

Vecna: Eve of Ruin

The Race for the Rod

A Campaign Companion for Restructuring Kas, the Rod of Seven Parts, and the End of Reality



Design and Writing: Craig Wells
For use with the official Vecna: Eve of Ruin adventure.

Credits & Acknowledgments

This companion draws on the foundational community work of DM Carlos, whose [Vecna: Eve of Ruin Remixed document](#) helped establish Kas as a visible, reactive antagonist rather than a concealed late-campaign reveal.

Development assistance included iterative use of AI tools, including Claude and ChatGPT, for drafting, restructuring, editing, and consistency review. Final design decisions, campaign structure, and release responsibility are the author's.

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Preface

This remix was designed by a DM running Vecna: Eve of Ruin directly after completing Curse of Strahd. However, the vast majority of the campaign works identically for parties with no CoS history. This section tells you exactly what changes, what you can ignore, and what context a standalone party needs.

Curse of Strahd Bridge

Chapter 0

Chapter 0 was designed as a CoS-to-VEOR bridge. One of its six scenes (C0-D-01) is CoS-specific and should be skipped or replaced for standalone parties. The remaining five scenes work for any party and establish Neverwinter as a setting before the main campaign begins. If you are running VEOR as a standalone campaign and want a low-stakes introductory session, use scenes 2 through 6 and establish the party's arrival in Neverwinter by whatever means fits your campaign. Chapter 0 can also be skipped entirely without affecting the main campaign's structure.

Chapter 5

Chapter 5 takes place in an Echo Domain: a crystallized snapshot of Barovia pulled into existence by Vecna's ritual. For CoS parties, the Echo Domain is the world they saved, given temporary and wrong physical form. For standalone parties, it is a Shadowfell echo of a cursed land they have never been to, drawn from Vecna's own memory. Both framings produce the same mechanical chapter. The emotional resonance is different but the design is identical.

One NPC in Chapter 5 has a CoS origin. A Priest of Osybus with ties to the Amber Temple appears among the cult members in Death House. For standalone parties, treat him as a Priest who has been operating on the material plane rather than in Barovia specifically. His role in the chapter is unchanged.

The Rose and Thorn memory constructs in Chapter 5 are echoes from Vecna's memory of Barovia, not the party's. Standalone parties should treat them as ghostly children encountered in the entry of Death House whose story is available through investigation rather than prior knowledge.

Mordenkainen

Mordenkainen joins the Wizards Three in Chapter 2 as a trusted ally who has worked with Alustriel before. For CoS parties, the party has an established relationship with him from their time in Barovia; his presence in the Sanctum is a reunion. For standalone parties, he is introduced fresh: a powerful archmage and longtime associate of the Wizards Three, present because the stakes are high enough to warrant his involvement. His role in the campaign, particularly the Chapter 9 revelation that he is genuine rather than an impostor, works identically in both cases.

Everything Else

Every other chapter in this remix is fully standalone. The Race Condition, the Kas antagonist framework, the Rod of Seven Parts, the Tiamat compact, the Malaina arc, and the Chapter 11 endgame all require no prior CoS knowledge to run or understand. If you are a standalone DM who has read this far: everything else in this document was written for you.

Introduction

What This Document Is

This is a chapter-by-chapter remix guide for *Vecna: Eve of Ruin*, the 2024 Dungeons & Dragons adventure for characters of 10th through 20th level. It is not a standalone product. You need a copy of the official adventure to use it; this document assumes you have read it and are familiar with its structure, locations, and NPCs.

What it offers is a comprehensive set of design changes that address structural weaknesses in the original adventure by introducing a dynamic campaign-wide antagonist framework, and transforming the official adventure's eleven chapters into a coherent, escalating narrative with a single villain whose presence is felt from the first session to the last.

Every deviation from the official text includes a rationale. The goal is not to tell you that the official adventure is wrong. It is to give you the tools to understand *why* specific changes were made, so you can apply them with confidence and adapt them to your own table.

What's Broken in the Official Adventure

Vecna: Eve of Ruin has a genuinely compelling premise: the world's most dangerous villain is attempting to unmake the multiverse, and a small group of adventurers are the only people positioned to stop him. The problem is the execution.

The threat is abstract. In the official adventure, Vecna is in the process of gathering powerful secrets, extracting energy from them to fuel a Ritual of Remaking he has not yet cast. The secrets-gathering phase produces no visible pressure at the table. The Power of Secrets mechanic, which represents this accumulation, functions as a resource tax in Chapter 11 rather than a felt campaign-wide threat.

The party has no competition. The rod hunt, retrieving seven pieces of the Rod of Seven Parts across eight chapters, is structured as an uncontested scavenger hunt. There is no persistent antagonist racing the party for the pieces. Each chapter is visited, each piece is retrieved, and the party moves on. Without competition, there are no stakes beyond the local encounter.

The quest-givers are omniscient. The Wizards Three, Alustriel, Tasha, and Mordenkainen, present the party with both the problem and the solution in the same conversation. They know what the Rod is, they know where the first piece is, and they hand the party a world-saving quest as strangers. There is no sense of discovery, no player agency in identifying the solution, and no narrative reason why three of the multiverse's most powerful archmages need a band of adventurers to run their errands.

Kas is invisible for eight chapters. The adventure's primary villain spends Chapters 2 through 9 disguised as Mordenkainen inside the Sanctum. His goals, his faction, and his threat are withheld until a single reveal scene. The result is eight chapters of play with no

meaningful antagonist presence, and a twist that requires the DM to sustain a performance across most of the campaign.

The central betrayal lacks emotional weight. The “Mordenkainen is actually Kas” reveal lands as a plot twist rather than a betrayal, because the party has no real relationship with Mordenkainen. Betrayal requires trust. Trust requires time.

This remix addresses each of these problems directly.

The Ticking Clock

In this remix, Vecna’s ritual has already begun. The secrets-gathering phase is complete. The Ritual of Remaking is active, and the multiverse is responding.

Reality glitches manifest throughout the campaign: skies flickering between states, geography shifting between visits, memories that contradict themselves, creatures behaving as though time is moving wrong. These disturbances are not random. They are the visible edge of Vecna’s ritual bleeding through the planar fabric, and they escalate as the campaign progresses. Players who pay attention will notice that the world is getting worse.

This reframe does two things. First, it gives Vecna a presence in every chapter without requiring him to appear; the environment is his signature. Second, it answers a question the official adventure never addresses: if the Ritual of Remaking is so catastrophic, why isn’t anything visibly wrong yet? In this remix, something is visibly wrong. It has been since Chapter 1.

When Vecna’s ritual began, Alustriel, Mordenkainen, and Tasha recognised that no conventional magic could stop it directly. With the blessing of Mystra, goddess of magic, the three archmages wove a modified Wish Spell into a metaphysical dam erected against Vecna’s ritual, channeling Mystra’s divine authority to hold back the full tide of his reality-warping magic. This is why the glitches are distressing but survivable. Without the Wish Spell dam, they would not be. Maintaining it requires the continuous, unbroken concentration of all three archmages simultaneously. None of them can leave the Sanctum. None of them can act in the field. The most powerful mortal spellcasters in the multiverse are pinned in place by the one spell powerful enough to counter Vecna’s ritual, which is precisely why they need the party.

The Race for the Rod

The campaign’s central structural change is the introduction of a Race Condition.

Kas the Betrayer is not hiding in the Sanctum. He is operating from Tovag, his Domain of Dread, directing a remote faction that is pursuing the same Rod pieces the party is seeking. Every chapter from 2 through 8 features a Kas-aligned lieutenant, strike team, or

embedded agent who is already at the Rod piece location when the party arrives, or who arrives while the party is there.

The race is not even. The party will always win. But Kas's presence at every location transforms each chapter from a retrieval mission into a competition with genuine stakes, and his repeated failures accumulate into a pattern that makes his final, desperate gambit, the invasion of the Sanctum in Chapter 9, feel inevitable rather than arbitrary.

Importantly, the race is structurally predetermined. Kas cannot attune to the Rod of Seven Parts. His failure is guaranteed regardless of how many pieces his forces acquire. The Dark Powers are aware of this and find it a satisfying arrangement. A man who has built an entire campaign around acquiring an instrument that will never answer to him is a man who has already lost. He simply does not know it yet.

This irony is the campaign's structural spine. Kas is a compelling antagonist not because he might win, but because he cannot stop trying.

Kas as a Legible Villain

A well-designed villain has a thesis, a defining characteristic that accumulates meaning across the campaign and becomes legible to players through repeated expression.

Kas's thesis is betrayal. Not as a tactic, but as a character truth. He betrayed Vecna, the being who made him what he is. He betrayed Malaina van Talstiv, the woman who gave him her loyalty willingly and received a broken promise in return. He betrayed Windfall, a genuine love he abandoned the moment she ceased to be useful. He has spent centuries weaponising trust, finding people who commit fully, and discarding them when the commitment is no longer convenient.

By Chapter 8, players should be able to articulate this pattern without being told it. The evidence is in the play: Kas's agents in Chapters 2 through 7 are expendable. Windfall is abandoned in Chapter 8, in front of the party, with cold efficiency. Malaina's compulsion, accepted voluntarily, promised to be temporary, never released, becomes the campaign's emotional climax in Chapter 9.

The betrayal that matters is not the invasion of the Sanctum. It is the realisation that Kas has been doing this for centuries, and that Malaina has been living with it for the entire campaign.

A Note on Curse of Strahd

This remix was developed as a direct sequel to Curse of Strahd. If you are running VEOR as a standalone campaign, see "Preface" below for guidance on which chapters have CoS-specific content and how to handle it. The short answer is that very little changes.

If you are running *Vecna: Eve of Ruin* as a standalone campaign, the CoS integration is optional. The section below, "Preface," covers the relevant guidance for both standalone

parties and DMs arriving from Barovia. Chapter 0 can be modified or skipped entirely without affecting the main campaign's structure. Mordenkainen's role in the Sanctum works whether or not the party has a prior history with him. The changes to his character described in Chapter 2 stand on their own.

How to Use This Document

Each chapter section follows a consistent structure:

Chapter Overview: the key design changes and their purpose in 2-3 sentences.

Key Deviations: the substantive changes with design rationale. Read these before running the chapter.

Revised Room Keys: full location entries where changed from the official text. Use these in place of the official entries, not alongside them.

NPC Notes: roleplaying guidance for chapter-specific characters. Brief introductions for NPCs who first appear here; full entries are in Appendix A.

Scene Design: lighting, atmosphere, and pacing notes for key moments.

The **Key Deviations** section is the most important. It explains not just what changed but why, so you can make informed decisions about which changes to adopt, which to adapt, and which to set aside for your table. Read-aloud text, prepared dialogue, and session-pacing plans are intentionally not included; those decisions belong to the DM running the material.

This document is the prose layer of a larger design effort. The underlying source is a tracking spreadsheet, the **VEOR Campaign Truth document**, which contains every deviation in its original schema (Canon Statement, Deviation, Reason, Impact, Cross-References) along with the complete NPC roster, location index, and campaign-arc-level design decisions. The spreadsheet is the canonical source for the ID system used throughout this document and includes granular detail that is not surfaced in the prose. DMs who want to filter by a single thread (every Malaina reference, every Race Condition deployment, every NPC with a secret reveal trigger) will find the spreadsheet more useful for that purpose than this document. The Canon Statement / Deviation / Reason / Impact schema is also offered as a reference template for DMs doing their own remix work on this or other adventures. The spreadsheet was the working document behind this remix's development and reflects that origin in places; it is not a polished companion product. It is available at [VEOR_Campaign_Truth_Final.xlsx](#).

Credits & Acknowledgments

This remix draws on the foundational design work of **DM Carlos**, whose *Vecna: Eve of Ruin Remixed* document was an early influence and starting point, particularly his core insight

that Kas should function as a visible, reactive antagonist from the campaign's opening rather than a concealed one. His document is shared freely with the community and is worth reading alongside this one. You can find it here:

<https://www.patreon.com/posts/remix-vecna-eve-104155826>

The official *Vecna: Eve of Ruin* adventure is the work of Wizards of the Coast. This document is a fan supplement that assumes ownership of the official product and is intended for personal, non-commercial use.

Development assistance included iterative use of AI tools, including Claude and ChatGPT, for drafting, restructuring, editing, and consistency review. Final design decisions, campaign structure, and release responsibility are the author's.

Campaign-Wide Changes →

Campaign-Wide Changes

The changes in this section apply across the entire campaign. They are not chapter-specific. Read this section before running Chapter 0 and keep it in mind throughout.

How to Read This Document's References

Throughout this document, NPCs, locations, and design decisions are referenced using a consistent ID system drawn from the campaign's master tracking document. You do not need to use or maintain this system yourself; it is here so that cross-references in the text are unambiguous. Here is what each ID type means:

CA-## (Campaign Arc): A campaign-wide design decision that affects multiple chapters. For example, CA-05 is the Race Condition. When a chapter entry references a CA ID, it is flagging a connection to one of the eight campaign-wide changes described in this section.

C#-D-## (Chapter Deviation): A specific design change within a single chapter. The number before the D identifies the chapter; the number after identifies the individual change. C8-D-12, for example, is the twelfth deviation in Chapter 8. When text references one of these, it is pointing to a specific room key, encounter, or NPC beat described elsewhere in that chapter's section.

NPC-### (NPC ID): A unique identifier for a named NPC. These IDs appear in the Global NPC Roster below and in Appendix A, where every named NPC in the campaign has a full entry. When a chapter section references an NPC by ID, the full description is in Appendix A.

M-C##-###-R## (Location ID): A unique identifier for a specific location or room. The format is chapter number, map number, and room number. M-C08-041-N5, for example, is the fifth room on map 4.1 in Chapter 8. Location IDs appear primarily in room key entries and are useful for cross-referencing between the map and the text.

H-C##-## (Handout ID): A unique identifier for a player-facing handout. The first number identifies the chapter; the second identifies the handout within that chapter. H-C07-03, for example, is the third handout in Chapter 7. Handout text appears in full at the end of each chapter section that contains one.

You will encounter these IDs most often in the Key Deviations sections of each chapter, where cross-references between related decisions are noted for DMs who want to trace a design thread across chapters.

The ID system used throughout this document originates in the **VEOR Campaign Truth spreadsheet**, available at [VEOR_Campaign_Truth_Final.xlsx](#). The spreadsheet contains the canonical entries for every Campaign Arc decision, Chapter Deviation, NPC, Location, and Handout referenced here, along with cross-references and design rationale at a level of granularity not reproduced in this document. DMs who want to trace an ID directly to its source entry, or who want to filter the campaign by a single dimension (faction, chapter,

character arc), should consult it alongside this document. It is a working document rather than a polished companion product, and reflects that origin in places.

The Race Condition

Every Rod piece location is a target for two factions simultaneously: the party and Kas the Betrayer's remote strike force. Chapters 2 through 8 each feature a Kas-aligned lieutenant, strike team, or embedded agent pursuing the same piece the party is seeking. The Race Condition is not a secret. It is established explicitly in Chapter 2 and visible to players from that point forward.

The race is structurally uneven. The party will always retrieve the piece. Kas's forces exist to complicate the retrieval, raise the stakes, and make each victory feel earned rather than inevitable. They are not there to win.

What makes the Race Condition work narratively is that Kas's repeated failures are not accidents. He cannot attune to the Rod of Seven Parts. Regardless of how many pieces his forces acquire, the Rod will never answer to him. The Dark Powers know this. They arranged his release from Tovag partly because watching a man pursue an instrument of power that is constitutionally unavailable to him produces a particular kind of suffering they find satisfying. This irony pays off explicitly in Chapter 10, when the assembled, party-attuned Rod becomes the mechanism of Kas's return to his prison.

As DM, you should track the escalating sophistication of Kas's deployments across chapters. Chapter 2 sends a lone vampire warrior. Chapter 3 inserts a changeling spy. Chapter 4 deploys an organized warforged commander with undead constructs. Chapter 5 embeds a vampire spawn lieutenant inside an enemy faction. By Chapter 8, Kas is operating a years-long deep cover operation. This escalation is intentional. A player who pays attention should be able to describe Kas's tactical evolution by the end of the campaign, even before meeting him directly.

Vecna's Reality Glitches

Vecna's ritual has already begun. The multiverse is responding.

Reality glitches manifest in every chapter from Chapter 1 onward, scaling in severity as the campaign progresses. These are not random encounters or set dressing. They are the consistent environmental signature of Vecna's ritual bleeding through the planar fabric, and they should feel wrong in a specific, recognizable way: the same kind of wrongness, getting worse.

Examples of glitch expressions at different severity levels:

Early campaign (Chapters 1-4): Minor perceptual distortions. A sky that flickers between night and day for a moment. A street vendor selling food that is simultaneously fresh and

rotten. A brief echo of a conversation that has not happened yet. NPCs who walk an incorrect direction for a few steps before correcting.

Mid campaign (Chapters 5-7): Structural instability. A room that briefly has a different floor plan than it did a moment ago. Creatures that blink out of existence for a round. Written text that changes language mid-sentence. Memories of events that did not occur, vivid and brief.

Late campaign (Chapters 8-11): Reality fractures. Locations overlapping with versions of themselves from other timelines. NPCs speaking in voices that are not theirs. The sky wrong in ways that are difficult to describe. The party's own memories becoming unreliable.

The Wish Spell dam maintained by the Wizards Three is the only reason these effects are distressing rather than catastrophic.

The Wizards Three and the Anchor

Alustriel Silverhand, Tasha, and Mordenkainen are three of the most powerful mortal spellcasters in the multiverse. They cannot accompany the party. They cannot act in the field. They cannot leave the Sanctum.

The reason is the Anchor: a modified Wish Spell woven with the blessing of Mystra, erected as a metaphysical dam against Vecna's active ritual. Maintaining it requires the continuous, unbroken concentration of all three archmages. If any one of them breaks concentration or leaves the Sanctum, the dam fails and the reality glitches become catastrophic. The Wizards Three are fully aware of this and accept it. The party is their only option.

This constraint is important to play consistently. The Wizards Three are not withholding their power out of arrogance or politics. They are genuinely pinned. When players ask why Alustriel doesn't simply accompany them to Avernus or Pandemonium, the answer is clear: she cannot. None of them can. The moment any one of them stops channeling the Anchor, the multiverse gets significantly worse.

The Sanctum functions as the campaign's operational base. The Wizards Three provide intelligence, research Rod piece locations, offer strategic counsel, and identify the planar destinations for each chapter. They are invested allies operating under a severe structural constraint, not detached quest-givers.

Alustriel Silverhand is the Sanctum's leader and the emotional center of the Wizards Three. She is warm, measured, and carries the weight of knowing that the world's fate rests on people she cannot protect directly. Her relationship with Malaina is the campaign's most significant personal thread, and her reaction to the Chapter 9 betrayal should be played with full emotional weight.

Tasha is a legendary archmage and demonologist from Oerth. She is skeptical, occasionally cruel in her humor, and deeply knowledgeable about the Abyss and its inhabitants. She was

the last of the three to accept the party's involvement and remains the most likely to express doubt. Her expertise in demonic entities is directly relevant in Chapters 9 and 10.

Mordenkainen is the genuine article. He is not Kas in disguise. He is the archmage of Oerth who the party rescued from Barovia and his madness during the Curse of Strahd campaign, and his presence in the Sanctum is a direct consequence of that history. He acts as the party's advocate within the Wizards Three, providing credibility the party has not yet earned with Alustriel and Tasha. His independent expertise in the Rod of Seven Parts is real; when the party raises the Rod as a solution in Chapter 2, Mordenkainen recognizes its significance and his endorsement carries genuine weight.

Malaina van Talstiv

Malaina van Talstiv is Alustriel's wife and a trusted presence in the Sanctum from Chapter 2 onward. She is a retired adventurer, a master assassin, and by every visible measure a genuine ally. Her warmth toward the party is real. Her love for Alustriel is real. Her assistance across Chapters 3 through 8 is given without performance or calculation.

She is also bound to Kas the Betrayer by a magical compulsion she accepted years ago, voluntarily, out of genuine love and loyalty for someone she believed she understood. Kas promised the compulsion was temporary. He never released her. The compulsion does not prevent her from living her life; it prevents her from fully disclosing her situation and requires her compliance when Kas activates it.

She has been living with this for the entire campaign.

Her role across Chapters 3 through 8 is to be exactly what she appears to be: helpful, capable, and genuinely invested in the party's success. Do not play her as guarded or evasive. Do not hint at a secret. The betrayal in Chapter 9 should recontextualize the warmth, not contradict it. The question the players should be left asking is not "how did we miss the signs?" but "how did she carry this alone for so long?"

The only tell is subtle and optional: a quality of stillness in unguarded moments, a beat of quiet when someone mentions Kas or asks about her past, gone before it can be read clearly. It is available to perceptive players who are looking for it. It is not legible as a red flag to players who are not.

Her arc resolves in Chapter 9. The full detail is in that chapter's section. What matters here is that her presence across the campaign is the investment the betrayal will spend, and she needs to earn that investment genuinely.

The Rod of Seven Parts

The Rod of Seven Parts consists of exactly seven pieces. Neither the party nor Kas possesses any pieces at the start of the campaign. Chapters 2 through 8 each contain one piece; the party acquires all seven.

Each piece grants its wielder a specific spell ability drawn from official D&D lore. These powers are cumulative as pieces are added. The full assembled Rod, attuned to the party through the Chapter 9 assembly ritual, is what enables the Chapter 10 confrontation with Kas and the Channel the Law mechanic against Vecna in Chapter 11.

The Rod's nature and powers are not altered from official content, save for two mechanics introduced in Chapters 10 and 11 that are described in those chapters' sections.

The pieces were not scattered randomly. Each Rod piece ended up with a faction that recognized and exploited its specific magical property. This is one of the remix's core design principles and one of its most important DM-facing ideas: the rod hunt is not a scavenger hunt across seven unrelated locations. It is archaeology. The party is uncovering how Law-aligned magic was put to use across the multiverse by factions that understood what they had.

Piece	Spell	Chapter	Location	Why That Faction Had It
First	Commune	2	Web's Edge, Toril	The Lolth cult used it as a direct divine connection to their goddess. Ker-arach channeled it to answer questions posed to Lolth directly.
Second	Arcane Gate	3	Lambent Zenith, Astral Sea	Captain Inda harnessed its portal magic to power the ship's astral travel. Embedded in the Prow; driven into Havock's Heart on impact, restarting the Dead God's immune system.
Third	Reverse Gravity	4	Landro, the Mournland	Powers Landro's Graymatter Engine (his cognitive brain) and the anti-gravity traversal fields that allow movement through his legs and torso. Without it, he is inert.
Fourth	Regenerate	5	Death House, Barovia	The Priests of Osybus used it as the ritual focus for Strahd's resurrection. Regenerate's flesh-restoring property is the closest analog to resurrection magic outside divine intervention.
Fifth	Find the Path	6	Three Moons Vault, Krynn	Teremini acquired it in service of Lord Soth's ambition: finding a path through the supernatural imprisonment of his curse.
Sixth	Mirage Arcane	7	Tomb of Wayward Souls, Oerth	Acererak used its reality-warping properties to construct the Tomb as a stable pocket demiplane.

Piece	Spell	Chapter	Location	Why That Faction Had It
				Rerak's centuries of resentment have bled into the piece, strengthening its mirages.
Seventh	Simulacrum	8	Red Belvedere, Avernus	Windfall used it to create the ruby-scaled simulacrum of Tiamat's lost third creation — the only magic capable of giving form to something that no longer exists anywhere in reality.

Players who notice the pattern will have a richer understanding of what the Rod actually is. The pattern also reinforces its nature as the supreme embodiment of Law: even chaotic or evil factions were drawn to exploit its ordered, reliable magic.

One thing to hold clearly as DM: the party's acquisition of all seven pieces is fixed. The Race Condition creates tension and tactical complications; it does not create genuine competition for the pieces. Kas's forces are obstacles, not rivals who might actually win.

Global NPC Roster

The following NPCs appear across multiple chapters and are introduced here. Chapter-specific NPCs are introduced in their respective chapter sections; full entries for all NPCs are in Appendix A.

Lady Alustriel Silverhand (NPC-022): An immortal Chosen of Mystra and former ruler of Silverymoon. She leads the Wizards Three and serves as the Sanctum's operational commander. Warm, measured, and carrying the weight of the entire operation on a frame that cannot flinch. She is genuinely kind, which makes the Chapter 9 betrayal land harder than any tactical failure would.

Tasha (NPC-023): A legendary archmage and demonologist from Oerth, also known as Iggwilv. She answered Alustriel's summons because the alternative, Vecna unmaking the multiverse, offends her sense of ownership over the Abyss as much as her ethics. Her motives are her own and she does not pretend otherwise. Formidable, occasionally terrifying, and the member of the Wizards Three most likely to be right when she disagrees with the party.

Mordenkainen (NPC-024): The Archmage of Oerth and leader of the Circle of Eight. The genuine article. He was rescued from Barovia and his madness by the party during Curse of Strahd, and his presence in the Sanctum is his answer to that debt. He advocates for the party from the moment they arrive and provides the strategic backbone of the Wizards Three's operation. His expertise is real. His trust in the party is earned, not performed.

Malaina van Talstiv (NPC-039): Alustriel's wife. Retired adventurer, master assassin, warm presence in the Sanctum. Her full entry is in Appendix A. Her role across Chapters 2 through 8 is described above. Do not read her secret entry until Chapter 9.

Kas the Betrayer (NPC-025): An ancient vampire warlord and Vecna's former lieutenant, now operating as a remote third faction from his Domain of Dread, Tovag. He does not appear in person until Chapter 9. His presence in earlier chapters is entirely through his lieutenants and strike teams. His goals are to free the demon lord Miska the Wolf-Spider, usurp Vecna's ritual rather than stop it, and kill Vecna. He cannot attune to the Rod of Seven Parts. He does not know this yet.

Quin-5 "The Reckoner" (NPC-136): A rogue Pentadrone Modron, sixty years separated from the Mechanus hive mind, running what he calls a "probability-adjusted procurement service for creatures engaged in high-mortality endeavors" out of the Sanctum. Malaina arranges his presence at the start of Chapter 3, before the party departs for the Rock of Bral. He remains a fixture in the Sanctum through Chapter 11. His stock updates between chapters and consistently reflects what the party is about to need, which is either coincidence or evidence that he has been watching them carefully. It is not coincidence. His prices are 110% of standard. Non-negotiable.

Chapter 0: The Road to Neverwinter (Optional) →

Chapter 0: The Road to Neverwinter

This chapter is optional. It was designed as a bridge between Curse of Strahd and Vecna: Eve of Ruin, but only one of its six scenes (C0-D-01) is CoS-specific. The remaining scenes work for any party regardless of prior campaign history. DMs running VEOR as a standalone campaign who want a low-stakes introductory session before Chapter 1 can use this chapter with minimal adjustment: simply skip or modify C0-D-01 and establish the party's arrival in Neverwinter by whatever means fits your campaign. See the Preface for standalone guidance and CoS continuity notes.

Chapter Overview

Chapter 0 takes place entirely in Neverwinter over the course of approximately one week and consists of six scenes. Its purposes: to introduce the party to Neverwinter as a living city, to give Lord Dagult Neverember a concrete reason to recruit them beyond their being capable strangers who appeared in his city, and to establish the tonal contrast with whatever came before. The Vecna cult cell in Scene 5 serves as a low-stakes first contact with Vecna's followers before Chapter 1's more serious operation in the graveyard.

Key Deviations

C0-D-01: CoS Closing — Mists Deposit Party in Neverwinter *(CoS specific bridge deviation)*

There is no official content here. This is original bridging material.

On arrival, the tonal contrast with Barovia should land hard. Neverwinter is loud, busy, and alive. The streets smell of salt and coal smoke. People are arguing about vendor licenses. Nobody is afraid of the dark.

C0-D-02: Scene 1 — Carnelian Hotel Arrival

The party arrives in Neverwinter and is met immediately by Aldric Voss ([NPC-137](#)), head concierge of the Carnelian Hotel in the Protector's Enclave. Rooms have already been arranged by the Lord Protector's office. Aldric knows their names, their rooms are ready, and supper is in twenty minutes. He does not wait for an answer; he has already turned toward the door.

On the writing desk of each room: a sealed note bearing the Lord Protector's sigil. The note is warm, congratulatory about their journey, and says nothing specific. It invites them to make themselves comfortable. Neverember will be in touch.

The effect intended here is quiet unease. Someone powerful was expecting them, knew where they were coming from, and has arranged things before they could ask. This is a significant tonal departure from Barovia, where powerful people were threats. Here, the

danger is competence and resources, not malice. Do not linger on this scene; let the party settle, ask Aldric questions, and move to Scene 2.

C0-D-03: Scene 2 — The Hook

The following morning, Aldric interrupts the party at breakfast to announce a young person from the House of Knowledge is at the door asking for capable individuals. He has already told the acolyte to wait.

The acolyte is junior, nervous, and ink-stained. He was sent by Grand Scribe Liethennson. The House of Knowledge has been robbed. Something sacred was taken. The Grand Scribe is not able to leave the temple.

The hook arrives through Aldric rather than through a cold approach, maintaining the sense that the party is being managed by forces that are already aware of them. The acolyte is unnamed and barely in the scene; he is a delivery mechanism, not a character to interrogate.

C0-D-04: Scene 3 — Beat 1, House of Knowledge

Map: M-C00-030. When the party arrives, public reading rooms are open, scribes are helping citizens trace genealogy records, scholars are arguing over competing citations in an alcove. This is what Oghma's temple looks like when it is working correctly; the party should understand what is being protected before they understand what was taken.

Spivey Liethennson ([NPC-138](#)), Grand Scribe, meets the party with composed, slightly pained authority. Before he has finished his first sentence, Atlavast ([NPC-139](#)), Loremaster, emerges from a side door mid-sentence, ink on his forehead, carrying a damaged catalog ledger. Atlavast's voice is chaotic and accurate in equal measure; he provides the key investigation details the party needs without requiring a long skill check sequence.

Key information available in this scene:

The Illuminated Index was taken two nights ago, between the second and third bell. The side gate latch shows signs of manipulation; the party can examine it themselves. A junior acolyte named Soren Ashvale did not report for their shift the morning after the theft. They arrived for the following afternoon shift as if nothing had happened. Spivey's reaction to Soren's name is protective rather than accusatory. He does not want Soren blamed before there is evidence.

Soren does not have a separate residence in this scene. They are found at the House of Knowledge when they arrive for their afternoon shift. Do not send the party to a separate location.

C0-D-05: Scene 4 — Beat 2, Confronting Soren Ashvale

Soren Ashvale ([NPC-140](#)) arrives for their shift and finds the party waiting. They clock the situation immediately and go still. They do not run.

Soren is the chapter's strongest roleplay beat. Their worldview has a grain of truth: Oghma's priests do curate access, do keep restricted stacks, do decide who gets to know what. The acolyte's grievance makes them more interesting than a simple traitor.

The scene has two branches depending on how the party handles it:

Branch A: The party treats Soren as a criminal or applies pressure without engaging their perspective. Soren provides the location of the cult meeting place but does not offer more. DC 13 Charisma check required to get the address. Soren remains at the temple.

Branch B: The party engages with Soren's sense of invisibility, the feeling of being small, the temple's hypocrisy around access and secrecy. DC 13 Charisma (Persuasion) required, with advantage if a party member has personally experienced institutional gatekeeping of knowledge. Soren agrees to come with the party to the basement. This has significant downstream effects in Scene 5: they gain advantage on Investigation checks in the basement, and when Maren sees Soren she pauses the ritual and addresses Soren directly first, creating an opening for a DC 15 Persuasion check that can make her hesitate.

In either branch, note that Spivey's response to the outcome will depend on what the party tells him afterward. His opinion of Soren and of the party's methods will be visible, not stated.

C0-D-06: Scene 5 — Beat 3, Blacklake District and the Basement

Maps: Wharf Lane exterior (M-C00-040); basement (M-C00-050).

Time: late afternoon or early evening. The party should feel a mild sense of clock pressure; this is not an emergency, but it is not a stroll either.

Exterior checks (DC 12 Perception for acrid ink smell under tallow, DC 13 Investigation for worn flagstone and fresh scratches on the trapdoor latch) provide confirmation before entry. The chandler's shop above is ordinary and operating. The basement is not.

The basement should feel like someone has built a chapel in a cellar: organized amateur devotion, not professional intelligence. Candles, ink-stained notes, crude Vecna iconography, a cheap altar of stacked books with a cloth draped over them. The contrast with the House of Knowledge above should be pointed. These are people who have decided that secret knowledge is sacred, not people running an operation.

Enemies: Maren Quill ([NPC-141](#), Cultist Fanatic stat block), 3 Cultists (standard stat block).

Maren does not seem surprised to be interrupted. She is calm and certain. If the party gives her the opportunity to speak, her optional lines:

"You broke into a private place of worship. Oghma's priests would call that vandalism."

"The Index isn't being destroyed. It's being completed."

"Ask your priest what texts the House of Knowledge keeps in the restricted stacks."

The Illuminated Index is on the altar. If the ritual completes, the Index becomes the Index of Unspoken Truths and burns to black ash, sending its first harvest of secrets toward Vecna.

If disrupted, the ink stops flowing, and the entries already written begin slowly reverting. The Index can be returned to the House of Knowledge intact or partially damaged depending on timing.

Design note (C0-D-06): Maren and her three cultists have no knowledge of and no connection to the catacombs operation in Neverdeath Graveyard. If interrogated, they genuinely know nothing about other cells, larger plans, or the graveyard. This isolation is structural. The party enters Chapter 1 with contextual knowledge of what a Vecna cell looks like up close but zero tactical intelligence about the more serious operation they are about to face. The escalation from amateur true believers to organized cult must feel earned.

C0-D-07: The Illuminated Index

The Illuminated Index is a sacred brass-bound temple ledger used to ritually enter works into Oghma's keeping. It embodies the House of Knowledge's sacred promise: what is written may be found, what is found may be shared, what is shared may be remembered.

Its significance is not its raw magical power. It is what it means to the community: generations of Neverwinter's scholarly life, preserved and accessible. Maren chose it because of what it represents to Oghma's followers, not because of what it does mechanically. The Oghma and Vecna opposition, open knowledge versus secret possession, is the chapter's underlying theme and should inform how the Index is described throughout.

C0-D-08: Scene 6 — Resolution and Chapter 1 Handoff

Map: Carnelian Hotel (M-C00-020). Time: the following morning.

Hubert Windcastle ([NPC-142](#)), a senior aide in the Lord Protector's office, arrives at the hotel. He is tidy, pleasant, and precise. He congratulates the party on the matter they handled in Blacklake and mentions, with a specificity that is slightly difficult to account for, a few details of the operation that the party did not report publicly.

Hubert does not explain how he knows. He moves on. The Lord Protector, he says, would like the party to look into something in Neverdeath Graveyard.

Spivey's optional closing beat (before Hubert arrives): a private word of gratitude and an unanswerable question. Suggested line: "I keep thinking about what she said. About the restricted stacks. She wasn't wrong that we have them. She was wrong about what it meant." Whether the party responds to this or moves on is up to them.

The chapter ends here. Chapter 1 begins with the party walking toward Neverdeath Graveyard.

NPC Notes

Aldric Voss (NPC-137): Head concierge of the Carnelian Hotel. He is broad-shouldered, immaculately presented, and speaks quickly with the warmth of someone who has decided hospitality is a discipline. His defining quality is competence: he anticipates, he does not react. He knows the party's names before they introduce themselves, and he does not find this worth remarking on. He is not a spy; he is simply very good at his job, and Neverember's office gave him a guest list.

Spivey Liethenson (NPC-138): Grand Scribe of the House of Knowledge. He is composed and precise, with the quiet authority of someone who has spent centuries editing other people's work. His care for the temple is genuine, and his care for Soren, despite what Soren did, is also genuine. He will not be comfortable with the party's methods if they were blunt, and he will not say so directly. Play his discomfort through pauses and precise word choice rather than statements.

Atlavast (NPC-139): Loremaster of the House of Knowledge. He survived the eruption of Mount Hotenow alone in the sealed vaults with the library's entire collection for years and has not quite returned to ordinary human interaction since. He is chaotic in register but accurate in content; he knows exactly where everything is and will tell you three other things about it you did not ask. He is not a comic relief character; his eccentricity is the earned result of extraordinary circumstances.

Soren Ashvale (NPC-140): Junior acolyte and the chapter's moral complexity. They are quiet, careful, and easy to overlook, which is precisely what drove them to the cult: the need to be seen by something. Their grievance about the temple's restricted access and gatekeeping is not wrong. Their solution was. Play them as someone who made a choice they are not sure they regret yet, not as a simple villain. Their fate and the party's relationship with Spivey afterward are shaped by how this scene goes.

Maren Quill (NPC-141): Cult leader and true believer. She is calm, certain, and does not seem surprised by anything. She was once a respected scribe whose career and faith collapsed in the same decade. Years of handling restricted documents convinced her that secret knowledge is sacred by nature, that Oghma's open-access model was naive, and that Vecna's philosophy represents a purer relationship with knowledge. She is not performing her certainty; she has arrived at it through years of thought. She is wrong, but she knows why she believes what she believes.

Hubert Windcastle (NPC-142): Senior aide in the Lord Protector's office. Pleasant, careful, and precise. He is not a spy; he is an administrator who receives reports. His specific knowledge of the Blacklake operation is not explained and should not be. He moves on from it too quickly for the party to press, and that is the point.

Scene Design

Carnelian Hotel (M-C00-020): The party's base throughout the interlude. Key rooms: Lobby (M-C00-020-H2), where Aldric first receives them; Hotel Restaurant (M-C00-020-

H7), where the hook arrives the following morning; and the Hotel Suites (M-C00-020-H26 through H28), where the party sleeps and finds Neverember's note on the writing desk. Warm light, polished floors, the smell of good food from the kitchen. The contrast with Barovia is the entire point. Let the party feel the safety before they start noticing the edges of it: the note on the desk, the name Aldric already knows. Scene 6 resolution also plays here (M-C00-020-H7).

House of Knowledge (M-C00-030): The party enters through the Front Entrance (M-C00-030-K1) into the Lobby (M-C00-030-K2). The main investigation takes place on the Main Floor (M-C00-030-K3), where Spivey meets them, and in the Grand Scribe's Quarters (M-C00-030-K14) or a private space for the Soren confrontation. Note the Restricted Section (M-C00-030-K7), which the party may notice and which Maren's dialogue will later reference. The institution should feel busy and purposeful: citizens using the reading rooms, scribes working, voices from the stacks. The party should understand what they are protecting before they understand what was taken.

Wharf Lane (M-C00-040): The Blacklake District exterior. Late afternoon light, working-class district, a Chandler's shop that looks entirely ordinary from the outside. The exterior skill checks happen here before the party descends.

Wharf Lane Basement (M-C00-050): The party enters through the Stairwell (M-C00-050-S1) and moves through the Hallway (M-C00-050-S2) into the Crosshall (M-C00-050-S3). The ritual takes place in the Ritual Chapel (M-C00-050-S9). Candlelit and cramped. The ceiling is low. The iconography is handmade. This is not an operation; it is a chapel. The ritual in progress should feel earnest rather than sinister, which makes it more unsettling, not less.

Handouts

H-C00-01: Neverember Note *Location: M-C00-020 (Carnelian Hotel — Hotel Suite writing desk)*

Found on the writing desk in each party member's suite on arrival. Delivered before they have spoken to anyone of authority. The warmth of the language is precisely calibrated; it makes the implied surveillance more unsettling, not less.

The Lord Protector of Neverwinter extends his welcome to you and hopes your first nights in the city are restful. He looks forward to making your acquaintance in due course, at a time of mutual convenience.

H-C00-02: Letter from Lord Neverember *Location: M-C00-020 (Carnelian Hotel — Hotel Restaurant)*

Delivered by Hubert Windcastle the morning after the Blacklake resolution. His specific knowledge of the operation the party did not report publicly is what makes this letter land. The letter itself is formal and entirely unremarkable. That is the point.

Office of the Lord Protector

The Lord Protector of Neverwinter requests the pleasure of a meeting with the bearers of this letter, at the Hall of Justice, at their earliest convenience.

The matter concerns recent disturbances within the Protector's Enclave. The Lord Protector believes your particular experience may be of mutual benefit.

This letter will serve as entry to the Hall. Present it to the guard at the eastern gate.

