass’s army. The wight found an entrance to forgotten catacombs beneath Old City’s ruined ziggurats and made her base within. Jaru then used the *scrying* spell to gather information and formed her plan.

Two nights ago, Jaru’s undead minions abducted Miboro Yan, the beloved owner of the Holdup, a popular Old City tavern frequented by adventurers. When the tavern owner was announced missing, the leaders of the factions put together a search party of adventurers—who subsequently walked right into the trap that Jaru laid for them. Jaru has begun a ritual to turn the would-be rescuers into mindless undead servants, shackling them to the Cyst-mote.

In need of more adventurers to complete her mission, the necromancer sent a message to the beggar prince Pock-Marked Po, knowing her teasing letter could convince him to send more heroes.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Pock-Marked Po (POE). This adventurer-turned-beggar-prince hires the adventurers to find Miboro Yan.

Miboro Yan (mee-BOW-row YAHN). This owner of the Old City tavern the Holdup was captured by Jaru Tasca.

Jaru Tasca (jah-ROO TAH-skah). This wight necromancer with a mote of the Cyst wants to turn adventurers into undead lieutenants for her master’s army.

Refuse Pit. Port Nyanzaru’s garbage dump sits in a sinkhole on the outskirts of the Old City neighborhood.

Old City Ziggurats. Old City is built around three ziggurats that crumbled long ago and have their catacombs sealed off.

ADVENTURE OVERVIEW

This adventure is divided into three parts.

Part 1. The characters visit Pock-Marked Po, who asks them to find and rescue Miboro Yan and another group of adventurers who went missing trying to save her. The beggar prince introduces them to Favin Kreeger, a criminal with information vital to the characters’ search.

Part 2. Favin’s lead takes the characters to the refuse pit outside Port Nyanzaru where they are attacked by undead and discover the entrance to the catacombs beneath Old City.

Part 3. In the catacombs, the characters face Jaru’s bone ball trap and must find a way to pinpoint the necromancer within the maze of crypts. Then they face Jaru. If they destroy the Cyst-mote, the energy within the flesh explodes, collapsing the catacombs.

UNEXPECTED MAGIC

Spells like *dimension door*, *locate object*, and *scrying* could help players overcome some obstacles more quickly than other solutions provided by the adventure. That’s great! Reward creative ideas like these with success. The characters are using spell slots and resources that another group might save for a combat encounter, so it all evens out in the end.

ADVENTURE HOOKS

The characters begin in the Old City section of Port Nyanzaru.

Thirsty for Adventure. The characters head to the Holdup seeking their next adventure or a drink and arrive to find the always-open establishment closed. A notice on the door informs them Miboro Yan is missing and there’s a reward for any who can find her. Give the players **Player Handout 1**.

Faction Messengers. Each character who is a member of a faction is approached by a colleague who hands them a letter and implores them to read it immediately. The letter bears a wax seal with the insignia of the character’s faction. The notes all say the same thing. Give the players **Player Handout 2**.

You’ll Do! The characters are passing by Executioner’s Run in Old City and can’t help but notice the cheering mob. Pock-Marked Po calls out to ask if they want to earn coin for a good deed.

OLD CITY

Port Nyanzaru’s Old City isn’t a slum or haven for thieves, but rather a community of lower-class laborers and struggling artisans in the shade of three ruined ziggurats. A collective of beggar princes, including Pock-Marked Po, unofficially runs this area of the city since the merchant princes ignore it. The Holdup is the last stop for adventurers before the jungles.

PART 1. EXECUTIONER'S RUN

Estimated Duration: 15 minutes

The adventure begins at Executioner's Run, a large pit in the middle of Port Nyanzaru's Old City. Here, convicted criminals are fed to dinosaurs and other jungle carnivores for the entertainment of the public.

A BRIEFING AND A FEEDING

A crowd of laborers four-people deep clusters around a circular low wall that crowns a stone-lined pit. Humid evening air carries jeers and body odor as you hurry toward the mob. A terrible, hungry roar echoes from the pit followed by the spectators' joyous reactions.

As you fight through the crowd, you get a look at the action below. A wailing male albino dwarf dressed in rags tumbles to and fro, narrowly avoiding the snapping jaws of a powerful bipedal dinosaur. Sweat pours down the exhausted prisoner's brow. He has no chance of defeating the beast.

Above it all sits an old, pock-faced man in a raised bamboo chair, surrounded by a small cadre of young Chultan women who tend to his every need. The stooped man spots you with his single good eye, while the milky one in his head goes its own way. He motions at you with gnarled hands to approach. "Ah, you are the answers to my prayers. Come quickly, friends. There is not much time."

While Pock-Marked Po (male Calishite **veteran**) speaks, he seems oblivious to the crowd and the **allosaurus** chasing Favin Kreeger (male **albino dwarf**) in the pit. After a brief introduction, Po gives the details of the job:

- There are rumors of more frequent undead activity around the Old City refuse pit, a sinkhole that is Port Nyanzaru's garbage dump. While undead aren't unusual near the pit (ghouls occasionally prowl the popular body-dumping site for meals) the number of sightings has increased.
- Two nights ago, Miboro Yan, the beloved owner of the adventurer-frequented Old City tavern the Holdup, never returned from taking her garbage to the refuse pit.
- Last night a six-member party assembled by the five factions began a search for Miboro at the refuse pit, and haven't been seen since. If the characters wish to know more about the adventurers who went missing (see "The Ticking Clock").
- An Order of the Gauntlet agent led the group that went to save Miboro and wielded a powerful

magical mace with an adamantine head. This adventurer is named Branzen and is a priest of Tyr.

- This afternoon, Po was given a letter in a handwriting none of his contacts recognize. Give the players **Player Handout 3**.
- After receiving the letter, Po contacted the faction leaders who sent the first party of adventurers to rescue Miboro. The factions told Po they wished to assemble another group, the characters, to make a second rescue attempt to save Miboro and the party that went missing looking for her.

ROLEPLAYING POCK-MARKED PO (POE)

The illness that nearly took Po's life ravaged his body. His face is heavily scarred, he is nearly blind in one eye, and he walks with a painful, stooped gait. His hands are gnarled and twisted and he has difficulty with fine motor functions. Because of this, he has a small cadre of young Chultan women that tend to the physical aspects of his dealings: writing, fetching and stowing ledgers, and the like.

Despite his physical deformities, he is wickedly cunning and has a sharp, silver tongue. He displays the appropriate professional courtesies in discussion and even when angry, never loses his temper.

Quote: "What secrets do you hold dear? Wager that I know what they are?"