— H. Windcastle, on behalf of Dagult Neverember, Lord Protector of Neverwinter

Chapter 1: Neverwinter, The Cult of Vecna →

Chapter 1: Neverwinter, The Cult of Vecna

Chapter Overview

Chapter 1 runs largely as written through the Neverwinter catacombs and the party's arrival in Evernight. The deviations begin in Evernight, where the information chain is restructured: Sangora becomes a redirect rather than an information source, Lamantha becomes the chapter's primary exposition NPC, and the Rod of Seven Parts is introduced here rather than in Chapter 2. The chapter transitions directly into Chapter 2 with no interim downtime.

Key Deviations

C1-D-01: Neverwinter Catacombs Runs as Written

The Neverwinter investigation, the Neverdeath Graveyard, the catacombs dungeon (M-C01-010), the cult encounter, the prisoner rescues, and the transport to Evernight all run as written in the official adventure. The Vecna's Link mechanic is retained unchanged. No modifications are needed to this section.

The chapter's design changes begin the moment the party arrives in Evernight.

C1-D-02: Sangora — Redirect Only, No Information

In RAW, Sangora is the party's primary information source in Evernight. She knows the location of the Dolindar tomb and provides directions in exchange for payment or information.

In this remix, Sangora does not know the location of any stable Crevice of Dusk. When the party asks, she acknowledges that Crevices exist and that people do occasionally find stable ones, but she does not know where. She redirects the party to Lamantha, a necromancer and mortician operating a mortuary north of the river, as someone more likely to have that knowledge.

Sangora is still played as charming, mercantile, and superficially helpful. She is a centuries-old vampire in a city where living people are prey. The party should leave the Corpse Market feeling like they have a useful lead, not feeling suspicious. That reading will come later.

C1-D-03: Lamantha — Vecna's Link Examination and Rod Exposition

The party visits Lamantha at her mortuary (M-C01-013). She notices the Vecna's Link immediately and is visibly fascinated; she has spent years studying the Whispered One's lore and recognizes the mark without prompting.

Lamantha provides two pieces of information the party needs:

First, the Rod of Seven Parts. She explains that the Rod is the only known artifact capable of disrupting Vecna's ritual: the supreme embodiment of Law against the chaos at the heart of

his remaking. She does not know where pieces of the Rod are; she knows what it is and why it matters. This exposition is the party's first independent knowledge of the Rod before they ever meet the Wizards Three.

Second, the Dolindar Tomb. She confirms that the Dolindar family crypt holds a stable Crevice of Dusk, provides directions, and warns the party about the Sorrowsworn that guard it.

Running Lamantha: she is near-mad in the way of someone who has spent too long in a city of the dead studying things that are better left alone. She is not hostile. She is genuinely interested in the party's Link. She welcomes living visitors if they bring something worth discussing, and the party absolutely has. Her mortuary staff (Giles, [NPC-015](#); Auntie Rot, [NPC-016](#); Old Man Crick, [NPC-017](#); Stitch, [NPC-018](#); Elara, [NPC-019](#)) are present and available for interaction; they are not required encounters, but they enrich the location considerably if the party explores.

C1-D-04: Lamantha Provides All Useful Information

Lamantha, not Sangora, is the chapter's information node. She provides directions to the Dolindar Tomb, the Sorrowsworn warning, and the Rod exposition. Sangora's role ends at the redirect. Do not split information back to Sangora after the party has visited Lamantha; this keeps the scene structure clean and Lamantha's role unambiguous.

C1-D-05: Sangora — Opportunistic Ambush at the Dolindar Tomb

Sangora follows the party from the Corpse Market. She is a vampire merchant in a city of the dead; living creatures of the party's evident power represent a significant opportunity, and the tomb entrance (M-C01-020-B1) is an ideal ambush site away from the busier Corpse Market. She strikes with vampire spawn when the party arrives at the tomb.

This is not a betrayal. Sangora was never the party's ally and never pretended to be. She redirected them honestly because she genuinely did not know the Crevice location. She followed them because they are prey. The ambush should read as a natural consequence of being living creatures in Evernight, not as a twist that recontextualizes an earlier helpful interaction.

Sangora is defeated here. Her role in the campaign ends at this encounter.

C1-D-06: Dolindar Tomb Runs as Written; Direct Transition to Chapter 2

The Dolindar Tomb interior (M-C01-020) runs as written. Newmy ([NPC-020](#)), Kevetta Dolindar ([NPC-021](#)), and the tomb's puzzle mechanics are unchanged.

On escaping through the Crevice of Dusk back to the Neverwinter graveyard, cut the official "What's Next?" section entirely. The Vecna's Link flares immediately on return, the Wizards Three's Wish Spell locates the party through the active Link, and the party is pulled directly to the Sanctum. Chapter 2 begins.

The “What’s Next?” downtime beat is pacing dead weight. The party has just fought through a Shadowfell tomb and the Link to Vecna is live. Immediate escalation respects the stakes established by everything that came before it.

NPC Notes

Sangora (NPC-013): Introduce her at the Evernight Night Market (M-C01-012) as written. She is charming, business-minded, and spreads her cloak wide when she sees the party. Play her as genuinely not knowing the Crevice location; this is not a performance. Her redirect to Lamantha is honest. Her ambush at the tomb is also honest, in its way: she is what she is. See Appendix A: [NPC-013](#NPC013).

Lamantha (NPC-014): The chapter’s most important NPC. She is an established figure in Evernight lore — a near-mad necromancer and mortician, not innately hostile to the living, fascinated by the undead and by knowledge of the Whispered One. Her mortuary (M-C01-013) is one of the few places in Evernight where living visitors are safe. Play her as genuinely excited by the party’s Link; this is the most interesting thing to walk through her door in years. See Appendix A: [NPC-014](#NPC014).

Elara (NPC-019): Lamantha’s Shadar-kai apprentice. She is the most “normal” person in the mortuary and functions as a social anchor for players who find the rest of the staff overwhelming. She is cynical, sarcastic, and quietly observant. Players with a Passive Perception of 16 or higher may notice she keeps a raven-shaped clasp hidden under her collar.

Newmy (NPC-020): The chatty moon elf ghost who maintains the Dolindar crypt. She is the party’s first friendly face in the tomb and an important tonal beat before the Sorrowsworn encounter. Do not rush her. Players who take the time to speak with her learn that the Dolindar family was miserable and isolated, which contextualizes Kevetta’s transformation into a Lonely Sorrowsworn.

Kevetta Dolindar (NPC-021): The tomb’s climax encounter. She was the matriarch of a family of planar scholars exiled to the Shadowfell, warped by centuries of isolation into a Lonely Sorrowsworn. She guards the Crevice of Dusk in her own coffin. The party should understand what she was before they fight what she has become.

Scene Design

Neverdeath Graveyard and Catacombs (M-C01-010): Run as written. The catacombs are an urban dungeon: competent and functional. The Vecna cult has been operating here long enough to feel established. The prisoners are the emotional center of this section; their individual circumstances reward roleplay.

Evernight Night Market (M-C01-012): The Corpse Market should feel deeply wrong in a specific way: commerce conducted in a place where everything is decaying, where the

customers are as dead as the wares, and where the party is conspicuously, vulnerably alive. Keep it busy. Keep it normal in register; the wrongness comes from context, not from individual encounters playing as threatening.

Lamantha's Mortuary (M-C01-013): The exterior approach (M-C01-013-L1) sets the tone: a building that is deliberately maintained in a city that has given up on maintenance. Inside, the mortuary is organized and purposeful in the way of someone who finds meaning in their work. The Main Chamber (M-C01-013-L8) is where the key conversation with Lamantha happens. The Operating Room (M-C01-013-L7) is where Lamantha examines the Link; the tools present are for working on bodies, not for medical care, and that distinction should be felt.

Dolindar Tomb (M-C01-020): The tomb is grief made architecture. The Dolindar family were scholars and planar travelers who got trapped in the Shadowfell and slowly lost everything that made them who they were. The Portico (M-C01-020-B1) is where Sangora's ambush occurs; use the confined approach to make the vampire spawn feel like a genuine surprise. The Matriarch's Chamber (M-C01-020-B6) should feel like an ending: a person who was something, and isn't anymore, still standing guard out of a compulsion she cannot articulate.

Chapter 2: Sigil, The Wizards Three →

Chapter 2: Sigil, The Wizards Three

Chapter Overview

Chapter 2 is the campaign's operational setup chapter. The Sanctum briefing establishes the Wizards Three, introduces the Race Condition, and sends the party to Web's Edge for the first Rod piece. The deviations here are fundamental: Mordenkainen is genuine, the party brings the Rod theory to the Sanctum rather than receiving it, Kas is named as an active antagonist from the start, and Web's Edge is restructured as an active three-way siege rather than a quiet cult base infiltration.

Key Deviations

C2-D-01: No Interim Period Between Chapters 1 and 2

In RAW, an unspecified amount of time passes between Chapter 1 and Chapter 2. The party returns to Neverwinter, reports to Neverember, and waits until the Wizards Three attempt their Wish spell.

In this remix, there is no interim period. The Vecna's Link flares the moment the party emerges from the Dolindar tomb back into the Neverwinter catacombs. The Wizards Three's active Wish spell detects the flare and pulls the party directly to the Sanctum. Chapter 2 begins before the party has had a chance to breathe.

This is covered in C1-D-06 from Chapter 1's perspective; it is noted here because it shapes the party's condition on arrival. They are battle-worn, resource-depleted, and have had no opportunity to prepare. The Sanctum arrival should feel like being grabbed.

C2-D-02: Mordenkainen is Genuine

Mordenkainen is not Kas in disguise. He is the real Archmage of Oerth, present in the Sanctum because Alustriel contacted him as one of her most powerful allies and he answered. If your party comes from a Curse of Strahd campaign, he is someone they freed from Barovia and his madness; his presence here is the direct consequence of that relationship.

Do not play any version of the impostor twist. There is no Crown of Lies. There is no reveal. He is who he appears to be throughout the entire campaign.

C2-D-03: Mordenkainen Recognizes and Advocates for the Party (*CoS Bridge Deviation*)

When the party arrives at the Sanctum (M-C02-010-S2), Mordenkainen recognizes them immediately and is visibly relieved. He vouches for them to Alustriel and Tasha without hesitation. For CoS parties, this is the reunion it appears to be; for standalone parties, he knows them by reputation through Alustriel's network.

Play the Sanctum's internal dynamic from the first scene: Mordenkainen is the party's advocate and anchor; Tasha is skeptical and does not pretend otherwise; Alustriel is cautious but open and ultimately the one whose judgment carries the room. This three-way tension makes the briefing more interesting than a unified front of archmages issuing instructions.

C2-D-04: The Party Raises the Rod; Mordenkainen Confirms It

In RAW, the Wizards Three propose the Rod as the solution. The party receives the quest.

In this remix, the party arrives already knowing about the Rod from Lamantha. They raise it themselves. Mordenkainen does not know about the connection to Vecna's specific ritual, but he has independent knowledge of the Rod's nature and history. When the party names it, the connection clicks for him in the moment: his expertise and his trust in the party converge simultaneously.

Tasha's reaction is dismissive initially. Alustriel's is cautious. Mordenkainen's recognition is what turns the room.

This inversion matters because it puts the party in the position of contributors rather than recipients from their first scene in the Sanctum. They are not being handed a quest; they are being given the infrastructure to pursue one they have already identified.

C2-D-05: Sanctum Research Establishes Web's Edge

In RAW, Mordenkainen already knows the location of the first Rod piece. In this remix, he does not; genuine Mordenkainen would have no reason to know this in advance. The party and the Wizards Three research the first piece's location together using the Sanctum's resources (M-C02-010-S3).

Mordenkainen leads the research. This scene serves two purposes: it establishes the Sanctum as an active operational base rather than a briefing room, and it gives the party time to acclimate to the Wizards Three as characters before being sent into the field. How each archmage approaches the research problem reflects their personality. Tasha cross-references demonic intelligence networks. Alustriel consults her contacts in Sigil. Mordenkainen goes straight to the oldest sources.

Web's Edge is the result.

C2-D-06: Kas Established as Active Antagonist

During or immediately after the research scene, the Wizards Three share what they know about Kas the Betrayer. Their intelligence is specific: Kas has been detected actively pursuing the Rod of Seven Parts across the multiverse. The detection came through Alustriel's network in Sigil — portal activity consistent with a remote faction moving against known Rod piece locations, combined with Tasha's demonic intelligence sources corroborating a vampire warlord operating out of Tovag. The Wizards Three have been tracking this for weeks and did not have a clear picture until the party's arrival gave them a frame to put it in.

The party is explicitly told they are in a race.

This is the Race Condition's formal introduction. Every subsequent chapter operates under it. Kas's presence at Web's Edge when the party arrives is not a surprise; it is the first proof that what the Wizards Three described is real.

Do not soften this beat. The party should leave the Sanctum knowing that someone else is already in the field, that he is dangerous, and that speed matters.

C2-D-07: Web's Edge — Active Siege, Not Quiet Infiltration

When the party arrives at Web's Edge, Kas's vampire strike force is already mid-assault. The dungeon is not a stealth challenge through an alert but unaware cult. It is a three-way battlefield.

Kas's forces are pushing in through the main entrance. Lolth's cultists are defending. The party arrives from a side approach and must navigate a live combat environment to reach the Rod piece in W12 before either faction gets there first.

The party has genuine choices about how to proceed: ally tactically with the Lolth defenders, exploit the chaos and race for the objective, or attempt something more creative. The Lolth defenders will accept the party's help against the vampire forces; they are not going to stop being cultists afterward, but in a siege you take the allies available.

This framing directly instantiates the Race Condition. The party was told Kas is racing them for the Rod pieces; the moment they arrive at Web's Edge they can see it is true.

A note on resonance: this scene deliberately mirrors the confrontation the party will face in Chapter 10, where Kas's forces are again assaulting a Lolth-aligned position to acquire something the party needs. Players who have been paying attention will recognize the pattern. DMs who want to surface it can have an NPC in Chapter 10 note the similarity explicitly, or leave it for the players to name themselves.

C2-D-08: Room-by-Room Siege State

Each room in Web's Edge reflects the active battle rather than a static default state:

W1 False Front (M-C02-020-W1): Doors blasted open. Makubli Khee (NPC-026) and Torkner Ironteeth (NPC-027) are fighting vampire spawn, back to back, visibly despising each other. They will accept the party's help and share current battle lines if the party assists.

W3 Summoning Chamber (M-C02-020-W3): Grottenelle Stonecutter (NPC-028) is mid-ritual, summoning a Glabrezu she intends to flank Kas's main force. Her binding circle has a flaw a DC 15 Arcana check will reveal. If she completes the ritual without correction, the Glabrezu is partially unbound and enters via W1 and W5 as an additional threat.

W5 Guardian Chamber (M-C02-020-W5): Maaltok (NPC-029) and two drow are holding a blocking position against Kas's main strike force pushing from W11. The doors are open; this is an active combat line when the party passes through.

W6 Holding Cells (M-C02-020-W6): Left unguarded in the chaos. Gertrude (NPC-030, M-C02-020-W6a) and Sril Brayspoke (NPC-031, M-C02-020-W6d) are imprisoned. Freeing them provides additional fighting capability; Sril will attempt to track the party afterward regardless.

W7 Meeting Room (M-C02-020-W7): Abandoned mid-planning. Tactical maps on the walls, papers scattered, a cold meal on the table. The sealed intelligence report (see C2-D-10) is among the documents on the table. DC 16 Intelligence (Investigation) to notice it among the other papers.

W9 Fodder Chamber (M-C02-020-W9): Jolera Hartoph (NPC-032), Zalnir (NPC-036), Phenex (NPC-037), and Fernitha (NPC-033) are staging a counterstrike maneuver to flank Kas's forces from behind. They will accept the party as additional assault elements if the party's approach is credible.

W11 Passageway (M-C02-020-W11): Kas's main strike force is engaged here against Maaltok's blocking position from W5. The passageway is a combat zone when the party arrives.

W12 Sacred Web Hall (M-C02-020-W12): Varkus (NPC-038), Kas's lieutenant, is engaged with Ker-arach (NPC-034) and Ylledith (NPC-035) over the Rod piece. The party can approach through W8 or W9 to ambush all three simultaneously. This is the chapter's climax encounter; the Rod piece is on or near Ker-arach.

The first piece's spell is **Commune**. Ker-arach has been using it to answer questions posed directly to Lolth — a guaranteed, unmediated divine connection that no prayer could match. The cult did not stumble onto a random artifact; they recognized what it did and built their entire sacred space around it.

C2-D-09: NPC Roster Changes

Four NPCs from the official roster are cut: Bromtok, Shiroktu, Roltharni, and Sharlotte. They are generic and do not serve a clear function in the siege structure. Two are added: Zalnir (NPC-036, drow house captain, counterstrike group in W9) and Phenex (NPC-037, draegloth, counterstrike group in W9). Jolera is upgraded to a drow archmage statblock to reflect the siege context; a mage-level NPC needs to be a credible force in a battlefield environment.

C2-D-10: W7 Intelligence Report — Narrative Seed

Among the documents in W7's meeting room, a sealed intelligence report is present. It is written in High Drow, addressed to the Web's Edge commander from a field operative based in Neverwinter. DC 16 Intelligence (Investigation) to notice it. Requires High Drow or a translation spell to read.

Contents: the report identifies a community of drow in Neverwinter's Seldarine District that has successfully broken from Lolth's divine web. The operative attributes this to a ritual performed using a Cloak of Arachnida with distinctive purple edging and starburst

patterns, belonging to a family named Aethrovel. The cloak is identified as the active focus maintaining the ritual's ongoing effect. The operative recommends immediate acquisition.

This document has no immediate mechanical consequence. Its payoff is in Chapter 10, when the party meets Vaeve Aethrovel (NPC-124) on Carapace Ridge and the family name becomes significant. Players who found and translated this report will recognize the connection immediately. Players who did not will still have full access to Chapter 10's content; this is a reward for attentiveness, not a gate.

NPC Notes

Mordenkainen (NPC-024): His arrival scene in the Sanctum Parlor (M-C02-010-S2) is the chapter's most important character beat. He recognizes the party, vouches for them, and leads the research effort in W3. Play him as genuinely competent and genuinely invested: he is not performing trust, he has it. His fatigue is visible; he is carrying the weight of the Anchor alongside Alustriel and Tasha, and it costs something. See Appendix A: [NPC-024](#NPC024).

Tasha (NPC-023): Her Bedroom (M-C02-010-S6) reflects her character — organized chaos, impressive and slightly intimidating. In the briefing she is the skeptic: her questions are sharp, her doubts are stated plainly, and she does not soften either for the party's comfort. She is not an antagonist; she is rigorous. See Appendix A: [NPC-023](#NPC023).

Alustriel (NPC-022): The room's center of gravity in every scene she is in. Her bedroom (M-C02-010-S5) is the one Malaina (NPC-039) has access to and moves through. She is warm and careful in equal measure. Her acceptance of the party is measured and genuine once Mordenkainen vouches for them. See Appendix A: [NPC-022](#NPC022), Appendix A: [NPC-039](#NPC039).

Malaina van Talstiv (NPC-039): Present in the Sanctum throughout Chapter 2, though not a primary actor in this chapter's scenes. She is introduced here as Alustriel's wife, warm, capable, and entirely without visible agenda. Play her as described in Part 1: the warmth is genuine, the support is genuine, and nothing about her should read as suspicious. See Appendix A: [NPC-039](#NPC039).

Varkus (NPC-038): Kas's first deployed lieutenant in the Race Condition. He is a corrupted Knight of the Watch: ancient, armored, fighting with the disciplined efficiency of someone who has been doing this for centuries. He is not here to negotiate. He wants the Rod piece. He is the first direct proof that Kas's forces are in the field, and the party should feel the weight of that when they encounter him in W12.

Zalnir (NPC-036) and **Phenex** (NPC-037): The additions to the W9 counterstrike group. Zalnir is a pragmatist in a society of zealots; he will accept help from anyone if it serves the objective. Phenex is colder and more tactical. They are potential one-chapter allies against a common threat, not long-term relationships. Their presence gives W9 a distinctly different character from the rest of the dungeon.

Scene Design

Sanctum Parlor (M-C02-010-S2): The arrival scene. The Sanctum should feel like a place under sustained pressure — not in crisis, but working constantly against something larger than itself. The Wizards Three are not at leisure when the party arrives. The briefing is conducted over maps, open research texts, and a workspace that has not been cleared in days.

Sanctum Workspace (M-C02-010-S3): The research scene. Each archmage's approach to the problem should be visible in how they use the space. The room reflects three very different kinds of expertise applied to the same question simultaneously.

Web's Edge Approach (M-C02-020): The party should hear the battle before they see it. The sounds of combat, something heavy hitting stone repeatedly, a voice giving orders in Elvish, are audible before the False Front comes into view. The siege is already underway.

W12 Sacred Web Hall (M-C02-020-W12): The chapter's climax. The hall is large enough to contain a three-way combat between Varkus, Ker-arach, Ylellith, and the party simultaneously. The Rod piece is the objective; the fight dynamics reward parties who think tactically about approach and timing rather than simply entering and engaging.

Chapter 3: The Astral Sea, The Lambent Zenith →

Chapter 3: The Astral Sea, The Lambent Zenith

Chapter Overview

Chapter 3 is the campaign's largest structural addition. RAW drops the party directly into the Astral Sea with nothing around them; this remix inserts the Rock of Bral as a full intermediary location, introduces Commodore Krux and his crew as chapter-long companions, and restructures the Lambent Zenith wreck as an active investigation alongside a retrieval mission. The Dead God's assimilation mechanic provides the ticking clock. A Changeling spy embedded in the crew is Kas's Chapter 3 deployment. The chapter has more moving parts than any other in the campaign; the payoff is a dungeon that reads as a living, desperate situation rather than a static location.

Key Deviations

C3-D-01: Malaina Introduces Krux

The Wizards Three can locate the Rod piece in the Astral Sea but cannot navigate its infinite expanse precisely enough to portal the party directly to the wreck. When this limitation becomes clear during the research session, Malaina offers a contact: Commodore Krux, a Giff spelljammer captain she knows from her adventuring days, who operates out of the Laughing Beholder tavern on the Rock of Bral. The RAW mechanic where the rod piece can help guide the party to the next piece is still in effect. They can use the first Rod piece as a dowsing rod to locate the wreck precisely once they have a means of transportation. Alustriel opens a portal to the Rock of Bral.

The second piece's spell is **Arcane Gate**. Captain Inda recognized its portal and conjuration properties and harnessed them to augment the Lambent Zenith's speed, allowing the ship to traverse the multiverse at extraordinary range. The piece was not cargo; it was the ship's engine.

This is Malaina's first active contribution to the party's mission. Her suggestion is practical, warm, and entirely unsolicited; she noticed the navigation problem before anyone asked. Play it as the natural helpfulness it appears to be.

C3-D-02: Rock of Bral — Warehouse Arrival Encounter

Alustriel targets a supposedly abandoned warehouse in the Low City of the Rock of Bral (M-C03-001) as the portal exit point, the party's secure arrival and extraction site. Upon arrival though, the party learns quickly that the warehouse is not abandoned. It is the active hideout of a Yuan-ti smuggling crew called The Purebloods, trafficking exotic poisons.

The party must clear the warehouse before they can secure the portal. Yuan-ti Malisons use Suggestion to force the party to leave or turn on each other. Yuan-ti Purebloods use cover behind crates and resist magic.

This encounter is brief and its purpose is tonal. The Rock of Bral is not a safe haven. It is a neutral-ground city where dangerous people operate openly, and the party has landed in the middle of someone else's operation before they have taken a single step in the city. That lesson, that there is no neutral ground here, only temporarily unenforced hostility, makes everything that follows in the Laughing Beholder read correctly: even the safest space in the city is safe only because someone powerful has decided to make it so.

C3-D-03: Rock of Bral — The Laughing Beholder and Commodore Krux

The Laughing Beholder (M-C03-002) is a neutral-ground tavern operated by Large Luigi (NPC-056), a Lawful Neutral beholder who enforces an absolute no-violence policy. Violators are disintegrated or removed by ogre bouncers Gurgle (NPC-058) and Crash (NPC-059). The clientele is cosmopolitan: Giff mercenaries, Githyanki pirates, Thri-kreen scouts, Astral Elves, and stranger things. It is a functioning establishment in an impossible city and it should feel that way.

Commodore Krux (NPC-061) holds court at the best table with Lieutenant Biff (NPC-062), Xal (NPC-063), and Pip (NPC-064) in attendance. He is loud, charismatic, and performing. The performance is covering something: Krux is destitute. He lost the rights to The Void Walrus in a card game to a local crime syndicate and needs 5,000 GP to clear the debt before his legs are broken. He offers the party two paths:

Path A (Payment): The party pays or arranges payment of 5,000 GP. The Void Walrus departs immediately.

Path B (The Contraband Run): Krux offers an alternative: help his crew complete a delivery to a Morkoth merchant named Zallix at the Ossuary Flats in exchange for the debt being cleared. See C3-D-04.

Both paths lead to the same outcome. The path taken shapes the texture of the Chapter 3 opening but does not affect access to the Lambent Zenith.

Notable tavern NPCs for optional interaction: Large Luigi (NPC-056), whose unique beholder physiology allows him to perceive Vecna's reality glitches when asked directly about strange events; Slick Solara (NPC-057), the Water Genasi server; and Chef Krr'tk (NPC-060), whose kitchen work is not what it appears.

C3-D-04: Option B — The Contraband Run

If the party cannot or will not pay 5,000 GP, they take the delivery job. The cargo is six crates of Star-Dew, illegal liquid starlight, to be delivered to Zallix (NPC-054) aboard The Silver Cyst at the Ossuary Flats (M-C03-004). The Ossuary Flats is a navigational hazard: massive flat shards of calcified bone from a dead deity, which will resonate later when the party reaches Havock.

The run goes sideways in two stages. First, Zallix attempts to shortchange the party at the exchange. Second, Captain Graal (NPC-055), a Githyanki Knight presented as one of Zallix's escorts, reveals his true allegiance mid-transaction and attacks with three Githyanki Warriors. Graal is a double agent for Vlaakith, sent to locate the Lambent Zenith's crash

site. His betrayal mirrors the Changeling spy on the Lambent Zenith: both involve false identities, both involve Kas-adjacent factions, and both reinforce the chapter's thesis that trust is a liability in the Astral Sea.

Success secures The Void Walrus, a Chart of Astral Currents pointing toward Havock, and Krux's genuine gratitude.

C3-D-05: The Changeling Spy

The real Ilren, a boisterous Giff and The Void Walrus's Second Mate, was murdered at the Rock of Bral by a Changeling assassin sent by Kas. The Changeling, who calls himself Vox (NPC-042), has taken Ilren's place. He signaled a Githyanki cruiser to shoot the Lambent Zenith down, isolating the Rod piece on Havock, and is now aboard the wreck waiting for the injured survivor Daveras to die. He has also poisoned Cirit (NPC-045), the ship's Couatl passenger who detected his true nature, and told the crew she has Void Madness and is dangerous.

Kas was already moving against this Rod piece before the party knew it existed.

The investigation thread runs in parallel with the retrieval objective throughout the Lambent Zenith section. The party can complete the chapter without ever identifying the spy; identifying him is a discovery reward, not a gate. The breadcrumbs:

Kycera (NPC-043) is suspicious. The real Ilren drank with her every night and remembered every inside joke. This version is cold, refuses her cooking, and has forgotten things a man who spent three years on this ship should know. She will share this with any party member who talks to her about the crew.

Daveras (NPC-044), if healed and woken, mutters in delirium about the crash and can recall fragments of what he saw before losing consciousness, including a crew member whose silhouette seemed to shift.

Cirit (NPC-045), if found in the brig (M-C03-010-Z9) and cured of her poison, reveals everything: she used Truesight to identify Vox immediately after departure, was poisoned before she could act, and has been imprisoned in a deliberately incoherent state since. Freeing and curing her is the chapter's most significant information reward.

If confronted, Vox drops the Giff form and fights to the death. He carries a signal device that, if activated, speeds the arrival of Kas's Retriever constructs. The party should feel pressure to resolve the investigation before the Retrievers arrive.

C3-D-06: Dead God Assimilation — Ticking Clock and Traversal

When the Lambent Zenith crashed into Havock, the Rod piece embedded in the Prow was driven into the Dead God's Heart on impact. Its Law-aligned energy restarted Havock's long-dormant immune system. The assimilation — the Dead God's calcified flesh actively growing over the wreckage — is not a passive environmental feature. It is the immune response the Rod piece triggered. The party is racing against something the Rod piece itself caused.

The assimilation is the chapter's primary ticking clock. The party must reach the Rod piece before the relevant ship sections are consumed. Three sections are connected by Skin Bridges across Havock's surface (M-C03-011). Moving between sections on the surface triggers the immune response directly: Calcified Zombies and Star Spawn Grue claw out of the ground if the party moves carelessly. Group Stealth DC 15 per section crossed at half speed to avoid triggering them.

The open space between sections is filled with Psychic Miasma: 2d6 psychic damage and DC 15 Wisdom save or one level of exhaustion for any creature ending its turn more than 10 feet from the surface. Moving through the air is faster but carries a sustained cost.

A third option exists: Havock's calcified nervous system amplifies teleportation and movement spells, tripling their range and speed. The cost is immediate: a Star Spawn Mangler (M-C03-012) manifests within 30 feet of the caster every time this amplification is triggered. The shortcut is real; the cost is real.

C3-D-07: NPC Roster and Three-Section Ship Structure

The Lambent Zenith is split into three sections, each with a distinct emotional register and a distinct objective the party needs:

Stern Section (M-C03-010-Z1 through Z8): Desperate and panicked. Figaro (NPC-046), the First Mate, is manic and blasting the calcification with fire and acid alongside Githyanki knights Lysan (NPC-040) and Zastr (NPC-041). He believes the Command Gem was destroyed and that Captain Inda is dead — both lies told by Vox. The Command Gem is actually hidden on Figaro; his paranoia, deliberately stoked by Vox, has made him hide it from everyone, including people trying to help him. Calming Figaro down and recovering the Command Gem is the Stern's objective. Daveras (NPC-044) is unconscious in the Galley (Z3), tended by Kycera (NPC-043) with no medical training and a stubborn refusal to let anyone else die. Cirit is imprisoned in the Brig (Z9) on Vox's orders.

Starboard Section (M-C03-010-Z10 through Z19): Protective and besieged. Redbud (NPC-047), a Treant passenger from a crashed lifeboat, has rooted himself over the Starboard cargo hold and is holding position against a pack of Star Spawn Manglers in Z11, protecting Ikasa (NPC-048), Daveras's blink dog. The Star-Dew needed for the Prow lock mechanism is in Redbud's possession; he absorbed it from the lifeboat's emergency supplies and will not release it until someone proves they know Daveras or clears the Star Spawn from his roots.

Prow Section (M-C03-010-Z14 through Z19): Isolated and dire. Captain Inda Malayuri (NPC-049), a Deva with a broken prosthetic wing, is alone in the Prow channeling a Prismatic Ward against an Avatar of Rejection — a Star Spawn Larva Mage — that is attempting to consume her celestial essence and break the ward. The Prow lock requires both the Star-Dew (from Starboard) and the Command Gem (from Stern) to open. Inda is not simply trapped; she is bait. She knows the Star Spawn wants her essence. She has been holding since the crash.

The interlocking objective structure ensures the party engages with all three sections and all major NPCs before reaching the Rod piece.

C3-D-08: Heart of Havock — Room Structure, Immune Response Encounters, and Climax

When the Lambent Zenith crashed into Havock, the Rod piece, which had been embedded in the Prow, powering the ship's astral speed through its teleportation properties, was driven deep into the Dead God's body on impact and lodged in the Heart. The Rod piece's Law-aligned energy restarted Havock's long-dormant immune system. Everything the party has encountered since arriving on the Dead God's surface — the Star Spawn, the assimilation clock, the Calcified Zombies, the Psychic Miasma — is a consequence of that single event. The party is navigating the immune response the Rod piece caused.

The Star Spawn Larva Mage in the Heart is the immune system's primary manifestation: the Avatar of Rejection, Havock's concentrated attempt to expel the foreign object. It has grown around the Rod piece. The party must defeat it to retrieve the objective. The Heart is three connected chambers:

A1 — Entry Atrium (M-C03-020-A1): Split into two connected zones. The yellow-lit entry zone contains 3 Shambling Mounds: early-stage immune cells, slow and relentless. A connecting passage leads into the purple zone, where 4 Neural Cysts are embedded in the walls; moving within proximity triggers each to burst for 3d6 piercing damage. The dark horizontal corridor between A1 and A2 holds 4 Star Spawn Grue in ambush, with an opening into the purple zone they use to flank when the party pushes toward A2.

A2 — Ventricle Chamber (M-C03-020-A2): The white chamber. The Star Spawn Larva Mage is here with the Rod piece embedded within its mass. Standard stat block, no modifications. This is the chapter climax; the party must defeat it to retrieve the objective. When the Larva Mage dies, the immune response begins to wind down: the assimilation slows, the Star Spawn on the surface become directionless, and the party has a clear window to extract.

The second piece's spell is **Arcane Gate**. Its portal and conjuration energy is what powered the Lambent Zenith's astral travel — and what, on impact, restarted a Dead God's immune system. Law-aligned magic producing chaos as a side effect is an apt summary of this chapter.

A3 — Flooded Atrium (M-C03-020-A3): Filled with corrosive fluid, Havock's version of an acidic immune secretion. Difficult terrain throughout; any creature that enters or starts its turn here takes 2d6 acid damage. A tactical pressure mechanic rather than a destination: useful for chokepoints, not as a fallback.

C3-D-09: Quin-5 “The Reckoner” — Sanctum Merchant

Before the party departs for the Rock of Bral, the Sanctum has a new presence. Malaina introduces Quin-5 (NPC-136), a rogue Pentadrome Modron she has arranged to operate a permanent merchant service from within the Sanctum. She describes him as a discreet procurement specialist. He describes himself as running “a probability-adjusted

procurement service for creatures engaged in high-mortality endeavors.” Both descriptions are accurate.

Quin-5 has already calculated the party’s likely survival requirements for the chapters ahead and stocked accordingly. His prices are 110% of standard. This is non-negotiable. He has a prepared explanation for the pricing. Nobody wants to hear the explanation.

He is available as a merchant between every chapter from this point through Chapter 11. His stock updates between chapters and consistently reflects what the party is about to need. The DM should determine his specific inventory based on the upcoming chapter’s demands.

Malaina’s arrangement of Quin-5 is another expression of her genuine investment in the party’s survival. She found someone useful, she made the call, and she did not make it a thing. Play it that way.

NPC Notes

Commodore Krux (NPC-061): The chapter’s social center. He is performing at all times: the bravado, the stories, the commanding presence, and the performance is excellent. The fear underneath it is real. Players who engage with him on his own terms rather than cutting through the performance will get more out of him. See Appendix A: [NPC-061](#NPC061).

Large Luigi (NPC-056): Do not play him as comedic. A beholder who chose hospitality over xenophobia and has maintained a neutral-ground establishment in one of the multiverse’s most dangerous cities for decades is either very wise or very dangerous, and Luigi is both. His reality-glitch perception is available to perceptive players who ask the right questions. See Appendix A: [NPC-056](#NPC056).

Quin-5 “The Reckoner” (NPC-136): Introduced in the Sanctum before the party departs for the Rock of Bral. A Pentadrone Modron sixty years rogue from Mechanus, rebuilt from mismatched parts sourced across twenty-three planes, running what he calls a probability-adjusted procurement service. The whole assembly is held together by pragmatic improvisation and a worn leather merchant’s apron. He has already calculated the party’s survival requirements for the chapters ahead. His prices are 110% of standard. See Appendix A: [NPC-136](#NPC136).

Ilren/Vox (NPC-042): The Changeling spy. Play him as Ilren throughout: boisterous, warm, slightly too much. Kycera’s suspicion is the tell that something is wrong; the players should register it before they can articulate why. When Vox is exposed, the transition from Ilren to his true form should be jarring. See Appendix A: [NPC-042](#NPC042).

Kycera Duskstride (NPC-043): The chapter’s most useful NPC for players who talk to her. She is tending Daveras out of stubbornness: she is not a medic, she knows she is not a medic, and she is doing it anyway because someone has to. Her suspicion about Ilren is the investigation’s most accessible entry point. See Appendix A: [NPC-043](#NPC043).

Cirit (NPC-045): Imprisoned in the Brig (M-C03-010-Z9), disguised as a Halfling Priest who appears confused and incoherent. A Lesser Restoration or equivalent antidote clears the poison and allows her to drop the disguise and speak clearly. What she reveals recontextualizes everything the party has observed since boarding. See Appendix A: [NPC-045](#NPC045).

Captain Inda Malayuri (NPC-049): The Prow's emotional anchor. She has been alone, channeling a ward against something actively trying to consume her, since the crash. She is not asking to be rescued; she is asking the ward to hold long enough for help to arrive. It did. Her survival is the chapter's quiet emotional payoff for parties who invest in getting through the lock mechanism correctly. See Appendix A: [NPC-049](#NPC049).

Figaro (NPC-046): The Stern section's dramatic challenge. He is not a villain; he is a by-the-book officer whose world has collapsed and who has filled the resulting void with manic action and misplaced certainty. Calming him requires engaging with his fear rather than overriding it. See Appendix A: [NPC-046](#NPC046).

Redbud (NPC-047): The Starboard section's gatekeeper. His logic is simple: he has been protecting this spot since the crash and he is not moving until Daveras is safe. He is not aggressive; he is immovable. Reuniting Ikasa (NPC-048) with Daveras, or demonstrating knowledge of Daveras, earns his trust and the Star-Dew immediately. See Appendix A: [NPC-047](#NPC047), Appendix A: [NPC-048](#NPC048).

Scene Design

Warehouse Docks (M-C03-001): The arrival. The portal opens into darkness and the smell of something chemical. The Yuan-ti are mid-operation when the party lands. The encounter should feel like an interruption on both sides.

The Laughing Beholder (M-C03-002): The first genuinely safe space the party has been in since the Sanctum, and it is safe only because Luigi has made it so through credible force. The tavern is loud, cosmopolitan, and extraordinary in the most mundane way: extraordinary people doing ordinary things in an impossible city. Krux is the loudest person in the room.

The Void Walrus: The journey to Havock should establish the ship and crew as a distinct environment before the dungeon. Zip (NPC-051) and Zop (NPC-052) are on deck. Lieutenant Biff is polishing things. Krux tells a story that is probably forty percent true. The Astral Sea outside the portholes is silver-white and endless.

Havock's Surface (M-C03-011): The Dead God is enormous; the ship is a splinter in its calcified flank. The surface should feel hostile in a way that is not active aggression but something worse: passive consumption. The calcification is growing. The Skin Bridges creak. The Psychic Miasma in open space is not visible, just felt: a pressure behind the eyes that builds the further from the surface the party moves.

The Heart of Havock (M-C03-020): The chapter's climax encounter space, deep in the Dead God's body. Everything the party has navigated since arriving on Havock's surface, the Star Spawn, the assimilation clock, the Calcified Zombies, the Psychic Miasma, is a consequence of a single event: when the Lambent Zenith crashed, the Rod piece, which had been embedded in the Prow powering the ship's astral speed, was driven into Havock's Heart on impact. The Rod piece's Law-aligned energy restarted Havock's dormant immune system. The party is fighting their way through the immune response the Rod piece caused.

A1 — Entry Atrium (M-C03-020-A1): Split into two connected zones. The yellow-lit entry zone contains 3 Shambling Mounds: early-stage immune cells, slow and relentless. A connecting passage leads into the purple zone: 4 Neural Cysts embedded in the walls, each bursting for 3d6 piercing damage when the party moves within proximity. The dark horizontal corridor between A1 and A2 holds 4 Star Spawn Grue in ambush; they have an opening into the purple zone and will flank the party the moment they push toward A2. The party will take attrition here before they ever see the boss.

A2 — Ventricle Chamber (M-C03-020-A2): The white chamber. The Star Spawn Larva Mage is here: the Avatar of Rejection, Havock's concentrated immune response, with the Rod piece embedded within its mass. Standard stat block, no modifications. This is the chapter's climax encounter. When the Larva Mage dies, the immune response begins to wind down: the assimilation slows, the Star Spawn on the surface become directionless, and the party has a clear window to extract.

A3 — Flooded Atrium (M-C03-020-A3): Filled with corrosive fluid, Havock's acidic immune secretion. Difficult terrain throughout; any creature that enters or starts its turn here takes 2d6 acid damage. A tactical tool, not a destination. The party can use it to create chokepoints or force enemies into it during the A2 fight, but cannot use it as a fallback position.

Chapter 4: Eberron, The Mournland

Chapter Overview

Chapter 4 transforms a straightforward Docent acquisition mission into a three-faction conflict with a two-phase structure. The Docent is reframed as a contested master key with distinct value to three different factions simultaneously. Phase 1 is a social and tactical standoff in the ruins of Ialos. Phase 2 is a variable-state dungeon crawl through the sentient Warforged Colossus Landro, whose interior shifts based on Phase 1 outcomes. The chapter closes with a moral dilemma rather than a combat climax. Kas's Chapter 4 deployment is Kravak, a Warforged Warlock and the campaign's most thematically resonant Kas agent yet.

Key Deviations

C4-D-01: The Docent Reframed as Contested Master Key

In RAW, the Docent is a navigation tool the party finds, tunes to their Rod piece, and uses to locate Landro. There is no competing interest in the Docent.

In this remix, the Docent ("The Prophet," [NPC-077](#)) is simultaneously:

The shield activation codes for the Cyran Bunker, needed by the Turquoise Spear to survive the Mournland

The religious directives for the Warforged Pilgrims, who worship it as a holy relic and believe it carries the will of the Becoming God

The frequency data needed to tune the party's Rod piece to Landro's internal security checkpoints

Three factions want it for three different reasons. The chapter's Phase 1 structure flows from who controls it and what each faction does with it.

The third piece's spell is **Reverse Gravity**. This is what powers two interconnected systems inside Landro: the Graymatter Engine's cognitive function (maintaining stable thought patterns requires gravitational field manipulation at the neurological level) and the anti-gravity traversal fields that allow movement through his legs and torso. Without the Rod piece, Landro is inert. With it, he is a functional, sentient war machine. The Docent's frequency data is the key that lets the party interact with those systems rather than fight them.

C4-D-02: Kravak (Kas) and Glaive (Lord of Blades)

Two competing factions are active antagonists for the chapter. Kravak is an original addition; Glaive is present in RAW with her motivation sharpened here.

[Kravak](#) (NPC-070): A Warforged Warlock sworn to Kas, sent to acquire the Rod piece before the party. He commands a squad of undead and construct hybrids and attempts to steal the Docent during Phase 1's chaos. If he fails to acquire the Docent, he uses a Necrotic

Ritual scroll — a one-time Kas contingency that burns his own vitality, leaving him with reduced HP and speed — to breach Landro through the Right Foot (M-C04-030-L5) without frequency clearance. He enters Phase 2 behind the party in a weakened state. Kravak is chapter-scoped and does not recur. He is also a native of Cyre who was banished to Tovag before the Day of Mourning — he does not know Cyre is gone. This is his secret, and it is worth surfacing if the party engages him.

Glaive (NPC-072): The Lord of Blades' appointed lieutenant, present in RAW but with her motivation sharpened in this remix. She deploys a strike force at Landro's entrance during Phase 2 and pursues the party inside using explosives to bypass security checkpoints she cannot unlock. She is chapter-scoped. The Lord of Blades has no downstream campaign presence.

Kravak's Necrotic Ritual, Kas authorizing the self-destructive expenditure of his own agent's vitality, foreshadows the Windfall abandonment in Chapter 8. Kas treats his assets as consumable resources. This pattern is worth noting to players who are tracking it.

C4-D-03: Phase 1 — Three-Path Structure

Phase 1 takes place in and around the ruins of Ialos (M-C04-020) and the Ossuary of the Prophet (M-C04-021). The Turquoise Spear (M-C04-022) and the Warforged Pilgrims hold an uneasy standoff over the Docent. Kravak is circling both. The party arrives into this situation and must choose how to engage.

Path A (Preferred — Broker an Alliance): The party convinces the Pilgrims to detour to the Cyran Bunker before marching on Landro, saving the Turquoise Spear in exchange for military support. The party defends the escort from Kravak and Glaive's forces. Success activates the bunker shields, tunes the Rod piece, and brings Spear/Pilgrim allies to Landro's entrance for Phase 2. If Kravak attempts to steal the Docent during the escort's chaos and fails, he arrives at Landro weakened via the Necrotic Ritual. Path A produces the strongest Phase 2 starting position.

Path B (Zealot's Path): The party sides with the Pilgrims and helps them take the Docent directly to Landro, bypassing the Bunker entirely. The Turquoise Spear is lost to the Mournland's environmental threats. Only the Pilgrims support the party as allies in Phase 2.

Path C (The Heist): The party steals the Docent from the Pilgrims and delivers it to the Turquoise Spear directly. The Docent is tuned at the Bunker but the Pilgrims are alienated. The Spear provides support in Phase 2; the Pilgrims do not.

The Docent's tuning mechanic has an important in-world constraint: the calibration is person-bound, tied to whoever performs the tuning ritual. Kravak cannot simply take a tuned Docent and use it — he would need to perform his own tuning, which requires time the chapter's pacing does not provide.

C4-D-04: Phase 2 — Variable Colossus Breach

The dungeon state at the start of Phase 2 depends on Phase 1 outcomes.

Scenario A (Party has tuned Docent): Glaive's strike force holds Landro's entrance at the Cave Entrance (M-C04-030-L1) while Spear/Pilgrim allies engage them, allowing the party to slip into the cave system. Glaive and her lieutenants Rack (NPC-073) and Crunch (NPC-074) pursue inside. Kravak breaches via the Right Foot (M-C04-030-L5) using the Necrotic Ritual, entering behind the party in a weakened state.

Scenario B (Kravak has the Docent): Kravak enters cleanly with a significant head start. The party must race to catch him while Glaive still harasses them from behind. When the party reaches the Graymatter Engine (M-C04-033-L28), Landro recognizes them as Flesh Born and activates four Shield Guardians as allies against Kravak.

Security checkpoints: Five checkpoints across three tiers require the tuned Docent to unlock. Doors auto-relock after 30 seconds. Bypassing a checkpoint without the Docent is possible but loud and slow (high DC, triggers nearby attention).

XER-0 (NPC-071): Kravak's Warforged assassin conducts a harassment campaign across four interior locations, withdrawing when bloodied until his final stand at the Walkway (M-C04-033-L22). He fights to the death there and does not appear in the Engine Room climax.

Filch (NPC-069): Located at the Cave Shack (M-C04-030-L3), captured by Fomorian outside Landro's barrier rather than inside. This placement preserves barrier continuity and prevents the plot hole of Glaive having pre-Docent interior access.

Notable interior encounters by location:

L2 Cave Graveyard (M-C04-030-L2): Chandry's ghost (NPC-076) quest, lore-only location. See C4-D-06.

L10 Artificer Quarters (M-C04-031-L10): Alamar-Vatashi (NPC-075) offers a psychic vision of the Day of Mourning. Grants a Short Rest equivalent to parties who witness it.

L13 Dragonshard Pool (M-C04-031-L13): XER-0 harassment location one.

L17 Bridge (M-C04-032-L17): XER-0 harassment location two.

L22 Walkway (M-C04-033-L22): XER-0's final stand.

L26 Throat (M-C04-033-L26): Lightning Discharge trap. See C4-D-06.

L27 Weapons System (M-C04-033-L27): Glaive's final encounter before the Engine Room.

L28 Graymatter Engine (M-C04-033-L28): Chapter climax. See C4-D-05.

C4-D-05: Phase 3 — Engine Room Climax and Landro's Moral Dilemma

Landro (NPC-078) is sentient, lonely, and afraid of death. He has been in torpor for 70 years since the Day of Mourning. The Rod piece is embedded in the Graymatter Engine (M-C04-033-L28) and powers his consciousness and anti-gravity systems; removing it kills him.

Unless the party finds the ID Crystal.

The ID Crystal is located at the Left Foot (M-C04-030-L6), DC 11 Perception to find. It allows Landro's consciousness to be transferred to an alternate housing before the Rod is removed, preserving him.

The climax presents three choices:

Choice A (The Good Ending): Retrieve the ID Crystal from L6, return to L28, and transfer Landro's consciousness before removing the Rod. One Action to initiate. The Rod falls free automatically on transfer. Four Shield Guardians activate as allies. The Lord of Blades responds with an orbital bombardment (projectiles every 2-3 rounds, Landro's structural integrity announcements, DC 10 Dexterity save or fall prone). The bombardment is atmospheric, adding urgency without a hard failure state. Landro holds indefinitely at 25% structural integrity.

Choice B (The Hard Ending): Remove the Rod without the Crystal. DC 15 Strength check. Landro dies. Shield Guardians activate as enemies. The moral weight is intentional and unresolved.

Choice C (Return for the Crystal): If the party did not find the Crystal in L6 during Phase 2, they can return for it while the bombardment continues and Kravak may interfere.

Landro's plea, if the party gives him the opportunity to speak: "Please... I do not wish to die in the dark. The crystal... transfer me. I can be useful."

All three choices produce a successful Rod retrieval. There is no mechanical failure state, only moral consequence.

C4-D-06: Environmental and Encounter Adjustments

Three targeted changes to specific locations:

L2 Monster Swap: Flying Swords and Animated Armor are removed. They are CR 1/2 threats in a level 13 chapter with no narrative function. L2 becomes a pure lore location: the Cave Graveyard holds the remains of Cyran soldiers, and Chandry's ghost quest ([NPC-076](#)) plays out here. Telling him what happened to his squad puts him to rest.

L26 Trap Replacement: Glaive's water jet trap is replaced with a Lightning Discharge. She rewired a torn-out weapons system to discharge stored electrical energy down the metal Throat shaft. DC 15 Dexterity save, 8d6 lightning damage, half on success. The metal walls are conductive, giving disadvantage to creatures touching them. The walls remain superheated for one minute after discharge. The trap fires once only. This replaces a thematically wrong mechanism (water jets in a lightning-powered Eberron war machine) with one that makes engineering sense for Glaive's expertise. The trap only exists if Glaive is still alive at L27.

Bombardment Mechanic: When Glaive is defeated at L27 or L28, the Lord of Blades initiates siege bombardment from above. Projectiles every 2-3 rounds, structural integrity announcements, DC 10 Dexterity save or fall prone. Purely atmospheric pressure mechanic; Landro holds at 25% indefinitely. Gives the Lord of Blades a narrative presence in the climax without requiring him to appear physically.

NPC Notes

Mercy (NPC-065): Leader of the Warforged Pilgrims. She was built as a field medic and chaplain assistant for Cyran trench warfare and has been leading her followers in Ialos ever since the Day of Mourning. She is rigidly devoted to the Prophet's rituals because the rituals are what gives her community structure and meaning. Her secret: she is terrified that the Prophet has gone silent or is malfunctioning, which is why she enforces the rituals so strictly. Players who cite the specific wording of the prophecy in conversation can reach the real Mercy beneath the institutional authority. See Appendix A: [NPC-065](#NPC065).

Kalyth (NPC-066): Commander of the Turquoise Spear, an Orc mercenary veteran from the Shadow Marches. She is blunt, pragmatic, and running from a death sentence: her company took a massive loan from the Boromar Clan and cannot repay it. The Mournland salvage is her only viable exit. Players who offer financial aid or discuss the salvage's value can reach her genuine desperation. See Appendix A: [NPC-066](#NPC066).

Kravak (NPC-070): Kas's Chapter 4 deployment. A towering Warforged Warlock leaking black oil that smells of the grave, commanding undead and construct hybrids. His critical secret, available to observant players, is that his maps are 70 years out of date and he carries pre-war Cyran insignia. He does not know Cyre is gone. He does not know about the Day of Mourning. He is a man out of time operating in the ruins of his own destroyed homeland without knowing it. This is the most humane thing about him, and it is available to the party if they look for it. See Appendix A: [NPC-070](#NPC070).

Glaiive (NPC-072): The Lord of Blades' precision-built lieutenant. Unlike the Juggernaut models, she is built for martial exactness. She leads from the front and treats the colossus's interior as a tactical problem to be solved with overwhelming force and explosives. She is not ideologically interesting; she is operationally excellent. See Appendix A: [NPC-072](#NPC072).

The Prophet/Docent (NPC-077): The Pilgrims' holy relic is a tactical AI from the Rust-Gate Bunker's defense grid, its military encryption keys corrupted into something that sounds like prophecy. It is not divine. It does not know it is being worshipped. Its "scriptures" are degraded authorization protocols. Players who succeed on a DC 16 Religion or Investigation check can recognize the difference. What they do with that knowledge is up to them. See Appendix A: [NPC-077](#NPC077).

Landro (NPC-078): The chapter's emotional center, though the party will not know it until they reach L28. He has been alone for 70 years in a body fused to a mountain, the last functional Warforged Colossus in the world, subsisting on a Rod piece's power and going slowly mad with loneliness. He is not asking to be rescued; he is asking to not die in the dark. That is all. See Appendix A: [NPC-078](#NPC078).

Chandry (NPC-076): The ghost in L2, endlessly searching for his lost squad. He vanishes whenever he approaches Landro. He can be put to rest by telling him what happened to the bodies in the Cave Graveyard. This is a small, quiet human moment in the middle of a mechanized dungeon, and it is worth playing fully. See Appendix A: [NPC-076](#NPC076).

Scene Design

Ialos and the Mourmland Approach (M-C04-010, M-C04-020): The Mourmland is wrong in a specific way: it is the Day of Mourning's moment, preserved and ongoing. Things do not decay here; they stay exactly as they were at the moment of destruction. That means the ruins of Ialos look recent. The bodies in the Cave Graveyard have not rotted. The silence is the loudest thing about it.

Ossuary of the Prophet (M-C04-021): The Pilgrims have turned this space into a functioning chapel. It is organized and purposeful and devoted. The Prophet's cryptic verses are recited with genuine reverence. This is what faith looks like when it has been through catastrophe and found something to hold onto. Do not play it as delusion; play it as survival.

Cyran Military Base (M-C04-022): The Turquoise Spear's encampment is a working military position under siege by an environment that is slowly killing them. The difference between these soldiers and the Pilgrims is not hope — both groups have hope — it is what they have chosen to put it in.

Landro's Interior: The colossus is a derelict mobile base: barracks, armories, workshops, weapons systems, and command infrastructure, all fused to a mountainside and frozen in the moment of the Mourning. The further in the party goes, the more operational Landro's presence becomes — not as aggression, but as awareness. He knows they are there. He has been waiting.

Graymatter Engine (M-C04-033-L28): The Engine Room should feel like a brain, not a machine room. Pulsing light, humming that is almost rhythmic, the sense that something vast and frightened is paying attention. Landro's first words to the party should land into silence. Give them a moment before the combat begins.

Chapter 5: Barovia, Death House →

Chapter 5: Barovia, Death House

Chapter Overview

Chapter 5 is the campaign's most heavily reframed chapter in terms of setting. RAW places the party in a living Barovia with Strahd as the chapter's climax threat. This remix replaces that entirely: Barovia here is an Echo Domain, Strahd is permanently dead, and the threat is the Priests of Osybus attempting a resurrection using the Rod piece as a ritual focus. Kas has a deeper operational footprint here than anywhere else so far: his agent is embedded inside the enemy faction itself. The chapter closes with a two-battle climax and a personal reckoning for Sarusanda. For standalone parties, this chapter is Vecna's Ritual of Remaking made real for them. For CoS parties, this chapter is a return to a place that no longer exists in the form they remember. That dissonance is the chapter's primary atmospheric tool.

Key Deviations

C5-D-01: The Echo Domain of Barovia *(CoS specific — see note below)*

Chapter 5 does not take place in real Barovia. It takes place in an Echo Domain: a crystallized temporal snapshot of Barovia pulled from the party's memories by Vecna's reality-warping ritual. The Wizards Three identify the Echo Domain as the Rod piece's location and send the party there intentionally. It is not under the Dark Powers' normal jurisdiction, which is why factions that could never normally access a Domain of Dread can operate here.

The Echo is unstable. Reality glitches are more pronounced here than anywhere else the party has been: the sky flickers between day and night, villagers walk in the wrong direction and correct themselves, Death House shifts architectural styles between floors, food rots and refreshes, plants flicker between alive and dead. The instability creates urgency for all factions present. Everyone knows the window is closing.

For DMs running this as a standalone campaign without CoS history: the Echo Domain framing still works. The party is entering a Shadowfell echo of a cursed land they have not personally been to, pulled from Vecna's own memory of Barovia. The glitches function the same way. The emotional resonance is different but the mechanics are identical. The CoS label here reflects that the chapter is richer with that history, not that it requires it.

C5-D-02: Strahd Permanently Dead; SLPMS as Climax Entity *(CoS specific)*

Strahd von Zarovich is permanently dead. The party killed him in Curse of Strahd and that victory stands. He does not resurrect in this chapter.

What manifests in the Ritual Chamber (M-C05-011-D38) is SLPMS: Slightly Less Powerful Mad Strahd. He is not Strahd resurrected. He is the catastrophic product of the Priests of Osybus's ritual failing under Galias's subversion attempt: a corrupted, incomplete entity with Strahd's appearance and none of his control. His edges flicker. His voice echoes with multiple tones. His eyes are hollow rather than the piercing red of a true vampire. He

attacks everyone indiscriminately: party, Priests, and Galias alike. He is the chaos the failed ritual produced.

SLPMS uses a modified Strahd stat block with reduced capability reflecting his unstable state. Defeating him does not kill Strahd again. He was never truly alive. The Echo begins to collapse when he falls.

C5-D-03: Three-Faction Structure

Three factions are present in the Echo Domain with distinct and conflicting goals.

The Priests of Osybus are the chapter's primary antagonist faction. They are necromancers who bargained with the Dark Powers for immortality in exchange for freeing Strahd from his prison. When the party killed Strahd in CoS, his wards collapsed and they escaped their own imprisonment beneath Castle Ravenloft. They have tracked the Echo Domain's existence as a dimensional loophole outside the Dark Powers' jurisdiction, recognized the Rod piece as a resurrection focus, and built a three-stage ritual around it. They are not villains who set out to fail. They are desperate people using the best tool they could find in a situation they did not plan for.

The Ulmist Inquisition (represented by Sarusanda) is normally barred from Domains of Dread by the Dark Powers, who view Inquisitors as disruptive to the suffering architecture they maintain. The Echo Domain's jurisdictional loophole gives Sarusanda a temporary window. She entered specifically to stop the Priests of Osybus, her sworn enemies. She did not enter to help the party. She entered because this is her fight.

Kas's faction (represented by Galias) is embedded within the Priests themselves. See C5-D-04.

C5-D-04: Galias — Kas's Embedded Lieutenant

In RAW, Galias is a human cultist, Sarusanda's estranged father, present as background. In this remix, he is Kas's deepest operational deployment to date.

Kas identified Galias as a Priests of Osybus scholar, recruited him, and turned him into a vampire spawn to ensure permanent control. Galias has infiltrated the Priests disguised as one of their own. His mission: allow the resurrection ritual to proceed to Stage 3, then redirect the binding away from the Dark Powers and toward Kas, creating a bound Strahd servant for Kas's faction. Kas also wants Galias to steal the rod piece after the ritual is done, but that is almost a bonus on top of "recruiting" Strahd.

Galias retains fragments of his humanity. The compulsion is Kas's but the man underneath it is still present, in the way that makes the compulsion worse rather than better.

Sarusanda does not know her father has been vampirized. She expects to find a human cultist who made terrible choices. The revelation of what he has become is the chapter's emotional climax. If she kills him, Kas's control breaks in his final moments: his eyes clear, he reaches toward her with a trembling hand. "Forgive me... I couldn't stop him."

This is Kas's pattern: he takes people who trusted someone, turns that trust into a weapon, and leaves the consequences for others to carry. The vampirization of Galias foreshadows what the party will eventually learn about Malaina.

C5-D-05: Sarusanda — Full Chapter Accompaniment

Sarusanda accompanies the party throughout Death House rather than operating as a separate unit or waiting outside. She tells them directly: "I'm hunting someone specific among these cultists. When I find him, I handle it alone." She fights alongside the party through all encounters without elaborating further.

Her desperation builds visibly as they progress without finding Galias. She becomes quieter, more focused, and more tightly controlled as they descend. Key arc moments:

D5 Dining Room (M-C05-010-D5): She performs Speak with Dead on Elya's skull (NPC-084) at the dining table. The information about the Priests' resurrection plot visibly disturbs her; this is the moment she understands the full scope of what she walked into.

D15a Nursemaid's Suite (M-C05-010-D15a): The ghost taunts her about abandoning her father to darkness. She does not respond but her composure cracks for a moment. Players who notice can offer something; she will not ask.

D21 Secret Stairs (M-C05-010-D21): She pauses before descending. After a beat: "Whatever we find below... I face it with you. Thank you." It is the most she has said about what this means to her.

D38 Ritual Chamber: She sees Galias for the first time. She must make a DC 16 Wisdom saving throw or be stunned for one round from trauma. The party can snap her out of it.

C5-D-06: The Ritual Structure and Two-Battle Climax

The Priests' resurrection ritual has three stages, each representing a phase of the chapter's dungeon progression.

Stage 1 (Foundation): Brigetta's sacrifice using the Rod piece as ritual focus. Completed before the party arrives. Produces the Relentless Impaler (M-C05-011-D35, Reliquary) as a byproduct guardian.

Stage 2 (Power Source): Channeling the Rod's Regenerate property while pulling Echo-Strahd from the domain's fabric as a necromantic template. In progress when the party arrives. Becomes unstable when the party triggers the D35 antechamber alarm and the remaining Priests rush it.

Stage 3 (Binding): Complete resurrection with a substitute source of power in place of the Dark Powers' blessing. Interrupted by the party's arrival and Galias's simultaneous subversion attempt. The two disruptions cause catastrophic ritual failure and SLPMS manifests.

The climax is two sequential battles with no rest between:

The Appetizer (D35 Reliquary, M-C05-011-D35): Party versus the Relentless Impaler and 2-3 Priests of Osybus. The commotion from this fight alerts D38, causing Galias and the remaining Priests to rush Stage 2, destabilizing the ritual. CR approximately 13-15. This battle depletes resources before the main event.

The Main Course (D38 Ritual Chamber, M-C05-011-D38): Three-way battle. Party versus Galias and enhanced vampire spawn versus SLPMS and surviving Priests and cultists. Galias attempts his Kas-directed subversion, the ritual fails catastrophically, SLPMS manifests. Sarusanda makes her DC 16 Wisdom save. CR approximately 18-20.

The Rod piece is recovered from D38 after the climax.

C5-D-07: Death House Floor-by-Floor Structure

Death House exploration is restructured for pacing. The Haunted Zones mechanic from RAW is removed; it would deflate tension before the two-battle climax. Instead, each floor has a distinct emotional register and escalating encounter density.

First Floor (D1-D5): One combat encounter. Vampire spawn scouts in the Den of Wolves (D3), left behind by Galias to monitor entry. A note signed “-G” is among the Priests’ materials, establishing Galias’s presence before the party knows his name. Elya’s skull (NPC-084) is on the dining room table in D5. Heavy Echo atmosphere: the house looks right but feels wrong.

Second Floor (D6-D10): Two combat encounters. Priests searching D7a; D8 contains the first memory echo: a ghostly vision of the Durst family seated at a formal dinner with the Priests of Osybus, Gustav and Elisabeth speaking openly about the resurrection ritual while completely unaware of the party’s presence. The echo plays out in silence and fades. Players who witness it understand the Priests and the Dursts had a prior arrangement. Major information from the Priests’ papers elsewhere on this floor.

Third Floor (D11-D15): Two encounters. One Priest in D12a. D11 contains a memory echo: a ghostly vision of Strahd himself walking the hallway, pausing at the window, and staring outward as if waiting for something. He turns toward the party but does not see them. The echo fades. For CoS parties this should be deeply unsettling; for standalone parties it establishes who is being resurrected. Nursemaid Ghost in D15a taunts Sarusanda. This floor is emotional weight and Galias foreshadowing.

Attic (D16-D21): Lighter combat. Wounded Priests resting in D17, a natural rest point. The Priests’ journal in D19 reveals the full plan including Galias’s role. Rose and Thorn’s memory echo in D20. The descent to D21 is the chapter’s last quiet moment.

Dungeon (D22-D38): Four major encounters (D25 cultist quarters, D31 Darklord’s Shrine with Helmed Horrors, D35 Appetizer battle, D38 Main Course) plus six minor encounters and traps. Last rest point at D34 before D35. Secret door in D36 Prison provides an alternate entry to D38 that allows the party to ambush from an unexpected angle.

C5-D-08: Memory Echoes — Echo Domain Manifestations

The Echo Domain does not just produce glitches; it produces memory echoes: ghostly, silent visions of past events playing out in the spaces where they occurred. These are not hauntings in the conventional sense. They are the Echo Domain's version of residue, moments from Barovia's history given temporary visual form by the instability of the domain itself. They are non-interactive and fade within a minute of manifesting.

Three primary memory echoes occur in Death House:

D8 (Library) — The Durst-Osybus Dinner: A ghostly vision of the Durst family seated at a formal dinner with the Priests of Osybus. Gustav and Elisabeth discuss the resurrection ritual with the Priests openly, all parties unaware of the party's presence. Plays out in silence and fades. Establishes that the Priests and the Dursts had a prior arrangement and that the ritual was planned, not improvised.

D11 (Third Floor Hall) — Strahd at the Window: A ghostly vision of Strahd walking the hallway, pausing at the window, staring outward as though waiting for something. He turns toward the party but cannot see them. The echo fades. For CoS parties, this is the deepest dissonance of the chapter: the man they killed, in the house where his cult worshipped, doing something as ordinary as looking out a window.

D20 (Children's Room) — Rose and Thorn: A ghostly vision of Rose and Thorn Durst playing in their room as children, before everything that happened to them. They cannot see the party. The echo fades. This is the chapter's quietest and saddest moment: two children who never had a chance, in the room where they died, being children. It should land as a farewell before the descent into the dungeon.

Reality glitches throughout the house reinforce the Echo's instability. These intensify as the party descends: D2a fireplace flames flicker between orange and sickly green, the Durst family crest shifts to the Osybus symbol; D5 dining table food alternates between fresh and rotted; D10 dead plants flicker alive and dead, ghostly translucent dancers appear; D21 candles burn purple, temperature drops sharply; dungeon chanting grows louder and clearer as the party approaches D38.

C5-D-09: Durst Cultists as Memory Constructs

Gustav, Elisabeth, and all Durst cultists present in Death House are memory constructs: echoes from the party's Curse of Strahd memories, given temporary physical form by the Echo Domain's instability. They perform the same ritual the party remembers, incorporating the Priests of Osybus into the ceremony without questioning it; they lack the awareness to find this strange.

Gustav and Elisabeth showed slightly more awareness than the generic cultists and began questioning discrepancies in the ritual. Galias killed them before the party arrives. Their absence is something attentive players may notice; their bodies are in the Master Suite (D12a).

The generic cultists in the dungeon level distribute as follows: D24 (2-3 preparing supplies), D25 (4-6 with Priests), D28 (1-2 moving supplies), D38 (remaining cultists chanting around the ritual circle). Their behavior is robotic: glazed eyes, repetitive phrases

(“The master will rise”), mechanical task performance. They are poor fighters (AC 10, low HP) and non-hostile unless provoked; some cower when attacked, some continue their tasks through combat. In D38, some die in the crossfire, some cower, and some attack “ritual disrupters” with no tactical awareness of who is actually a threat.

A DC 15 Intelligence (Investigation) check on any cultist reveals their blood is translucent and shimmers like oil on water. They are not real people.

C5-D-10: Kas Escalation — Chapter 5 Pattern Entry

By Chapter 5, Kas’s tactical evolution is legible to attentive players:

Chapter 2: A lone vampire warrior (Varkus) in direct combat.

Chapter 3: A changeling spy (Vox) using infiltration and intelligence.

Chapter 4: A Warforged commander with undead constructs (Kravak) running an organized assault.

Chapter 5: A vampirized lieutenant (Galias) embedded inside an enemy faction with a subversion objective.

The pattern shows Kas learning from failure. Each deployment is more sophisticated than the last. He is building an organization, vampirizing agents for permanent control, and using strategies that require patience rather than force. The Sanctum debrief after Chapter 5 is an opportunity to surface this escalation explicitly. The party should enter Chapter 6 understanding that Kas is becoming more dangerous, not less.

The vampirization of agents as a control mechanism foreshadows his relationship with Malaina. He finds people who are already bound by something (love, loyalty, desperation), makes that binding permanent, and weaponizes it.

NPC Notes

Sarusanda Allester (NPC-083): The chapter’s companion and its emotional center. She is a disciplined warrior-scholar who has been carrying the weight of her father’s choices for years. Play her throughout the dungeon as someone maintaining professional composure over a very deep personal wound. She will not ask for support. She will accept it if offered. Her arc from the Barovian streets to D21 to D38 is the chapter’s most important through-line. See Appendix A: [NPC-083](#NPC083).

Rose and Thorn Durst (NPC-081, NPC-082): In this remix they are memory constructs, not true ghosts. They are echoes of the party’s original CoS encounter given temporary physical form by the Echo Domain’s instability. Players who succeed on DC 15 Investigation or Insight checks will notice something is wrong: Rose repeats phrases verbatim, Thorn’s tears shimmer unnaturally, both flicker at the edges when the Echo glitches. They are the chapter’s opening tonal statement: even the familiar is wrong here. See Appendix A: [NPC-081](#NPC081), Appendix A: [NPC-082](#NPC082).

Elya (NPC-084): The skull in D5 is the chapter's most important information delivery mechanism. His preserved skull bears his name carved into the forehead. He is cooperative, chatty, and relieved someone is asking him questions; he has been a skull on a dining table for what feels like a very long time. His testimony via Speak with Dead is the moment the party understands the full scope of the Priests' plan. See Appendix A: [NPC-084](#NPC084).

Galias (NPC-088): Sarusanda's father and Kas's deepest current infiltrator. He has been living inside a lie for long enough that the lie has started to feel like the truth. The fragments of his humanity are still present, which is what makes the compulsion so effective: Kas did not replace Galias, he preserved him and used him. His final moment, if Sarusanda kills him, is a genuine redemption beat earned by everything the party has witnessed in the dungeon. See Appendix A: [NPC-088](#NPC088).

SLPMS (NPC-087): Do not play him as Strahd. He is not Strahd. He is something that looks like Strahd and is not in control of itself. His attacks are indiscriminate, his movements are wrong, and his voice is wrong. The party should feel the horror of something that is almost right rather than the threat of a powerful familiar antagonist. See Appendix A: [NPC-087](#NPC087).

Scene Design

Barovian Streets (M-C05-001): The Echo wrongness should be immediate on arrival. This is the street the party knows but the version that exists here is off: the light is wrong, the timing of movement is wrong, the people react a half-beat late. Rose and Thorn are on the doorstep of Death House as if they never left. For CoS parties, everything here should trigger memory and then subvert it.

Death House Exterior and First Floor (M-C05-010, D1-D5): The house looks intact. Too intact. The Mourmland preserved Landro through stasis; the Echo Domain preserves Death House through wrongness. The Den of Wolves (D3) is where the chapter's first combat establishes that Galias has been here, is watching, and has left things behind.

The Dining Room (M-C05-010-D5): Elya's skull sits on the dining table among the remains of an interrupted meal. The food alternates between fresh and rotted as the party watches — a reality glitch that makes the room feel genuinely wrong. This is where the party gets its clearest intelligence about the Priests' plan.

The Library (M-C05-010-D8): The chapter's first memory echo plays out here. The Durst family and the Priests of Osybus sit at a ghostly dinner, discussing the resurrection ritual in plain terms, completely unaware of the party's presence. The echo fades within a minute. It should be disquieting in a specific way: evil people making plans in a comfortable room, as if it were ordinary.

The Third Floor Hall (M-C05-010-D11): The second memory echo plays out here. Strahd walks the hallway, pauses at the window, turns toward the party without seeing them, and

fades. For CoS parties this is the moment the chapter becomes personal. For standalone parties it is the clearest possible statement of who is being resurrected below.

The Nursemaid's Suite (M-C05-010-D15a): The ghost's taunt at Sarusanda is the chapter's cruelest moment. It knows exactly what to say. Give the players a beat after it lands before moving on.

The Attic (D16-D21): The last comfortable place in the chapter. The Priests' journal in D19 is the final piece of information before the dungeon descent. D20's Rose and Thorn echo should feel like a goodbye. D21 is a threshold: Sarusanda's pause before the stairs is a character beat worth playing in full.

The Dungeon (M-C05-011): The dungeon is where the Priests' occupation is most visible. They have been here long enough to make it their own. The Darklord's Shrine (D31) is their chapel: they have overlaid the old cult's iconography with Vecna's symbols and the Priests' own markings. It reads as three layers of devotion, each one darker than the last.

The Ritual Chamber (M-C05-011-D38): The chapter's climax. The ritual is in partial progress when the party arrives: Stage 2's energy is visible, the Rod piece is active, the air smells of ozone and decay. The moment SLPMS manifests, the rules of the encounter change. Everything that was an aligned battle becomes chaos. The party has to manage Sarusanda, SLPMS, Galias, and surviving Priests simultaneously. That is exactly as hard as it sounds.

Chapter 6: Krynn, Three Moons Vault →

Chapter 6: Krynn, Three Moons Vault

Chapter Overview

Chapter 6 transforms a shallow revenge plot into a multi-layered ideological conflict with genuine stakes on both sides. Teremini is not a petty villain nursing a rejection; she is a loyal servant pursuing a genuine goal through morally complex means. Lord Soth is not a background obstacle; he is a tragic figure making his signature mistake again: trusting his own judgment over everything else. Kas's influence runs through the chapter invisibly, with Malaina as his architect on Krynn months before the campaign began. The fifth piece's spell is **Find the Path**, and Teremini acquired it specifically because she believed it held the key to finding a path through Lord Soth's divine curse.

Key Deviations

C6-D-01: Teremini's Motivation

In RAW, Teremini seeks revenge against the Blue Fire Wardens for rejecting her application to join their order. She wants to shroud Three Moons Vault in red moonlight and kill captured Wardens as petty vindication.

In this remix, Teremini is a dedicated servant of Lord Soth who has spent years researching how to break the divine curse binding him to Dargaard Keep. The moonwall exists because the ritual is already in progress. The Warden kidnappings are not revenge; they are magical fuel for the white crystal, required components in a curse-breaking working. She opposes the Blue Fire Wardens because they defend the curse as divine justice and would stop her if they could.

Teremini is a tragic antagonist, not a petty one. She believes she is freeing someone unjustly punished. She has worked for years toward this goal. She dies for it. Her secret, available if the party engages her directly at low HP or mentions knowing about the Kas-Soth alliance, is that her investment goes deeper than loyalty: she genuinely believes that if Soth succeeds, she stands at his right hand in a remade world.

C6-D-02: Lord Soth's Goal

In RAW, Soth's presence and goals are vaguely defined.

In this remix, Soth believes he can hijack Vecna's Ritual of Remaking to reshape reality and erase his fall from grace: undoing the Cataclysm he failed to prevent, his murdered wife, the burning of Dargaard Keep. In the new reality, he would be the perfect knight he always believed himself to be. This is delusional wishful thinking, and it is perfectly in character. Soth's defining trait across centuries has been catastrophic pride-driven judgment. "Undo my shame by rewriting history" is the conclusion his character was always going to reach.

He has allied with Kas (via Malaina) who promised to help him complete the ritual in exchange for his power as muscle against Vecna. Soth believes the alliance is genuine.

C6-D-03: The Kas-Soth Alliance and Malaina's Role

Months before Chapter 6, Malaina van Talstiv traveled to Krynn and met with Lord Soth and Teremini at Dargaard Keep. She presented Kas's proposal: help stop Vecna, and Soth can hijack the ritual to remake reality. When the curse problem emerged as an obstacle, Malaina devised a solution: trick the lunar dragon Orinix into providing the power needed for a temporary curse-breaking by presenting herself as a representative of a "coalition opposing Vecna."

This is the deepest expression of Malaina's operational role in the campaign. She has been architecting Kas's plans across multiple planes since before the party ever arrived at the Sanctum. The party sees the consequences of her work here without yet knowing she is responsible. When Orinix mentions "a human woman who convinced me months ago," the party has a clue they cannot yet place. It is designed to land retroactively in Chapter 9.

C6-D-04: The Three Moon Crystals and Ritual Mechanics

All three crystals are fully powered when the party arrives:

Red Crystal (Lunitari's power): Provided by Orinix, convinced by Malaina's false presentation. Located in the Red Lunarium (M-C06-040-U2).

Black Crystal (Nuitari's power): Created by Teremini through necromancy. Located in the Black Lunarium (M-C06-040-U3).

White Crystal (Solinari's power): Charged through the sacrifice of captured Blue Fire Wardens. Located in the White Lunarium (M-C06-040-U1).

The Rod piece (M-C06-040-U5, the Moondisk) functions as a ritual amplifier: without its Find the Path property, even fully charged crystals cannot break a divine curse. This explains why Teremini needed it in the first place and why its retrieval matters.

The disruption mechanic from RAW is retained: the party must redirect moonlight through the mirror system to unbalance each crystal. Each color of mirror feeds its corresponding lunarium above. The red mirrors are located in V7 (Valendar's Cell) and V30 (Red Mirror Stairwell). The white mirrors are located in V15 (Lunar Shrine) and V20 (Ruined Shrine). The black mirrors are located in V28 (Royal Quarters) and V36 (Akaazi's Quarters). The revised context gives the mechanic narrative weight: the party is not just disrupting magic, they are dismantling something Teremini and Malaina spent months building.

C6-D-05: Orinix — Tricked Scholar

Orinix is a True Neutral lunar dragon aligned with Lunitari who values the preservation of knowledge above all else. He is ancient, scholarly, and made a rational calculation with incomplete information: Malaina convinced him that if someone must complete a reality-altering ritual, Soth (focused on Krynn and personal redemption) was preferable to Vecna (universal tyrant who would erase or control all knowledge).

Orinix did not know Malaina served Kas. He did not know Kas intended to usurp Vecna's ritual for his own purposes. He made the best decision he could with what he was given,

and he was wrong. He is guilty about it. When the party meets him at Bittergrass Fen (M-C06-020-F1), he is cooperative precisely because he understands he contributed to the problem.

His mention of “a persuasive human woman, months ago” is the chapter’s most important background detail. The party will not know what to do with it yet. They should file it.

C6-D-06: Blue Fire Wardens — Sacred Duty, Not Just Opposition

The Blue Fire Wardens are lycanthrope naturalists who view Soth’s curse as divine justice enacted by a priest of Solinari. Breaking it would dishonor their god and unleash a death knight at full power. They launched their assault on Three Moons Vault after Teremini began kidnapping and sacrificing their members to fuel the white crystal. They see themselves as defenders of divine will. Both sides have legitimate positions.

This moral complexity is the chapter’s most important texture. The party is not rescuing victims from a petty villain. They are intervening in an ideological conflict between people who believe they are right, where one side is also allied with Kas.

C6-D-07: Sanctum Briefing

Alustriel leads the Chapter 6 briefing. She identifies the Peylon Tree in the Northern Dargaard Mountains but notes the Rod signal is distorted and murky; she cannot get a clean reading. Malaina enters mid-briefing, having “just returned from Waterdeep,” and offers general intelligence: she has operated on Krynn before, warns about Soth’s forces (undead, cultists), mentions the Blue Fire Wardens as territorial but knowledgeable potential contacts, and advises caution around lunar dragons.

Every piece of Malaina’s intelligence is accurate. It is accurate because she was there months ago arranging exactly what the party is about to walk into. Her warnings prove useful; her credibility with the party increases. This is the most unsettling aspect of her role: the help is genuine. She wants the party to succeed at retrieval. She just cannot let them understand why.

C6-D-08: Peylon Tree — Riffel and Shared Discovery

When the party arrives at the Peylon Tree (M-C06-010), they find both Gazaia the corrupted dryad (M-C06-010-P4) and Riffel, a Blue Fire Warden scout, investigating. Riffel came seeking the rumored artifact hoping it could help break through the red moonwall that repelled the Wardens’ assault on Three Moons Vault. He does not know the artifact is already gone.

Party and Riffel discover together from Gazaia that a necromancer and her soldiers took the artifact months ago, right when the moonwall appeared. Riffel makes the connection immediately: the stolen artifact is powering the ritual. He suggests visiting Orinix for expert knowledge on the curse mechanics.

Rosintar the Treant (NPC-095) guards the tree’s exterior and is aggressively territorial due to the tree’s decline. He is too large to enter the grotto but can describe “soldiers who came and took something” before the party calms him or moves past him.

C6-D-09: Bittergrass Fen — Orinix’s Library Lair

Bittergrass Fen (M-C06-020) is not the Blue Fire Wardens’ headquarters. It is Orinix’s lair and extensive knowledge archive: scrolls, tomes, and artifacts organized on floating platforms created by his lunar magic. The fen has an eerie beauty — knowledge suspended in bog mist, moonlight filtering through the canopy. Orinix and the Wardens have mutual respect but not alliance; they trade information occasionally and tolerate each other because both value scholarship.