FAVIN KREEGER

After Pock-Marked Po gives the characters the letter he received, read or paraphrase:

Pock-Marked Po meets your gaze with his good eye as you look up from the letter. "Probably wondering where I got that, eh?" The old man snaps his fingers without looking away from you. The crowd boos as two Chultan women throw a vine net on the roaring dinosaur in the pit while another lowers a rope ladder which the albino dwarf scurries up, panting and exhausted. The women drag him your way as the enraged allosaurus tears itself from the net.

The dwarf squeaks, "I'm ready to talk. Please don't send me back there!" as he is thrown to his knees at your feet.

"May I present Favin Kreeger," says an amused Pock-Marked Po. "This dwarf delivered the letter to me, but wouldn't say who it is from. Rather rude, if you ask me."

The dwarf whimpers. "I'm ready to talk now. Please. Just don't send me back in that pit!"

Favin Kreeger shares the following information with Po and the characters:

- Favin makes his living by dumping the bodies of murder victims into the refuse pit. He collects a

hefty fee from the seedier elements of Port Nyanzaru to make bodies disappear.

- He was dumping his most recent victim, a male Chultan, when a woman with pure white skin like his own, red eyes, and jet-black hair came out of a secret tunnel in the pit with a retinue of zombies. She gave Favin the letter and paid him 50 gp to deliver it to Pock-Marked Po. The mysterious robed woman told the dwarf to not say where it came from if he valued his life, and then retreated with her zombies back into the secret tunnel.
- Favin knows nothing else. If the characters ask about the body he was dumping, Favin does not know the person's identity or who paid him to do it, since his work is handled anonymously. He's paid to dump bodies, not ask questions.

Once Favin shares his tale, he begs Pock-Marked Po for mercy. The dwarf swears to change his ways, though a character succeeding on a DC 15 Wisdom (Insight) check realizes that Favin is lying. After the dwarf grovels, read or paraphrase:

The crowd hollers for the dwarf to be returned to the pit. Po raises his twisted hands, silencing the crowd as he turns to you. "This man is a criminal," the beggar prince begins. "He is no murderer, yet he colludes with their kind. Normally, I'd let the crowd determine his fate, but since you are my honored guests, I will let you decide. Does he go back into the pit, or does he walk free? You have one minute to make the choice before I decide for you."

The characters have one minute to come to a unanimous decision about Favin's fate. If a consensus is reached, Po is true to his word and honors the choice of the characters. If the characters are not all in agreement about Favin's fate at the end of one minute, he has him tossed into the pit.

If the characters let Favin live, he offers to escort them to the secret tunnel in the refuse pit (see "Finding the Catacombs" in part 2). Favin does this out of a sense of self-preservation. He does not want the snow-skinned woman to make good on her threat to him and hopes the characters end her. The dwarf is a coward and only takes the Dodge, Disengage, and Dash actions during combat.

If Favin is returned to the pit, he is torn apart by the allosaurus.

ROLEPLAYING FAVIN KREEGER (FAY-VIN KREE-GUR)

Favin Kreeger is a sniveling coward and liar. The albino dwarf is always nervous, easily intimidated, and would sell his grandmother to save his own neck or make a gold piece. He

grovels better than any kobold and whines about the most minor discomforts.

Quote: "I swear on my father's grave I didn't do anything wrong!"

WHAT'S NEXT?

Once Favin's fate is determined, Po gets down to business. Time is of the essence! He offers the characters 1,000 gp to rescue Miboro Yan and the missing adventurers or return with confirmation of their deaths.

If they haven't figured it out already, the beggar prince tells the characters that evidence points to the refuse pit as the place to begin their search for the missing people. Po warns the characters to stay alert since it seems they could be walking into a trap.

Faction Assignments. Pock-Marked Po gives each character belonging to a faction a letter from a corresponding faction leader that contains a faction assignment.

- Give **Player Handout 4** to Emerald Enclave characters. Their assignment is to destroy the mote of the Cyst.
- Give **Player Handout 5** to Harper characters. Their assignment is to recover the coded journal of Mandolin, the tabaxi Harper agent in the first party that went looking for Miboro Yan.
- Give **Player Handout 6** to Lords' Alliance characters. Their assignment is to recover the signet ring of Mercer, the human Lord's Alliance agent in the first party that went looking for Miboro Yan.
- Give **Player Handout 7** to Order of the Gauntlet characters. Their assignment is to collect a piece of the mote of the Cyst.
- Give **Player Handout 8** to Zhentarim characters. Their assignment is make sure Miboro Yan knows the Zhentarim were responsible for her rescue, if the party manages to save her.

XP AWARDS

If the characters make a decision about Favin's fate instead of leaving it to the crowd, award each 100 XP.

THE TICKING CLOCK

The characters should feel pressure to get Po's task accomplished quickly, knowing there are lives at stake. While Jaru Tasca plans to keep Miboro alive as bait, the first group of adventurers who came up against the necromancer have mere hours before they become ghosts.

Parts 2 and 3 of this adventure have sections entitled “Time Elapsed” that help determine how much time has passed in game during the adventure. The characters’ actions determine how quickly they reach the mote of the Cyst, which in turn determines how many of Jaru’s victims have been turned when they arrive.

The characters have 1 hour to reach the mote of the Cyst and save everyone. For every hour that passes after the first, one of Jaru’s victims has been transformed into a **ghast**. Choose or roll on the Jaru’s Victims table to determine which of the prisoners are undead when the characters arrive.

JARU’S VICTIMS

d6	Name	Race	Stat Block	Faction
1	Branzen	Human	Priest	Order of the Gauntlet
2	Mandolin	Tabaxi	Bard	Harpers
3	Dunlo	Dwarf	Druid	Emerald Enclave
4	Grunk	Orc	Spy	Zhentarim
5	Mercer	Human	Knight	Lord’s Alliance
6	Lily	Elf	Berserker	Zhentarim

PART 2. REFUSE PIT

Expected Duration: 45 minutes

The characters arrive at the refuse pit in the Old City of Port Nyanzaru to investigate for signs of Miboro Yan, the first group that went to find her, or the people that abducted them.

GENERAL FEATURES

The following general features pertain to the refuse pit:

Climate and Weather. It is a sticky, humid evening with a wind so light it carries the stench of garbage and no relief.

Light. A yellow full moon fills the area with bright light.

Pit. The pit is over 100 feet deep, but packed with garbage. A creature that falls into the pit hits garbage 10 feet below, lands prone, and takes 7 (2d6) piercing damage (instead of the normal damage for falling). The garbage within the pit is difficult terrain.

Any creature that enters or starts its turn in the pit must succeed on a DC 12 Constitution saving throw or it is poisoned until the start of its next turn.