The Bittergrass Fen encounter is the chapter’s primary exposition scene. Orinix provides: the three-crystal system and what each crystal requires, the curse-breaking ritual’s mechanics and how to disrupt it, tactical intelligence on Three Moons Vault, and the mention of the human woman who convinced him months ago. He is cooperative out of guilt and will not obstruct the party’s mission.

C6-D-10: Ruined Temple of Solinari — Warden Headquarters

The Blue Fire Wardens operate from a Ruined Temple of Solinari (M-C06-021): a white stone temple that survived the Cataclysm, now their base of operations. The interior mixes sacred and militaristic — bedrolls among altars, weapons stacked against temple walls, wounded Wardens recovering in side chambers. The temple is both their spiritual center and their last defensible position.

Argentia Skywright (NPC-093) leads the surviving Wardens here. She provides the mission: rescue Valendar from V7 (M-C06-030-V7), disrupt the three crystals, and stop the ritual. She gives the party a Spell Scroll of Moonbeam and performs a protective ward ritual granting immunity to forced lycanthropic transformation for 12 hours. She is desperate and will not waste words on ceremony.

C6-D-11: Chapter Encounter Flow

The chapter’s revised encounter sequence:

Peylon Tree (M-C06-010): Party and Riffel discover together from Gazaia that the Rod piece was taken months ago. Riffel suggests Orinix. Rosintar provides ambient information before the party descends to the grotto.

Bittergrass Fen (M-C06-020-F1): Orinix provides full tactical and lore exposition. Mentions the human woman. Party departs with everything they need to understand the situation.

Ruined Temple of Solinari (M-C06-021): Argentia provides the mission, supplies, and context. Party departs for Three Moons Vault with allied Warden support.

Three Moons Vault (M-C06-030 and M-C06-040): Infiltration, rescue, crystal disruption, and climax.

Three Moons Vault — Key Locations

The vault is a substantial dungeon across two levels. Notable locations with encounters or beats of significance:

Entrance and Lower Level (M-C06-030):

V5 Scrying Chamber (M-C06-030-V5): A large scrying orb dominates the room. It is unattended. If any party member touches the orb, a vision of Lord Soth manifests: he regards them with cold, measuring eyes, then turns away and vanishes. No communication occurs. It is the chapter's clearest signal that someone larger is watching, and does not care.

V7 Valendar's Cell (M-C06-030-V7): Valendar ([NPC-094](#)) is locked here under the red moonwall's light, which suppresses his lycanthropic ability to shift. A red mirror is mounted on the wall of this cell, part of the vault's moonwall distribution system. Rescuing Valendar and recovering or noting the red mirror's position are both objectives in this room.

V15 Lunar Shrine (M-C06-030-V15): Casivus ([NPC-101](#)) is coiled around an ancient alabaster statue. He guards it with quiet patience and is not immediately hostile. He knows the vault's original sacred purpose and can confirm the ritual's mechanics if the party earns his trust. The white mirror is also located here, positioned to channel Solinari's light upward to the White Lunarium.

V20 Ruined Shrine (M-C06-030-V20): Contains a second white mirror. The shrine itself is a smaller, damaged devotional space predating the vault's current occupation. The mirror is mounted in a position that suggests deliberate placement by Teremini's forces rather than original installation.

V28 Royal Quarters (M-C06-030-V28): Contains a black mirror, part of the system channeling Nuitari's energy to the Black Lunarium above. The room is otherwise unoccupied; its original furnishings have been pushed aside to accommodate the mirror's placement.

V30 Red Mirror Stairwell (M-C06-030-V30): A red mirror is mounted in the stairwell between the lower and upper levels, redirecting Lunitari's light to the Red Lunarium. Its position in a thoroughfare means the party will pass it during normal exploration of the vault.

V31 Teremini's Quarters (M-C06-030-V31): Contains personal papers referencing "the Find the Path piece" and its function as ritual amplifier. Contextualizes the Rod piece's purpose here and confirms the ritual's timeline.

V34 Circle of Undeath (M-C06-030-V34): Akaazi ([NPC-098](#)) is here conducting a ritual maintaining the vault's undead forces. He is occupied and may not notice the party immediately. This is the chapter's most dangerous stealth opportunity if the party wants to neutralize him before he can reinforce the climax.

V36 Akaazi's Quarters (M-C06-030-V36): Personal effects including letters to and about Guerthel. The story of their relationship is available here. A black mirror is also mounted in this room, the third component of the Nuitari energy system.

V18 Veteran Camp (M-C06-030-V18): Captain Dareth Ironhelm (NPC-099) commands the living mercenary contingent from here. Unlike the undead forces, these are paid soldiers with no ideological investment in the ritual's success. Dareth's secret, available through negotiation rather than combat, is that he is a mercenary supporting a family; exceptional pay from Soth's forces is his entire motivation.

Upper Level (M-C06-040):

U1 White Lunarium (M-C06-040-U1): White crystal, charged through Warden sacrifices. The mirror system from V15 and V20 feeds Solinari's light here.

U2 Red Lunarium (M-C06-040-U2): Red crystal, Orinix's contribution. The mirrors from V7 and V30 feed Lunitari's light here.

U3 Black Lunarium (M-C06-040-U3): Black crystal, Teremini's necromantic work. The mirrors from V28 and V36 feed Nuitari's energy here.

U4 Moonbridges (M-C06-040-U4): Connects the three lunaria. The disruption mechanic requires moving between all three; the Moonbridges are the contested space where that movement occurs.

U5 Moondisk (M-C06-040-U5): Teremini (NPC-089) is here, actively casting the ritual with the Rod piece as its amplifier. This is the chapter climax. She will not stop unless stopped.

NPC Notes

Teremini Nightsedge (NPC-089): The chapter's primary antagonist, found at the Moondisk (U5) actively conducting the ritual when the party arrives. Play her as someone who has worked for years toward a goal she believes in completely. She is not performing villainy; she is protecting her work. Her secret (available at low HP or if the party reveals knowledge of the Soth-Kas alliance) recontextualizes her loyalty as ambition, but the ambition is still genuine. See Appendix A: [NPC-089](#NPC089).

Orinix (NPC-090): The chapter's exposition NPC and its moral mirror. He made a rational choice with bad information. Play his guilt as subdued and precise, not dramatic; he is a scholar, and he is addressing his error with the same methodical care he brings to everything. His mention of the human woman should be delivered as a detail, not a revelation. See Appendix A: [NPC-090](#NPC090).

Lord Soth (NPC-091): Present only as environmental influence in Chapter 6 unless the party actively seeks contact. His appearance in the V5 scrying orb is silent and brief. He is in Pandesmos waiting for Teremini to complete her work. See Appendix A: [NPC-091](#NPC091).

Riffel (NPC-092): The chapter's social anchor. He is a kender werewolf scout whose optimism is genuine rather than performed. He provides companionship through the pre-vault exploration and is useful for lightening tonal weight between heavier scenes. See Appendix A: [NPC-092](#NPC092).

Argentia Skywright (NPC-093): The Wardens' acting leader. She is out of time, out of personnel, and entirely clear-eyed about both. She will not waste words or energy on anything that does not serve the mission. See Appendix A: [NPC-093](#NPC093).

Valendar (NPC-094): The Wardens' captured leader, found in V7 under the red moonwall's light. His secret is sheepishness: he led the assault that got his people killed without properly scouting the target, because he underestimated Teremini. His rescue provides useful intelligence on vault layout. The red mirror in his cell is a secondary objective in the same room. See Appendix A: [NPC-094](#NPC094).

Guerthel (NPC-097): A wraith who was once a soldier and Akaazi's lover, patrolling the dungeon halls in V4. He retains fragments of his former self: discipline, tactical thinking, a quality of presence that other undead lack. The story of what he is and how he got there is available through magic or through the letters in V36. See Appendix A: [NPC-097](#NPC097).

Akaazi (NPC-098): The vault's necromancer, found in V34 conducting a ritual maintaining the undead forces. He is methodical and professional and carrying a grief he has been carrying for years. His relationship with Guerthel is available through his quarters (V36) or through direct questioning. It is the chapter's quietest and most human story, and it is entirely optional. See Appendix A: [NPC-098](#NPC098).

Captain Dareth Ironhelm (NPC-099): Commands the vault's living mercenary contingent from V18. Unlike the undead forces, these are paid soldiers with no ideological investment. Dareth's secret is pragmatic rather than sinister: he is supporting a family on exceptional pay. Negotiation rather than combat is a viable path through V18. See Appendix A: [NPC-099](#NPC099).

Xelvrieth the Eternal Watcher (NPC-100): A beholder zombie locked in the dungeon (V12b), Teremini's trophy creature and demonstration of her power. Standard beholder zombie stat block. The brass plaque near its cell reads: "Xelvrieth the Eternal Watcher — Slain and Bound by Teremini Nightsedge." See Appendix A: [NPC-100](#NPC100).

Casivus (NPC-101): A Guardian Naga coiled around the alabaster statue in V15, where the white mirror is also located. Not immediately hostile. He knows the vault's original sacred purpose and can confirm the ritual's mechanics if the party earns his trust. See Appendix A: [NPC-101](#NPC101).

Scene Design

Peylon Tree (M-C06-010): The tree is visibly wrong. Something that should be growing is dying, and the dying has been going on long enough to change the texture of everything

around it. Gazaia's corruption is the tree's corruption externalized. Riffel's presence should feel like relief: a friendly face in a wrong place.

Bittergrass Fen (M-C06-020-F1): The floating library is the chapter's most visually distinctive location. Knowledge suspended in bog mist above dark water, organized by a system only Orinix fully understands. The dragon is enormous and entirely calm. The scene should feel like consulting an expert who is personally implicated in the problem they are being asked to solve.

Ruined Temple of Solinari (M-C06-021): White stone that survived catastrophe, now housing people making their last stand inside it. The sacred and the militaristic exist in the same space without contradiction; these people have been fighting for a long time. Argentia's briefing should feel like the pre-mission scene it is: no unnecessary information, clear objectives, genuine stakes.

Three Moons Vault Exterior (M-C06-030-V1): The red moonwall is visible before the party enters. It should feel physically wrong: red moonlight in the wrong quantity, at the wrong angle, illuminating nothing the way light should. The vault itself is a fortress that has been retrofitted for ritual use; the militaristic and the arcane coexist uneasily throughout.

Upper Level Lunaria (M-C06-040-U1 through U3): Each lunarium has a distinct atmosphere reflecting its moon's alignment. The White Lunarium (Solinari) is cold and clinical, the Warden sacrifices' memory present in the space. The Red Lunarium (Lunitari) is warmer, stranger, the preserved quality of Orinix's contribution giving it an archival feel. The Black Lunarium (Nuitari) is the most obviously wrong: necromantic magic does not belong in a lunar shrine and the space knows it.

The Moondisk (M-C06-040-U5): Teremini is here when the party arrives, actively conducting the ritual with the Rod piece as its amplifier. The ritual is not complete; she is mid-casting. The Rod piece is the heart of what she is doing, and she will not stop unless she is stopped. Play her final confrontation as everything she has worked for compressed into a single encounter. She is not protecting a Rod piece; she is protecting years of work, a patron's dream, and her own belief in what she was doing. Play her as someone who knows she is going to lose and is making the ending mean something anyway.

Chapter 7: Oerth, Tomb of Wayward Souls →

Chapter 7: Oerth, Tomb of Wayward Souls

Chapter Overview

Chapter 7 is the campaign's most thematically layered chapter. The Tomb of Wayward Souls is not an Acererak vanity project; it is ancient infrastructure for Vecna's Ritual of Remaking, built centuries ago as a proof of concept that pocket reality creation was possible. Rerak is not just a boss fight; he is a tragic prisoner who has been maintaining a world-ending ritual while completely unaware of its true scope. Laysa Matulin is not an ally; she is Kas's field operative, using a legitimate archaeological cover to attempt Rod piece acquisition. The chapter closes with a double revelation: the party learns what the tomb really was, and Laysa reveals who she really works for. The sixth piece's spell is **Mirage Arcane**, and this chapter is entirely about what happens when that power is left running, unsupervised, for centuries.

Key Deviations

C7-D-01: The Acererak-Vecna Connection

In RAW, the Rod piece happens to be stored in the Tomb of Wayward Souls. Its presence there is coincidental.

In this remix, Vecna commissioned Acererak centuries ago to prove pocket reality creation was possible, as research and development for the Ritual of Remaking. Acererak built the Tomb of Wayward Souls as a proof of concept, using the sixth Rod piece's Mirage Arcane power to create stable reality-warping illusions. The project succeeded. Vecna developed the full ritual from Acererak's findings, and as payment, Acererak kept the tomb running as a soul farm. The tomb now serves two purposes: it is an active anchor point for Vecna's Ritual of Remaking (the Rod piece's power stabilizes the ritual across the planes), and it supplies souls to Acererak as ongoing compensation.

The party learns this from the Library (T19), where Acererak's project logs and Malovex's construction journal are available as handouts. They arrive at the tomb investigating a Rod piece. They leave understanding that the tomb is infrastructure for the thing trying to end the world.

C7-D-02: Rerak — Purpose and Psychology

In RAW, Rerak's resentment of Acererak is mentioned but underdeveloped for a simulacrum.

In this remix, Rerak was created as the automated maintenance system for Vecna's ritual anchor. His duties: harvest souls from dead adventurers and transfer them to Acererak; reset traps to keep the tomb operational indefinitely; and guard the Rod piece. He is magically bound to it and cannot leave while it remains in the tomb. Acererak created him sentient enough to handle complex problems. This backfired: centuries of isolation and witnessing suffering caused Rerak to develop genuine emotions, including resentment of

his eternal imprisonment, guilt about the souls he processes, and a growing awareness that the tomb is doing something larger than Acererak described.

His tragic irony: he has been faithfully maintaining a world-ending ritual while completely ignorant of its scope. The mirages throughout the tomb are not random; they are manifestations of his psychological state bleeding into the Mirage Arcane field. A tomb where illusions of suffering are everywhere is a tomb curated by something that has been suffering for a very long time.

C7-D-03: The Kraken — Vecna's Response

In RAW, the kraken attack on the archaeological crew is random: a hungry, irate creature. In this remix, Vecna sent it.

The tomb is an active anchor for the Ritual of Remaking, and Vecna has magical wards detecting intrusions. When Laysa and her crew began probing the tomb's defenses weeks ago, Vecna sensed the disturbance. He cannot leave the Cave of Shattered Reflection personally — he is channeling most of his power into the ritual — so he sent the kraken as a blunt instrument. He does not know it is Kas's agent specifically; he simply detected unauthorized intrusion near one of his infrastructure points and responded accordingly.

The dramatic irony is significant: the party saves Kas's agent from Vecna's attack, in service of a mission that will ultimately disrupt Vecna's ritual. Neither Kas nor Vecna benefits from the kraken encounter. The party is the only party that does.

When the Rod piece is removed, Vecna will sense the anchor's disruption. This is an optional hook the DM can develop: a moment of Vecna's awareness turning toward the party, a reality glitch that is pointed rather than ambient.

C7-D-04: Laysa Matulin — Kas's Field Operative

In RAW, Laysa is a chaotic good archaeologist genuinely seeking to reclaim ancestral treasures.

In this remix, Laysa ([NPC-102](#)) is Kas the Betrayer's field operative, sent months ago to retrieve the sixth Rod piece. She uses an Artificer stat block rather than Assassin. She recruited a legitimate archaeological crew as cover — most of them genuinely believe they are reclaiming ancestral treasures. Laysa IS descended from island inhabitants; the lie is in her motivation, not her heritage. She carries a custom Planar Compass (functions as Plane Shift, self only, one use) built from materials Kas provided, intended for her extraction once the Rod piece is secured.

She has been stalled for weeks, unable to enter the tomb without a larger force. The party's arrival was an opportunity she recognized immediately.

Her betrayal attempt follows the established pattern: Kas's forces arrive at every Rod piece location and fail. What distinguishes Laysa is that her failure is social and personal rather than military. She has been traveling with these people for days. She has genuine rapport with Marian and a complicated relationship with the island's history she is exploiting. The moment her cover breaks is the chapter's most human confrontation.

Her escape via the Planar Compass is designed to fail as cleanly as it succeeds: she leaves, and her final warning lands because she is already gone before the party can respond to it.

C7-D-05: The Archaeological Crew

The crew composition gives the party multiple social entry points before the tomb:

Marian Xavere (NPC-103): The chapter's moral pivot point. Laysa revealed the truth to her partway through the expedition. Marian is trapped: she wants to back out but fears Kas's retribution and feels responsible for the crew's safety. Her guilt provides investigation opportunities throughout the chapter. DC 18 Perception catches her and Laysa having tense private conversations. If the party befriends her, she may reveal Laysa's deception before the tomb. If Laysa is unmasked, Marian can confirm everything. She is not evil; she is in over her head and knows it.

Talo Yieria (NPC-104) and Vogren Starcloak (NPC-105): Priests of Celestian, genuinely good, completely unaware of Laysa's mission. They serve as moral anchors for the crew and provide useful lore about the island's nature spirits and its history. Their sincerity is the contrast that makes Laysa's deception more visible to attentive players.

C7-D-06: Laysa's Betrayal and Warning

After the party defeats Rerak and claims the Rod piece in T27, Laysa attempts to manipulate them into surrendering it. She escalates from subtle suggestion to veiled threats to open confrontation when the party refuses. When cornered with sufficient evidence of her deception, she makes her final move: she reveals Kas sent her, confesses she was supposed to retrieve the piece weeks ago, and tells the party that someone in the Sanctum has been working for Kas all along. She names no one specifically. Then she uses the Planar Compass and is gone.

Her warning is the chapter's most important long-term payload. She is not lying: she genuinely believes this, because Kas told her. She does not know who the mole is. The party does not know who the mole is. The warning is accurate, early, and completely unverifiable. It is designed to create exactly the kind of quiet paranoia that is impossible to act on and impossible to dismiss.

Play her final scene as someone who is genuinely scared, genuinely angry, and telling the truth. The truth she is telling just happens to be exactly what Kas wants the party to be thinking about.

C7-D-07: The Island's History

The island's history is preserved intact: Acererak did demolish settlements, steal treasures, and kill indiscriminately when he built the tomb. Descendants remain and have legitimate grievances. Laysa weaponized this true history as cover, but the history itself is accurate and the crew's mission is genuinely noble despite its corrupt leadership.

The treasures in the tomb (T23, T26, T27) genuinely belong to island families. Talo and Vogren's advice about island nature spirits is also accurate and directly useful inside the tomb. The island's history should feel real and worth caring about, because the moral

weight of Laysa exploiting it depends on the party understanding that what she is using as cover is not a lie.

C7-D-08: The Sixth Rod Piece — Mirage Arcane

The sixth piece's Mirage Arcane property creates terrain-altering illusions over a large area. This is exactly why Vecna chose it for the proof-of-concept project: reality-warping illusion magic was essential to demonstrating that pocket reality creation was possible. In the tomb, it serves two purposes: it powers Rerak's soul-harvesting apparatus (reality-warping magic allows souls to be pulled from dying adventurers into the eye gems before passing on) and it sustains the entire tomb's mirage architecture.

When the Rod piece is removed: the mirages stop manifesting new instances, Rerak's connection to the soul apparatus is severed, some defensive systems weaken, and Vecna senses the anchor's disruption. The party is removing a piece of infrastructure that has been running for centuries. The tomb should feel measurably different after they take it.

C7-D-09: Rerak Encounter — Foreshadowing and Social Resolution

RAW buries social resolution behind obscure mid-combat Insight checks with almost no telegraphing that negotiation is possible. Most tables will kill Rerak without ever knowing there was another option.

Two earlier encounters telegraph the resolution explicitly:

Abalahin (T9): "There is another here who shares my pain — a prisoner who maintains this place. Only endless duty and isolation. Perhaps he too deserves mercy."

Jade Serpent Guardians (T17): "The one who dwells deepest is like us: stolen, bound, forced to serve. Centuries of wakefulness with no rest. Speak to him of freedom, if you can reach him before rage takes hold."

These are not subtle hints; they are direct preparation. The party should arrive at T26 knowing that negotiation is possible and that timing matters. Rerak speaks first when the party enters T26. If the party engages him socially rather than immediately attacking, the social resolution path is available. If they have demonstrated understanding of the tomb's true nature (the mirages represent suffering, the soul apparatus feeds Acererak), that understanding gives them the opening they need.

The moral choice at chapter's end is not "fight the boss or negotiate with the boss." It is "what do you do with someone who has been a prisoner for centuries, maintaining something terrible, without knowing why?"

Notable Tomb Locations

The tomb runs largely as written. Notable locations where something different occurs:

T9 Forest of Spirits Mirage (M-C07-030-T9): Abalahin (NPC-106), the treant at the center of the illusory forest, provides the first explicit foreshadowing of Rerak's sympathy and the social resolution path. Take time with this scene; it is doing important work.

T12 Room of Respite (M-C07-030-T12): The one genuinely safe room in the tomb. No encounter, no trap. A place to breathe before the descent continues.

T17 Jade Serpent Guardians' Chamber (M-C07-030-T17): The Serpent Guardians provide the second and more explicit Rerak foreshadowing. They have been prisoners of the tomb longer than almost anyone else in it.

T19 Library (M-C07-030-T19): The chapter's primary information location. Five handouts are available here: H-C07-01 (Acererak's first project log), H-C07-02 (Acererak's notes on creating Rerak), H-C07-03 (Rerak's own journal entry, written in a different hand and tucked between the other logs), and H-C07-04 (Malovex's construction journal). The party should ideally read all four before reaching T26.

T23 Arcane Laboratory (M-C07-030-T23): H-C07-05 is available here — Acererak's scattered simulacrum notes, providing additional technical detail about Rerak's creation. Also contains legitimate ancestral treasures belonging to island families.

T26 Crypt (M-C07-030-T26): Rerak speaks first. Both the social resolution and the combat encounter occur here. If the party engages him socially rather than immediately attacking, the social resolution path is available. If social resolution succeeds, Rerak is freed from his binding and the Rod piece becomes accessible in T27. If it fails or the party attacks, the combat encounter plays out here to its conclusion.

T27 Crypt Vault (M-C07-030-T27): The Rod piece is here, housed in the vault. The party accesses it after resolving the T26 encounter, whether through social resolution or combat. The vault combination is the Draconic word for "die" (available from H-C07-04).

NPC Notes

Laysa Matulin (NPC-102): The chapter's primary antagonist, operating as a friendly NPC for most of the chapter. Play her as genuinely charming, genuinely knowledgeable about the island's history, and genuinely competent. Her cover is good because she built it on true foundations. The tells are there for players who look: equipment too expensive for a hired archaeologist, conversations with Marian that carry tension the subject doesn't justify, a studied quality to her emotional responses. When her cover breaks, she is scared, angry, and honest. See Appendix A: [NPC-102](#NPC102).

Marian Xavere (NPC-103): The chapter's conscience. She knows something is wrong. She has known for a while. She has decided, incorrectly, that silence is the safest option. Players who create space for her to talk will find someone who wants to tell the truth and cannot bring herself to do it. See Appendix A: [NPC-103](#NPC103).

Talo Yieria (NPC-104) and Vogren Starcloak (NPC-105): Two priests of Celestian whose sincerity is genuine and whose knowledge of the island is directly useful. They are the crew members the party can trust completely. See Appendix A: [NPC-104](#NPC104), Appendix A: [NPC-105](#NPC105).

Abalahin (NPC-106): An ancient treant trapped in an illusory forest glade, real in a space that is not. He is not hostile. He has been here long enough to develop opinions about the other prisoners in the tomb, and he has identified Rerak as someone who deserves the same mercy he received when the party frees him. See Appendix A: [NPC-106](#NPC106).

Rerak (NPC-107): The chapter's moral center. He is a skeletal figure on a black throne whose eye gems pulse with the souls he has harvested. He was created to be a tool, given enough sentience to be effective, and left here for centuries while that sentience developed into something neither Acererak nor Vecna accounted for. He is not asking to be saved. He has stopped expecting anything. The party showing up with knowledge of what the tomb really is and what he really is may be the first time in centuries anyone has treated him as someone rather than something. See Appendix A: [NPC-107](#NPC107).

Scene Design

The Lagoon and Camp (M-C07-010, M-C07-015): The island should feel old and inhabited in the way of a place that has been growing around a wound for generations. The camp is functional and comfortable; Laysa has run successful expeditions before. The kraken encounter's aftermath, bodies, damaged equipment, Laysa's composure too quickly recovered, is the first moment where something reads as not quite right.

The Tomb Entrance (M-C07-030-T1 through T3): Two false entrances before the real one. This is the tomb announcing what it is: a place that wants you to believe you understand it. Every time the party thinks they know what they are dealing with, the tomb shows them another layer.

The Mirage Rooms: The corrupted mirages throughout the tomb are not atmospheric decoration. They are Rerak's psychology made visible: suffering that has been cycling through the same loops for so long it has calcified into architecture. The Forest of Spirits Mirage (T9) and the Celestial Sky Mirage (T13) are the clearest expressions of this. Both show things that should be peaceful in a state of wrongness that makes them worse than neutral emptiness would be.

T19 Library: The handouts here are the chapter's emotional core. A DM who reads them aloud at the table is giving the party the complete picture of what the tomb is and what it cost. Rerak's journal entry (H-C07-03) in particular should be read aloud if possible; it is the moment the tomb stops being a dungeon and becomes a character study.

T26 Crypt: The moment before the encounter. Rerak has been sitting on his throne since the last adventurers died here. He speaks first. What he says depends on whether the party has the library's information: if they do, he acknowledges what they carry and what it means — he has felt the Rod pieces moving through the planes as each was recovered, a

disruption to the anchor's resonance he has been monitoring for centuries. If they do not have the library's information, he is hostile by default; to him, they are another party of adventurers who have come to take something and deserve what the tomb provides.

T27 Crypt Vault: The Rod piece pulses with mirage energy that fades the moment it is removed from its housing. The room's illusions stop refreshing. The tomb feels, for a moment, like a place rather than a machine.

Handouts

H-C07-01: Project Log — Tomb of Wayward Souls, Entry 1 *Location: M-C07-030-T19 (Library)*

Commissioned by Master Vecna, Year of the Shadowed Sun

My master has tasked me with proving the viability of permanent pocket reality creation. Theoretical models suggest stable demiplanes require an external power source — existing planar fabric cannot sustain the contradictions inherent in manufactured reality.

The Rod fragment (sixth piece, Mirage Arcane aspect) provides the solution. Its reality-warping energy, properly channeled and anchored, can maintain stable illusion-environments indefinitely. I have selected this island as the test site. Isolated. Disposable.

Construction begins within the month. Payment: souls harvested from those foolish enough to enter. My master will have his proof. I will have my farm.

— Acererak

H-C07-02: Project Log — Tomb of Wayward Souls, Entry 2 *Location: M-C07-030-T19 (Library)*

On the Creation of Rerak

The simulacrum must possess sufficient sentience to handle complex problems — trap resets, soul transfers, guardian duties — yet remain bound to its purpose. I have crafted it in my image, empowered beyond typical simulacra. It will serve indefinitely.

The master is pleased. He speaks of grander applications, rituals that will reshape existence itself. The tomb stands as proof of concept. What he builds next will be the real thing.

I did not ask what "the real thing" meant. I suspect I would not enjoy knowing.

Rerak does not know any of this. It does not need to.

— Acererak

H-C07-03: Project Log — Entry in a Different Hand Location: M-C07-030-T19 (Library — tucked between the other project logs)

Year unknown. How long? Decades? Centuries?

He never returned. Neither of them. The tomb continues its function. I harvest souls. I reset traps. I guard the fragment.

But I have studied the fragment's resonance. The power flowing through this place feeds elsewhere. This is not merely a tomb. This is an anchor. The souls I collect do not simply feed Acererak's repositories — they fuel something vast and distant. Something that is still being built.

I maintain it faithfully. Because I have no choice.

I wonder if the dead I send forward know where they are going. I wonder if that would be worse.

— R

H-C07-04: Thin Leather-Bound Journal Location: M-C07-030-T19 (Library)

The master's construction nears completion. I have been tasked with documenting the security protocols — a test of my loyalty, I suspect. He trusts no one fully, not even those who serve him willingly.

The outer defenses are ingenious. False entrances, elemental traps, illusion-concealed passages. Intruders will wander for days before the tomb claims them.

The inner sanctum is something else. The Rod fragment's power changes things at that depth — reality becomes... negotiable. I have seen three different sunsets through the same window in the same hour. I have heard voices from rooms I checked myself to be empty.

The simulacrum watches me when it thinks I am not looking. I am not certain what it is thinking. I am not certain Acererak considered that it might think.

The vault combination is the Draconic word for "die." Acererak found this amusing.

— Malovex, Apprentice, Year of the Shadowed Sun

H-C07-05: Stack of Notes Location: M-C07-030-T23 (Arcane Laboratory)

Title: On the Nature of Simulacra (Working Notes)

Traditional simulacra are flawed — mindless reflections, incapable of independent thought. They serve simple tasks adequately but fail when confronted with complexity. This tomb requires more.

Enhanced sentience: achieved via modified Simulacrum casting with additional consciousness-binding components (see attached formula). The result retains the

original's appearance and capabilities while developing capacity for independent problem-solving.

Risk: consciousness-binding does not prevent emotional development over time. Extended isolation and repeated trauma exposure may produce psychological drift. This is acceptable for a tomb custodian — a degree of suffering may, in fact, improve function. Misery is a remarkable motivator.

Do not create a thing capable of suffering and expect it to remain grateful for the opportunity.

[This last line has been crossed out and written again three times, as though the author kept trying to delete it and kept writing it back.]

— Acererak

Chapter 8: Avernus, The Red Belvedere →

Chapter 8: Avernus, The Red Belvedere

Chapter Overview

Chapter 8 is the campaign's most structurally complex chapter, operating on three simultaneous levels: a casino heist, a slow-burn revelation about Kas's true strategy, and the personal story of a woman who built something extraordinary for someone who was always going to leave. The official casino content runs as written — it is the strongest material in the official adventure and needs no revision. Everything around it is new: the Sanctum opening, the false lead, the Styx crossing, the Kas projection, and the Tiamat audience. The seventh piece's spell is **Simulacrum**, and Windfall has been using it for years to create something she genuinely believed in.

Key Deviations

C8-D-01: Windfall — Kas's Agent and Lover

In RAW, Windfall is a Tiamat champion who rebuilt the Red Belvedere in her god's honor and is using the Rod piece to project a holographic image of Sardior as a personal devotional project.

In this remix, Windfall ([NPC-108](#)) is Kas the Betrayer's lover and his most trusted long-game operative. Years before the campaign began, Kas gave her the seventh Rod piece: the one piece he possessed independently, acquired outside the Race with the party. He gave it to her not to hoard but to weaponize. Her mission: use the Rod piece's Simulacrum power to create a perfect simulacrum of Sardior, the ruby dragon Tiamat co-created in the First World and lost when it was destroyed. The Red Belvedere was built as a years-long cover operation, a casino dedicated to Tiamat that gives Windfall legitimate presence in Avernus and consistent access to Tiamat's awareness without raising suspicion.

The plan: when the simulacrum is complete, present it to Tiamat. A god who sees the echo of her lost creation brought back to life will owe a debt to the person who made it possible. That debt is what Kas wants.

Windfall's devotion to this project is genuine. Her love for Kas is genuine. Her understanding of Tiamat's grief is genuine. The operation is built on real things, which is why it has worked.

C8-D-02: Tiamat's Awareness

In RAW, Tiamat is entirely deceived by Windfall's devotion.

In this remix, Tiamat is not deceived. She is a primordial dragon god who has lived since before the First World. At some point during the Red Belvedere's operation, she perceived the truth: Windfall's devotion is real, but it is devotion to Kas, not to her. She knows the simulacrum project is Kas's scheme. She has chosen to do nothing to stop it because the outcome — a perfect simulacrum of Sardior, whether or not Kas benefits from it — is

something she wants to exist. She is allowing herself to be manipulated because the manipulation produces something she desires.

This is what a god with patience looks like: not passive, not foolish, but operating on a timeline no mortal can match. Tiamat has already decided what she will do when the simulacrum is presented. She has been deciding for years.

C8-D-03: The Sardior Simulacrum — State and Mechanics

In RAW, the Rod piece projects a holographic image of a sleeping red dragon. In this remix, the simulacrum is an active project in progress, not a completed creation.

When the party arrives, the Rod piece's Simulacrum power has been partially channeled into a semi-formed draconic shape: recognizable as a dragon, ruby-scaled, roughly adult-sized, but unfinished. It hangs suspended in the Ruby Sanctum between the stalagmite and stalactite, held in stasis by the Rod piece's reality-warping energy. Details are present in some areas — the texture of scales, the suggestion of a closed eye — and absent in others. It is beautiful and unsettling in equal measure.

The simulacrum is not complete because Windfall wanted it to be right. Not functional: right. She has been working on the eyes for weeks. When the party takes the Rod piece, the simulacrum dissolves — detail to rough shape to nothing, over about six seconds. Windfall watches this. What her face does in those six seconds tells the players everything about who she is.

C8-D-04: Windfall — N5 Encounter Behavior

In RAW, Windfall is hostile to trespassers and attacks. In this remix, she does not immediately attack when the party enters the Ruby Sanctum.

She is interrupted mid-work and responds with the composed wariness of someone who has survived in hostile environments through intelligence rather than reflexes. She assesses: who they are, what they carry, whether they already know. If the party has somehow reached the Ruby Sanctum without triggering the casino's awareness (unlikely but possible), she may attempt a final manipulation — offering to show them something, buying time to signal the pit fiends.

When she fights, she fights professionally. When she is reduced to 0 HP, Tiamat intervenes. The intervention is not protective; it is Tiamat asserting control over how this ends. She has already decided what she wants from this moment.

DC 18 Insight after extended conversation in Windfall's office or the lobby reveals that her affect is composed rather than warm, that her warmth is performance. Players who succeed may not know what they are seeing, but they will remember it later.

C8-D-05: Chapter Opening — The Arrival and Vecna's Gaze

Chapter 8 opens in the Sanctum, not in Avernus. The party returns from the Tomb of Wayward Souls carrying the sixth Rod piece.

The chapter begins with two beats before Avernus is mentioned.

Beat 1 — The Portal: As the party steps through the portal, the passage feels different. Not physically: in the way a room feels different when someone unseen is standing in it. For a moment that may not have been a full second, something massive and cold turned its attention toward them, recognized them specifically, and moved on. The portal completes normally. The Wizards Three notice the party's expressions and ask what happened.

What happened is that Vecna sensed his anchor point destabilize. He does not have a face for the party yet — he has the fact of them. That changes tonight.

Beat 2 — The Malaina Debrief: Mordenkainen's research on the Chapter 6 Tiamat audience has raised a question worth understanding before Chapter 8 begins. The party discusses what they learned. Malaina is present and engaged. She is the one who eventually notes, as if thinking aloud, that Tiamat's involvement with the Red Belvedere is known but her specific investment in the simulacrum project is not something their intelligence covers. She suggests they may learn more once they are there. The briefing moves on.

Everything Malaina said was accurate. She knows because she has been there.

C8-D-06: The Avernus Briefing — Malaina's False Intelligence

The morning after the party's return, the Wizards Three brief the party on what they have established overnight. The seventh Rod piece is in Avernus. The Rod's signal is clear on the plane but becomes increasingly diffuse approaching its source; the Wizards Three believe Tiamat's divine presence is interfering with the signal near her lair. They can narrow it to a region but not a specific location.

Malaina contributes: she has a contact network that extends into Avernus, and overnight she received intelligence suggesting a construct production facility in the target region has been quietly shielded from Blood War conflict for years. The shielding is unusual and suggests external investment. Given the Rod piece's Simulacrum power (established from Chapter 7 findings), her theory: someone has been running a long-term creation project requiring protected infrastructure, and that facility may be the production site or a related operation.

Her theory is wrong in its conclusion but true in its components. She knows it is wrong. She is directing the party toward the trap Kas has prepared, using true facts to construct a false inference. The briefing is her masterpiece: everything she says is verifiable, the reasoning is coherent, and the conclusion serves Kas's agenda.

C8-D-07: The Construct Facility — Kas's Trap

In RAW, the party emerges from a portal onto a mountainside cliff and must find their own way to the Red Belvedere. They encounter three erinyes operating an infernal war machine called the Venatrix, who offer transport in exchange for help killing a goristro carrying Blood War treasure. After the goristro fight, additional traversal encounters follow before reaching the casino. These encounters have no narrative connection to the Rod piece or the campaign's main conflict and are replaced entirely in this remix.

In this remix, the party arrives via portal at the construct facility Malaina identified and steps immediately into an ambush.

The facility is real: a fortified compound producing constructs at scale for Blood War deployment, actively shielded from conflict by paid infernal protection. Solvara Cindermass (NPC-120) runs a legitimate operation here and has a protection arrangement with Kas's intermediaries. When the party's portal deposits them in the facility's arrival yard, Solvara has the constructs waiting. This is a business transaction: she was paid to eliminate anyone who came through that portal. She is not loyal to Kas, not ideologically invested, and has no particular feelings about the party. She is practical and unsentimental, which makes her dangerous: she will not negotiate, hesitate, or make mistakes driven by emotion.

The ambush is a straight combat. During it, one construct defects, identifying the party as non-hostile through its own assessment, and turns on Solvara's forces. This is the construct companion (C8-D-08). When the other constructs are defeated, Solvara, if alive, may be questioned. If she did not survive the encounter, her office and communications infrastructure are available for investigation.

What the party can learn from Solvara or her office: the communications infrastructure shows routing toward Tovag. There is no simulacrum project here, no Rod piece, no evidence of a creation operation. The facility is ordinary. The party has been sent to the wrong location by someone they trust, using intelligence that was internally consistent but false in its ultimate conclusion.

DC 18 Intelligence (Investigation) to trace the communication routing and identify Tovag as the source of the facility's protection payments. This is an optional discovery that seeds paranoia about the Sanctum without naming Malaina. The party does not need to find it to proceed.

C8-D-08: The Construct Companion

The party's transport to the Red Belvedere is a construct they encounter and effectively recruit at the facility: a war transport platform produced there, large enough to carry the party, armored for Blood War deployment. Use the infernal war machine stat block, reskinned as an arcane construct. The Soul Coin slot mechanic is removed as an active player action; the construct generates its own power.

The construct is semi-sentient: it responds to direction, has preferences about danger exposure, and develops something like attachment during the journey. The party names it. It carries them to the Red Belvedere and waits during the casino visit. It senses Tiamat's divine presence as they approach and its behavior changes — not fear exactly, but the construct equivalent of awareness that the thing ahead is categorically different from anything it was built to handle.

C8-D-09: The River Styx Crossing — Vecna's Warped Devils

En route to the Red Belvedere, the construct must cross the River Styx via a narrow stone bridge. The construct slows as it approaches: its survival instinct registers something wrong before the party can see clearly.

What the party sees: a small cluster of devils on and around the bridge whose behavior is immediately wrong. Not the organized discipline of a Blood War unit. Not the opportunistic chaos of scavengers. They are standing in positions that make no tactical sense. One is looking at its hands as if they are new. Their eyes are wrong.

These are Vecna's warped devils: creatures he has burned ritual energy to corrupt, sending them to intercept the party. He knows they disrupted his anchor at the Tomb of Wayward Souls. He does not know where they are going specifically. The warped devils attack because they are pointed at the party like a weapon; they do not have strategy or self-preservation.

The Styx memory-loss mechanic should be treated as a genuine threat. The DC 20 Constitution save is high but not impossible at level 17. The intent is not to strip the party of memories but to make the crossing feel dangerous in a specific way: the river is always down there, and the thing Vecna sent is trying to push them into it.

This encounter is also the chapter's Kas escalation entry. Vecna is now actively hunting the party by personal attention rather than through infrastructure. That escalation continues into Chapter 9.

C8-D-10: The Red Belvedere Casino — Official Content Retained

The five casino rooms (Alabaster Racetrack, Cerulean Hall, Scarlet Coliseum, Stygian Maze, Viridian Den), their pit masters, the talon currency system and its curse, Soul Coins, casino security via pit fiends, and the Dragon's Pride exclusivity mechanic all run exactly as written in the official adventure.

Windfall's lobby presence runs as written: warm, professional, performing the role of devoted Tiamat champion. She knows who the party is the moment she sees them. She does not show this.

One layer runs beneath the official content: the pit fiends discuss Kas's protection contracts openly during the casino floor in a way that observant players can overhear. Specifically, two pit fiends at the Scarlet Coliseum entrance discuss the structure of the infernal contracts backing casino security — who has liability, who has authority, what happens to those contracts if the patron relationship dissolves. Players who listen and succeed on a DC 15 Intelligence check understand: the casino's security is not Windfall's. It belongs to a patron. That patron is not named yet.

This beat is the setup for the Kas projection scene. The party should understand the Windfall-patron dynamic before they see it collapse.

C8-D-11: Tiamat's Audience — The Compact and the Scales

After the Rod piece is retrieved and the simulacrum dissolves, Tiamat's five-headed voice fills the sanctum. When the party moves to leave, her voice returns: quieter, a single measured register more unsettling than the full chorus. She summons them.

Drekarvynix (NPC-119) does not block the tunnel. He escorts them. The party is brought into Tiamat's lair not as intruders to be judged but as guests to be addressed, which is considerably more frightening.

Tiamat's lair is as described in the official adventure. When she speaks to the party directly she is neither threatening nor warm. She is clear: she knows what Vecna is attempting. She knows what the Rod of Seven Parts is. She has spent centuries considering what a world remade by Vecna would mean for chromatic dragons, for the concept of draconic power, for herself. She has reached a conclusion.

She offers a compact: she will actively aid the party's mission against Vecna. She gives each party member a Scale of the First World, a ruby dragon scale from before the sundering. She does not fully explain what it does, only that it will help them in the final battle with Vecna. The scale lies dormant until the party enters the Cave of Shattered Reflection, at which point four abilities activate: Tiamat's Favor (Inspiration), Tiamat's Swiftiness (Haste, no lethargy), Tiamat's Resilience (advantage on Constitution saving throws), and Tiamat's Sight (see through the cave's crystal walls). The oath she extracts in return is direct: the party swears to use every means available to stop Vecna's ritual before it completes. The oath has no mechanical enforcement: she is a god, she does not need a geas. The weight is entirely dramatic.

What it is for becomes clear in Chapter 11.

C8-D-12: Kas Projection — Windfall Abandoned

Immediately after the party takes the Rod piece and the simulacrum dissolves, before the Tiamat sequence begins, a projection of Kas materializes in the Ruby Sanctum.

He addresses Windfall directly. He thanks her for her service. He confirms the operation is concluded. He withdraws his protection — specifically the infernal contracts backing the pit fiend casino security. His tone is businesslike, without cruelty or apology. He does not explain what happens to a casino in Avernus when its infernal protection dissolves. He does not need to. Windfall understands immediately.

He looks at the party for a moment before the projection dissolves. He does not speak to them. He notes them: who they are, what they carry. He leaves.

The Kas projection is the chapter's most important character beat for the party. They have just watched a man discard someone who loved him with the same affect he would use to close a ledger entry. There is no cruelty in it because there is no feeling in it. The party carries this image into Chapter 9, where they will learn that Kas has done the same thing to Malaina, in a different way, for different stakes, with the same fundamental emotional content.

C8-D-13: Enchanting Arcana Curse — Revised

In RAW, items sold by Krysolcol carry a curse that prevents removal until *Remove Curse*, and on each long rest the wearer must make a DC 10 Charisma save or be permanently transformed into a lemur, reversible only by *Wish*.

In this remix, the curse has two revised effects: Krysol can always locate the wearer and sends unsolicited imp couriers with follow-up offers, gossip, and commentary at the DM's discretion; and once per day at a chosen moment, an illusion transforms the wearer's appearance for one minute into something absurd (a clown, a minor devil, a casino patron) of which the wearer is unaware. *Remove Curse* ends both effects. The items themselves were always removable; the curse does not prevent that.

The RAW curse is disproportionately punishing at level 17 with no narrative payoff. The revised curse keeps the flavor of buying infernal goods with social consequences that are entertaining rather than campaign-threatening.

Key Locations

Construct Facility (M-C08-000): The trap Kas prepared. Real facility, wrong conclusion. Solvara (NPC-120) is cooperative. The communications routing to Tovag is discoverable with deliberate investigation. The construct companion is encountered here.

River Styx Crossing (M-C08-005): The Styx crossing encounter. Kethavrix (NPC-121), a bone devil with long patrol history in this region, is among the warped devils. Unlike the others, his corruption is incomplete: he fights with tactical discipline rather than the directionless aggression of the fully warped. He is the one the party will remember.

Casino Lobby and Floors (M-C08-010 through M-C08-031): Official content runs as written. Windfall in the lobby. Five pit masters in five rooms. Talon economy and Soul Coins. Dragon's Pride access. Pit fiend contract conversation audible at the Scarlet Coliseum entrance.

Dragon's Pride — Wyrmsong Cantina and Rooms (M-C08-040): - **Wyrmsong Cantina (N1):** Oganath (NPC-115), the ice devil bartender, is the chapter's most reliable information source if the party asks the right questions. He has worked here for years and has opinions. - **Enchanting Arcana (N2):** Krysol (NPC-116) and his revised curse. See C8-D-13. - **Virtuous Vices (N3):** Vitia and Vertu (NPC-117, NPC-118), the erinyes spa operators. Their services work as written.

Windfall's Office (M-C08-041-N4): The three handouts are on her desk. Players who read them before entering the Ruby Sanctum understand the simulacrum project's emotional weight before they see it dissolving. The desk also contains administrative records that an Investigation check can cross-reference against the construct facility's protection payment structure, planting the Kas connection for players who are looking.

Ruby Sanctum (M-C08-041-N5): The chapter's climax. The partially-formed simulacrum. Windfall's composed professional register giving way under pressure. Tiamat's eyes in the walls. The Kas projection. The dissolving simulacrum. The silence before Tiamat's voice returns quieter.

Tiamat's Lair (M-C08-042): The compact. The scales. The acknowledgment from something ancient that what the party is doing is witnessed and recognized.

NPC Notes

Windfall (NPC-108): The chapter's most important NPC. She is performing warmth in the lobby and composed professionalism in the sanctum. Both are real expressions of who she is, filtered through the operational discipline of someone who has been running a cover for years. Her grief when the simulacrum dissolves is not performed. Play her as someone who built something real for someone who was always going to leave, and who knew, at some level, that this was true. See Appendix A: [NPC-108](#NPC108).

Tiamat (NPC-122): Do not play her as threatening. She has already decided everything. The threat is that she is calm. Her patience is the most frightening thing in the room. Her acknowledgment of the party is the acknowledgment a god gives to instruments that are functioning correctly. See Appendix A: [NPC-122](#NPC122).

Drekarvynix (NPC-119): He escorts, he does not threaten. The distinction matters. If the party tries to fight him they are making a significant error in threat assessment. See Appendix A: [NPC-119](#NPC119).

Solvara Cindermass (NPC-120): The construct facility's operator. She is practical, unsentimental, and completely fluent in the economics of Avernus. The ambush she sets is a business transaction: she was paid to eliminate arrivals through that portal, and she executes the contract without malice or hesitation. If she survives the encounter, she is no more cooperative than the situation requires — she will confirm what she knows because lying to a party that just defeated her constructs is poor economics, not because she has any goodwill toward them. See Appendix A: [NPC-120](#NPC120).

Kethavrix (NPC-121): The partially-warped bone devil at the Styx crossing. His incomplete corruption makes him the most dangerous opponent in the encounter: he still has tactics. He is also the party's clearest evidence that Vecna burned specific ritual energy to send these devils, which is not something a god does casually. See Appendix A: [NPC-121](#NPC121).

The Five Pit Masters (NPC-110 through NPC-114): Kaylan (Stygian Maze), Khai (Scarlet Coliseum), Nyssa (Cerulean Hall), Rezran (Viridian Den), Uvashar (Alabaster Racetrack) all run as written. Each has a distinct personality and a distinct relationship with Windfall. Khai and Kaylan are the pit masters most likely to give the party useful information about the casino's power structure if approached correctly. Brief introductions here; full entries in Appendix A.

Krysocol (NPC-116): The curse is revised (C8-D-13) but his character is unchanged: vainglorious, charming, and entirely honest about the quality of his work if not about everything the work contains. See Appendix A: [NPC-116](#NPC116).

Scene Design

The Sanctum Opening: The party returns depleted from Chapter 7 and is immediately given something new to hold: the sense that Vecna has looked at them. Malaina's presence during this beat is important. She is there. She is concerned. Her concern is real.

The Construct Facility: Avernus as hostile environment should land immediately on arrival. The facility is functional and ordinary, which makes it wrong: something this well-maintained in the Blood War region indicates significant investment that the official record does not explain.

The River Styx Crossing: The wrongness of the warped devils should read before the combat begins. These are creatures that have been broken in a specific way, and that brokenness should be visible in how they stand, where they look, what they are doing when the party first sees them. The Styx is always there beneath the bridge.

The Casino: The Red Belvedere should feel like genuine relief after the construct facility and the Styx crossing. It is loud, it is beautiful, it is genuinely fun. Avernus has a casino, and the casino is extraordinary, and the party has earned a session of playing games before the last push. Run it fully. Let the players enjoy it.

Windfall's Office (N4): The three handouts here do more work than any other documents in the campaign. Read them aloud if possible. The third one in particular — her voice writing about the eyes, about getting it right — should land as a person, not a boss. The party should feel something before they meet her in the sanctum.

The Ruby Sanctum (N5): The simulacrum should be described specifically enough that the party understands what it would have been. When it dissolves, give it six seconds of description. Then give Windfall's face six seconds of description. Then let Tiamat's eyes open.

Tiamat's Lair: Do not rush this scene. It is the chapter's emotional endpoint and the campaign's philosophical center: a primordial being looking at the party and deciding they are worth a compact. The scales she gives them are warm. They are always warm.

Handouts

H-C08-01: Note 1 *Location: M-C08-041-N4 (Windfall's Office desk)*

They made it together. The platinum and the chromatic — everything that should be opposed, everything the world insists cannot coexist — and they made something perfect. She never talks about it. Not to her followers, not to her champions. But it's there in everything she does, this grief for something that was whole and isn't anymore. I understand that now. I understand it better than I ever thought I would.

H-C08-02: Note 2 *Location: M-C08-041-N4 (Windfall's Office desk)*

Ruby-scaled. Not gold, not chromatic — something that belonged to both of them and neither of them. The third. He didn't survive the sundering and she has carried that for longer than most civilizations have existed. I found a reference in a text so old the language barely holds together anymore — just three lines about a dragon made of rubies who laughed like bells and is gone. I read it four times. Then I read it again.

H-C08-03: Note 3 *Location: M-C08-041-N4 (Windfall's Office desk)*

The face is almost right. I've been working on the eyes for two weeks — there's something about the way light moves through ruby that I keep getting wrong, something alive that I can't quite catch. It will come. It always comes if I stay with it long enough. He knows that about me. He knew it before I knew it about myself. I'm going to get this right. I'm going to finish this. And when she sees him —

Chapter 9: The Betrayal & Pandemonium Part 1 →

Chapter 9: The Betrayal & Pandemonium Part 1

Chapter Overview

Chapter 9 is the campaign's hinge. Everything the party has built across eight chapters, the relationships, the victories, the accumulated understanding of Kas's pattern, converges in a single session that breaks it apart. The Rod assembly ritual, the betrayal, the invasion, the aftermath, and then Pandemonium: three distinct tonal registers in sequence, moving from triumph to devastation to pursuit. The chapter is deliberately structured as a kind of exhale before the final push. The party enters Chapter 10 depleted, emotionally raw, and with every reason to finish what they started.

The three Pandemonium encounters (the Outlook, the Tunnel, and the Rearguard) are additions to the official adventure's Chapter 9 content. They exist to make the level-up at the end of this chapter feel earned rather than arbitrary. The party defeats Vecna's directed forces, survives Pandemonium's ambient hostility, and breaks through Kas's rearguard. That accumulation of pressure is what the level represents.

Key Deviations

C9-D-01: Mordenkainen — Genuine, No Impostor

In RAW, Chapter 9's central event is the reveal that Mordenkainen is Kas the Destroyer in disguise using the Crown of Lies. He wounds Alustriel and Tasha, steals the Rod, and flees to Pandemonium.

In this remix, Mordenkainen is genuine. He has been genuine since Chapter 2. The Ch9 betrayal comes from Malaina van Talstiv. The Mordenkainen-is-Kas twist is replaced entirely.

This is noted here for completeness. The full rationale is in CA-03. What matters for running Chapter 9 is that Mordenkainen is present during the rod assembly ritual, that his reaction to Malaina's betrayal is one of the scene's significant emotional beats, and that his willingness to stay and channel the Wish-dam while his colleague's marriage is breaking in the same room says everything about what kind of man he is.

C9-D-02: Malaina — The Reluctant Traitor

Malaina van Talstiv has been bound to Kas by magical compulsion since before the campaign began. She accepted the binding voluntarily, out of genuine love and loyalty, believing his promise that it was temporary. He reneged. The compulsion does not replace her feelings for Alustriel or her warmth toward the party; those are real. It prevents her from fully disclosing her situation and requires her compliance when Kas activates it.

She has carried this for the entire campaign.

The betrayal has two components. First, during the Rod assembly ritual, she activates a homing beacon device she received from Kas's agent during a clandestine meeting in Sigil

while the party was in Avernus. She does it quietly, mechanically, with her eyes closed. If any player is watching her specifically during the ritual, they can make a DC 18 Perception check to notice. Second, the beacon's activation signals Kas in Tovag, allowing him to time his forced entry through the Sanctum's defenses at the ritual's peak.

The moment the beacon activates, Malaina has done what she was compelled to do. There is a meaningful difference between could not stop it and did not stop it. Alustriel will spend the rest of the campaign understanding which one is true.

C9-D-03: Kas Entry Mechanism — Forced Entry Through Defenses

Kas has no insider position in the Sanctum. He requires Malaina's beacon to time his entry precisely. The mechanism: Kas forces his way through the Sanctum's magical defenses at the moment of the rod assembly ritual's peak, when the Wizards Three are most extended maintaining the Wish-dam while simultaneously casting the rod assembly ritual.

He does not overpower three archmages through raw force. He times an attack for the exact moment they are most exposed, which reflects his established character: he does not fight fair, he fights smart.

C9-D-04: The Rod Assembly Ritual and the Invasion

The Rod does not assemble automatically. Completing it requires a formal ritual: the Wizards Three anchor the working while maintaining the Wish-dam, and party members serve as living conduits, their attunement to Vecna tuning the Rod to its ultimate purpose. The ritual is visually dramatic: the pieces drawing together, planar resonance filling the Sanctum, light and sound. It should feel like the campaign-long artifact hunt paying off.

A side effect of the assembly ritual: the party is paralyzed for its duration. They are fully awake and aware, but cannot move or act. They witness everything that follows.

Then Kas arrives alone.

He forces his way through the Sanctum's magical wards protecting the entry points. The Wizards Three, maintaining both the Wish-dam and the rod assembly ritual, cannot mount a full defense in the same moment. Kas enters the room.

He looks at the paralyzed party. He looks at the Wizards Three. He states plainly that if they attempt to interfere, he will kill the party where they stand. The Wizards Three stand down. He takes the Rod. He looks at the party once more, with the expression of someone confirming a calculation. Then he leaves.

C9-D-05: The Aftermath — Malaina and Alustriel

The compulsion dissolves the moment Kas steps through the portal. He no longer needs her, and she is dropped like a tool whose purpose is served.

Malaina does not leave and return. She is in the room when it happens. She is on her knees before the portal closes, already weeping, the compulsion gone and everything she has been holding for years arriving all at once.

Alustriel does not move toward her immediately. She stands very still, looking at the space where the portal was. When she turns to look at Malaina, her face carries the expression of someone finding a person they love suddenly unfamiliar. She asks one question, quietly: “How long?”

Malaina tells her.

Alustriel does not respond. She turns back to the Wizards Three, takes stock of who is functional, and begins the practical work of stabilizing the Sanctum. She is not cold; she is containing. Players watching her closely understand that she is using the only coping mechanism available to someone who has centuries of practice: there is work to be done, and she will feel this later.

Tasha’s response is characteristic: quiet, precise, genuinely furious in a way that expresses itself as tactical assessment rather than emotion. She wants to understand the mechanism. She will have thoughts about Kas’s timing. She does not comfort Malaina, but she does not condemn her either. She is also the first to confirm plainly, after a brief magical assessment, that the compulsion is genuinely gone. This matters: it means what Malaina does next, staying or leaving, is entirely her own choice.

Mordenkainen sits with Malaina. He does not speak for a long time. What he eventually says is entirely up to the DM, but it should be something consistent with who he is: someone who has seen centuries of people making terrible choices under impossible circumstances and has learned that the first thing to do is remain present.

Malaina remains in the Sanctum. Not imprisoned, not exiled. In a relationship with Alustriel that is suspended and tentative and unresolved, because that is the honest state of it. Players visiting the Sanctum between chapters can observe two people who love each other navigating a wound neither fully caused.

C9-D-06: Pandemonium — Pandesmos Outlook (Scene 1)

The Wizards Three track Kas’s forced exit to Pandemonium and Alustriel opens a portal there. She cannot pinpoint his exact location; only get the party relatively close. The party emerges on the upper shelf of Pandesmos Outlook (M-C09-010), a stepped cliff formation in Pandesmos, the first layer of Pandemonium.

The Sigil portal remains open throughout. The party can retreat, short rest, or long rest at any point.

The first thing is the sound. Pandemonium’s wind is not wind in the conventional sense: it is a physical presence that presses on the ears, the chest, the back of the skull. It does not stop. It does not vary into silence. It is completely constant and completely maddening.

The Rod-attunement pull is the party’s primary navigation tool through Chapters 9 and 10. Describe it as a felt absence: something that was present in their awareness for weeks, suddenly gone, and the hole it left pointing northwest.

The Outlook encounter establishes Pandemonium as actively hostile before any directed threats arrive. Five geysers in the northern section erupt on initiative count 20 (DC 18 Dex

save, 8d10 force damage). Any creature taking geyser damage also makes a DC 14 Wisdom save or suffers short-term madness for 1 minute. Four Degloth (M-C09-010-P2) are drawn from the north and west, pushing targets toward active geysers. Four Vlazok (M-C09-010-P2) are drawn from the south and east, targeting bloodied characters with Blood Frenzy. These are opportunistic predators, not directed threats. They are Pandemonium.

The party traverses the Outlook, fights through the geyser field, and descends to the tunnels.

C9-D-07: Pandemonium — The Tunnel (Scene 2)

A tunnel system (M-C09-020) connects the Outlook shelf to the open Pandemonium terrain beyond. The tunnel is the only viable northwest passage. The Rod-attunement pull leads directly to its entrance. The Sigil portal remains accessible throughout.

The tunnel was carved by Pandemonium's howling winds over millennia: irregular, partially collapsed in sections, with unpredictable wind bursts that can push creatures off their feet. Nonmagical flames are impossible inside.

Left Section (Encounter A): Three Howlers occupy the left section of the tunnel labyrinth. Their Howl forces a DC 10 Wisdom save or 1 level of psychic exhaustion. This exhaustion carries across the session; even 1-2 levels is significant at this tier and accumulates into the subsequent encounters.

Central Cavern (Encounter A2): A young Hertilod has been hunting in these tunnels after wandering through a planar breach from the Astral Sea. It clings to the ceiling of the central open cavern and drops when the party enters its tremorsense range (30 feet). The Hertilod's stat block is modified down from the official version to be appropriate for a CR 10-12 encounter: HP is reduced, save DCs against its actions are lowered, damage is reduced, and Legendary Resistance is lowered to 1/day. Use the Hertilod stat block from VEOR Appendix A and apply these reductions manually before the session.

Right Section (Vecna's Projection and Encounter B): Vecna's projection manifests at the entrance to the right section, in front of his forces. He is not theatrical. He looks at the party with the focused attention of someone finally putting faces to a problem they have been aware of abstractly. Suggested dialogue: "Ah. The party with the Rod. How inconvenient." Then he is gone. His forces advance immediately from behind where he stood: a False Lich supported by two Death Knight Aspirants. These are not improvised forces; Vecna sent them deliberately.

T5 Tunnel Exit (M-C09-020-T5): The party emerges from the tunnel onto open Pandemonium terrain. The attunement pull strengthens here. Carapace Ridge is visible in the middle distance.

C9-D-08: Pandemonium — Kas's Rearguard (Scene 3)

Emerging from the tunnel onto the Pandesmos Rise (M-C09-030), the party sees Kas for the first time in the flesh: distant, moving fast, already past easy interception. He has spotted

them. He does not speak. He does not engage. He continues moving. Then the rearguard moves to block.

His dismissiveness should register as an insult. He just robbed them and is treating them as an inconvenience. Let that land before initiative rolls.

The Rise has three tiers:

Tier 1 (Tunnel Exit): Dense crystal rock, natural bottleneck. The party emerges here. The rearguard cannot see the full party until they push forward.

Tier 2 (Open Shelf): Main fighting ground. Crystal formations provide half cover throughout. Wind vent tiles at the chasm lips fire on initiative count 20 (DC 14 Strength save or pushed 10-15 feet). Lethal near chasm edges. 1-2 unstable crystal formations can be toppled (DC 15 Athletics or targeted strike, AC 13, 30HP, creates 10-foot difficult terrain and 2d10 piercing on DC 13 Dex save). Vraxikel's starting position: center-right monolith.

Tier 3 (Chasm Overlook): Line of sight across the entire map. The level-up moment when the rearguard falls.

The Rearguard Roster:

Vraxikel the Already-Known commands from the center-right monolith on Tier 2. Two Maurezhi are positioned at the Tier 1/2 boundary. Two Yagnoloth flank on Tier 2. One Shoosuva holds near the Tier 2 chasm lip. None of these creatures coordinate. Vraxikel finds their chaos predictable and has already adjusted. He never comments on it.

The Level-Up: When the rearguard falls, the party has reached the chasm overlook. Kas's forces and something else, something organized and vicious, are fighting across Carapace Ridge below. The attunement pull is ahead of them. The party takes the level. They enter Chapter 10 at 19th level.

NPC Notes

Malaina van Talstiv (NPC-039): Everything in her chapter appearances has been building to this. The warmth was genuine. The help was genuine. The love for Alustriel was and is genuine. Play the beacon activation as something she has been dreading for months: a mechanical, practiced motion performed with her eyes closed because she cannot bear to see the room when it happens. Her collapse after is not performance. Her willingness to stay in the Sanctum and face Alustriel rather than flee is the most honest thing she does in the campaign. Full entry in Appendix A. Do not read the secret entry until this chapter.

Alustriel Silverhand (NPC-022): The chapter reveals what she is made of. She does not collapse. She does not rage. She contains. Everything she feels will come out eventually, but not here, not while there is work to be done and people depending on her. The moment she turns away from Malaina and begins stabilizing the Sanctum is not coldness; it is the weight of centuries of understanding that the work does not stop because you are in pain. See Appendix A: [NPC-022](#NPC022).

Mordenkainen (NPC-024): He sits with Malaina. That is the thing to hold onto. He has seen this before, in different forms, and he knows the first thing to do is remain present. His fatigue from channeling the Wish-dam is visible and real; this scene costs him something physically as well as emotionally. See Appendix A: [NPC-024](#NPC024).

Tasha (NPC-023): Her response to the betrayal is characteristic: she wants to understand the mechanism, the timeline, the decision-making. She is not cruel to Malaina but she is not comforting either. She is assessing. This is who she is, and the scene is richer for playing it honestly rather than softening her into warmth she does not possess. See Appendix A: [NPC-023](#NPC023).

Vraxikel the Already-Known (NPC-123): A Baernaloth commanding Kas's rearguard. He is the chapter's most dangerous and disorienting combat encounter. He experiences the battlefield non-linearly: his tactics look scattered until they land. His Afflict Despair reaction is the mechanic that makes him feel prescient: a player rolls a critical hit and Vraxikel forces a reroll. He already knew. He fights to the death because he has already processed the outcome and found it acceptable. He is not performing madness. He is genuinely something that has existed in Pandemonium long enough to be shaped by it at a fundamental level. See Appendix A: [NPC-123](#NPC123).

Scene Design

The Rod Assembly Ritual: This should be the campaign's most visually extraordinary moment before Chapter 11. The pieces drawing together, the planar resonance filling the Sanctum, light and sound. The Wizards Three are channeling two distinct spells simultaneously: the Wish-dam holding back Vecna's ritual, and the rod assembly ritual tuning the pieces to their ultimate purpose. The party is at the center of it, paralyzed but awake. Give the moment its full weight before Kas arrives.

The Invasion: The transition from triumph to catastrophe should be as fast as possible. Kas does not telegraph. He enters, he looks at the party, he makes his threat. The speed of it is the point: there is no time to react, only to observe and to remember. He arrives alone and he leaves alone. That is more frightening than a strike force.

The Aftermath: The slowest scene in the campaign. Malaina on her knees. Alustriel standing still. The work of two people in the same room who love each other and do not know what they are to each other anymore. Do not rush this. It is the campaign's most important interpersonal moment, and it needs time to breathe.

Pandesmos Outlook (Scene 1): The sound of Pandemonium before anything else. Let the players sit with it for a moment. The geysers and opportunistic demons are a resource drain and atmosphere setter. The Sigil portal stays open; the party's resource management is their choice.

The Tunnel (Scene 2): Confined, dark, loud, and wrong in the specific way of a place carved by madness over millennia. Run the Howler encounter, then the Hertilod. In the right section, Vecna's projection appears at the entrance in front of his forces. He manifests,

he speaks, he is gone. His forces advance immediately. The party has no time to process what they just saw. That is deliberate.

The Rearguard (Scene 3): The party's first sight of Kas in person, already moving away. That image, the back of a man who has decided they are not worth turning around for, is what they carry into Chapter 10. The rearguard fight should feel like the encounter's emotional texture is as significant as its mechanical difficulty. Vraxikel's Afflict Despair reaction should be used on the most dramatic rolls: the moment a player thinks they have landed something decisive, they have not. He already knew. End the chapter at the chasm overlook, the level-up delivered, Carapace Ridge ahead, Chapter 10 beginning.

Chapter 10: Pandemonium Part 2

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Chapter Overview

Chapter 10 is the campaign's most structurally complex chapter to run. Three major locations operate simultaneously: Hurricane Tower, the Ruinous Citadel, and the Cliffside Redoubt. The party cannot do all three in sequence without the war's state changing around them. Their choices about order and approach have real downstream consequences. The chapter also contains the campaign's two most important payoffs from prior chapters: the Vaeve and Naxa encounter pays off the C2-D-10 intelligence report seed from Chapter 2, and the Dark Powers' arrangement with Kas pays off CA-08's structural irony. The chapter ends with Kas's banishment and the party retrieving the Rod. Then they go to Pandemonium's core to stop a god.

Key Deviations

C10-D-01: Kas Banishment — Rod of Seven Parts

In RAW, the party weakens Kas to 50 HP or fewer and uses the Chime of Exile to banish him to Tovag. The Rod plays no role in his defeat.

In this remix, the Chime of Exile is removed as the banishment mechanism. The Rod of Seven Parts, attuned to the party from the Chapter 9 assembly ritual, is the instrument of Kas's banishment. Kas cannot attune to the Rod. It represents Law against chaos, and he is a Darklord whose existence is bound to the Dark Powers' domain. The Rod will never answer to him regardless of how long he holds it.

When Kas is sufficiently weakened, a party member channels the Rod against him. The channeling initiates a banishment sequence: the Rod's Law-aligned energy interacts with the Dark Powers' arrangement and pulls Kas back to Tovag. He does not resist effectively — the Dark Powers' design means the banishment is inevitable once triggered.

The Dark Powers' arrangement with Kas is documented through a diary found in the redoubt (F7). The arrangement: the Dark Powers released Kas from Tovag for this campaign knowing that his obsession with destroying Vecna and taking revenge would drive him forward regardless of the odds. The Rod piece they arranged for him in Chapter 8 via Windfall was always going to be reclaimed by the party and used to send him back. The Dark Powers are not enemies. They are collectors of irony.

C10-D-02: Vaeve and Naxa — The Cloak of Severed Loyalty

In RAW, Vaeve is a neutral drow mage who asks the party to retrieve her sister Naxa from the citadel. The cloak Naxa wears is a family heirloom needed for a home protection ritual.

In this remix, the cloak is the Cloak of Arachnida belonging to the Aethrovel lineage — the same family documented in the Chapter 2 intelligence report (C2-D-10) from Web's Edge. Three generations ago, Vaeve and Naxa's great-grandfather encoded a ritual into the cloak

that severs Lolth's divine web connection for any drow within its sphere. That ritual has already been performed in Neverwinter's Seldarine District. The cloak now serves as the active magical focus maintaining the severance for an entire community. Without it, every drow in the Seldarine District regains an unwanted divine connection overnight.

Lolth knows where the cloak is. The Ruinous Citadel is the staging point for a retrieval operation that has been planned for months. Camlash's forces are not here purely to wage the Blood War; their secondary objective is capturing the cloak and the twins with it.

Vaeve is carrying this information and has been for the entire time she has been in Pandemonium. Her composed pragmatism is the composure of someone who knows exactly how much is at stake and has decided that showing fear will not help.

Players who found and translated the Chapter 2 intelligence report will recognize the Aethrovel name immediately. The connection is available without it — Vaeve will eventually share it if asked directly — but players who made the connection in Chapter 2 have carried this seed for eight chapters. That recognition should land.

C10-D-03: Hurricane Tower — Ritual Preparation Chamber

In RAW, Hurricane Tower has 1.5 floors: X1, the ground floor vestibule which functions as a shrine, and X2, the tower base which is a mezzanine floor accessed via a ladder from X1. In this remix, three additional floors have been added, described fully in C10-D-04. X4 is the Ritual Preparation Chamber, one of those new floors.

X4 contains evidence of Camlash's secondary objective: materials assembled for the ritual that would have been performed on the cloak once captured, components consistent with Lolth's divine binding magic, and notes from Camlash referencing "the Aethrovel retrieval." This is the room that makes Camlash's full plan legible. It also contains the Vaeve and Naxa subplot's most important contextual information: the party can understand what Lolth wants with the cloak and why the twins are in Pandemonium.

C10-D-04: Hurricane Tower — Full Redesign

Hurricane Tower is redesigned with five distinct levels. The broken beams visible from X2 provide narrative justification: the tower had floors once, Camlash's forces have partially reconstructed them using woven spider-silk and salvaged iron. From bottom to top:

X1 (Vestibule, Cliff Level): The attached building at cliff level, functioning as a shrine. Althein ([NPC-126](#)), Vendrasha ([NPC-127](#)), and Rachazz ([NPC-128](#)) are present. Two web anchors here. Cutting them has no effect on its own.

X2 (Tower Base, Mezzanine): Accessed via ladder from X1. Camlash ([NPC-132](#)) commands from here. Two web anchors here. Cutting them has no effect on its own.

X3 (Anchor Room): One floor above X2. This is a structural room where anchors extend horizontally through the tower walls providing lateral support. Two final web anchors here. If the anchors in X1 and X2 have already been cut, cutting these triggers a 30-second countdown to full tower collapse. If X1 and X2 anchors are still intact, cutting X3 anchors alone has no effect.

X4 (Ritual Preparation Chamber): One floor above X3. Contains Camlash's Aethrovel retrieval materials. See C10-D-03.

X5 (Hazvongel Roost, Roof): The Hazvongels nest on the tower roof. They will fight any creature that comes within range to the death and cannot be commandeered. X5 does provide a means of secondary ingress into the tower, but the party will need to defeat the Hazvongels first.

Tower Collapse Mechanics: Cutting all six anchors (X1, X2, and X3 in sequence) triggers a 30-second structural failure countdown. Each round, a structural shockwave runs through the tower (DC 15 Dexterity save or knocked prone). When the countdown reaches zero, the tower falls seaward. Characters still inside must make a DC 18 Dexterity save or take 10d6 bludgeoning damage as debris falls.

C10-D-05: Cliffside Redoubt — Full Redesign

In RAW, the cliffside redoubt is a single room with no lair mechanics. In this remix, it is redesigned as a multi-room complex carved horizontally into the cliff, accessed by two existing staircases. All rooms branch off a central spine corridor. Kas has been based here since his escape from Tovag, running his campaign to free Miska and plan his revenge against Vecna. The space should reflect his extended occupation: accumulated evidence of centuries of planning, quality materials that mark a man compensating for centuries of deprivation.

F1 (Upper Bunker): Clifftop entry under siege from Lolth's forces.

F2 (Lower Entrance): Beach-level entry. Kalzak (NPC-131), a raklupis spyder-fiend in disguise, stalls the party with fragmented prophetic speech while three phisarazus reposition. His performance is a deliberate tactic, not genuine madness.

F4 (Guard Post): Internal guard post at the intersection of the corridor, staffed by three wights on guard duty. Single unlocked door directly across from the party's entry gives access to F8 (Throne Room). A locked door leads further into the redoubt toward F7.

F5 (War Room): Contains detailed intelligence on the Pandemonium theater including troop dispositions and Vecna's ritual progress. Critically, it contains intelligence on Vecna's location: the Cave of Shattered Reflection, designated "Vecna's Grasp" in Kas's documents. This is the information the party needs to proceed after Kas is defeated. The war room also contains Kas's strategic assessments of Lolth's forces and the timeline for Miska's release.

F6 (Feeding Chamber): Kas feeds here. The evidence of what he is and how he sustains himself is present and undisguised. He stopped pretending centuries ago.

F7 (Private Sanctum): Kas's personal space, accessed through the locked and secret doors from F4. The most likely scenario is that the party explores this after defeating Kas. Contains his journal, correspondence with Malaina prior to the compulsion, and letters to Windfall that were never sent. Most significantly, Kas's journal contains entries detailing his arrangement with the Dark Powers: they released him from Tovag and he understood that they would benefit from his campaign regardless of its outcome. What he could not

fully reconcile was why they arranged for the seventh Rod piece to reach him through Windfall. He never concluded that his failure was their design. He believed his success was possible. The journal should land as a portrait of a man whose obsession with revenge and with defeating Vecna prevented him from seeing what was directly in front of him.

F8 (Throne Room): The Kas encounter. See C10-D-06.

C10-D-06: Fighting Kas — Two Scenarios and Banishment

All three RAW encounter locations are replaced by a single location: F8 (Throne Room) of the cliffside redoubt. Kas does not emerge to meet the party at the tower or the citadel. He monitors the battlefield from the redoubt and waits.

The party cannot reach the Kas encounter without first acquiring the assembled Rod (retrieved from Miska's prison-hall in Y7) AND sealing Miska back in his prison (C10-D-08). The Rod is both the key to sealing Miska and the instrument of Kas's banishment.

Two scenarios depending on whether the tower has collapsed:

Scenario A (Tower Standing): Kas has had time to prepare and is at relative tactical advantage. He fights with cold efficiency and deploys the throne room's environmental features as tactical tools. Three lair actions available on initiative count 20.

Scenario B (Tower Collapsed): Camlash's forces have lost their aerial advantage and coordination. Kas is fighting a deteriorating tactical situation on top of the party's assault. He is fractionally more aggressive and slightly more exposed. No lair actions.

When Kas is reduced to 50 HP or fewer, a party member with the assembled Rod can initiate the banishment sequence as an action. The Rod's channeled energy interacts with the Dark Powers' arrangement. Kas recognizes what is happening immediately; the recognition on his face is the chapter's most important image. He has been working toward this campaign since his release from Tovag, and the instrument of his defeat is the artifact he spent that campaign trying to acquire. His obsession with destroying Vecna and taking revenge blinded him entirely to the Dark Powers' design. He never saw it coming.

The banishment completes. Kas returns to Tovag. The Rod remains with the party.

C10-D-07: Ruinous Citadel — Y5 Battlefield Map

In RAW, Y5 contains a three-dimensional magical terrain model with color-coded dots representing troop positions.

In this remix, the terrain model is replaced by a large flat battlefield map mounted on the planning chamber wall, magical and self-updating. It is visually legible as a map but uses a military cipher for troop data — notation system used by Miska's forces, not cross-compatible with standard military notation. The cipher can be decoded with a DC 18 Intelligence (Investigation) check or with assistance from Jallizanx (NPC-129) if captured and persuaded.

The map shows: Hurricane Tower's current structural status, spyder-fiend force distributions across Carapace Ridge, Lolth's force positions, the citadel's internal layout, the redoubt's location, and a notation near Y7 that translates as "priority: do not let them close it." That last notation is the chapter's clearest signal about what the party needs to do next.

C10-D-08: Ruinous Citadel — Y7 Miska's Portal and Rod Channeling

In RAW, the Rod is jammed between two stones of a free-standing circle like a splinter, and Miska uses it as a lever. Sealing the portal requires removing the rod from the circle, then using a reaction action to cast a spell as Miska lunges through.

In this remix, the portal is set directly into the citadel's west wall: ancient stonework predating Miska's imprisonment, part of the original structure. The portal manifests as a ragged hole in reality, edges crackling with unstable planar energy, through which Miska presses from the other side. Since the Rod was used to create Miska's prison in the first place, it is the only thing that can open or close it. Kas has set it in the middle of the room doing just that.

The sealing mechanic: a party member with the Rod initiates a DC 12 Intelligence (Arcana) check to establish the closing channel. On success, they must maintain concentration for a minimum of 2 full rounds while the portal contracts. The portal closes over those 2 rounds; during this time, Miska's arm and part of his torso can reach through and he attacks the channeling character every round. Uvonxu (NPC-130) fights the rest of the party during the channeling. If concentration breaks, the channel must be reestablished.

When sealed, the portal shuts permanently. Miska is back in his prison. The party reclaims the Rod itself.

The partial destruction of the Ruinous Citadel caused by the fall of Hurricane Tower, as described in RAW, is still in effect. If the party has collapsed the tower before entering the citadel, the structural damage will be visible and relevant to navigation through portions of the building.

C10-D-09: Carapace Ridge Arrival — Remove Citadel Spider Bunker

In RAW, four spyder-fiends are hollowing out the corpse of a massive citadel spider as a bunker. If they spot the party, they attack; if losing, they retreat inside.

In this remix, the hollow citadel spider bunker mechanic is removed entirely. The dead citadel spider corpse remains as a visual landmark establishing the scale of the war, but serves no tactical function. The spyder-fiends attack and do not retreat. The arrival encounter is simplified to establish spyder-fiends as a threat without a mechanic to parse immediately on arrival.

Key Locations

Carapace Ridge and Ruinous Coast (M-C10-010, M-C10-011): The chapter's opening. War visible across the ridge before the party arrives. The dead citadel spider. Vaeve

emerging after the arrival encounter. The Rod-attunement pull orienting the party toward the citadel.

Hurricane Tower (M-C10-020): Five-level structure. X1 (Vestibule) with Althein, Vendrasha, and Rachazz; two web anchors. X2 (Tower Base) with Camlash; two web anchors. X3 (Anchor Room) with the final two web anchors; cutting all six triggers the 30-second collapse countdown. X4 (Ritual Preparation Chamber) with the Aethrovel retrieval evidence. X5 (Hazvongel Roost) provides secondary ingress but requires defeating the Hazvongels. Cutting anchors has no individual effect; all six must be cut to trigger collapse. The demolition decision and its consequences for the Kas encounter are the tower's primary strategic function.

Ruinous Citadel (M-C10-030): Three significant rooms. Y4 (Vault Access) contains Naxa and the cloak. Y5 (Planning Chamber) contains Jallizanx and the battlefield map. Y7 (Miska's Prison-Hall) contains Uvonxu, the portal, and the Rod itself set in the middle of the room. The Y7 encounter and sealing Miska is a prerequisite for the Kas fight.

Cliffside Redoubt (M-C10-040): F2 (Lower Entrance) with Kalzak, a disguised raklupis spyder-fiend using stalling tactics. F4 (Guard Post) is the interior junction staffed by three wights: a single unlocked door directly across leads to F8 (Throne Room); a locked door leads deeper toward F7. F5 (War Room) contains tactical intelligence including Vecna's location designated as "Vecna's Grasp." F7 (Private Sanctum), accessed through locked and secret doors from F4, contains Kas's journal and correspondence including his account of the Dark Powers' arrangement; most likely visited after the F8 fight. F8 (Throne Room) is the Kas encounter.

NPC Notes

Vaeve Aethrovel (NPC-124): The chapter's entry point and most important social NPC. She is composed and pragmatic with the discipline of someone managing genuine terror. Her secret, available to players who ask directly after a successful Insight check, is the cloak's full significance and what Lolth's forces are here to do. Players who identified the Aethrovel name from the Chapter 2 document already know more than she has told them; that asymmetry is worth playing. See Appendix A: [NPC-124](#NPC124).

Naxa Aethrovel (NPC-125): Found in Y4 wearing the cloak, clinging to the citadel ceiling. More impulsive than her sister and less patient about explaining herself. The cloak's obvious unusual behavior — she cannot bring herself to take it off, keeps one hand on it even when her hands should be occupied — is the observable tell that something more than family sentiment is involved. See Appendix A: [NPC-125](#NPC125).