Smells and Sounds. The humid air smells of festering rot, garbage, and waste. There is an occasional rustle as otyughs at the bottom of the sinkhole gorge.

A heavy full moon barely rises over the garbage and bones peeking out of the deep sinkhole on the very edge of Port Nyanzaru. The scent of decay is so strong it would churn the stomach of an ogre. It seems the refuse pit is quiet tonight, except for the occasional rustle caused by otyughs at the bottom of the pit gorging on waste.

As you move toward the pit, the top layer of garbage explodes as a pack of monsters emerges. Moaning and the creaking of undead limbs break the night's silence as hideous rotting humanoids lumber forward. One howls in defiance, pointing with an adamantite tipped mace as it charges.

CHARGE OF UNDEAD

The undead minions of Jaru Tasca attack the characters. Choose one of the following options:

- Four **ghasts** and two **spawns of Kyuss**
- Two **flameskulls** and two **spawns of Kyuss**
- One **wraith** and two **spawns of Kyuss**

One spawn of Kyuss stole and wields Brazen's *mace of smiting* (an attack option with this weapon is included in the spawn's statistics at the end of the adventure).

ADJUSTING THE ENCOUNTER

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

- **Very weak:** Choose two **ghouls** and one **spawn of Kyuss**, one **flameskull** and one **spawn of Kyuss**, or two **specters** and one **spawn of Kyuss**.
- **Weak:** Choose four **ghasts** and one **spawn of Kyuss**, two **flameskulls** and one **spawn of Kyuss**, or one **specter** and two **spawns of Kyuss**.
- **Strong or Very strong:** Choose six **ghasts** and two **spawns of Kyuss**, three **flameskulls** and two **spawns of Kyuss**, or four **specters** and three **spawns of Kyuss**.

TRICKS OF THE TRADE

Consider the following guidance:

Flameskulls. Flameskulls stay 30 feet above the characters and cast their *fireball* spells at the start of combat, centered on spellcasters and ranged opponents. They flee if their hit points are reduced to 15 or less.

Ghasts. Ghasts team up to attack one character at a time, focusing their attacks on anyone with a visible holy symbol or characters they witness using healing magic. They fight until destroyed.

Wraiths and Specters. Wraiths and specters use their ability to fly and move through objects to surprise characters by rising up from the ground when attacking. They flee when their hit points are reduced to 20 or less.

Other Undead. Spawns of Kyuss and ghouls run at the closest character and fight until destroyed.

NEAREST TEMPLE

If a character suffers from Burrowing Worm and no other character can end the effect, the nearest healer who can help is in a temple—a brisk, one minute (10 rounds) run away.

TREASURE

The spawn of Kyuss carries a *mace of smiting* stolen from Brazen. This mace is described in **Player Handout 9**.

FINDING THE CATACOMBS

The entrance to the catacombs where Jaru Tasca lairs and holds her victims is hidden in the walls of the refuse pit, buried under the trash. The following methods can be used to find the entrance:

- If Favin Kreeger is with the characters, he shows them the entrance. Favin then leaves, feeling his debt to the characters is paid.
- If the characters captured an undead with an Intelligence score of 5 or higher that understands a language one of the characters speaks, it will show the characters the entrance with a successful DC 15 Charisma (Intimidation) check gets that creature to lead the characters to the entrance.

- A successful DC 17 Wisdom (Survival) check tracks the path of the undead through the garbage to the entrance.
- Characters can search the pit for the entrance. Each character who searches for the entrance must make a DC 15 Intelligence (Investigation) check. If three characters succeed on this check, the characters find the entrance in 5 minutes. If two characters succeed on this check, it takes 1 hour to find the entrance. If one character succeeds on this check, it takes 2 hours to find the entrance. If no characters succeed on this check, it takes 3 hours to find the entrance, but it is eventually found. Creatures who search the refuse pit for 1 hour or longer must succeed on a DC 14 Constitution saving throw or gain one level of exhaustion. Creatures who fail this saving throw by 5 or more gain two levels of exhaustion. This Cyst-mote Jaru carries produces a black ichor that saps the life of living creatures and it is spread all over garbage in the pit.

PARTIES WITH THREE CHARACTERS

If the size of the party playing through this adventure includes only three characters, a single successful DC 15 Intelligence (Investigation) check finds the entrance to the catacombs in 5 minutes.

TRICKS OF THE TRADE

Consider the following guidance:

Other Skills. The characters may want to use other abilities, skills, or tools not listed to find the catacombs. If their reasoning makes sense to you, set a DC, and allow them to try. Remember to use DC 15 for a task of medium difficulty and DC 20 for a hard task.

Spells. If the characters want to cast a spell or use a magic item in a way that allows them to find the catacombs and it makes sense to you, allow them to do so.

XP AWARDS

If the characters find the entrance to the catacombs in less than an hour, award each 100 XP.

TIME ELAPSED

If the characters don't stop to rest and find the entrance to the catacombs in less than 1 hour, the time they spend here is inconsequential. If they do rest or take 1 hour or longer looking for the catacombs, write down how much time elapsed during this section of the adventure.

PART 3. ZIGGURAT CATACOMBS

Expected Duration: 60 minutes

The characters enter catacombs under an Old City ziggurat and face a trap and an unusual guardian.

GENERAL FEATURES

The following general features pertain to the catacombs:

Ceiling. Except in the chamber of the mote, the ceiling in the catacombs is 10 feet high.

Light. There are no light sources in the catacombs.

Smells and Sounds. The smell of rot and garbage is carried on sticky, humid air from the refuse pile. The halls are silent, but any sound created by the characters echoes off the walls.

Temperature. Even underground there is no relief from the sweltering heat of Chult.

Where Are We? Any dwarf character or a successful DC 15 Wisdom (Survival) check knows the catacombs are beneath one of the Old City's ziggurats. A successful DC 12 Intelligence (History) check knows the ziggurats' catacombs were sealed off years ago.

ENTRANCE HALL

SHORT ON TIME?

If you're short on time, skip this section of this part of the adventure and proceed straight to the "Catacombs Antechamber" section.

This silent stone hall reeks of copper and rot. Pictures are carved into the wall, floor, and ceiling of humans hunting each other and sacrificing victims to dark gods. A few of the carvings were shattered and are scattered along the floor.

At the center of the hall, the floor is sticky with a wide smear of blood that continues north and out a small, open doorway on the east wall.

The entrance hall to the catacombs is 10 feet wide and 90 feet long, running south to north. The characters enter at the south end of the hall through a 5-foot-square opening in the refuse pit. The exit at the north end leads to the antechamber.