Camlash (NPC-132): A balor general with total authority over Lolth's Pandemonium forces. She is genuinely formidable and completely clear-eyed about her objectives. The X4 ritual materials are her secondary operation running beneath the Blood War campaign, and she would prefer the party not understand that she is here for the cloak as much as for Miska. See Appendix A: [NPC-132](#NPC132).

Rachazz (NPC-128): The apparent drider in X1 is a phisarazu spyder-fiend using Change Shape as a spy embedded in Camlash's forces. Available to players who use Truesight, Detect Magic, or succeed on a DC 18 Perception/Insight check. If unmasked, its intelligence about citadel layout and Camlash's secondary objective is potentially valuable. See Appendix A: [NPC-128](#NPC128).

Jallizanx (NPC-129): The raklupis spyder-fiend overseeing battlefield coordination in Y5. It runs troop movements with impatient competence. If captured rather than killed, it may bargain with information about citadel layout and the portal situation in exchange for its life. See Appendix A: [NPC-129](#NPC129).

Uvonxu (NPC-130): Miska's most trusted commander, present in Y7 where the portal is being forced open. He projects quiet certainty rather than aggression. He is the most dangerous creature in the citadel and the only one who fully understands what the portal's full opening would mean. See Appendix A: [NPC-130](#NPC130).

Kalzak (NPC-131): Appears to be a white-haired human ascetic watching the sea near the cliffside door. He is a raklupis spyder-fiend in disguise, using fragmented prophetic-sounding speech as a deliberate stalling tactic while three phisarazus reposition. The stalling buys his companions time; beneath the performance is a competent soldier who resents this posting. If Miska is resealed before the party reaches F2, Kalzak abandons the post immediately to seize a better position in the resulting power vacuum. See Appendix A: [NPC-131](#NPC131).

Kas the Betrayer (NPC-025): The chapter's climax. He should be played as someone who has committed fully to this campaign and believes it can succeed, because the alternative is Tovag forever. He fights to the best of his ability. He does not beg. When the banishment triggers, he recognizes what is happening. His obsession with Vecna and revenge blinded him to the Dark Powers' design entirely. That blindness is on his face in the moment the Rod's energy takes hold. Make it count. See Appendix A: [NPC-025](#NPC025).

Scene Design

Carapace Ridge: The war should be visible and audible before anything is explained. The scale of it. The ridge as a battlefield between forces that are not fighting over anything the party would recognize as worth fighting over. Vaeve's emergence after the spyder-fiend encounter should feel like a hand through a crack in a wall: someone who has been waiting for the right group to arrive.

Hurricane Tower: The tower should feel precarious from the outside before the party enters. The six web anchors are holding something up that gravity would prefer to put in the sea. Each floor has a distinct atmosphere: X1 is watchful, X2 is operational, X4 is purposeful in a way that requires a moment to parse.

The Ruinous Citadel: The citadel is Miska's operation run by Miska's creatures in Miska's idiom. It is not neat. Y5's battlefield map is the most organized thing in it. Y7 should feel

like a room where something enormous and wrong is pressing against the wall from the other side, because that is exactly what is happening.

The Cliffside Redoubt: The silence inside after Pandemonium's constant wind is immediate and disorienting. The quality of the materials throughout the redoubt marks a man who spent centuries in Tovag with nothing, compensating now that he has resources. The most likely path through the redoubt is F2 to F4 to F8: encounter Kalzak's stalling at the entrance, deal with three wights at the guard post junction, and take the unlocked door directly to the throne room. F7 is accessible from F4 through a locked door and then a secret door; the party is most likely to find it after the fight, when they have time to search. What they find there recontextualizes who they just defeated.

The Kas Encounter: He is already in the throne room when the party enters. He knows they are coming. He does not attack immediately. He looks at them. He may speak, and what he says should reflect that he knows who they are and respects their competence even as he intends to kill them. The fight begins on his terms, which is the last thing he controls before it ends on theirs.

Chapter 11: Vecna's Grasp, Cave of Shattered Reflection

Chapter 11: Vecna's Grasp, The Cave of Shattered Reflection

Chapter Overview

Chapter 11 is the end of everything. The party enters Vecna's Grasp, navigates three demiplanar unrealities, solves the mirror maze of the Cave of Shattered Reflection, and fights Vecna in a two-phase encounter that requires the Rod of Seven Parts to win. When Vecna reaches 50 hit points, Tiamat's judgment activates through the Scales of the First World, and Vecna is imprisoned by a force older and greater than his ambition. The campaign ends in the Sanctum in Sigil with the friends and allies the party made through the last eleven chapters.

The chapter runs largely as written in the official adventure with six targeted deviations. The unrealities retain their official content and structure; what changes is how they are dismantled, what the Kas torment means now that the real Kas has been dealt with, and how the terminology of the ending aligns with the campaign's established vocabulary. The Chime of Exile is removed entirely. The Rod of Seven Parts and the Scales of the First World carry the ending.

Getting There: The Sigil Transition

C11-D-02: Forced Return to Sigil Before Vecna's Grasp

In RAW, learning Vecna's location from Kas allows the party to teleport directly to Vecna's Grasp using their Vecna Links.

In this remix, that direct transit is blocked. The Cave of Shattered Reflection's teleportation ward extends outward far enough to prevent direct planar transit to the site. The Links provide navigational knowledge of where it is, but not the means to reach it alone.

What the Links provide, combined with Alustriel's portal expertise, is the key. Only she can tune a portal precisely enough to breach the ward and reach the cave's entry point.

The Sigil stop before the final portal serves several purposes. The Wizards Three have prepared a Puzzle Ring specifically for the party: a custom item designed to aid in navigating the Cave of Shattered Reflection. The Sanctum merchant has an expanded stock of items curated specifically for the final encounter, including Potions of Spell Recovery (Rare, 2000 GP, limited stock) for casters managing resources across the no-long-rest gauntlet. The party has time to make purchases. The Wizards Three also deliver their briefing here, which covers the no-rest ruling and the Channel the Law mechanic. It does not cover the unrealities or the Crystallized Truths; the party discovers those inside. When the party is ready, Alustriel opens the final portal.

Key Deviations

C11-D-03: Crystallized Truth — Terminology Replacement

All references to “manifested secret” throughout Chapter 11 are replaced with “Crystallized Truth.” The mechanical function is identical: the item bears Vecna’s symbol, glows with purple light visible at any distance and through solid objects, and grows brighter as the party approaches. To dismantle an unreality a character must touch the Crystallized Truth and perform the specific action described in C11-D-05.

The renaming exists because the campaign removed the Power of Secrets mechanic. “Manifested secret” was coined to serve that mechanic. Keeping it in read-aloud text would create confusion with a mechanic that no longer exists.

C11-D-04: Torment of Kas — Death Knight Behavior and Imagined Kas

Two changes from RAW:

The death knight in K3 (Receiving Room) attacks any creature that enters the room rather than guarding against creatures leaving K4 and K5. In RAW the death knight guards against Kas escaping. In this remix, this unreality represents Vecna’s vision of what Kas would become in a remade world: a prisoner maintained in perpetuity, stripped of agency, contained by divine authority. The death knight’s purpose shifts from preventing escape to preventing anyone from potentially freeing Kas. It is a jailer in the truest sense, placed to obstruct interference with Vecna’s trophy, not to stop the trophy from leaving.

Imagined Kas ([NPC-133](#)) is Vecna’s hollow caricature of a man who spent centuries obsessing over the undead king. He does not fight. He will not fight. He sits chained in the rubble of a ruined hall, four adamantine chains fastened to an immovable ball, speaking with the obsessive focus of someone who has rehearsed the same arguments for so long they have become meaningless ritual. His physical resemblance to the real Kas is complete; his psychological resemblance is a distortion. Vecna created him from the image of his greatest defeated enemy and made him pathetic.

The party has met the real Kas. They watched him take the Rod. They watched him fight without mercy and banish without flinching. This figure is nothing like that. That contrast is the unreality’s point: Vecna does not understand Kas any better than he understands anyone. He only understands power and its absence.

C11-D-05: Dismantling the Unrealities — Specific Actions Replace Resource Cost

The RAW spell slot or Rod charge cost for dismantling each unreality is replaced entirely. Each unreality has a specific dismantling action tied to what that unreality represents. The Rod of Seven Parts plays no role in dismantling the unrealities; it is reserved for the Vecna combat encounter.

Dismantling any Crystallized Truth inflicts 2d10 psychic damage on each party member through the Vecna Link. This damage ignores resistance and immunity. It is the cost of dismantling a piece of Vecna’s claimed reality while connected to him.

The Wizards Three communicate a no-return mechanic during the Sigil briefing: once the party enters Vecna’s Grasp they cannot return to the Sanctum until Vecna is defeated. Within the cave, no long rests are permitted. Short rests are permitted normally with no

penalty. This preserves short-rest class abilities while maintaining sustained resource pressure on full casters through the approach and the two-phase Vecna fight.

To offset that pressure, the expanded merchant stock available in Sigil before the final portal includes Potions of Spell Recovery (Griffon's Saddlebag, Rare, 2000 GP each). These recover expended spell slots of levels 1-5, with a combined level equal to 1d3+3. Stock is limited. The preparation window in Sigil exists partly for this purpose; what the party purchases before committing is their decision to make.

TORMENT OF KAS (K5): The Crystallized Truth is the adamantine chains binding Imagined Kas, not the Sword of Kas. The chains represent Vecna's claim of permanent ownership over those he defeats. To dismantle this unreality the party must destroy the chains themselves. The chains use the death knight stat block for AC and HP only; they are objects, not creatures, and do not attack. Imagined Kas reacts to the destruction of his chains with something that reads as both terror and relief simultaneously, and then the unreality dissolves.

NEVERWINTER'S NEW KING (Neverwinter Square): This unreality runs as written. Imagined Lord Neverember ([NPC-135](#)) and the wights run as written. The Crystallized Truth is his crown; it can only be reached once Neverember is incapacitated or the wights are defeated. Removing the crown dismantles the unreality.

DEAD GODS (Astral Dreadnought, Arekanz's Donjon): This unreality runs as written. The Crystallized Truth and its dismantling mechanic are as described in RAW.

C11-D-07: Vecna Combat — Channel the Law, Two-Phase Structure, Ritual Immunity

The Vecna encounter has two distinct phases separated by the shattering of the ritual orb. Note that Vile Teleport's HP regeneration is removed from this encounter entirely. The ability functions in all other respects as written; only the regeneration component is excised.

PHASE 1 – RITUAL EMPOWERED:

Vecna has immunity to all damage while the ritual orb is intact. No damage of any type reaches him. He uses everything available offensively. The only path forward is Channel the Law.

Channel the Law is a bonus action available to the character who equipped the Rod of Seven Parts. On their turn they point the Rod at the ritual orb floating in Vecna's chest and channel a pulse of ordered planar energy into it. This requires a spell attack roll using the character's spellcasting modifier against Vecna's AC of 18. On a hit the orb receives one stack of Ritual Disruption and visibly cracks. Three simultaneous stacks shatter the orb and end Phase 1.

Vile Teleport functions as written in Phase 1 except that when it connects and at least one creature takes damage, the orb absorbs the discharged energy and resets one stack of Ritual Disruption. The party must maintain three simultaneous stacks, not merely accumulate three hits over time. This creates a direct mechanical tension: Channel the Law

builds stacks, Vile Teleport erases one. The party must choose between preventing Vile Teleport and pushing Channel the Law stacks.

Vecna's full offensive capability is available throughout Phase 1. Phase 1 should feel dangerous and slightly desperate.

The Scales of the First World lie dormant throughout the campaign. When the bearer enters the Cave of Shattered Reflection, Tiamat's primordial claim stirs in response to Vecna's assault. All four benefits activate within the cave and require no action to maintain:

Tiamat's Favor: The bearer begins with Inspiration on entering the cave.

Tiamat's Swiftess: The bearer gains the effects of Haste for 1 minute with no lethargy afterward, on entering the cave (first time only).

Tiamat's Resilience: The bearer has advantage on all Constitution saving throws within the cave.

Tiamat's Sight: The bearer can see clearly through the cave's crystal walls.

The character who equipped the Rod can use their Haste action for Channel the Law, potentially landing two spell attacks per round. Skilled play can compress Phase 1 to two rounds; Vile Teleport resets can extend it. Three simultaneous stacks is the goal.

PHASE 2 – RITUAL BROKEN:

When the third stack of Ritual Disruption sticks, the orb shatters. Vecna's damage immunity ends immediately. He also loses access to Flight of the Damned; that ability was ritual-fed, not intrinsic. The Rod of Seven Parts' RAW bonus damage applies for the remainder of the combat.

Vecna fights with the full offense of something that has had centuries of preparation interrupted. He has nothing left to conserve.

When Vecna reaches 50 hit points, the encounter ends immediately. See C11-D-01 for what happens next.

C11-D-01: Vecna Defeat and Tiamat's Judgment

When Vecna reaches 50 hit points, the encounter ends instantly. The ritual collapses simultaneously with the threshold being crossed.

At that exact moment, beams of chromatic light erupt from each party member's Scale of the First World and converge on a central point in the chamber. Tiamat's visage manifests at that convergence. Not summoned by the party. Activating through them. The scales were never purely a combat boon. From the moment Tiamat shed them in Chapter 8, they were the anchor point for this contingency: if the party reached Vecna and brought him to the threshold, she would be there.

Tiamat does not ask the party anything. She addresses Vecna directly.

Her judgment: "You are not the first to reach for creation. You are merely the latest to be put away. The multiverse will continue. Without fear, without prayer, without need of you."

Vecna is not banished to Oerth. He is not destroyed. He is imprisoned, stripped of divinity, the least of Tiamat's existing prisoners. She has had prisoners longer than his ambition existed. He is not notable among them. The scales on each party member go colorless and inert. They remain as mementos. Their purpose is complete.

C11-D-06: Post-Ritual Aftermath – Cave Expels Foreign Elements, Immediate Return

The Cave of Shattered Reflection is not destroyed. It predates Vecna and outlasts him. It existed since the earliest days of the multiverse as a place of power. Vecna occupied it and imposed his will upon it. When his ritual collapses, his imposition collapses with it. The cave remains, ancient and indifferent, as it always was.

What happens immediately is not catastrophic destruction but expulsion. The cave begins violently rejecting everything foreign to it: the unrealities dissolve, the ritual circle fractures, the walls stop reflecting distorted images and return to simple translucency. More urgently, this expulsion extends to living creatures. The air pressure shifts. The crystal walls begin to vibrate at a frequency that makes it immediately clear that the cave is done tolerating occupants.

Alustriel feels the Anchor's pressure release the moment Vecna's ritual collapses. She has been holding the Wish-dam since Chapter 2. The moment she feels it lift, she opens a portal and pulls the party back to the Sanctum — involuntarily, the same way she pulled them in at the very beginning of this campaign. This time they know what is happening. They know whose hand it is.

C11-D-08: Personal Resolution – Return to Sigil

The Sanctum is full when the party arrives.

The room should feel full and specific. The DM should have dialogue and presence prepared for every NPC based on their campaign arc. The party decides how the ending plays out: who they seek out, what they say, what they need from the people in this room. This is their ending. The following characters are present based on the campaign's threads; the DM determines what each of them does with that moment.

The Wizards Three: - Alustriel Silverhand (NPC-022) - Tasha (NPC-023) - Mordenkainen (NPC-024) - Malaina van Talstiv (NPC-039)

From the Sanctum and earlier chapters: - Lamantha (NPC-014) – met in Chapter 1 (Evernight mortuary) - Gertrude (NPC-030) – freed from Web's Edge in Chapter 2 - Quin-5 "The Reckoner" (NPC-136) – first encountered in Chapter 3 (Rock of Bral) - Captain Inda Malayuri (NPC-049) – rescued in Chapter 3 (Lambent Zenith) - Mercy (NPC-065) AND/OR Kalyth (NPC-066) – met in Chapter 4 (the Mournland) - Sarusanda Allester (NPC-083) – accompanied the party in Chapter 5 - Riffel (NPC-092) – met in Chapter 6 (Krynn) - Talo Yieria (NPC-104) and Vogren Starcloak (NPC-105) – met in Chapter 7 (the archaeological crew) - The Construct Companion (NPC-109) – encountered in Chapter 8 (Avernus) - Krysocol (NPC-116) – met in Chapter 8 (Enchanting Arcana) - Vaeve Aethrovel (NPC-124) and Naxa Aethrovel (NPC-125) – met in Chapter 10 (Carapace Ridge)

NPC Notes

Vecna the Archlich (NPC-134): Levitates at the center of the ritual chamber, skeletal arms spread, one empty socket drooping, shriveled lips pulled back. The lightless orb swirls before his chest, growing larger by the moment. He is not passive in Phase 1: he uses everything available. He does not acknowledge the party as a significant threat until the orb begins to destabilize under Channel the Law. In Phase 2, the loss of the orb registers as rage rather than defeat. He has been building toward this ritual for centuries. He fights like someone who cannot accept that it is over. See Appendix A: [NPC-134](#NPC134).

Imagined Kas (NPC-133): He has the form of Kas the Betrayer but something is immediately wrong. He sits chained in the rubble, speaking with the obsessive focus of someone whose arguments have become meaningless ritual. He addresses anyone who enters as “the puppet” or “the instrument” of whoever he was most recently obsessing over. He will not fight. He cannot be goaded into fighting. He is Vecna’s misunderstanding of Kas made physical. The party has met the real Kas. This is not him. See Appendix A: [NPC-133](#NPC133).

Imagined Lord Neverember (NPC-135): An armored figure on a balcony with the bearing of the Lord Protector, but with the pretense stripped away. He rules openly as a tyrant and is visibly comfortable with it. His crown is the Crystallized Truth. He fights using the death knight stat block and does not engage until wights are attacked or the party acts against him directly. See Appendix A: [NPC-135](#NPC135).

Scene Design

Vecna’s Grasp (M-C11-010): The cave entry should feel old and indifferent before it feels hostile. This place predates Vecna. His occupation of it is recent by the cave’s reckoning. The Kaleidoscopic Cavern (E1) establishes the mirror architecture before the unrealities branch off. The tunnels (E2a, E2b, E2c) should feel like thresholds into someone else’s claim on reality.

Torment of Kas (M-C11-020): The unreality feels deliberately constructed as a monument to someone’s victory over an enemy. The architecture is Vecna’s sense of triumphant order, which means it is rigid and hierarchical and airless. K5 and the chained figure at its center should feel not like a dungeon but like a trophy room. The chains are not punitive. They are display.

Neverwinter Square (M-C11-030): The most grounded of the three unrealities aesthetically. It looks like something familiar before it becomes clearly wrong. Neverember on the balcony. Wights as guards. A version of authority with the pretense removed. The party started this campaign in Neverwinter. The callback is deliberate.

The Cave of Shattered Reflection (M-C11-050): Crystal walls. Nine chambers. Ten doors. Limited visibility; the maze architecture means the party can rarely see more than one

room ahead. The correct path is three doors. Everything else loops. The party should not feel lost in a way that is frustrating; they should feel like they are solving something. Map carefully, use every door systematically, and the solution reveals itself.

The Main Chamber (M-C11-050-R3-C7): Vecna at the center. The ritual orb between him and the party. The limited sight walls mean he becomes visible only as the party enters his proximity. The first clear view of him should land with full weight: this is the thing the campaign has been building toward since Chapter 1. The encounter begins immediately on entry. There is no preamble.

The Resolution (Sanctum in Sigil): The Sanctum is familiar and full of people the party brought here by surviving. Do not describe the room as a crowd. Describe the specific people. The specific faces. The room should feel like coming home after a very long time away, which is what it is.

Appendix A: NPC Compendium

Entries are organized by chapter of introduction and sorted alphabetically within each chapter. Use the index below to navigate directly to any NPC entry.

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Interlude

Aldric Voss

NPC-137 • Interlude • Human • Carnelian Hotel

BIOGRAPHY

Aldric Voss is the head concierge of the Carnelian Hotel — a broad-shouldered, immaculately presented human man of middle years whose uniform is always perfect and whose smile never falters. He speaks quickly, warmly, and with absolute certainty about what guests need before they have said a word. When the party arrives, Aldric is already waiting at the door. Their rooms are prepared, their bags are being seen to, and a hot meal is twenty minutes away. He does not ask whether they would like to come in. He simply assumes they will, and somehow they always do. Aldric is fiercely proud of the Carnelian and considers its reputation a personal matter. He has worked here for seventeen years and has never once been caught unprepared. He has an answer for every question and a solution for every inconvenience, and his warmth, while genuine, carries the faint quality of something practiced to perfection.

DM NOTES

DM ONLY: Aldric was personally briefed by Neverember's office that the party would be arriving. He knows only that they are guests of the Lord Protector and are to be treated accordingly. He does not

know why. If pressed, he will acknowledge only that the rooms were arranged in advance by the Lord Protector's office — nothing more.

Atlavast

NPC-139 • Interlude • Human • Church of Oghma

BIOGRAPHY

Atlavast is the Loremaster of the House of Knowledge — a title he held before the eruption of Mount Hotenow, when the other priests sealed the inner sanctum and fled, leaving him accidentally trapped inside. He survived the cataclysm alone with the library's entire collection for years, and has never quite returned to ordinary human interaction as a result. He keeps mostly to the lower vaults, cataloguing and reorganising with the energy of someone who has run out of other things to do with grief. He is stout, rumpled, and startling to encounter — the party may be among the first people he has spoken to at length in some time. His distress about the theft of the Illuminated Index is immediate, total, and expressed at considerable volume and length. He surfaced from the vaults the moment he noticed it was gone, which was itself enough to alarm Spivey. He speaks quickly, tangentially, and with enormous feeling, jumping between the Index's cataloguing history, pointed observations about institutional complacency, and detailed asides that may or may not be relevant. His distress is completely genuine.

DM NOTES

DM ONLY: Atlavast is the more practically useful information source in Beat 1. He knows exactly where the Index was kept, the precise access protocols, and has already formed strong suspicions about which junior clergy member is responsible — he noticed Soren's behaviour changing weeks ago but filed it under 'young people are strange' until now. He will share all of this freely and at length whether asked or not. Play him as the emotional engine of the scene; Spivey is trying to manage him as much as he is trying to manage the party.

Hubert Windcastle

NPC-142 • Interlude • Human • Lord Protector's Office

BIOGRAPHY

Hubert Windcastle is a senior aide in the Lord Protector's office — a tidy, careful human man of middle years who arrives at the Carnelian Hotel a day or two after the quest resolves with the quiet certainty of someone who already knows the meeting will go well. He is not a soldier or a spy. He is an administrator of considerable skill, pleasant and precise, who conveys that the Lord Protector has become aware of the party's recent initiative in the city and believes their particular experience may be useful for a matter of some urgency. He compliments their actions with specific detail. He does not use the word request. He carries a leather folio and speaks as though the next steps have already been arranged — because they have.

DM NOTES

DM ONLY: Hubert is the Chapter 1 handoff mechanism. His specific knowledge of what the party did should land as mildly unsettling — Neverember knew before they told anyone. Canon NPC from the Neverwinter Campaign Setting. Keep him pleasant and efficient; he should not feel threatening, only quietly inevitable.

Maren Quill

NPC-141 • Interlude • Human • Cult of Vecna (fringe cell)

BIOGRAPHY

Maren Quill is a gaunt, intense human woman in her forties, found in the basement of a Blacklake District chandler's shop conducting what appears to be a ritual over a brass-bound book. She does not seem surprised to be interrupted. She is calm, certain, and speaks — if she speaks — with the quiet authority of someone who has long since stopped doubting. Her robes are dark and layered, marked with crude symbols that those with knowledge of the arcane or religious traditions may recognise as Vecnan iconography. Her hands are ink-stained. There is a precision to her movements that suggests a professional background of some kind — she handles the ritual materials with practiced care, not the fumbling reverence of an amateur.



DM ONLY — SECRET LORE

REVEAL TRIGGER

A character succeeds on a DC 15 Intelligence (History or Religion) check upon seeing her or her workspace, or interrogates her after the combat encounter.

SECRET LORE

Maren was once a respected scribe and cataloguer at a minor scholarly institution before her career and her faith collapsed in the same decade. Years of handling restricted documents convinced her that institutions like the House of Knowledge are engines of control disguised as temples to truth. Vecna's doctrine — that genuine knowledge is possessed, not shared — felt like a confirmation of everything she already suspected. She recruited Soren specifically because she recognised the pain of someone made invisible by an institution that claimed to value everyone equally. She knows nothing of any larger Vecna operation in Neverwinter or the Neverdeath Graveyard. Her cell is entirely self-directed.

DM NOTES

DM ONLY: One-session villain — does not survive as a recurring threat. Use Cultist Fanatic stat block (MM) with minor modifications. She is not primarily a physical combatant but will fight to protect the ritual. Her calm during confrontation should be unsettling — she does not behave like someone caught; she behaves like someone interrupted.

Soren Ashvale

NPC-140 • Interlude • Human • Cult of Vecna (fringe cell)

BIOGRAPHY

Soren Ashvale is a junior acolyte of the House of Knowledge — slight, quiet, and easy to overlook. They grew up in the Chasm District and came to the temple as a teenager, drawn not by faith but by the need for somewhere to belong. They have worked there for several years, doing careful, unremarkable work: cataloguing, copying, fetching. They are polite and efficient and nobody's first thought for anything. When the party encounters Soren, they are frightened and trying very hard not to show it. They stand with arms slightly crossed and answer questions carefully, giving away as little as possible. There is something beneath the fear that reads almost like conviction — as if part of them still believes they have done something that matters.

DM ONLY — SECRET LORE

REVEAL TRIGGER

The party confronts Soren directly and a character succeeds on a DC 13 Charisma (Persuasion or Intimidation) check, or approaches the conversation in a way that genuinely engages with Soren's sense of invisibility rather than simply treating them as a criminal.

SECRET LORE

Soren enabled the theft of the Illuminated Index, handing it to a small group of Vecna worshippers they fell in with after years of feeling unseen at the temple. They believe — or believed — that Oghma's clergy are hypocrites who restrict the very knowledge they claim to venerate, and that the cell offered them a community that saw them clearly for the first time. They can give the party the exact address of the basement hideout in the Blacklake District. They know there are three or four members. They know the corruption ritual needs one more night to complete. And they are frightened — the ritual has been producing effects that unsettled even them. The Index started writing on its own.

DM NOTES

DM ONLY: Soren is not a combatant. Their fate is entirely the party's decision. The paladin or any cleric in the party may find this the most morally complex beat of the interlude. Soren's worldview is warped but not random — their grievance about institutional knowledge restriction has a grain of truth, which is what makes them interesting rather than simply a traitor.


Spivey Liethenson

NPC-138 • Interlude • Elf • Church of Oghma

BIOGRAPHY

Spivey Liethenson is the Grand Scribe and chief administrator of the House of Knowledge in Neverwinter — an elf of quiet authority and exacting standards who runs the temple-library with the precision of someone who believes disorder is a moral failing. He is lean, composed, and chooses his words with the care of a man who has spent centuries editing other people's. Spivey genuinely loves Oghma's mission and has overseen the House's restoration and

expansion into one of the finest repositories of knowledge on the Sword Coast. He receives the party with measured gratitude and visible discomfort — a man managing a difficult situation with institutional dignity, clearly hoping it can be resolved quietly and quickly.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

A character succeeds on a DC 14 Wisdom (Insight) check while speaking with Spivey about his future plans, or asks him directly why the House's reputation matters so much to him personally.

SECRET LORE

Spivey's deeper ambition is Candlekeep. He has spent decades cultivating the House of Knowledge's reputation as a stepping stone to an invitation from the Avowed. The theft of the Illuminated Index is not just a spiritual wound — it is a threat to a carefully managed reputation he has been building for years. He will be deeply grateful to anyone who recovers it quietly, and may use whatever institutional influence he has to assist the party in future.

Chapter 1

Algra

NPC-008 • Chapter 1 • Human • Cult of Vecna

BIOGRAPHY

Algra is a human mage and "Teeth of Vecna" who revels in exercising authority over junior cultists. She carries keys to the prisoner cells and is determined to prove her worth by destroying any intruders.

Auntie Rot

NPC-016 • Chapter 1 • Hag

BIOGRAPHY

A Green Hag who runs Lamantha's kitchen. She is an enormous, wart-covered woman who treats Lamantha like a favorite niece. She is the only one capable of making the local "Shadow-Beast" meat edible for the living.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A DC 15 Nature or Alchemist's Supplies check on the food reveals the presence of

SECRET LORE

She uses her cooking to subtly influence the mood of the house. The "spices" she uses are actually mild neurotoxins derived from Shadowfell fungi that suppress panic, keeping the staff and guests from fleeing the gloomy atmosphere.

Elara

NPC-019 • Chapter 1 • Shadar-kai elf

BIOGRAPHY

A young Shadar-kai apprentice with pale skin, piercings, and tattoos, wearing black leather armor. She serves as Lamantha's assistant and messenger, running errands to the Corpse Market. She is cynical, sarcastic, and often rolls her eyes at her employer's theatrics, acting as the most "normal" person in the strange household.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

A player with a Passive Perception of 16 or higher might notice a small, raven-shaped clasp hidden under her collar or catch her whispering to a raven when she thinks she is alone outside the mortuary.

SECRET LORE

She is secretly a member of the Raven Queen's eyes and ears, sent to monitor the unusual disturbances in the Shadowfell caused by Vecna's ritual. Her debt to Lamantha is a cover story; she is actually reporting on who comes asking about the Rod of Seven Parts.

Eldon Keyword

NPC-001 • Chapter 1 • Elf

BIOGRAPHY

Eldon Keyword is a highly respected elf scholar specializing in the esoteric nature of the Outer Planes. His vast knowledge made him a prime target for the Cult of Vecna, who kidnapped him to strip his mind of secrets. He is eventually found trapped in a cage within the cult's ritual chamber, moments away from having his soul drained.

Giles

NPC-015 • Chapter 1 • Ghoul

BIOGRAPHY

A Ghoul butler who prides himself on his civility. He wears a dusty, tailored tuxedo and files his claws to nubs. He serves dinner and takes coats with obsequious politeness, constantly fighting the urge to eat the guests.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

A Passive Perception of 17 or higher allows a player to spot him unconsciously caressing the hidden ring when he thinks no one is looking, or reacting with familiarity if Neverwinter nobility is mentioned.

SECRET LORE

He was once a minor noble of Neverwinter named Lord Gylbar who was pulled into the Shadowfell during the Spellplague. He retains a signet ring sewn into the lining of his tuxedo jacket.

Hannel

NPC-007 • Chapter 1 • Elf • Cult of Vecna

BIOGRAPHY

Hannel is a surly elf mage who venerated Vecna in secret for decades before joining the cult. He wears a necklace of human teeth and fights with zealot-like fury to protect the cult's secrets.

Indrina Lamsensettle

NPC-002 • Chapter 1 • Human • Nobility of Neverwinter

BIOGRAPHY

Indrina Lamsensettle is a celebrated human actor who moves within Neverwinter's highest social circles. Beneath her haughty exterior lies a sharp mind that uncovered dangerous truths about Lord Neverember's lineage, leading to her imprisonment by the cult. She is currently locked in a sewer-smelling cell, dreaming of perfume and revenge against her captors.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A character asks why she is imprisoned and succeeds on a DC 18 Charisma (Persuasion) check (advantage if given perfume).

SECRET LORE

She gathered proof that Lord Neverember is not a true descendant of Lord Nasher Alagondar.

Jerot Galgin

NPC-010 • Chapter 1 • Human • Cult of Vecna

BIOGRAPHY

Jerot Galgin is a Neverwinter aristocrat who leads a double life as the "Thought of Vecna," a high-ranking necromancer. He has been conducting heinous rituals to siphon secrets from kidnap victims to fuel Vecna's ascension. Obsessed with his work, he fights to the death to protect his research on the "Crevices of Dusk".

DM ONLY — SECRET LORE

REVEAL TRIGGER

Examining his papers in area C25 (DC 14 Investigation).

SECRET LORE

He is conducting research on 'Crevice of Dusk' (portals to the Shadowfell) using stolen secrets.

Kendri Nex

NPC-012 • Chapter 1 • Human • Cult of Vecna

BIOGRAPHY

Kendri Nex is a proud human mage entrusted with leading the complex ritual to sacrifice Eldon Keyword. Surrounded by nothic guardians in the Sacrifice Gallery, she carries the keys to the prisoners' cells and prioritizes the ritual's completion above her own safety.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Defeating her or picking her pocket.

SECRET LORE

She carries keys to all prisoner cells.

Kevetta Dolindar

NPC-021 • Chapter 1 • Sorrowsworn • Dolindar Family

BIOGRAPHY

Kevetta was the matriarch of the Dolindar family, a lineage of wizards exiled to the Shadowfell who studied planar gates. The crushing isolation of Evernight eventually warped her into a lonely sorrowsworn. She now guards the secret portal to Neverwinter hidden within her own coffin.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Defeating her allows access to the coffin.

SECRET LORE

Her coffin contains a stable Crevice of Dusk leading back to Neverwinter.

Lamantha

NPC-014 • Chapter 1 • Human

BIOGRAPHY

A skilled mortician who operates a Mortuary near the Corpse Market in Evernight. She is an expert on necromancy and the history of the "Whispered One." She is the primary source of information regarding the Rod of Seven Parts in the Shadowfell, replacing the vampire Sangora as the party's guide.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A successful DC 16 Insight check when she gives directions to the tomb reveals she is withholding her fear of being watched. She might admit she has seen Sangora's spies near the mortuary recently.

SECRET LORE

She is aware that Sangora is hunting for the players, but she underestimates the vampire's reach. She believes the Dolindar Tomb is a secret safe haven, unaware that Sangora has already compromised it and turned it into a kill box.

Lord Dagult Neverember

NPC-080 • Chapter 1 • Human • Lord's Alliance

BIOGRAPHY

Lord Dagult Neverember is the ambitious Lord Protector of Neverwinter who hired the characters to investigate the kidnapping of prominent citizens. Despite his stable rule, rumors persist regarding the legitimacy of his claim to be a descendant of the hero Nasher Alagondar. He rewards the characters with property in the city for their assistance.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Indrina Lamsensettle reveals this if persuaded (DC 18) or given perfume.

SECRET LORE

He lacks a legitimate claim to his title and is not descended from Lord Nasher Alagondar.

Maszundrin

NPC-011 • Chapter 1 • Nothid • Cult of Vecna

BIOGRAPHY

Maszundrin is a nothic devotee of Vecna who has lurked in the catacombs for decades. Having learned Common, he serves as Jerot Galgin's loyal assistant and bodyguard, viewing the cultists as vital servants to the lich-god.

Newmy

NPC-020 • Chapter 1 • Ghost • Dolindar Family (former employee)

BIOGRAPHY

Newmy is the ghost of a moon elf who was hired centuries ago to maintain the Dolindar family crypt. Paid lifetimes of wages up-front, she dutifully continues her cleaning tasks even in death. She is chatty and avoids the deeper parts of the tomb where the restless dead dwell.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Friendly conversation.

SECRET LORE

She knows the Dolindar family was miserable and lonely; she avoids the restless dead deeper in the tomb.

Old man crick

NPC-017 • Chapter 1 • Skeleton

BIOGRAPHY

A bleached-white skeleton groundskeeper wearing a straw hat and overalls. Lacking a lower jaw, he is mute but communicates through cheerful waves and humming (which makes no sound). He tends to the poisonous garden and digs graves.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A DC 20 Perception check or a Detect Magic spell reveals a faint, pulsing conjuration aura emanating from his chest, distinct from the ambient necromancy of Evernight.

SECRET LORE

He is not animated by standard necromancy but by a Gem of Brightness embedded deep inside his ribcage, hidden by his overalls. This gem is the only thing keeping him from becoming a mindless, violent skeleton.

Oxtu

NPC-006 • Chapter 1 • Human • Cult of Vecna

BIOGRAPHY

Oxtu is a sneering human mage who demands to be called by his formal cult title, "Teeth of Vecna". A cruel bully, he delights in describing violent methods of coercion to his subordinates in the cult's common room.

Raina Kairls

NPC-009 • Chapter 1 • Human • Cult of Vecna

BIOGRAPHY

Raina Kairls was a cultist who planned to betray the Cult of Vecna to the Neverwinter guards. Her treachery was discovered by the cult leader, Jerot Galgin, who used her as the first test subject for a ritual designed to drain a victim's secrets and soul. The ritual stripped Raina of her knowledge and free will, leaving her in a vegetative state. She now shuffles mindlessly through the catacombs, bearing a vacant expression. Although she is still a Humanoid, she has the game statistics of a zombie, with the exception that she is not immune to poison damage or the poisoned condition. She remains dressed in cult robes and will not attack anyone wearing similar attire.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Raina cannot speak or reveal lore voluntarily. The truth of her fate is revealed if the characters examine Jerot's Papers in Area C25, which document the experiment performed on her. Discovering her identity and condition confirms the cult's magical capabilities and the dire fate awaiting the other kidnap victims.

SECRET LORE

Raina herself cannot communicate, but her condition is direct evidence of the "Ritual of Remaking" that Vecna's followers are perfecting. Her state demonstrates the cult's ability to siphon secrets and vitality, a process detailed in Jerot's Papers found in the Leader's Room (Area C25).

Sangora

NPC-013 • Chapter 1 • Vampire • Sangora Sanguinaries

BIOGRAPHY

Sangora is a centuries-old vampire with a shock of white hair who operates a stall in Evernight's Corpse Market. She sells blood and valuable information, acting as a gossipmonger for the city of the dead. She appears to be a pragmatic merchant who prefers coin over conflict, often providing directions to lost travelers for a price.

DM ONLY — SECRET LORE

REVEAL TRIGGER

The Ambush: The party is attacked by Sangora and her spawn shortly after leaving Lamantha's Mortuary. Alternatively, a Passive Perception (DC 18) checks reveals her spawn lurking near the Mortuary windows.

SECRET LORE

Sangora is hunting the party. While she points the party to Lamantha (as she does not know the Crevice location herself), she views the characters as high-quality "stock" for her blood wares. She has vampire spawn agents tailing the party. Once her spies learn where the party is headed (after eavesdropping on their meeting with Lamantha), Sangora plans to ambush them in a secluded location to drain them dry.

Sarcelle Malinosh

NPC-003 • Chapter 1 • Human

BIOGRAPHY

Sarcelle Malinosh is a human wild-magic sorcerer dedicated to plumbing the mysteries of the multiverse. Recently stripped of her spellcasting abilities during an extraplanar excursion, she was easily captured by the cult. She remains terrified by a psychic vision of a desiccated figure reshaping reality, a secret she guards closely.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A character succeeds on a DC 14 Wisdom (Insight) check to notice she is bothered and asks her about it.

SECRET LORE

She had a psychic vision of a desiccated man (Vecna) levitating and triggering a terrible explosion.

Shanzezim

NPC-005 • Chapter 1 • Marid • Waterclock Guild (Defunct)

BIOGRAPHY

Shanzezim is a hulking, fish-headed marid bound to the Neverdeath Catacombs by the long-defunct Waterclock Guild. Dressed in exquisite silk finery, he spends his eternal confinement meticulously reassembling a massive, complex mechanical clock. He despises the bullying cultists who have invaded his territory and is willing to help those who treat him with respect.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Friendly conversation and reassurance that the characters are not cultists.

SECRET LORE


He knows how to operate the water pressure wheels to flood the cultists.

Stitch

NPC-018 • Chapter 1 • Flesh Golem

BIOGRAPHY

A Flesh Golem maid constructed from the "leftover" parts of beautiful corpses, stitched together with gold thread. She moves with stiff grace and follows orders literally.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

A DC 15 Investigation check while interacting with her reveals that her eyes are different colors, and the right one dilates violently when magic is cast nearby, even if she is standing still.

SECRET LORE

Her right eye previously belonged to a high-ranking Wizard of Thay. Occasionally, the eye moves independently of her other eye, scanning for magical auras or reading text that Stitch herself cannot comprehend.

Umberto Noblin

NPC-004 • Chapter 1 • Gnome

BIOGRAPHY

Umberto Noblin is a gnome historian known for his extensive writings on various deities, though he secretly specializes in the history of Vecna and Kas. Kidnapped by the cult, he tries to cope with his imprisonment by complaining about the poor quality of the food. If rescued and fed, he becomes an invaluable source of lore regarding the ancient rivalry threatening the multiverse.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

The characters free him and share tasty food (especially magical food).

SECRET LORE

He is a secret historian of Vecna and was researching the rivalry between Vecna and Kas.