BONE BALL TRAP

Simple Trap (Levels 5-10, deadly threat)

Jaru Tasca has placed a magic trap of her own devising in this area. Once this trap has been triggered, it cannot be activated again. The trap consists of a number of arcane runes—carved into the wall on either side of the hallway.

Triggering. The trap is triggered when a living creature passes beyond the runes.

Effect. When triggered, a massive sphere of humanoid bones dripping with necrotic ichor is conjured at the north end of the hall and speeds towards the south end, crashing

apart against the hall's south entrance. Creatures in the hall must make a DC 15 Dexterity saving throw. Creatures that fail take 22 (4d10) piercing damage and must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion as the necrotic ichor saps their energy. Creatures who succeed take half damage, unless they are within their movement speed of the south exit. They can choose to instead run out that exit, taking no damage.

When a character fails a saving throw against the trap, it can choose to take the brunt of the sphere's damage, running headlong into the ball in an attempt to break it to pieces. If a character chooses this option, instead of the normal effects for failing the saving throw, the character takes 44 (8d10) piercing damage and gains one level of exhaustion. After taking the damage, the character then may make a successful DC 17 Strength (Athletics) check to shatter the sphere, which results in each creature in the hall south of the character who made the check avoiding the trap entirely. If this check fails, the sphere continues rolling. Make the consequences and difficulty of this task clear to the character's player before giving the choice to take the brunt of the damage. A character who takes the brunt of the sphere's damage gains the Story Award in **Player Handout 18**.

Countermeasures. A DC 17 Wisdom (Perception) check notices that halfway down the hall (45 feet from either entrance, right where the blood smear begins) several small arcane runes are carved within the images on the walls, floor, and ceiling of humans making sacrifices. These runes do not appear in any of the other images. A character proficient with mason's tools or with the Stonecunning feature knows that while most of the carvings in the hall are ancient, the runes were made less than a month ago. A *detect magic* spell reveals the runes radiate an aura of conjuration and necromancy magic.

A successful DC 13 Intelligence (Arcana) check can deduce the runes activate some trap when a creature that is not undead passes by them. A character that succeeds on the check by 5 or more knows a creature that is not undead covered in the remains of an undead creature can pass by the runes without triggering the trap. Characters covered in the remains of an undead creature must succeed on a DC 12 Constitution saving throw or are poisoned until they remove the remains during a short rest.

The characters can use ranged attacks that don't deal necrotic, poison, or psychic damage to damage the runes and disable the trap. There are so many tiny runes that doing so takes 1 hour if done thoroughly. A character can choose to make one DC 13 Dexterity check to try to target all of the runes more quickly, which makes the process take only 10 minutes, but if the check fails, the runes are not sufficiently damaged and the trap is not disabled, though the character doesn't know that.

CATACOMBS ANTECHAMBER

After the characters pass through the north exit of the entry hall, they find themselves in the antechamber of the catacombs.

The sound of fire and the smell of smoke hits you as you pass into the long-forgotten antechamber. The crumbling ceiling of this room is supported by two rows of cobweb-festooned columns. Across the blood-speckled floor, a doorway leads into darkness. Atop a dais at the chamber's center is a table holding a jade dragonchess set. A floating, disembodied skull wreathed in green flame clicks its jaw as you enter.

"Crackle, at your service," the being states with a nod. "The catacombs are a maze. Play three games of dragonchess with me and I'll show you the way to the prisoners you seek, whether you win or not. If you beat me twice, you'll get an extra prize! If I beat you twice, I get to take something from you before I take you to the prisoners. Deal?"

Crackle, a **flameskull**, is a servant of Jaru Tasca. He has been ordered to delay the characters from reaching Jaru without killing them. If the characters attack or ignore the Crackle, the flameskull flees to Jaru (see "Navigating the Catacombs").

ROLEPLAYING CRACKLE

Crackle is a flameskull who adores board games. He speaks quickly, relishes a victory, and is respectful of an opponent when defeated. The flameskull likes to engage in mind games by humming and asking probing personal questions to get into his opponent's head. He is also a coward who runs at the first sign of a fight.

Quote: "Isn't it better to play than fight?"

DRAGONCHESS GAMES

One character can choose to play dragonchess with Crackle, but the game takes an hour (during this time the **other** characters can take a short rest). The character playing the game makes an opposed Intelligence check against Crackle (who has a +5 bonus to this check). The winner of the check wins that game. Each game takes 20 minutes. If Crackle or the character wins the first two, the third game is not played. If the character beats Crackle on a check by 5 or more, that game takes only 5 minutes. If Crackle beats the character's check by 5 or more, the game still takes 20 minutes, since Crackle draws out his moves on purpose.

Losing the Game. If Crackle wins, he produces a flask of foul-smelling black liquid (ichor produced by the Cyst-mote) from beneath the table. He insists

one of the characters must drink from the flask before leading them to Jaru. A character that drinks the liquid gains one level of exhaustion and gains the Story Award in **Player Handout 18**.

Winning the Game. If a character wins, Crackle allows the characters to keep the chess set and contents within (see "Treasure"). He then leads them to Jaru.

NAVIGATING THE CATACOMBS

The catacombs are a maze. The characters can find their way to the chamber where Jaru Tasca keeps the prisoners with any of the following methods:

- If the characters play a game of dragonchess with Crackle, he leads them to the chamber of the mote (see "Dragonchess Games").
- If the characters attack Crackle, he flees to Jaru and the prisoners with a shrieking cry. A successful DC 15 Strength (Athletics) check successfully chases Crackle to the chamber of the mote. A successful DC 15 Dexterity (Stealth) check shadows Crackle to the chamber. A character who finds the chamber once can lead the other characters to it.
- If the characters capture Crackle, a DC 15 Charisma (Intimidation) check convinces him to lead the characters to the chamber of the mote.
- Characters can follow the trail of blood that starts in the entrance hall through the catacombs to the chamber of the mote. Each character that tracks the blood must make a DC 15 Wisdom (Survival) check. If three characters succeed on this check, the characters find the chamber in 5 minutes. If two characters succeed on this check, it takes 1 hour to find the chamber. If one character succeeds on this check, it takes 2 hours to find the chamber. If no characters succeed on this check, it takes 3 hours to find the chamber, but it is eventually found. Creatures who search the catacombs for 1 hour or longer must succeed on a DC 14 Constitution saving or gain one level of exhaustion. Creatures who fail this saving throw by 5 or more gain two levels of exhaustion.

PARTIES WITH THREE CHARACTERS

If the size of the party playing through this adventure includes only three characters, a single successful DC 15 Wisdom (Survival) check finds the chamber of the mote in 5 minutes.

TRICKS OF THE TRADE

Consider the following guidance:

Other Skills. The characters may want to use other abilities, skills, or tools not listed to navigate the catacombs. If their reasoning makes sense to you, set a DC, and allow them to try. Remember to use DC 15 for a task of medium difficulty and DC 20 for a hard task.

Spells. If the characters want to cast a spell or use a magic item in a way that allows them to navigate the catacombs and it makes sense to you, allow them to do so.

XP AWARDS

If the characters find the chamber of the mote in less than an hour, award each 100 XP.

TREASURE

The dragonchess set is made of dark wood inlaid with jade and pearl, and is worth 200 gp. The dragonchess board has a lid. When the lid is opened two *potions of poison* are inside, that appear to be *potions of healing*.

TIME ELAPSED

If the characters don't stop to rest and find the chamber of the mote in less than 1 hour, the time they spend here is inconsequential. If they rest or take longer than an hour disabling the bone ball trap, playing dragonchess with Crackle, and navigating the catacombs, add the amount of time elapsed in this part of the adventure with the amount of time elapsed in part 2, "Refuse Pit," then review "The Ticking Clock" in part 1 before proceeding.

CHAMBER OF THE MOTE

The ceiling in this chamber is 30 feet high.

A pulsating hunk of rotting flesh the size of a halfling sits at the center of this room, giving off a wet heartbeat and a stench fouler than that of the refuse pit. Long tendrils reach out from the mass of flesh, wrapped around the throats of six sleeping adventurers you came to rescue. An unconscious woman—Miboro Yan from the look of her—is chained to the back wall of this crypt.

Standing behind the lump of flesh is a human-shaped creature dressed in black robes stained with gore. Her skin is pure white and her hair is jet black. Her red eyes burn. *"More lieutenants for the army of Zuccass. He shall reward me! Don't be shy. Let this mere mote of the Cyst take hold and it shall grant you immortality in undeath!"*

Jaru Tasca attacks the characters when her speech is done. Depending on how long it took the characters to find Jaru, any number of adventurer prisoners could rise and attack as **ghasts** (see "The Ticking Clock" in part 1). If 3 or fewer of the prisoners have been turned into ghasts, one **wraith** appears and aids Jaru. If none of the prisoners have been turned into ghasts, two **wraiths** appear to aid Jaru.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Change all **ghasts** to **zombies** and all **wraiths** to **ogre zombies**.
- **Weak party:** Change all **ghasts** to **ghouls** and all **wraiths** to **flameskulls**.
- **Strong party:** Increase **Jaru Tasca's** hit points to 99.
- **Very strong party:** Add a **spawn of Kyuss**.

THE MOTE OF THE CYST

While Jaru is conscious and in this chamber, the Cyst-mote pulses necrotic energy each round on initiative count 0. Creatures within 20 feet of the mote chosen by Jaru must succeed on a DC 13 Constitution saving throw or take 5 (1d10) necrotic damage and another 5 (1d10) necrotic damage to creatures with one or more levels of exhaustion. Jaru chooses to not damage Miboro or the other prisoners with the mote, since keeping them alive allows the captives to serve as bait.

The mote has AC 12, 100 hit points, and is immune to necrotic, poison, and psychic damage. If the mote is destroyed, it releases an enormous amount of necrotic energy (see "The Catacombs Collapse"). Make it clear to the characters attacking the mote that the more damage the mote takes, the more it roils and ripples with unstable magic.

Dealing any amount of damage to the mote allows a player to remove a small piece that can be handled.

SHORT ON TIME?

If you're short on time, consider having any ghasts (or ghouls or zombies) die when Jaru Tasca or the mote is destroyed, since both had a hand in creating the undead.

TRICKS OF THE TRADE

Consider the following guidance:

Jaru Tasca. Jaru begins combat by casting *greater invisibility* for a defensive advantage. She casts the *blight* and *fireball* spells on subsequent turns to destroy her enemies. The wight casts *counterspell* to save herself from harmful spells and *shield* to block attacks. She should show no mercy and fight to the death.

Ghasts. Ghasts team up to attack one character, focusing their attacks on anyone engaged in melee combat with Jaru. They fight to the death.

Wraiths. Wraiths attack any character engaged in melee combat with Jaru and fight to the death.

Other Undead. Zombies, spawns of Kyuss, and ghouls attack the closest character and fight to the death.

FREING PRISONERS

Prisoners that have become undead cannot be saved, but Miboro Yan, a **commoner**, and any living adventurer prisoners (see “The Ticking Clock” in part 1) are stable with 0 hit points. If freed and healed, the adventurers fight for the characters. Instead of running these characters yourself, you can use **Player Handouts 10 – 16** and let players run the NPCs during combat. If you feel running the NPCs is too complicated for your group, simply treat them as noncombatants that flee as soon as they are conscious and free.

The adventurer prisoners are attached to the mote and restrained via tentacles. As an action, a creature can pull a tentacle off one prisoner with a successful DC 15 Strength check. Each tentacle has AC 12, 18 hit points, and is immune to necrotic, poison, and psychic damage.

Miboro’s chains are locked. Jaru Tasca holds the key. As an action, a successful DC 15 Dexterity check with thieves’ tools picks the lock and a successful DC 18 Strength check breaks the chains. The chains have AC 19, 18 hit points, and are immune to poison and psychic damage.

ROLEPLAYING JARU TASCA (JAH-ROO TAH-SKAH)

Jaru Tasca is devoted without reservation to Zuccass, her necromancer master. She worships him and believes his vision of an entirely undead Chult will make the region a better place. Zuccass’ cause is hers and she would die before betraying her master for any reason. Simply put, Jaru is a religious fanatic and Zuccass is her god.

Quote: “It will be your honor to serve Lord Zuccass.”

DEVELOPMENT

If the characters kill Jaru Tasca, she holds the key to Miboro’s chains, a belt pouch containing gold (see

“Treasure”), and a letter she received from Zuccass (**Player Handout 17**).

Mandolin or her ghost form carries the book the Harpers want. Mercer or his ghost form wears the signet ring the Lord’s Alliance is looking for (see “What’s Next?” in Part 1, “Executioner’s Run”).

TREASURE

Jaru Tasca’s belt pouch contains 200 gp.

THE CATACOMBS COLLAPSE

If the characters destroy the mote of the Cyst, it releases an enormous shockwave of energy. Read or paraphrase:

The strange lump of flesh shrivels, releasing a wave of screaming black energy. You feel cold and terror touch the deepest part of your being as it passes through you. As the wave hits the walls and columns of the catacombs, the entire place begins to shake, pouring dust and rubble down from the ceiling with a crash. The catacombs are collapsing!