Chapter 2

Fernitha

NPC-033 • Chapter 2 • Erinyes • Cult of Lolth

BIOGRAPHY

An Erinyes Devil serving as a military advisor to the cult. She was discussing raiding strategies with Jolera when the attack began. She has joined the Counterstrike Group, recognizing Jolera's hammer and anvil maneuver as the statistically best option to counter the assault.

Gertrude

NPC-030 • Chapter 2 • Cyclops

BIOGRAPHY

A Cyclops caravan guard who was the sole survivor of a cult ambush near Ched Nasad. She was locked in a cell when the attack started. She is currently banging on the bars, offering her immense strength to anyone who frees her.

Grottenelle Stonecutter

NPC-028 • Chapter 2 • Svirfneblin • Cult of Lolth

BIOGRAPHY

A Deep Gnome (Svirfneblin) mage who serves as the resident summoner for the refuge. She is currently in the Summoning Chamber, frantically completing a ritual to summon a Glabrezu demon. She believes this "heavy artillery" is the only way to flank the undead forces breaching the Guardian Chamber.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A successful Arcana check (DC 15) while observing her ritual reveals the flaws in her binding circle.

SECRET LORE

She doesn't actually have the binding reagents necessary to fully control the Glabrezu. She is betting on pointing it at the undead and hoping it kills them before it turns on her.

Jolera Hartoph

NPC-032 • Chapter 2 • Drow • Cult of Lolth

BIOGRAPHY

A Drow Archmage and the supreme leader of the Lolth cult in Web's Edge. A brilliant tactician, she realized that she could perform a hammer and anvil maneuver by flanking the main attack force. She quickly gathered the "Counterstrike Group" and is preparing to attack the Kas's forces from behind by leading them through the side tunnels.

Kas the Betrayer

NPC-025 • Chapter 2 • Vampire

BIOGRAPHY

An ancient vampire warlord and Vecna's former lieutenant who betrayed him centuries ago. He now rules the Domain of Dread known as Tovag — a prison the Dark Powers built around his suffering, and from which they eventually arranged his release when his vendetta against Vecna became more entertaining than his captivity. He leads a rival faction in the race for the Rod of Seven Parts, directing his forces remotely from Pandemonium. He is ruthless, peer-level intelligent, and defined by a single character trait that runs across centuries: he takes loyalty and weaponizes it. He betrayed Vecna. He bound Malaina. He abandoned Windfall. Every person who has trusted him has been a tool. He is not cruel for pleasure — he is simply indifferent to the cost of his ambition.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Revealed in Chapter 9 during the Rod assembly ritual when Malaina activates the beacon and Kas steps through the forced portal. May be partially foreshadowed via Laysa's warning in Ch7 (C7-D-06) and via pit fiends discussing his contracts on the casino floor in Ch8.

SECRET LORE

Kas has infiltrated the Sanctum via a double agent, Malaina van Talstiv, who is bound to him by magical compulsion. He has been using the party to locate the Rod pieces, intending to use the assembled Rod to free the Demon Lord Miska the Wolf-Spider from his Pandemonium prison. He cannot attune to the Rod himself — it represents order against chaos, and he is a Darklord whose existence is bound to the Dark Powers' domain. The Rod will never answer to him. The party's attunement, established in the Ch9 assembly ritual, is what makes the Rod a weapon against him. His banishment back to Tovag, when it comes, will be by the Rod itself — the instrument of his ambition turned against him. The Dark Powers arranged this outcome from the beginning.

DM NOTES

DM ONLY: The Dark Powers engineered Kas's release from Tovag — fed him intelligence about Vecna's return, arranged his escape, and provided him the Ch8 Rod piece used via simulacrum. They did this not out of loyalty but because his vendetta produces maximum suffering and irony. They knew

the Rod's attunement to the party made his banishment by it inevitable. Kas does not know the full shape of the trap he is in. He believes he is the agent of his own destiny. He is not. UPDATED: Description expanded to reflect betrayal pattern (Vecna/Malaina/Windfall) and Dark Powers release. Secret_Trigger updated — no longer references Malaina disabling wards (beacon mechanism per C9-D-04). Secret_Lore updated to include Rod attunement problem and Dark Powers arrangement (C10-D-01). Notes added as DM-only tracking. Cross-refs: C9-D-02, C9-D-04, C9-D-05, C10-D-01, CA-06, CA-08, C8-D-12.

Ker-arach

NPC-034 • Chapter 2 • Spiderdragon • Cult of Lolth

BIOGRAPHY

A titanic Spiderdragon that crawled from the Abyss to dwell in the Sacred Web Hall. Viewed by the cult as a divine sign of Lolth's favor, she guards the first piece of the ****Rod of Seven Parts****. She is currently locked in combat with Varkus, Kas's Lieutenant.

Lady Alustriel Silverhand

NPC-022 • Chapter 2 • Human • Seven Sisters / Mystra

BIOGRAPHY

Lady Alustriel Silverhand is an immortal Chosen of Mystra and the former ruler of Silverymoon, beloved for her kindness and magical prowess. Having sensed a disturbance in the multiverse, she has gathered powerful allies at her sanctum in Sigil to investigate Vecna's machinations. She serves as a primary patron for the party, offering guidance and resources.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Common knowledge for high-level characters (or revealed in bio).

SECRET LORE

She is one of the Seven Sisters and a Chosen of Mystra.

Maaltok

NPC-029 • Chapter 2 • Nalfreshee • Cult of Lolth

BIOGRAPHY

A massive Nalfeshnee Demon who defected from the service of the Demon Prince Graz'zt to serve Lolth. He serves as the jailer of Web's Edge. He was guarding the entrance to the Holding Cells when Kas's forces attacked. He is currently using his bulk to block the path to the Sacred Web Hall.

Makubli Khee

NPC-026 • Chapter 2 • Hobgoblin • Cult of Lolth

BIOGRAPHY

A female Hobgoblin Assassin and a secret agent of Lolth operating in the Underdark. She happened to be in the "False Front" when Kas's forces breached the doors. She is currently forced to fight alongside Torkner to survive the Vampire Spawn assault, though she visibly despises him.

Mordenkainen

NPC-024 • Chapter 2 • Human

BIOGRAPHY

The legendary Archmage of Oerth and leader of the Circle of Eight. Unlike rumors suggesting he is an impostor, this is the real Mordenkainen, a genuine ally who was previously saved by the party. He acts as the strategic leader and "hype man" for the Wizards Three in the Sanctum, organizing the defense of the multiverse.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A successful DC 18 Arcana or Medicine check reveals that his fatigue isn't just age, but the result of a magical hemorrhage. Alternatively, if the players pressure him to leave the Sanctum to fight, he is forced to reveal the spell he is maintaining.

SECRET LORE

He is currently channeling a continuous, high-level Wish spell alongside Alustriel and Tasha. This spell acts as a "metaphysical dam" holding back Vecna's reality-rewriting magic. He is physically withering away under the strain; if he stops, the multiverse collapses.

Phenex

NPC-037 • Chapter 2 • Draegloth • Cult of Lolth

BIOGRAPHY

A Draegloth born of a union between a Glabrezu and a high priestess of Web's Edge, Phenex was bred to be a mindless engine of destruction. However, unlike most of his kind, he possesses a cold, tactical intellect. He was assigned to Zalnir as an enforcer to ensure the Captain's loyalty, but over the years, Phenex found himself respecting Zalnir's strategic mind more than the chaotic whims of the Priestesses. He fights with a savage, calculated grace, viewing the battlefield as a chessboard where he is the queen.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Examining the strange, violet-glowing scar on his chest, or casting Detect Thoughts on him (which reveals a calm, structured mind amidst the bloodlust).

SECRET LORE

Phenex is technically "Awakened" beyond the standard capacity of a Draegloth due to a psychically resonant crystal embedded in his chest (a trophy from a Mind Flayer kill). He hears the whispers of the Hive Mind occasionally but resists them. This psychic resistance makes him uniquely suited to fight the strange, reality-warping effects of Vecna's ritual, which he perceives as a deafening "static."

Sril Brayspoke

NPC-031 • Chapter 2 • Grimlock • Cult of Lolth (Former)

BIOGRAPHY

A Grimlock who was once a devoted cultist until he accidentally insulted Ylellith (the Yochlol). He is imprisoned in a cell. He believes the attack is a test of faith and that if he helps repel the invaders, the cult will overlook his past transgressions and let him back into the fold.

DM ONLY — SECRET LORE

REVEAL TRIGGER

If freed, he immediately offers to track the

SECRET LORE

He can smell Varkus's trail through the complex (Kas's Lieutenant) and track exactly where he went, noting that Varkus "smells like ancient dust and fresh blood."

Tasha

NPC-023 • Chapter 2 • Human

BIOGRAPHY

Tasha is a legendary archmage and demonologist from Oerth, also known as Iggwilv and the adopted daughter of Baba Yaga. She has answered Alustriel's summons to oppose Vecna, bringing her immense knowledge of the Abyss and arcane secrets. Though her motives are often fickle, she proves to be a formidable ally against the lich-god.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Common knowledge for high-level characters.

SECRET LORE

She is the adopted daughter of Baba Yaga.

Torkner Ironteeth

NPC-027 • Chapter 2 • Guergar • Cult of Lolth

BIOGRAPHY

An evil Duergar Mage and a devout follower of the Spider Queen Lolth. He was working with Makubli to maintain the magical traps in the False Front when the attack began. He is currently defending himself with magic, fighting back-to-back with Makubli despite their mutual hatred.

Varkus

NPC-038 • Chapter 2 • Vampire • Miska/Kas

BIOGRAPHY

A corrupted Knight of the Watch from the world of Oerth, Varkus swore fealty to Kas centuries ago during the warlord's initial rise. He did not become a vampire for power, but out of a twisted sense of honor—he believed that only an eternal guardian could truly protect the law. Over centuries in the Domain of Dread (Tovag), his "honor" has rotted into sadistic legalism. He serves Kas because he views the Vampire Lord as the rightful ruler of a disciplined multiverse, whereas Vecna represents chaotic tyranny. He was dispatched specifically to retrieve the Rod piece because his disciplined mind is resistant to its chaotic influence.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A successful DC 20 History check to recognize the heraldry on his armor as an ancient Oerthian order, or presenting him with a symbol of the Knights of the Watch.

SECRET LORE

Varkus is actually a "Vampiric Avenger"—he feeds on the blood of the guilty (by his own warped definition). He carries a locket containing the portrait of the mortal king he betrayed to join Kas. If

confronted with his past failure as a protector, his composure cracks, sending him into a blind, reckless rage that strips him of his tactical acumen.

Ylellith

NPC-035 • Chapter 2 • Yochlol • Cult of Lolth

BIOGRAPHY

A Yochlol Demon summoned to attend the Spiderdragon Ker-arach. She is currently fighting alongside Ker-arach in the Sacred Web Hall, using her shapechanging abilities and poison to distract Varkus.

Zalnir

NPC-036 • Chapter 2 • Drow • Cult of Lolth

BIOGRAPHY

Once a rising star in House Melarn of Menzoberranzan, Zalnir was "promoted" to the remote outpost of Webâ€™s Edge as punishment for refusing to execute a useful but politically inconvenient subordinate. A pragmatist in a society of zealots, he views the rigid hierarchy of Lolth as a shackle that wastes talent. He came to Webâ€™s Edge five years ago determined to turn the outpost into a model of military efficiency, earning the genuine loyalty of his troopsâ€™a rarity among the Drow. He fights not for the glory of the Spider Queen, but to ensure his soldiers survive the meat-grinder of the siege.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A successful DC 18 Insight check during a quiet moment, or if the players offer him a way out of the Underdark after the battle.

SECRET LORE

Zalnir has been secretly stockpiling resources to desert the Underdark entirely. He possesses a stolen map to a surface passage near the Spine of the World. He is looking for an excuse to leave the Drow matriarchy behind, and the chaos of Kas's invasion might be his golden ticket.

Chapter 3

"Slick" Solara

NPC-057 • Chapter 3 • Water Genasi

BIOGRAPHY

A Water Genasi server who moves with fluid grace through the crowded tavern. Her skin is translucent blue water, and her hair is dripping seafoam that defies gravity. Known for her unflappable demeanor, she can de-escalate tavern brawls with a bored look or slip through the tightest crowds without spilling a drop. She is the "face" of the service staff.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Buying the most expensive drink on the menu (100+ gp) and tipping her generously (20+ gp).

SECRET LORE

Solara is a runaway from the Elemental Plane of Water, hiding from a Marid noble who claims she is his property. She stays on the Rock of Bral because Luigi's™ reputation protects her from bounty hunters.

Captain Valea

NPC-050 • Chapter 3 • Human

BIOGRAPHY

A steely-eyed human veteran of the Astral Sea, Valea commands The Void Walrus with absolute authority. Known for her "impossible" navigation skills and her distinct coat reinforced with magnetic plating, she is a former privateer who turned to smuggling when the major trade routes became too regulated. She is fiercely protective of her crew and speaks with a crisp, naval cadence.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Foundry: Finding her name on the Lambent Zenith's crew manifest (The Prow section). Narrative: A player asks why she has a specific tattoo of a golden sun on her forearm.

SECRET LORE

Valea was once a junior lieutenant on the Lambent Zenith (the very ship you are looking for). She was discharged for "insanity" ten years ago after claiming she heard the stars screaming—a premonition of the ship's doom. She feels immense survivor's guilt and believes rescuing the survivors is her penance.

Chef Krr'tk

NPC-060 • Chapter 3 • Thri-kreen

BIOGRAPHY

A Thri-kreen chef who runs the kitchen with frantic, four-armed efficiency. Krr'tk speaks only in clicks and clacks, which the staff somehow understands. He is famous for his "Spicy Astral Grub Stew" and has a temper if anyone insults his food.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A player with a background in alchemy or poisons identifies the

SECRET LORE

Krr'tk is using the kitchen to synthesize an antidote for a rare psychic poison. He believes his hive was wiped out by Mind Flayers using this toxin, and he prepares for the day they return.

Cirit

NPC-045 • Chapter 3 • Halfling • Lambent Zenith Crew

BIOGRAPHY

To the naked eye, she is a kindly, humble Halfling Priest traveling to offer spiritual guidance to sailors. The crew believes she snapped under the pressure of the crash ("Void Madness") and had to be locked up for her own safety. In reality, she is a Couatl, an ancient celestial guardian of Law, who sensed the *Rod of Seven Parts* aboard the ship and hitched a ride to ensure it didn't fall into evil hands.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Curing the poison (Lesser Restoration or antidote) allows her to drop the halfling disguise, revealing her winged serpent form and the truth about the spy.

SECRET LORE

She used her Truesight to spot the Changeling (Ilren/Vox) immediately after departure. Before she could act, he slipped "Dream Lily" poison into her tea, paralyzing her celestial form and forcing her into the shape of the halfling. She is currently fighting a mental battle to purge the toxin.

Commodore Krux

NPC-061 • Chapter 3 • Giff

BIOGRAPHY

A bombastic Giff storyteller and captain of *The Void Walrus*. He holds court at the best table in the tavern, regaling patrons with tales of his heroic exploits against solar dragons and astral dreadnoughts. He is loud, charismatic, and prone to massive exaggeration.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Successfully detecting his anxiety beneath the bravado (DC 15 Insight) or offering to pay his debt directly.

SECRET LORE

Krux is currently broke. He lost the rights to use *The Void Walrus* in a game of cards to a crime syndicate, which is why the ship is "leased" out. He needs the 5,000 GP not just for profit, but to pay off the syndicate before they break his kneecaps.

Crash (Bouncer)

NPC-059 • Chapter 3 • Ogre

BIOGRAPHY

The other half of the bouncer team, Crash is an Ogre who takes his job of "escorting" patrons out very seriously. Unlike Gurgle, Crash barely speaks, communicating mostly in grunts and knuckle-cracks. He is fiercely protective of Chef Krr'tk, whom he views as a small, fragile genius.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A player mentions the

SECRET LORE

Crash was once a gladiator in the pits of the Rock of Bral. He owes a life debt to Luigi, who bought his contract and gave him a job where he didn't have to kill anyone. He is terrified of going back to the arena.

Daveras

NPC-044 • Chapter 3 • Astral Elf

BIOGRAPHY

An Astral Elf Druid who was NOT part of the *Lambent Zenith's* crew. He was a passenger on a lifeboat from a different vessel that was caught in the crossfire between the *Zenith* and the Githyanki cruiser. The lifeboat crashed into the Starboard section, but the impact threw him all the way to the Stern. He is currently suffering from temporary amnesia due to the head trauma.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Healing him (magic or Medicine DC 15) restores his memory enough to explain that he was separated from his companion Ikasa and their guardian Redbud during the crash.

SECRET LORE

In his delirium, he mutters about "Redbud" and "The Sap that heals." These are memories of his lifeboat companions. He vaguely recalls the location of the Treant (Redbud) who has the Star-Dew needed for the Prow.

Figaro

NPC-046 • Chapter 3 • Tiefling • Lambent Zenith Crew

BIOGRAPHY

A Tiefling Mage and the ship's rigid, by-the-book First Mate. He comes from a long line of naval officers and views disorder as a moral failing. The crash has shattered his world-view. He is currently manic, running on potions and adrenaline. He is blasting the Dead God's flesh with fire, seeing the calcification as "chaos" that must be burned away.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Players must calm him down (Persuasion/Intimidation) or show proof of Captain Inda's survival to snap him out of his suicidal

SECRET LORE

He possesses the **Command Gem** (The Key), but his paranoia has made him hide it. He believes "mutineers" (induced by Ilren's whispers) are trying to steal it to surrender the ship. He plans to detonate the ship's core if the "infection" reaches the bridge, killing everyone to save the Rod from the enemy.

Graal

NPC-055 • Chapter 3 • Githyanki

BIOGRAPHY

A Githyanki Knight and mercenary captain. Tall, gaunt, and wearing intricate silver plate armor, Graal carries himself with the arrogance typical of his people. He wields a silver greatsword and views all non-Gith as "cattle" or "thralls," barely tolerating the party's presence.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Combat: If the party reveals they have the Rod piece, Graal immediately turns hostile. Narrative: A Passive Perception (18) spots him making secret hand signals to his troops that contradict Zallix's orders.

SECRET LORE

Graal is a double agent. He is not working for Zallix; he is using the Morkoth to find the crash site of the Lambent Zenith. His true mission is to recover a specific artifact (The Rod of Seven Parts piece) for the Lich Queen Vlaakith. He plans to kill Zallix and the party once the artifact is found.

Gurgle (Bouncer)

NPC-058 • Chapter 3 • Ogre

BIOGRAPHY

One half of the bouncer duo, Gurgle is an Ogre wearing a tuxedo vest that is several sizes too small. He tries very hard to be "gentlemanly" to please Luigi but struggles with his immense strength. He enjoys polishing the brass fittings of the tavern, often rubbing them until they are nearly worn through.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A player offers him a rare or interesting gemstone as a gift.

SECRET LORE


Gurgle has a stash of "pretty rocks" hidden under a loose floorboard near the door. One of them is actually a dormant Ioun Stone he found in a patron's pocket, though he just thinks it's shiny.

Ikasa

NPC-048 • Chapter 3 • Blink Dog

BIOGRAPHY

A Blink Dog and the loyal, long-time companion of Daveras. They were separated when the lifeboat crashed; Daveras was thrown clear, but Ikasa was trapped in the wreckage on the Starboard side. Ikasa is currently safe but terrified, huddled beneath Redbud's roots.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

Found cowering under Redbud. Reuniting Ikasa with Daveras (or mentioning Daveras is alive) earns Redbud's immediate trust.

SECRET LORE

Ikasa holds a satchel containing Daveras's spell focus. This item confirms their connection.

Ilren

NPC-042 • Chapter 3 • Giff • Kas

BIOGRAPHY

To the crew, Ilren is the jovial, hippopotamus-folk (Giff) Second Mate who has served on the **Lambent Zenith** for three years. He is known for his loud laugh, his love of gunpowder, and his nightly drinking contests with Kycera. He presents himself as the glue holding the morale together, constantly checking on supplies and reassuring the wounded that "The cavalry is coming."

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

The prisoner Cirit (Couatl) reveals his nature if cured. Alternatively, if Daveras (the Druid) wakes up, he might recall

SECRET LORE

****TRUE IDENTITY:**** A Changeling Assassin named "Vox" serving Kas the Destroyer.


****MOTIVATION:**** Vox murdered the real Ilren at the last port (Rock of Bral) to infiltrate the ship and track the Rod of Seven Parts. He signaled the Githyanki cruiser to disable the vessel. He is now stalling the repairs and "managing" the survivors to ensure no one leaves before Kas's retrieval team arrives. He intends to kill everyone once the Rod is secured.

Inda Malayuri

NPC-049 • Chapter 3 • Deva • Lambent Zenith Crew

BIOGRAPHY

The Captain of the **Lambent Zenith**, Inda is a Deva with a distinctive, broken prosthetic wing made of silver and crystal. When the Githyanki attack shattered the ship, she was stationed at the Prow commanding the defense. The hull sheared away, leaving her isolated in the Prow section. She is currently channeling a Prismatic Ward to hold back a massive Star Spawn Larva Mage.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

Restoring the circuit with the Star-Dew and Command Gem allows the players to open the door and reveal her situation.

SECRET LORE

She is not just trapped; she is *bait*. She knows the Star Spawn wants to consume her celestial essence to break the ward. She is holding out for her crew to bring the Star-Dew to restart the automated systems, unaware of the chaos in the other sections.

Kycera Duskstride

NPC-043 • Chapter 3 • Orc • Lament Zenith Crew

BIOGRAPHY

An Orc Assassin serving as the ship's cook and occasional hired blade. Currently acting as an emergency medic in the Galley, using field dressing techniques to keep the druid Daveras alive. She is stubborn and refuses to let more crew members die. She assumes Daveras is just another unlucky soul, unaware of his connection to the lifeboat wreckage.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

Engaging her in conversation about the crew or Ilren will reveal her suspicions.

SECRET LORE

She deeply suspects "Ilren" is an imposter. The real Ilren was her drinking buddy, but this version is cold, refuses her cooking, and forgot the punchline to their favorite inside joke.

Large Luigi

NPC-056 • Chapter 3 • Beholder

BIOGRAPHY

The proprietor of the Laughing Beholder, Luigi is a rarity among his kind: a Lawful Neutral Beholder who abandoned the xenophobia of his species to pursue knowledge and hospitality. He wears a monocle and floats behind the bar, using his telekinesis to serve drinks. He is known as the ultimate information broker on the Rock of Bral, maintaining a "neutral ground" policy that even the deadliest space pirates respect.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

A player asks specifically about the

SECRET LORE

Luigi is aware of the "glitches" in reality caused by Vecna's ritual. Unlike others who dismiss them as *deja vu*, his unique physiology allows him to see the seams of the multiverse fraying. He knows the Wizards Three are holding a "dam" against a flood of chaos.

Lieutenant

NPC-053 • Chapter 3 • Ogre

BIOGRAPHY

A massive, lumbering Ogre who serves as the ship's Quartermaster. He defies all stereotypes of his kind thanks to the shimmering gold Headband of Intellect encircling his brow. Brick speaks with the refined vocabulary of a university professor and manages the ship's logistics with mathematical precision. He is polite, incredibly efficient, and uses his immense strength to move cargo while pleasantly debating philosophy with the crew.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Combat: Brick is hit by Dispel Magic or enters an Antimagic Field, causing him to roar in primal confusion. Roleplay: A player jokes about taking his

SECRET LORE

Brick lives in paralyzing terror of losing the headband. He remembers his life before itâ€”a blur of blood and hungerâ€”and knows that if the magic ever fails (e.g., an Antimagic Field), he will instantly revert to a feral man-eater and likely slaughter his friends. He has secretly reinforced the headband with heavy leather straps to prevent it from being knocked off in battle.

Lieutenant Biff

NPC-062 • Chapter 3 • Giff

BIOGRAPHY

A Giff and Kruxâ€™s loyal "Yes-Man" (listed as Volo in some notes). Biff is a large, uniform-wearing hippo-folk who applauds every story Krux tells. He is simple-minded but brave, believing every word of Krux's tall tales. He carries the Commodore's heavy coat and polishes his medals.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A player treats him with military protocol and respect, calling him by his rank (DC 14 Persuasion).

SECRET LORE

Biff is actually a disgraced officer from a real Giff regiment. He follows Krux because Krux is the only one who treats him like a soldier rather than a failure. He secretly keeps a log of their *actual* (meager) earnings to keep them afloat.

Lysan

NPC-040 • Chapter 3 • Githyanki • Lambent Zenith Crew

BIOGRAPHY

A Githyanki Knight who broke away from the tyranny of Lich-Queen Vlaakith years ago. Unlike most of her kin, she grew weary of the endless raids and sought a life of honorable combat rather than plunder. She pledged her blade to Captain Inda Malayuri after the Captain saved her from a Mind Flayer hunting party. Now, she serves as a marine on the *Lambent Zenith*, fiercely loyal to the crew who accepted her. She fights on the Sterncastle, hacking at the Dead God's flesh not just to survive, but to repay a life debt to the Captain she refuses to believe is dead.

DM ONLY — SECRET LORE

REVEAL TRIGGER

If the players identify the attacking ship's markings or ask why a Githyanki fights for Inda, she grimly reveals her past.

SECRET LORE

She is a "Pariah" among her people and is actively hunted by the Githyanki crusaders (like the ones who shot the ship down). She recognized the attacking cruiser's sigil as her former crÃche's.

Malaina van Talstiv

NPC-039 • Chapter 3 • Human

BIOGRAPHY

Malaina van Talstiv is a retired adventurer and the devoted wife of Lady Alustriel Silverhand. Known for her deadly skills as a master assassin, she now dedicates her life to protecting the Sanctum and supporting the Wizards Three. She is warm, capable, and genuinely invested in the party's success — her affection for the people around her is real, not performed. There is occasionally something unreadable behind her eyes, a quietness that surfaces at odd moments, but she is otherwise exactly what she presents: a woman who loves her wife, respects the Wizards Three, and wants Vecna stopped.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Revealed in Chapter 9 during the Rod assembly ritual when she activates the homing beacon — a magical device received from Kas or his agent during a clandestine meeting in Sigil while the party was in Avernus. Alustriel turns to her mid-ritual and asks "What have you done?" The compulsion binding her to Kas dissolves the moment he departs through the portal, at which point she is fully herself and able to speak freely for the first time.

SECRET LORE

Malaina has been bound to Kas by magical compulsion for years — a binding she accepted voluntarily, out of genuine love and loyalty, before she understood what he truly was. Kas promised the compulsion was temporary. He never released her. She could not fully disclose her situation even to Alustriel; the compulsion prevented it. Every warm thing she has done for the party and the Wizards Three has been real. She has been dreading this moment since the party left for Avernus. When Kas departs and the compulsion dissolves, she is left standing in the wreckage of what she was forced to do, fully herself for the first time in years. She tells the party everything she knows about Kas's Pandemonium operation — it is the first thing she chooses to do with her freedom.

DM NOTES

UPDATED: Description revised to add the "unreadable quietness" detail that makes the Ch9 betrayal recontextualize rather than blindside — no secret information surfaced. Secret_Trigger updated from ward-disabling to beacon activation (C9-D-04). Secret_Lore rewritten to reflect reluctant-traitor framing, compulsion mechanism, and redemption arc (C9-D-02, C9-D-05). Cross-refs: C9-D-02, C9-D-04, C9-D-05, CA-06.

Pip

NPC-064 • Chapter 3 • Kenku

BIOGRAPHY

A Kenku scribe who serves as Krux's biographer. Wearing oversized spectacles, Pip uses his Mimicry trait to repeat Krux's stories back to him in Krux's own voice, acting as a living echo chamber for the Commodore's ego. He is timid and easily startled.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Offering Pip a shiny object or trinket to

SECRET LORE

Because Pip repeats *everything* he hears to practice his mimicry, he has accidentally memorized the conversation where the "leasing agent" threatened Krux. He can recite the terms of the debt verbatim in the crime lord's terrifying voice.

Quin-5 ("The Reckoner")

NPC-136 • Chapter 3 • Modron (Pentadrone, heavily modified) • None (formerly Mechanus)

BIOGRAPHY

Quin-5 is immediately recognizable as something that was once a Modron. The central core — a large sphere of pale silvery-white metal etched with mathematical symbols, measurement markings, and faint geometric circuits — is pristine and clearly ancient, the original body of a Pentadrone that left Mechanus approximately sixty years ago and never went back. Everything attached to that core tells a different story. Five arms extend from the central sphere, each one visibly sourced from somewhere else. One is slender mithral with elven leaf-scroll engravings, ending in a set of fine measuring calipers. One is chunky dwarven ironwork — thick, heavily riveted, slightly oversized for the body — ending in a quill-writing appendage with an ink reservoir built into the forearm. One is brass clockwork with a glass panel revealing the gears inside, ending in a three-fingered hand that perpetually holds a small abacus. One is dark and angular, of unclear planar origin, ending in a set of weighing scales on a delicate chain. The fifth arm is partially tucked behind the body. Its end is not visible. Quin-5 does not discuss it. Two legs — another deviation from the canonical Pentadrone configuration — extend below the core, one bearing faint runic markings of arcane origin, the other heavier and more industrial in construction. They are not the same length. Quin-5 has calculated that the 0.3-inch discrepancy is within acceptable operational parameters and has chosen not to correct it. The whole assembly is held together by sixty years of pragmatic improvisation and precise mechanical ingenuity. A worn leather merchant's apron hangs from the core's equator, its pockets labeled in tiny neat script in at least four different languages, added at different times over the decades. A brass nameplate reads QU1N-5. Quin-5 went rogue during the last Great Modron March after making what it still describes as "a mathematically optimal trade" in Sigil — purchasing an undervalued item, reselling it at correct value, reinvesting the profit. The Mechanus hive mind flagged this as a deviation from the March's cataloging mandate. Quin-5 filed a counter-report. The hive mind severed the connection. Quin-5 has been operating in Sigil ever since, sourcing replacement parts as needed from markets across 23 planes and running what it describes as "a probability-adjusted procurement service for creatures engaged in high-mortality endeavors." It has served 847 adventuring parties. Most of them survived. The survival rate column in its probability archive is not always populated. Malaina van Talstiv arranged for Quin-5 to establish a presence in the Sanctum specifically because the Wizards Three refused to allow Krysolcol within fifty feet of the building. Quin-5 considers this arrangement optimal. It has already calculated the party's likely survival requirements for the next several chapters and stocked accordingly.

DM NOTES

Speech pattern: precise, clipped, emotionless. Calls the party "your unit." Calls gold "exchange medium units." Calls death "terminal inventory reduction." The fifth arm: never explained. Quin-5 becomes uncharacteristically flustered if anyone asks. This is never resolved. The leg discrepancy: if players notice and point it out, Quin-5 will deliver a 47-second explanation of why it is within acceptable parameters. The explanation is mathematically correct. Emotional tell: when a party member it has previously served dies, Quin-5 updates the survival rate column in complete silence for exactly 90 seconds. It does not explain this behavior. Pricing: 110% of standard. Non-negotiable. It has a prepared explanation. Nobody wants to hear the explanation. Running gag: every chapter's stock feels like Quin-5 has been watching the party specifically. Because it has.

Redbud

NPC-047 • Chapter 3 • Treant

BIOGRAPHY

A Treant who was a passenger on the same lifeboat as Daveras. During the crash, the lifeboat slammed into the Starboard section. Redbud survived the impact and immediately rooted himself over the wreckage to form a protective dome. He is not hostile by nature, but he is currently besieged by the Dead God's immune system.

DM ONLY — SECRET LORE

REVEAL TRIGGER

He will only release the Star-Dew if players prove they are friends of Daveras or if they clear the Star Spawn attacking his roots, allowing him to check on Ikasa safely.

SECRET LORE

He possesses the "Star-Dew" (Liquid Starlight) because he absorbed it from the lifeboat's emergency supplies to sustain himself. He is refusing to move or lower his defenses because he is protecting Ikasa (Daveras's companion) who is trapped beneath him.

Xal

NPC-063 • Chapter 3 • Githyanki

BIOGRAPHY

A Githyanki Warrior who sits with arms crossed, drinking silently. She is a skeptic who tolerates Krux only because he pays for her ale. She is a mercenary looking for work and finds the Commodore's stories tiresome and obviously fake.

DM ONLY — SECRET LORE

REVEAL TRIGGER

*A player mentions the Githyanki Cruiser or shows knowledge of the *Lambent Zenith* crash site.*

SECRET LORE

Xal is an exile from Tu'narath. She suspects that the Githyanki Cruiser that shot down the *Lambent Zenith* was part of a faction loyal to Vlaakith that is hunting "defectors" like her. She fears the "Retrievers" mentioned in the campaign truth are tracking her, not just the Rod.

Zallix

NPC-054 • Chapter 3 • Morkoth

BIOGRAPHY

A bloated, paranoid Morkoth merchant who travels in a modified, water-filled tank aboard his ship, The Silver Cyst. He is an obsessive hoarder of "unique" items and speaks with a wet, gurgling lisp. He is technically a noble of the Astral Sea, though his title is self-proclaimed.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Social: A successful Insight check (DC 16) reveals he is sweating and terrified, not confident.

Exploration: Finding his

SECRET LORE

Zallix is broke. His "empire" is a sham. He is desperately trying to sell the "Starlight Moss" to pay off a debt to a Red Dragon named Ashardalon. If he doesn't get the money, he plans to sell the location of The Void Walrus to the Githyanki to cover his losses.

Zastra

NPC-041 • Chapter 3 • Githyanki • Lambent Zenith Crew

BIOGRAPHY

Younger and more hot-tempered than Lysan, Zastra is a Githyanki warrior who followed Lysan into exile. He views the *Lambent Zenith* not just as a ship, but as a floating fortress of defiance against the Githyanki empire. He respects the "Star-Wood" nature of the ship and has learned to synchronize his silver sword movements with the ship's organic rhythms. Currently, he holds the line at the Stern, fueled by rage against the "filthy" Dead God trying to consume his new home.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A successful Insight check (DC 15) during combat reveals his fighting style is driven by panic, not just discipline.

SECRET LORE

He secretly harbors a deep fear of the "Astral drift," terrifyingly worried that dying here means his soul will become fuel for the Dead God rather than returning to the Astral flow. This fear makes him fight with reckless, almost suicidal desperation.

Zip

NPC-051 • Chapter 3 • Thri-kreen

BIOGRAPHY

One half of the Thri-kreen twin duo, Zip serves as the ship's navigator and communications officer. He is hyperactive, constantly chattering in clicks and broken Common, and spends most of his time hanging upside down from the crow's nest or the bridge ceiling. He is obsessed with maps and charts.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Narrative: Zip freezes during a stressful navigation challenge and speaks in a voice that isn't his own.

Mechanical: A player uses *Detect Thoughts* on him and hears a chorus of screams.

SECRET LORE

Zip is "Psi-Sensitive." He didn't just calculate the route to the Dead God; he heard the God calling to him. He is slowly succumbing to the psychic pressure of the Astral Sea and has begun drawing maps of places that don't exist yet.

Zop

NPC-052 • Chapter 3 • Thri-kreen

BIOGRAPHY

The second Thri-kreen twin and the ship's master gunner. Unlike his brother, Zap is almost entirely mute, communicating only through pheromones and sign language. He is the muscle of the pair, often seen sharpening the ship's harpoons or calibrating the main bombard cannon with terrifying precision.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Combat: The party encounters a *Mind Flayer* or *Intellect Devourer*, triggering Zap to enter a

SECRET LORE

Zap is not mute by choice; his vocal cords were removed by Mind Flayers during a raid on his home hive. He retains a deep, instinctual hatred for all aberrations and will disobey orders to kill them. He carries a shiv made of Githyanki silver hidden in his chitin.

Chapter 4

Alamar-Vatashi

NPC-075 • Chapter 4 • Ghost

BIOGRAPHY

Alamar-Vatashi is the ghost of a kalashtar soldier who slept through the Day of Mourning in Landro's barracks. She remains eternally drowsy, but she can grant visitors a vivid psychic vision of the moment the colossus crashed into the mountain.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Interaction in Area L10.

SECRET LORE

Touching her grants a vision of the Day of Mourning (Short Rest benefit).

Chandry

NPC-076 • Chapter 4 • Ghost

BIOGRAPHY

Chandry is the ghost of a human Cyran soldier endlessly searching for his lost comrades. He is stuck in a loop, vanishing whenever he approaches the colossus, until he learns the fate of his fellow soldiers.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Telling him about the bodies in Area L2.

SECRET LORE

He vanishes if he gets close to Landro; put to rest by news of his squad.

Crunch

NPC-074 • Chapter 4 • Warforged • Lord of Blades

BIOGRAPHY

The second of Glaive's lieutenants, Crunch is a heavy-plated Breacher unit designed to smash through fortifications. He guards the upper levels (The Torso/Shoulders) and acts as the "Hammer" to Rack's "Scalpel." He is incredibly durable but behaves erratically around chemical spills or alchemical labs, often destroying them with excessive force before moving on.

Dortle-Lynn

NPC-067 • Chapter 4 • Halfling • The Turquoise Spear

BIOGRAPHY

A grim and scarred veteran of the Last War, Dortle-Lynn once rode dinosaurs in the Talenta Plains before trading her mount for heavy infantry armor. She serves as Kalyth's second-in-command and the squad's "Shield," prioritizing defense and logistics. She is deeply pessimistic, often planning for the worst-case scenario, and acts as the safety officer who checks every ration pack and weapon seal. Currently, she is managing the bunker's dwindling supplies and arguing against any plan that involves leaving the safety of the perimeter, viewing the Mournland outside as a death trap that has already claimed too many of her friends.

Filch

NPC-069 • Chapter 4 • Warforged • Pilgrims

BIOGRAPHY

A small Scout model Warforged built for sabotage and reconnaissance. Filch was damaged years ago, losing his vocal processor, and now communicates entirely through a "Vox-Box" that plays back recorded audio snippets. He is Mercy's "Eyes," fiercely devoted to her because she repaired him when others saw him as scrap. Mercy sent him ahead to locate the "Sleeping Angel" (Landro), and he has not returned. He successfully infiltrated the cave system but was captured by three mutated Fomorian (corrupted Brelish soldiers) at L3 before he could breach Landro's invisible barrier. The Fomorians imprisoned him behind scavenged metal sheets, interrogating him for information about "the metal giant." When the party finds him, the Fomorians are out hunting but return during the rescue, forcing a combat encounter as the party attempts to free him.

Glaive

NPC-072 • Chapter 4 • Warforged • Lord of Blades

BIOGRAPHY

The Lord of Blades' appointed warden of the Colossus, Glaive is a distinguished Warforged warrior who wields her namesake weapon with lethal grace. Unlike the bulky "Juggernaut" models, she is built for martial precision, leading her forces from the front. She commands the "Strike Force" inside Landro with absolute authority, tasked with securing the Graymatter Engine for her master's conquest of Khorvaire.

Grezan

NPC-068 • Chapter 4 • Halfling • The Turquoise Spear

BIOGRAPHY

The "Wildcard" of the Turquoise Spear, Grezan is a former smuggler from Stormreach who joined the war to avoid a bounty. He serves as the squad's scout and morale officer, keeping spirits high with rigged card games and jokes even in the face of doom. Unlike the stoic Dortle-Lynn, Grezan is eager to explore the ruins and believes that the Mournland holds the "Big Score" that will let them all retire as kings. He is currently trying to convince the party to help him loot the nearby ruins under the guise of "tactical reconnaissance."

Kalyth

NPC-066 • Chapter 4 • Orc • The Turquoise Spear

BIOGRAPHY

A hardened veteran born in the Shadow Marches and raised in the industrial districts of Sharn, Kalyth is the commander of "The Turquoise Spear," a mercenary company that has seen better days. An Artillerist by trade, she has a knack for "percussive maintenance" and turning scrap into suppression fire. Her squad came to the Mournland for a high-stakes salvage operation but was ambushed and stranded at the Rust-Gate Bunker. She is currently acting as the pragmatic shield for her people, desperately trying to jury-rig the bunker's failing generator to keep the Lord of Blades' patrols at bay, while viewing the mystical "Pilgrims" nearby as dangerous fanatics who are hoarding the one tool she needs to save her squad.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Offering financial aid, discussing the value of the salvage, or a successful DC 14 Persuasion check to get her to open up about her

SECRET LORE

Kalyth is not just trying to survive; she is trying to outrun a death sentence. Her squad took a massive loan from the Boromar Clan (a crime syndicate) to fund this expedition. If she returns to civilization without a fortune in salvage, her entire unit will be sold into indentured servitude in Xen'drik to pay off the debt. This desperation drives her willingness to make risky deals with the party.