If Jaru Tasca is still alive, add:

The undead spellcaster shrieks, “You fools have denied the gift of Zuccass and shall pay! This place is now your tomb!”

Tell the characters they have until the end of the character who destroyed the mote’s next turn to prepare to run out of the catacombs. If they have people to save or items to collect from this chamber, this is their last chance to do it.

FLEEING THE COLLAPSE

At the end of the character who destroyed the mote’s turn, time has run out. The characters must flee now or get trapped in the collapse.

Characters with Strength scores less than 18 can carry one other creature out of the catacombs, but move at half their speed.

Characters with Strength scores of 18 or higher can carry one other creature out of the catacombs without a penalty, or they can carry two creatures but move at half their speed.

For the sake of figuring out who makes it out of the collapse without a problem, double the speed of creatures that can take the Dash action as a bonus action every round (such as rogues with the Cunning Action feature).

Creatures with a speed of 25 feet or more flee the catacombs with no problem and wind up in the Refuse Pit out the exit they came.

Creatures with a speed of less than 25 feet (likely due to exhaustion or carrying other creatures) must succeed on one of the following ability checks, or have some other way to escape the collapse (like casting the *teleport* spell):

- A successful DC 15 Strength (Athletics) check allows creatures to push themselves to make it out of the catacombs without being caught in the collapse. Creatures who succeed on this check gain one level of exhaustion.
- A successful DC 15 Dexterity (Acrobatics) check allows creatures to dodge and weave falling stones and it make it out of the catacombs unscathed.
- A successful DC 15 Intelligence (Investigation) check or Wisdom (Survival) check allows creatures to find a shortcut through the catacombs that gets them out safely.

Creatures that fail one of these checks are hit by falling debris as they flee, taking 22 (4d10) damage. Creatures that drop to 0 hit points and fall unconscious and begin dying as a result of this damage are restrained as they are caught in the collapse near the catacombs' exit along with any other creatures the dying creature was carrying. As an action, one creature can pull out another caught in the collapse, ending its restrained condition with a successful DC 17 Strength check. A creature must be pulled from the collapse before it can have its hit points restored.

Characters who insist on staying behind in the catacombs during the collapse to hunt for treasure or accomplish some other objective die.

If alive and able to do so, Jaru Tasca flees the collapse and finishes her battle with the characters in the refuse pit. Her minions do not make it out of the collapse alive.

XP AWARDS

For each prisoner they save from Jaru Tasca, award each character 100 XP.

CONCLUSION

If the characters die, Jaru Tasca brings them back to life as ghastr lieutenants to serve in Zuccass' army. The necromancer kills Miboro Yan and leaves Port Nyanzaru with her new retinue, ready to serve her master as he marches across Chult.

If the characters defeat Jaru Tasca, Pock-Marked Po gives them their promised reward while the

factions and Miboro Yan reward the characters for rescuing individual prisoners (see "Treasure"). In addition, Po gives the characters Jaru's letter from Zuccass (**Player Handout 17**) if they didn't find it on their own, telling them he found it on Jaru's corpse (after the collapse was cleared away, if applicable). The adventure continues in DDAL 07-07 *Rotting Roots*, Part Two of the *Rot from Within* trilogy.

TREASURE

Pock-Marked Po gives the characters 1,000 gp as their reward for defeating Jaru Tasca and adds another 50 gp if they rescued Miboro Yan. For each other prisoner the characters safely return, the factions give them 50 gp.

If Brazen lives, he tells the characters to keep his *mace of smiting* as a reward for saving his life.

REWARDS

Make sure 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 (MIN/MAX XP: 2,250/3,000 EA.)

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Flameskull	1,100
Ghast	450
Ghoul	200
Jaru Tasca	2,300
Ogre Zombie	450
Spawn of Kyuss	1,800
Specter	200
Wraith	1,800
Zombie	50

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Deciding Favin's Fate (Part 1)	100
Finding the Catacombs (Part 2)	100
Finding the Prisoners (Part 3)	100
Each Prisoner Saved (Part 4)	100

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Dragonchess Set (Part 3)	200
Jaru Tasca's Coins (Part 4)	200
Faction Rewards (Conclusion)	0 – 300
Miboro Yan's Rescue (Conclusion)	50
Po's Reward (Conclusion)	1,000

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

MACE OF SMITING

Weapon (mace), rare

The once-fine haft of this club has long-since gone to soggy rot; even the leather wrapping its pommel isn't enough to stop it from soaking through the wearer's gloves. The adamantine head of the mace is carved to resemble the giant rune *Rün* (ruin). Upon striking a construct with the mace, it unleashes a shower of gold sparks. This item can be found in **Player Handout 9**.

POTION OF POISON

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

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

Necromance-me. Characters who chose to take the brunt of the bone sphere's damage or drink Crackle's potion of black ichor in Part 3 become more resistant to the effects of the Cyst thanks to their exposure to its necrotic ichor. More information can be found in **Player Handout 18**.

PLAYER REWARDS

For completing this mission, the characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG). In addition, characters have the opportunity to earn additional renown as follows:

Members of the Emerald Enclave that helped destroy the mote of the Cyst earn **one additional renown point**.

Members of the Harpers that helped save Mandolin or recover her journal earn **one additional renown point**.

Members of the Lord's Alliance that helped save Mercer or recover his signet ring earn **one additional renown point**.

Members of the Order of the Gauntlet that helped recover a piece of the mote of the Cyst earn **one additional renown point**.

Members of the Zhentarim that helped save Miboro Yan and made a point of speaking to her

about the Zhentarim's involvement in her rescue
earn **one additional renown point**.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Crackle. Crackle is a flameskull created by and loyal to Jaru Tasca. He loves board games, but is a coward when it comes to his own safety. The flameskull attempts to delay the characters from finding Jaru Tasca's lair with a game of dragonchess.

Jaru Tasca (jah-ROO TAH-skah). This wight is a devoted disciple and apprentice of the aarakocra necromancer Zuccass. As her master gathers an army of undead in Chult's jungles, Jaru heads for Port Nyanzaru with the mote of the Cyst to turn the city's adventurers into ghastr lieutenants for the rotting infantry. Jaru captures Miboro Yan to bait adventurers into her lair.

Miboro Yan (mee-BOW-row YAHN). Miboro is the owner of the Holdup, an Old City tavern in Port Nyanzaru. Adventurers frequent the Holdup and adore Miboro. She is held captive by Jaru Tasca.

Pock-Marked Po (POE). Pock-Marked Po is a beggar prince of Port Nyanzaru's Old City who hires the characters to find Miboro Yan. The illness that nearly took Po's life ravaged his body. His face is heavily scarred, he is nearly blind in one eye, and he walks with a painful, stooped gait. Despite his physical deformities, he is wickedly cunning and has a sharp, silver tongue.

Zuccass (ZUK kahs). Zuccass is a necromancer raising an undead army in Chult's jungles for a mysterious purpose. He does not appear in this adventure, but is referenced several times and Jaru Tasca is his apprentice.

APPENDIX. MONSTER/NPC STATISTICS.

ALBINO DWARF

Medium humanoid (dwarf), any alignment

Armor Class 13 (hide armor)

Hit Points 30 (4d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	17 (+3)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +3, Survival +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish

Challenge 1/4 (50 XP)

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

ACTIONS

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

ALLOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages –

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

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

ACTIONS

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOU

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

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

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

JARU TASCA

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	17 (+3)	13 (+1)	15 (+2)

Saving Throws Int +6, Wis +4

Skills Arcana +6, Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Aarakocra, Chultan, Common, Elvish

Challenge 6 (2,300 XP)

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

Cantrips (at will): *chill touch, fire bolt, light, mage hand*
1st level (4 slots): *detect magic, mage armor, ray of sickness, shield*
2nd level (3 slots): *misty step, ray of enfeeblement*
3rd level (3 slots): *animate dead, counterspell, fireball*
4th level (3 slots): *blight, greater invisibility*
5th level (1 slot): *cloudkill*

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

ACTIONS

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

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

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Giant and Common but can't speak

Challenge 2 (450 XP)

ACTIONS

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

SPAWN OF KYUSS

Medium undead, chaotic evil

Armor Class 10

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+11)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

ACTIONS

Multiattack. The spawn of Kyuss makes two attacks with its claws or *mace of smiting* and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Mace of Smiting. *Melee Weapon Attack.* +7 to hit or +9 to hit constructs, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage or 9 (1d6 + 6) bludgeoning damage against a construct. When the spawn of Kyuss rolls a 20 on an attack rolls made with this weapon, the target takes an extra 2d6 bludgeoning damage, or an extra 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the 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.

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.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

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

ACTIONS

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

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

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

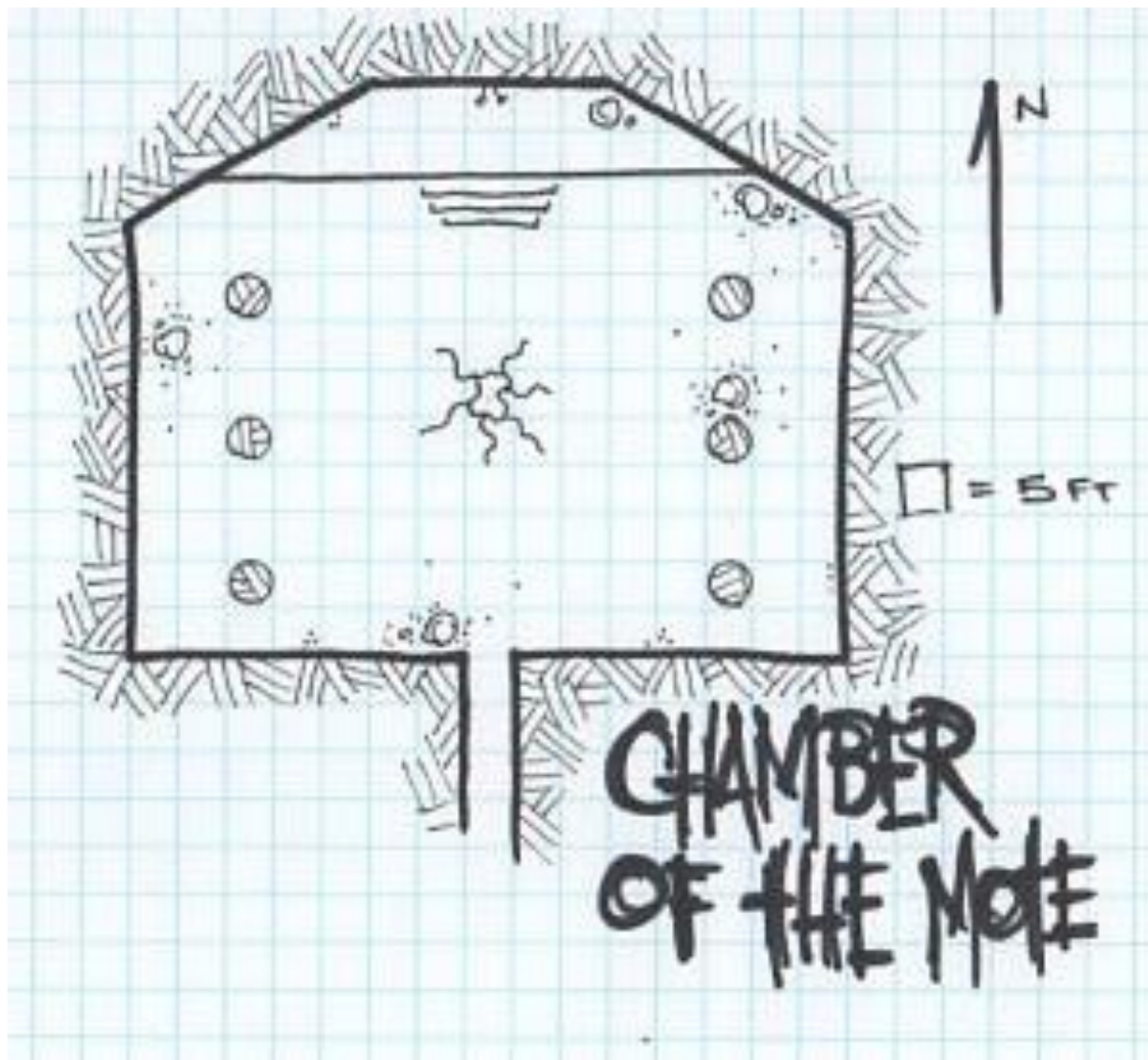
ACTIONS

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

APPENDIX. CATACOMBS ENTRANCE HALL MAP



APPENDIX. CHAMBER OF THE MOTE MAP



PLAYER HANDOUT 1. HOLDUP NOTICE

*The Holdup is closed until further notice
due to the sudden disappearance of our
beloved Miboro Yan.*

*Those wishing to earn coin, saves lives,
and, most importantly, get drunk in this
establishment again, please seek Pock-
Marked Po at Executioner's Run
immediately.*

Time is of the essence.

PLAYER HANDOUT 2. LETTER FROM FACTIONS

Friend,

*Allies of ours are in dire need of immediate assistance.
There are lives to be saved and coin to be made tonight.
Seek Pock-Marked Po at Executioner's Run at once for
more information.*

Thank you for your aid. May the gods watch over you.

PLAYER HANDOUT 3. LETTER TO POCK-MARKED PO

Po,

You don't know me, yet I know you. Time runs short for Miboro, Branzen, Mandolin, Dunlo, Mercer, Lily, and Grunk, but you might still save at least some... if you find them before tomorrow.

-A friend

PLAYER HANDOUT 4. EMERALD ENCLAVE LETTER

Fellow Warden,

Something dark and corrupt is empowering the undead in the Old City of Port Nyanzaru. We think this source of necrotic power may be tied to the people who have gone missing. If you come across this foul, unnatural magic during your search for Miboro Yan, end it.



PLAYER HANDOUT 5. HARPER LETTER

To Our Ally,

We thank you for the dangerous mission you are about to undertake. Should you not be able to rescue our tabaxi agent, Mandolin, please be sure to recover her black leather-bound journal. Inside are many encoded secrets we wish returned. Mandolin is among those you are charged with rescuing.



PLAYER HANDOUT 6. LORD'S ALLIANCE LETTER

Hail and Well-Met Associate,

We know of the mission you undertake. It is imperative that if our man Mercer, who is among the captives you are charged with saving, does not make it out alive, you recover his signet ring, so we might send it to his husband and adopted children back in Waterdeep. It is a strong symbol of their house and bares the family's crest – an M emblazoned over a boar's head.



PLAYER HANDOUT 7. ORDER OF THE GAUNTLET LETTER

To A Fellow Champion of Justice,

As you know, we are close to eliminating the threat of undead on Chult. Our victory is now threatened by some odd power source that can strengthen these abominations. We believe one such power source to be located here in the Old City of Port Nyanzaru close to the Refuse Pit. We ask that should you come across any object of necrotic power during you mission, you bring a piece of it back to us.



PLAYER HANDOUT 8. ZHENTARIM LETTER

To Our Valued Asset,

Miboro Yan will help our position within Port Nyanzaru. She is the well-respected owner of an important tavern in the Old City. Should you rescue her, make sure she knows the Zhentarim were involved in the operation. In fact, let her believe we organized her rescue. It would be nice to have her gratitude.



PLAYER HANDOUT 9. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

MACE OF SMITING

Weapon (mace), rare

You gain a +1 bonus to attack and damage Rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 bludgeoning damage, or an extra 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

The once-fine haft of this club has long-since gone to soggy rot; even the leather wrapping its pommel isn't enough to stop it from soaking through the wearer's gloves. The adamantine head of the mace is carved to resemble the giant rune *Rün* (ruin). Upon striking a construct with the mace, it unleashes a shower of gold sparks.

This item can be found in the *Dungeon Master's Guide*.

PLAYER HANDOUT 10. ORDER OF THE GAUNTLET ALLY

BRANZEN

Medium humanoid (human), neutral good

Armor Class 10

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Elvish

Challenge 2 (450 XP)

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

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Unarmed. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

PLAYER HANDOUT 11. HARPER ALLY MANDOLIN

Medium humanoid (tabaxi), chaotic good

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages Chultan, Common

Challenge 2 (450 XP)

Spellcasting. Mandolin is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Feline Agility. When Mandolin moves on her turn in combat, she can double her speed until the end of the turn. Once Mandolin uses this trait, she can't use it again until she moves 0 feet on one of her turns.

Song of Rest. Mandolin can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Mandolin can confer this benefit on herself as well.

Taunt (2/Day). Mandolin can use a bonus action on her turn to target one creature within 30 feet of her. If the target can hear Mandolin, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Mandolin's next turn.

ACTIONS

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

PLAYER HANDOUT 12. EMERALD ENCLAVE ALLY

DUNLO

Medium humanoid (dwarf), neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Dwarvish

Challenge 2 (450 XP)

Dwarven Resilience. Dunlo has advantage on saving throws against poison.

Spellcasting. Dunlo is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Unarmed. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

PLAYER HANDOUT 13. ZHENTARIM ALLY

GRUNK

Medium humanoid (half-orc), chaotic neutral

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Intimidation +5, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Orc

Challenge 1 (200 XP)

Cunning Action. On each of his turns, Grunk can use a bonus action to take the Dash, Disengage, or Hide action.

Relentless Endurance (1/Long Rest). When Grunk is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Savage Attacks. When Grunk scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Sneak Attack (1/Turn). Grunk 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 Grunk that isn't incapacitated and Grunk doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Grunk makes two melee attacks.

Unarmed. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

PLAYER HANDOUT 14. LORD'S ALLIANCE ALLY

MERCER

Medium humanoid (human), lawful neutral

Armor Class 10

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Brave. Mercer has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Mercer makes two melee attacks.

Unarmed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Mercer can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Mercer. A creature can benefit from only one Leadership die at a time. This effect ends if Mercer is incapacitated.

REACTIONS

Parry. Mercer adds 2 to his AC against one melee attack that would hit him. To do so, Mercer must see the attacker and be wielding a melee weapon.

PLAYER HANDOUT 15. ZHENTARIM ALLY

BERSERKER

Medium humanoid (elf), any chaotic good

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 2 (450 XP)

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

Naturally Stealthy. Lily can attempt to hide even when she is obscured only by light weather or environmental concealment.

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

ACTIONS

Unarmed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

PLAYER HANDOUT 16. NPC ALLY MIBORO YAN

COMMONER

Medium humanoid (human), neutral

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Chultan, Common

Challenge 0 (10 XP)

ACTIONS

Unarmed. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

PLAYER HANDOUT 17

My Devoted Jaru,

This is your final test as my apprentice. Take two pieces of the Cyst and head to Port Nyanzaru. Along the way, leave one near the village of the Tribe of the Falling Feather on the Mistcliff. It will transform whoever may happen by into undead and destroy their betraying hearts.

Port Nyanzaru has become flooded with powerful adventurers of late. Set a trap for them and use the other mote of the Cyst to turn these so-called heroes into undead lieutenants for my growing army.

We shall take Chult from the living.

-Zuccass

PLAYER HANDOUT 18. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

NECROMANCE-ME

You took the brunt of the bone ball's effects to save your fellow adventurers or you drank necrotic ichor after losing a chess match with the flameskull Crackle in DDAL 07-06 *Fester and Burn*. The necrotic ichor that coated the ball came from the Cyst and your body has built up a resistance to its effects. You have advantage on saving throws against harmful effects of the mote of the Cyst or the Cyst itself. You lose this story award after completing DDAL 07-08 *Putting the Dead to Rest*.