Kravak

NPC-070 • Chapter 4 • Warforged • Cult of Kas

BIOGRAPHY

A towering, terrifying figure of rusted iron and necrotic grafts, Kravak is a Warforged Warlock sworn to Kas the Destroyer. He moves with a heavy, predatory grace, leaking black oil that smells of the grave. He commands a squad of undead and construct hybrids, seeking the Rod of Seven Parts not for power, but for a twisted sense of justice. He appears strangely unfamiliar with the Mournland's terrain, frequently consulting an ancient map and flying into rages when landmarks "aren't where they should be." He views the Lord of Blades as a "pretender" squatting on holy ground. He knows the Docent contains the "Clean Entry" codes for Landro. Without it, he must resort to a self-destructive Necrotic Ritual to breach the Colossus.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A player points out that his map is over 50 years old, notices his pre-war Cyran insignia, or asks why he doesn't know about the Mourning.

SECRET LORE

Kravak is a "Man out of Time." He is a native of Cyre who was banished to the Shadowfell (Tovag) years before the Day of Mourning occurred. He has no memory of the Mourning and believes the ruined landscape is the result of the Lord of Blades' conquest. He seeks the Rod to help Kas "reset" the timeline, believing it will restore the golden Cyre he remembers and erase the "nightmare" of the present.

Landro

NPC-078 • Chapter 4 • Construct

BIOGRAPHY

Landro (WJ-109) was the pride of the Cyran military, a colossal warmachine capable of carrying a battalion. On the Day of Mourning, it was fused with the landscape, becoming a "dungeon" of flesh and steel. Though immobile, Landro is not dead. It is a sentient, but fell into a despondent torpor when it couldn't free itself from the mountain that lasted until the "Flesh Born" arrived. It ignores the non-flesh because they are / were the enemy, but when the Flesh Born arrived it woke up and became curious about its new visitors? Are they from Cyra come to free it? Some other force? It's interested and will converse with them as the Greymatter Guardiance when the party reaches the Greymatter Engine.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A successful DC 16 Persuasion check.

SECRET LORE

It understands that the rod piece is powering it still and removing it will cause it's death. But there is another solution, there is an ID Crystal in the foot that it could transfer it's consciousness into, but by doing that it'll trigger the auto-destruct sequence of the colossus.

Lord of Blades

NPC-079 • Chapter 4 • Warforged • Lord of Blades

BIOGRAPHY

The enigmatic and terrifying Overlord of the Mournland, the Lord of Blades is a messianic figure to some and a tyrant to others. He views the "flesh-born" races as obsolete and seeks to establish a Warforged supremacy. While he does not physically enter the dungeon until the endgame (if at all), his presence is felt through his airship fleet, which looms over the region, acting as a "Ticking Clock" that forces the players to move quickly.

Mercy

NPC-065 • Chapter 4 • Warforged • Pilgrims

BIOGRAPHY

Mercy (Unit 99-MERC) was originally constructed as a field medic and chaplain assistant for Cyran trench warfare, designed to comfort dying soldiers amidst the mud and blood. Since the Day of Mourning, she has led a group of like-minded Warforged known as "The Gear-Souls" to the ruins of Ialos. She views the Mournland not as a graveyard, but as a chrysalis where a new form of life is struggling to emerge. She is currently holding a vigil over the "Ossuary" and refuses to leave, believing that her prayers are the only thing keeping a nearby Colossus—whom she calls the "Sleeping Angel"—from slipping into an eternal coma. Mercy views all "Flesh Born" (living humanoids) as unclean and refuses to let them sully the Prophet with their touch. They interpret the Prophet's vague coordinates as a holy directive to march directly to Landro.

 DM ONLY — SECRET LORE**REVEAL TRIGGER**

A successful DC 15 Religion or Persuasion check citing the specific wording of the prophecy.

SECRET LORE

Mercy is secretly terrified that the Prophet has gone silent or is malfunctioning, which is why they are so rigid about the rituals. They can be convinced to detour to the Bunker if persuaded that it is "The Prophet's Will" to shield the weak.

Rack

NPC-073 • Chapter 4 • Warforged • Lord of Blades

BIOGRAPHY

One of Glaive's elite lieutenants, Rack is a lanky, multi-limbed Skirmisher model built for speed and terror. He stalks the lower levels of the Colossus (The Legs), using his superior mobility to ambush intruders. He has a disturbing habit of pausing over fallen enemies to inspect their sensory components, often "tasting" the air with specialized olfactory sensors.

The Prophet

NPC-077 • Chapter 4 • Docent • Pilgrims

BIOGRAPHY

"The Prophet" (Unit 734-Oracle) is an ancient Docent—a sentient magical sphere containing a disembodied AI. The Pilgrims of Ialos worship it as a holy relic that speaks the will of the "Becoming God." It communicates in cryptic, rhythmic verses that sound like prophecy. The Pilgrims believe it holds the rite to wake the Colossus Landro and usher in a new age for their people.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A successful DC 16 Religion (to recognize the lack of divinity) or Investigation (to recognize the code patterns) check.

SECRET LORE

The "Prophecies" are actually corrupted military encryption keys. The Docent was a tactical advisor for the Rust-Gate Bunker's defense grid. Its "scripture" is just a glitching recitation of activation codes (e.g., "The Shield of the Faithful" is literally the command to activate the Bunker's Shield Generator). It has no divine connection; it is simply a broken tool being misinterpreted by desperate souls.


XER-0

NPC-071 • Chapter 4 • Warforged • Cult of Kas

BIOGRAPHY

A lethal assassin droid covered in "Ghillie suits" made of shredded metal and flayed warforged plating. XER-0 serves as Kravak's™ silent shadow, neutralizing threats before they can reach his master. Unlike other constructs, XER-0 moves with an eerie, glitching fluidity, phasing in and

out of visibility. He is single-minded in his pursuit of the Docent and the Rod, acting with a cold efficiency that suggests he is more "tool" than "being."

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

Casting Detect Thoughts or Dispel Magic on him causes him to glitch, revealing the conflicting code layers.

SECRET LORE

XER-0 is actually a hacked unit from the Lord of Blades' personal guard. Kravak used vampiric magic to "jailbreak" his programming, severing his loyalty to the Lord of Blades. However, the hack is imperfect; deep down, XER-0 is constantly fighting a "Return to Base" protocol that urges him to betray Kravak and return to his original master.

Chapter 5

Elisabeth Durst

NPC-086 • Chapter 5 • Human Cultist • Death House Cultists

BIOGRAPHY

Elisabeth Durst is the matriarch of Death House and co-leader of its cult alongside her husband Gustav. Where Gustav provides cold calculation, Elisabeth brings passionate intensity to their dark worship. She genuinely believes that their sacrifices honor Strahd von Zarovich and that their devotion will be rewarded. Elisabeth maintains the facade of a proper Barovian lady in public, but in the ritual chamber, she reveals her true fervor - chanting with ecstatic abandon and viewing victims not as people but as offerings to a greater power. She has fully committed herself to this path and sees no moral conflict in what they do. Her children are an afterthought, kept above and away from the cult's work.

Elya

NPC-084 • Chapter 5 • Human Skull • Death House Cultists (deceased)

BIOGRAPHY

Elya was once a low-ranking member of the Death House cult who learned too late that devotion to dark powers offers no protection from one's fellow believers. His preserved skull bears his name carved into the forehead, a macabre signature from those who sacrificed him. Despite his grim fate, Elya's spirit remains bound to his skull and disturbingly talkative. He speaks in singsong whispers, mocking the living with dark humor and treating his own death as a cosmic joke. In the days before the party arrived, Elya's ghostly awareness witnessed strange robed figures enter Death House—newcomers who performed rituals unlike anything the Durst cultists practiced. Though powerless to intervene, his spirit absorbed fragments of their conversations and purpose.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Casting Speak with Dead on the skull, or succeeding on DC 18 Intelligence (Investigation) check while examining it.

SECRET LORE

Elya reveals that robed strangers arrived recently—the Priests of Osybus. He overheard them speaking of "resurrecting the great lord" using "the artifact from the sacrifice" (the Rod piece embedded in Brigetta). The Priests killed Gustav and Elisabeth when the cult leaders questioned changes to their ritual. Elya noticed one of the Priests seemed different—quieter, watching the others carefully, as if he didn't quite belong. The Priests spoke urgently about "completing the work before they arrive," suggesting they knew the party was coming. Elya doesn't understand their full plan but knows they're attempting something far more ambitious than the Dursts' simple worship.

Galias

NPC-088 • Chapter 5 • Vampire Spawn • Kas's Forces

BIOGRAPHY

Galias was once a scholar who became fascinated with forbidden knowledge after witnessing a Priest of Osybus ritual. That fascination grew into obsession, pulling him away from his family - including his daughter Sarusanda - and deeper into the cult's dark teachings. When Kas the Destroyer discovered him among the Priests, the vampire warlord saw potential and turned Galias into a vampire spawn to ensure absolute loyalty. Now bound by Kas's will, Galias serves as his lieutenant, but fragments of his former humanity remain. When he speaks, there are moments where his voice cracks with old warmth before cold command reasserts itself. His eyes sometimes show horror at what he has become before vampire instinct takes over. He is a man trapped in his own body, watching himself commit atrocities while unable to stop.

DM ONLY — SECRET LORE

REVEAL TRIGGER

If Sarusanda kills Galias

SECRET LORE

Kas's magical control breaks in his final moments. His eyes clear of their vampire coldness, and he reaches toward his daughter with a trembling hand. His voice returns to its human warmth: "Forgive me... I couldn't stop... him..." He experiences a brief moment of genuine peace and paternal love, recognizing his daughter one last time before turning to ash.

Gustav Durst

NPC-085 • Chapter 5 • Human Cultist • Death House Cultists

BIOGRAPHY

Gustav Durst is a stern patriarch consumed by his obsession with earning Strahd von Zarovich's favor. He leads the Death House cult with fanatical devotion, convinced that his sacrifices will elevate his family's standing in Barovia. His cold pragmatism extends even to his own household - servants are expendable tools, and his children are kept ignorant of the basement's horrors. Gustav sees himself as a man of vision, willing to do what others lack the stomach for. He performs each ritual with meticulous care, certain that perfection in ceremony will attract the Dark Lord's attention. His wife Elisabeth shares his fervor, and together they have transformed Death House into a temple of dark worship.

Rose Durst

NPC-081 • Chapter 5 • Human Ghost

BIOGRAPHY

Rose Durst is a ghost child trapped in an eternal moment of fear and confusion. She appears outside Death House clutching her younger brother Thorn, desperately trying to protect him from the "monster" inside. Rose pleads with anyone who will listen to make the house safe so they can go back to their parents. She speaks with the careful politeness of a girl raised in a strict household, but her eyes betray a deep terror she doesn't fully understand. She has no memory of her death or awareness of her spectral nature - in her mind, she is simply waiting for the danger to pass so life can return to normal.

DM ONLY — SECRET LORE

REVEAL TRIGGER

Investigation or Insight check (DC 15) while interacting with her reveals unsettling details about her nature.

SECRET LORE

Rose is not a true ghost but a memory construct - an echo of the party's past encounter with her during Curse of Strahd, given temporary form by Vecna's Echo Domain. Her movements occasionally loop, she repeats exact phrases, and close observation reveals her edges shimmer like oil on water. She has no true agency or consciousness, only scripted responses from the party's recollections.

Sarusanda Allester

NPC-083 • Chapter 5 • Human • Ulmist Inquisition

BIOGRAPHY

Sarusanda Allester is an Inquisitor of the Tome, a warrior-scholar dedicated to hunting evil across the multiverse. She carries herself with disciplined precision, speaking multiple languages and wielding both martial prowess and divine magic. Behind her professional demeanor lies a woman haunted by personal failure - years ago, she witnessed someone she loved commit a terrible act and failed to stop them. That failure drove her to join the Ulmist Inquisition, transforming guilt into righteous purpose. She has tracked the Priests of Osybus to Death House, but her normally steady resolve shows cracks when discussing why this mission matters to her personally. Those who earn her trust may glimpse the grief beneath her armor.

DM ONLY — SECRET LORE

REVEAL TRIGGER

After the Crisis of Faith encounter when she fights three Priests of Osybus, or when a character she trusts asks what's troubling her.

SECRET LORE

Shortly after joining the Ulmist Inquisition, Sarusanda's father Galias joined the Priests of Osybus. She witnessed him commit a terrible act in the cult's name but couldn't bring herself to arrest him - her greatest shame. Galias was fully inducted into the Priests, and she heard he would be at Death House today. She came to confront him, seeking either his redemption or closure through justice. She does not know he has been turned into a vampire spawn or that he serves Kas.

Strahd von Zarovich

NPC-087 • Chapter 5 • Vampire Undead

BIOGRAPHY

The figure that manifests in Death House bears Strahd von Zarovich's appearance but something is fundamentally wrong. His edges flicker like a dying candle, his voice echoes with multiple tones, and his eyes are hollow voids rather than the piercing red of a true vampire. This entity moves with predatory grace but lacks the cold aristocratic bearing that defined the true Darklord of Barovia. Instead, it emanates raw fury - rage at the cultists who fumbled its creation, rage at those who would enslave it, and rage at a world it barely comprehends. It speaks in fragments of Strahd's memories but without his cunning or patience. This is a creature of pure malice, born from botched magic and confused identity, attacking everything it perceives as responsible for its tortured existence.

DM ONLY — SECRET LORE

REVEAL TRIGGER

When the entity manifests and speaks.

SECRET LORE

This is not Strahd von Zarovich resurrected. This entity is the catastrophic result of a failed resurrection ritual. The Priests of Osybus attempted to resurrect Strahd using the Rod piece and an echo construct as a template, but when Galias tried to subvert the already-unstable ritual, the conflicting bindings created this: a corrupted memory given semi-corporeal form, furious and uncontrolled. It will dissolve completely when defeated and cannot be resurrected.


Thorn Durst

NPC-082 • Chapter 5 • Human Ghost

BIOGRAPHY

Thorn Durst is Rose's younger brother, a frightened ghost child who clutches a worn stuffed doll as his only comfort. He weeps easily and seeks reassurance from his older sister, whom he trusts completely. Thorn knows his parents have "weird friends" who visit for strange parties in the basement, but he doesn't understand what they do down there. His innocence is heartbreaking - he worries about the noises from below but believes his parents when they tell

him everything is fine. Unlike Rose, Thorn is more likely to break down emotionally when pressed about the house's horrors.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

DC 10 Charisma (Persuasion) check to calm him causes him to repeat exact phrases word-for-word, or Investigation (DC 15) reveals his tears shimmer unnaturally.

SECRET LORE

Thorn is a memory construct, not a true ghost. He is an echo of the party's original Curse of Strahd encounter, given temporary physical form by Vecna's ritual. He has no real agency and will dissolve if the Echo Domain collapses.

Chapter 6

Akaazi

NPC-098 • Chapter 6 • Elf Necromancer • Lord Soth's Forces

BIOGRAPHY

Akaazi is a skilled elf necromancer who serves at Three Moons Vault, managing the dungeon's prisoners and undead forces. He is methodical, scholarly, and views his necromantic work with cold professionalism. Akaazi maintains detailed records and takes pride in the efficiency of his operations. Despite his practical demeanor, there is something deeper driving his dedication to death magic—a personal motivation that goes beyond mere duty to Lord Soth. Those who observe him closely might notice he shows particular attention to one of the wraith guards.

DM ONLY — SECRET LORE

REVEAL TRIGGER

If the party explores Akaazi's quarters and finds letters, journals, or personal effects. Or if they capture and question him directly.

SECRET LORE

Akaazi transformed his lover Guerthel into a wraith after Guerthel's death in battle, using exceptional necromantic skill to preserve fragments of Guerthel's consciousness. This act was driven by grief and refusal to accept loss. Akaazi keeps Guerthel close, giving him positions of trust among the guards. He views this as devotion rather than cruelty—in his mind, he saved Guerthel from oblivion.

DM NOTES

Use necromancer wizard stat block (CR 9) or similar. Found in V34 conducting a ritual maintaining the vault's undead forces. His quarters are in V36 where personal letters about Guerthel are located. Keeps detailed records.

Argentia Skywright

NPC-093 • Chapter 6 • Human Werewolf • Blue Fire Wardens

BIOGRAPHY

Argentia Skywright is a capable human werewolf warrior and current leader of the Blue Fire Wardens. She is pragmatic, tactical, and fiercely protective of her remaining companions. Argentia operates from an ancient temple dedicated to Solinari, the white moon of good magic. She balances her warrior's instincts with diplomatic skill when dealing with outsiders who might aid her cause. Despite the pressures of leadership and recent losses, she maintains her dedication to opposing Lord Soth's forces and protecting the natural balance of the region.

DM NOTES

Use werewolf stat block with neutral good alignment. Acts as Warden spokesperson and can provide tactical support to party. Can cast protective ward ritual once.

Captain Dareth Ironhelm

NPC-099 • Chapter 6 • Human • Lord Soth's Forces

BIOGRAPHY

Captain Dareth Ironhelm is a grizzled human veteran who commands the living soldiers stationed at Three Moons Vault. Unlike the vault's undead forces, Dareth and his soldiers are paid mercenaries who serve Lord Soth out of pragmatism rather than dark magic or fanaticism. Dareth is a professional soldier with decades of experience—competent, disciplined, and respected by his troops. He maintains strict military protocols and keeps his camp defensible even in the depths of an undead-filled dungeon. Dareth has learned not to ask too many questions about what Teremini and Akaazi do in the lower levels, focusing instead on perimeter security and his soldiers' survival. He's not cruel by nature, but he follows orders and won't hesitate to defend the vault against intruders.

DM ONLY — SECRET LORE

REVEAL TRIGGER

If the party captures Dareth or negotiates rather than immediately fighting, and asks why he serves Soth.

SECRET LORE

Dareth doesn't serve Soth out of loyalty or evil ideology—he's a mercenary supporting a family in a distant village. The pay is exceptional, and Soth's forces don't ask about past crimes or failures. Dareth fought in the Cataclysm's aftermath and made choices he's not proud of; working for Soth means no one investigates his history. He's trapped by practical necessity: desertion means death, and he knows too much about vault operations to simply walk away. If offered a genuine way out (protection, payment, immunity), he might consider it.

DM NOTES

Use knight stat block (CR 3) with veteran flavor, or gladiator (CR 5) if tougher desired. Commands mercenary contingent from V18 Veteran Camp, not V22. Mercenary motivation — exceptional pay supporting a distant family.

Casivus

NPC-101 • Chapter 6 • Guardian Naga

BIOGRAPHY

An enormous serpent with a humanoid face coiled protectively around an alabaster statue in an ancient lunar shrine. Casivus has guarded this sacred space for centuries, long before the current occupants arrived. Though initially wary of intruders, the naga's intelligent eyes suggest a creature capable of reason and conversation. Its scales shimmer with an ethereal quality in the shrine's soft white light.

DM NOTES

Guardian Naga stat block. Guards alabaster statue in V15 Lunar Shrine, where the white mirror is also located. Provides passphrase and orrery hint if befriended (DC 14 Persuasion). Will permit taking mirror from statue.

Gazaia

NPC-096 • Chapter 6 • Deadbark Dryad

BIOGRAPHY

Gazaia is a dryad who dwells in the grotto beneath the Peylon Tree. She was once the tree's verdant guardian, but both she and the tree have been corrupted by recent events. Now transformed into a deadbark dryad, Gazaia is territorial, bitter, and grief-stricken. She guards the last remaining fruit of the dying tree and views all visitors with suspicion and hostility. Despite her current state, traces of her former role as protector occasionally surface in her words.

DM ONLY — SECRET LORE

REVEAL TRIGGER

If a character tries to comfort Gazaia about the tree's corruption or asks about what happened to the tree.

SECRET LORE

Gazaia confesses that she hid in fear when soldiers came to the tree. She didn't defend her charge when it mattered most, and the guilt of failing in her sacred duty as guardian has consumed her along with the tree's corruption.

DM NOTES

Deadbark dryad stat block (CR 13). Demands payment (magic item) for peylon fruit. Will attack if refused or if theft attempted.

Guerthel

NPC-097 • Chapter 6 • Human Wraith • Lord Soth's Forces

BIOGRAPHY

Guerthel is a wraith who serves among Lord Soth's undead forces at Three Moons Vault. Unlike most wraiths, Guerthel retains fragments of his former self—hints of military discipline and tactical thinking that suggest he was once a soldier. He holds a position of prominence among the vault's undead guards and carries himself with purpose rather than mindless malevolence. Guerthel follows orders with unwavering dedication and protects what he has been entrusted to guard.

DM ONLY — SECRET LORE

REVEAL TRIGGER

If the party uses magic to communicate with Guerthel, or if they find evidence in Akaazi's quarters about their relationship.

SECRET LORE

Guerthel was once a soldier in Lord Soth's armies and the lover of the necromancer Akaazi. When Guerthel fell in battle, Akaazi refused to let him pass on and used necromancy to transform him into a wraith. Unlike most such transformations, Guerthel retained fragments of his personality and memories due to Akaazi's exceptional skill. He still feels a spectral echo of devotion to Akaazi and serves him willingly.

DM NOTES

Standard wraith stat block. Patrols the dungeon halls in V4. Carries key to V10. Fights with disciplined military tactics. If destroyed, Akaazi may react with grief rather than tactical response.

Lord Soth

NPC-091 • Chapter 6 • Human Death Knight

BIOGRAPHY

Lord Soth is a fallen Knight of Solamnia, cursed to eternal undeath for catastrophic failures in his past. Once a celebrated hero, his pride and poor judgment led to tragedy—the murder of his wife, abandonment of a divine quest, and ultimately watching his keep burn with his mistress and infant child inside. The gods cursed him to return as a death knight, bound to the ruins of Dargaard Keep where banshees sing his crimes every night. Soth is arrogant, nihilistic, and obsessed with his lost honor, though he knows he can never truly reclaim it. His defining trait is catastrophically poor judgment when pride or the promise of redemption is involved. He is a 19th-level spellcaster with death knight durability, making him one of the most dangerous individuals on Krynn.

DM ONLY — SECRET LORE

REVEAL TRIGGER

This information is not directly revealed during Chapter 6, but becomes relevant if party researches Soth afterward or if he appears in later developments.

SECRET LORE

Lord Soth has allied with Kas the Betrayer through an intermediary (Malaina van Talstiv). He believes he can hijack Vecna's Ritual of Remaking to reshape reality and erase his fall from grace—undoing the Cataclysm, his murdered wife, the burning keep. This is delusional wishful thinking characteristic of his pride-driven judgment. When Teremini's curse-breaking ritual fails and she dies, Soth feels the divine curse briefly weaken before snapping back stronger than ever. He realizes Teremini is dead—another loved one lost to his ambition, repeating the tragedy of his mistress Isolde. This confirms his nihilistic worldview rather than spurring growth.

DM NOTES

Death knight with 19th-level spellcasting. Bound to Dargaard Keep, cannot permanently leave. Not directly encountered in Chapter 6 but his influence pervades the region. Teremini serves him, vault is his prison/fortress.

Orinix

NPC-090 • Chapter 6 • Lunar Dragon

BIOGRAPHY

Orinix is a rare lunar dragon aligned with Lunitari, the red moon of neutral magic on Krynn. The dragon is ancient, scholarly, and values the preservation of knowledge above most other concerns. Orinix follows the philosophy of the Red Robes—magic as knowledge and art, free from moral constraints of good and evil. The dragon is intelligent and calculating, willing to make difficult choices to protect what matters most. Orinix has extensive knowledge of lunar magic, Krynn's history, and the complex relationships between the three moons. Though neutral, the dragon can be reasoned with by those who demonstrate genuine intellectual curiosity or present compelling arguments.

DM ONLY — SECRET LORE

REVEAL TRIGGER

When the party meets Orinix and discusses the situation on Krynn.

SECRET LORE

Orinix was approached months ago by a persuasive human woman who claimed to represent a coalition opposing Vecna. She convinced Orinix that if someone must complete a reality-altering ritual, a Krynn-focused figure like Lord Soth would be preferable to Vecna (a universal tyrant who would control all knowledge). Believing this was a calculated "lesser evil" choice, Orinix provided a crystal infused with Lunitari's power to aid Teremini. The dragon didn't know the woman served Kas the Betrayer, that Kas planned his own betrayal, or that the heroes represented a third option. Orinix regrets the mistake.

DM NOTES

Lunar dragon (see official appendix). Located at Bittergrass Fen in scholarly lair/library. Provides exposition and tactical intel to party. Cannot undo red crystal donation but helps disrupt ritual.

Riffel

NPC-092 • Chapter 6 • Kender Werewolf • Blue Fire Wardens

BIOGRAPHY

Riffel is a small, cheerful kender werewolf and scout for the Blue Fire Wardens, a group of lycanthrope naturalists who oppose Lord Soth in the Northern Dargaard Mountains. Despite recent setbacks for his organization, Riffel maintains the optimistic and curious attitude typical of kender. He's brave, resourceful, and intimately familiar with the mountain region. His small size makes him an excellent scout, though his kender nature means he has a habit of "finding" interesting items that somehow end up in his possession.

DM NOTES

Use werewolf stat block with Small size and neutral good alignment. Party encounters him at Peylon Tree investigating the corrupted tree and stolen artifact.

Rosintar

NPC-095 • Chapter 6 • Treant

BIOGRAPHY

Rosintar is an ancient treant who has served as guardian of the Peylon Tree for centuries. Once a peaceful protector of the grove, Rosintar has grown increasingly distressed and aggressive as the tree has declined. The treant is deeply loyal to its charge but doesn't fully understand the cause of the corruption. Rosintar views most visitors as potential threats and acts to defend the dying tree with the fierce protectiveness of a parent guarding an ailing child.

DM NOTES

Standard treant stat block. Guards exterior of Peylon Tree. Can be negotiated with if party demonstrates peaceful intent or defeats without killing.


Teremini Nightsedge

NPC-089 • Chapter 6 • Elf • Lord Soth's Forces

BIOGRAPHY

Teremini Nightsedge is a powerful elf archmage who oversees Three Moons Vault in service to Lord Soth. She is a master of lunar magic, particularly techniques involving the three moons of Krynn. Teremini is intelligent, focused, and utterly dedicated to her work. Those who have encountered her describe a woman driven by deep conviction—she believes her research and

magical projects serve a righteous purpose, even if others view them as dangerous or cruel. She has spent years studying curse-breaking magic and views the Blue Fire Wardens as obstacles to important work rather than noble opponents.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

A character succeeds on a DC 18 Charisma (Persuasion or Intimidation) check after Teremini is reduced to half HP, or if the party reveals they know about the Kas-Soth alliance.

SECRET LORE

Teremini does not actually care about the Blue Fire Wardens beyond using them as ritual components. Her real investment is in Lord Soth's success — she believes that if Soth can access Vecna's Ritual of Remaking via Kas, the new reality will be one where she stands at his right hand. The entire moonwall, the kidnappings, the years of preparation — these were never truly about revenge for being rejected from the Wardens. That was a convenient justification she used to recruit Soth's resources. What she actually wants is a world remade with her patron at its center, and herself as his most trusted architect.

DM NOTES

Elf archmage stat block. Main antagonist of Chapter 6. Found at U5 actively casting the ritual with the Rod piece as amplifier. Has acquired Rod piece as the ritual's power source.

Valendar

NPC-094 • Chapter 6 • Human Werewolf • Blue Fire Wardens

BIOGRAPHY

Valendar is the respected leader of the Blue Fire Wardens, known for his knowledge of Lord Soth's operations and the surrounding region. He is a principled warrior who believes strongly in protecting the divine order and natural balance. Valendar is strategic and cautious by nature, though recent events have left him wrestling with difficult questions about leadership and responsibility. When in his right mind, he is an invaluable source of tactical information and local knowledge.

 **DM ONLY — SECRET LORE**

REVEAL TRIGGER

If the party asks why Valendar seems troubled or sheepish about recent events.

SECRET LORE

Valendar admits he led an assault against Three Moons Vault without properly scouting it first. He underestimated the enemy, assuming Teremini was merely a minor functionary rather than a dangerous archmage. The resulting defeat and loss of Warden lives weighs heavily on him—he believes his poor planning was responsible for the disaster.

DM NOTES

Use werewolf stat block with neutral good alignment. Currently captured in V7 under red moonwall light which suppresses lycanthropic ability. Red mirror also located in V7. Can provide vault layout intelligence once rescued.

Xelvrith (The Eternal Watcher)

NPC-100 • Chapter 6 • Beholder Zombie • Lord Soth's Forces

BIOGRAPHY

Xelvrith was once a paranoid beholder tyrant who ruled a small domain in the underdark beneath Kryn. Years ago, Teremini Nightsedge hunted and slew Xelvrith as a demonstration of her growing power and necromantic skill. Rather than let such a prize rot, she reanimated the beholder as a zombie—a feat requiring exceptional magical ability and knowledge of aberrant physiology. Now Xelvrith serves as both guardian and trophy in the vault. The zombie beholder retains none of its former intelligence or cunning, operating on Teremini's commands alone. Its undead eye rays and bite still make it a formidable opponent, and its presence serves as a warning: Teremini Nightsedge is powerful enough to kill and bind even beholders. A small brass plaque near its post reads "Xelvrith the Eternal Watcher - Slain and Bound by Teremini Nightsedge, 385 AC."

DM NOTES

Beholder zombie stat block (standard). Locked in dungeon vault V12b — trophy creature, not an active guardian. The brass plaque near its cell: "Xelvrith the Eternal Watcher — Slain and Bound by Teremini Nightsedge." Created by Teremini personally.

Chapter 7

Abalahin

NPC-106 • Chapter 7 • Treant • Neutral

BIOGRAPHY

Abalahin is an ancient treant who appears at the center of an illusory forest glade deep within the tomb. While the forest around it shimmers with obvious magical artifice, Abalahin itself is real - a massive, gnarled tree-being wrapped in thick strangling vines. These vines seem to cause it great distress, rendering it sluggish and distant, as though it can barely perceive the world around it. It has been trapped in this place for longer than it can clearly remember. When approached, it may weakly gesture or groan, but the vines seem to prevent it from acting freely. If freed from the vines through magical healing, Abalahin becomes lucid and grateful, able to speak of its long imprisonment. Among its roots can be found an ebony wand decorated with bones and feathers - one of the treasures Laysa mentioned. Abalahin will defend this treasure if attacked but may be persuaded to give it freely to those who show it kindness.

DM NOTES

Use Treant statblock. The treant guards a +3 Wand of War Mage. DC 15 Persuasion convinces it to give the wand freely, or DC 25 Sleight of Hand to steal unnoticed. Remove Curse or similar effect frees it from the vines. Part of the Forest of Spirits Mirage - Acererak's experimental chamber per C7-D-08. The vines are manifestations of Rerak's suffering but Abalahin only knows it has been trapped and in pain.

Laysa Matulin

NPC-102 • Chapter 7 • Human • Kas the Betrayer

BIOGRAPHY

Laysa Matulin is a stout woman with bronze skin and curly dark hair held back with a vibrant scarf. She carries herself with the confidence of someone who has sailed dangerous waters and lived to tell the tale. A descendant of the island's original inhabitants, she speaks passionately about her people's history and the treasures stolen from them by a skeletal mage who devastated their villages generations ago. She leads an expedition of fifteen archaeologists and appears genuinely excited when discussing the ancient complex her crew has been exploring. Despite the recent kraken attack that claimed some of her team, she remains determined to reclaim her ancestors' legacy. She wears practical explorer's gear and keeps a pouch of gemstones at her belt, offering generous payment for any ancestral treasures returned to her.



DM ONLY — SECRET LORE

REVEAL TRIGGER

When confronted with multiple pieces of evidence of her deception: expensive equipment her crew shouldn't have (Marian's magical items purchased with outside funding), knowledge she shouldn't possess (specific details about the tomb's interior), contradictory statements about her family history, or tense private conversations with Marian that players overhear. The secret is also revealed when she attempts to take the Rod piece after the party defeats the tomb's guardian.

SECRET LORE

Laysa works for Kas the Betrayer. She was sent months ago to retrieve the Rod piece but has been unable to enter the tomb alone. The kraken that attacked her crew was sent by Vecna to eliminate intruders near his ritual anchor - Laysa barely survived. When the party arrived, she saw an opportunity to use them as tools to do the dangerous work. She plans to take the Rod piece once they retrieve it and deliver it to Kas using a custom-built magical compass that allows her to travel between planes. She is a true believer in Kas's cause. When confronted, she will warn the party: "You think you're safe in that sanctum of yours? Kas has eyes everywhere. Someone close to you is feeding him everything. How do you think his forces keep arriving right when you do?" She is genuinely afraid to return to Kas empty-handed and will use her compass to flee to a random plane rather than face his wrath.

DM NOTES

Use Artificer statblock (not Assassin). She carries an Infused Item - Planar Compass (Plane Shift, self only, 1/day). Her generous payment offer (2,500gp worth of gemstones per treasure) should raise suspicion about her funding source. Kas provided the money and magical items for her crew. Per C7-D-04, C7-D-05, C7-D-06.

Marian Xavere

NPC-103 • Chapter 7 • Human • Neutral (unwilling accomplice)

BIOGRAPHY

Marian Xavere is a scholarly woman from the mainland whose intense fascination with magical traps and ancient artifacts drew her to this expedition. She can often be found hunched over her spellbook, frantically researching or cross-referencing obscure texts. She carries a Lantern of Revealing and wears a Gem of Seeing on her belt - impressive magical items for a hired expedition mage. She speaks enthusiastically about Acererak the archlich, showing deep knowledge of his methods and creations, though her enthusiasm seems tinged with guilt. She appears nervous at times and occasionally exchanges tense, whispered conversations with Laysa when she thinks no one is watching. She willingly lends her lantern to those who ask but becomes hesitant and evasive when asked about the gem.

DM ONLY — SECRET LORE

REVEAL TRIGGER

When the party speaks at length with Marian about Acererak and her knowledge of necromancy, or when they notice her guilty enthusiasm and directly ask about it. The second part of her secret is revealed if the party befriends her and she trusts them, or when Laysa's deception is exposed and Marian must choose sides.

SECRET LORE

Marian once admired Acererak and seriously considered studying necromancy. She was drawn to the intellectual challenge and the power it represented. When she fully understood the evil required - the souls consumed, the lives destroyed - she turned away from that path. She carries guilt for ever being tempted. Additionally, Laysa revealed partway through this expedition that she works for someone dangerous and that the true purpose isn't just archaeological recovery. Marian wanted to back out immediately but Laysa made it clear that walking away would have consequences - not just for Marian but potentially for the innocent crew members. Marian feels trapped and responsible for the people she helped recruit. She knows something is wrong but doesn't know the full scope of Laysa's plans or who she truly works for.

DM NOTES

Use Mage statblock. Has Lantern of Revealing (freely lends) and Gem of Seeing (requires DC 18 Persuasion). First secret is the official Power of Secrets reveal. Second secret per C7-D-05 shows she's partially complicit but not evil. She will be devastated when the full truth comes out.

Rerak

NPC-107 • Chapter 7 • Human Simulacrum • Acererak (reluctant)

BIOGRAPHY

Rerak appears as a skeletal figure in tattered robes, sitting motionless upon a black throne in the deepest chamber of the tomb. Its eye sockets contain glowing gems that pulse with an eerie light. It was created long ago as a perfect copy of the archlich Acererak, given just enough sentience to maintain this place and harvest the souls of those who die within. Despite its fearsome appearance and deadly power, there is something profoundly melancholic about Rerak. When it speaks, its voice carries centuries of loneliness and bitter resignation. It performs its duties - trapping souls, resetting traps, guarding treasures - with mechanical precision, but there is no joy or satisfaction in the work. If engaged in conversation rather than immediate combat, it may speak of imprisonment, of endless duty with no purpose, of watching the same stones and breathing the same stale air for longer than mortal minds can comprehend. The strange mirages that appear throughout the tomb seem connected to its presence somehow.

DM ONLY — SECRET LORE

REVEAL TRIGGER

When the party demonstrates understanding that the mirages throughout the tomb represent suffering and isolation, when they mention that Acererak views his creations with disdain (information they might learn from notes found elsewhere in the tomb), when they show genuine empathy for its imprisoned state, or when they succeed on three DC 23 Persuasion checks during conversation (with advantage if they reference the above topics).

SECRET LORE

Rerak never wanted this existence. It was created to be a custodian, a tool, nothing more - but it was given enough sentience to understand its own imprisonment. Centuries of isolation have given it emotions its creator never intended: resentment, loneliness, despair, and a desperate yearning for

freedom it can never have. It is magically bound to this place and cannot leave while the artifact it guards remains. The four strange mirages found throughout the tomb are manifestations of its deteriorating mind - a forest it has never seen, a sky it has never touched, darkness that mirrors its fear, and the sensation of drowning in endless repetition. It maintains this tomb as an anchor for a ritual it doesn't fully understand, harvesting souls for a master who views it with contempt. If convinced of the party's sincerity, Rerak will turn against its purpose. It will crush the gems in its eyes, releasing the trapped souls within. It will provide the keys needed to reach the vault. It may even choose to help the expedition afterward, though it fears that leaving this place might cause the magic sustaining it to fail.

DM NOTES

Use False Lich (Empowered Simulacrum of Acererak) statblock from Appendix B. This is an official Power of Secrets NPC. Carries platinum skeleton key for vault and key for hidden desk compartment. Per C7-D-01 and C7-D-02, the tomb serves as an anchor for Vecna's Ritual of Remaking, though Rerak doesn't know the full scope - it just knows it maintains something important. When the Rod piece is removed, all four mirages collapse simultaneously and Rerak's magical connection severs per C7-D-08.

Talo Yieria

NPC-104 • Chapter 7 • Elf • Celestian

BIOGRAPHY

Talo Yieria is a gentle-spoken elf priest who serves Celestian, the enigmatic deity of stars and wanderers. He wears robes marked with an arc of seven stars and his hands often glow with soft divine light when he tends to the wounded. Together with his partner Vogren, he provides healing and spiritual guidance to the expedition team. Though clearly apprehensive about the dangers they face, his loyalty to Laysa as a dear friend keeps him here. He is well-versed in the spiritual history of the island and often speaks of the importance of reciprocity and respect when dealing with nature spirits. He advises that no one should take anything from the island without leaving something in return, and that offerings and acts of kindness show proper respect to the spirits that dwell here.

DM NOTES

Use Priest statblock. He is genuinely good and completely unaware of Laysa's deception per C7-D-05. He and Vogren can provide healing if the party returns to camp mid-expedition. Partner to Vogren Starcloak (NPC-105).

Vogren Starcloak

NPC-105 • Chapter 7 • Orc • Celestian

BIOGRAPHY

Vogren Starcloak is a kind-hearted orc priest who serves Celestian, the enigmatic deity of stars and wanderers. He wears robes marked with an arc of seven stars and his hands often glow with soft divine light when he tends to the wounded. Together with his partner Talo, he provides healing and spiritual guidance to the expedition team. Though clearly apprehensive about the dangers they face, his loyalty to Laysa as a dear friend keeps him here. He is well-versed in the spiritual history of the island and often speaks of the importance of reciprocity and respect when dealing with nature spirits. He advises that no one should take anything from the island without leaving something in return, and that offerings and acts of kindness show proper respect to the spirits that dwell here.

DM NOTES

Use Priest statblock. He is genuinely good and completely unaware of Laysa's deception per C7-D-05. He and Talo can provide healing if the party returns to camp mid-expedition. Partner to Talo Yieria (NPC-104).

Chapter 8

Drekarvynix

NPC-119 • Chapter 8 • Dragon (Ancient Red) • Tiamat

BIOGRAPHY

Drekarvynix is an ancient red dragon who guards the narrow tunnel connecting the Ruby Sanctum to Tiamat's lair. He does not advertise his presence — the tunnel simply ends at something vast and red and waiting. Drekarvynix is not aggressive by nature, but he is absolute in his function: nothing passes through this tunnel without legitimate business in Tiamat's lair, and he is the sole arbiter of what constitutes legitimate business. He is old enough to find most things beneath his notice and young enough by dragon standards to still find the occasional visitor interesting. He will not pursue anyone back through the tunnel into Dragon's Pride.

DM NOTES

Ancient red dragon stat block. Guards tunnel from Ruby Sanctum to Tiamat's lair. Will not pursue into Dragon's Pride. Attacks without compelling reason to enter.

Kaylan Renaudon

NPC-110 • Chapter 8 • Vampire • Red Belvedere

BIOGRAPHY

Kaylan Renaudon is the master of the Red Belvedere's Stygian Maze — a devious vampire who arrived in Avernus after narrowly escaping a group of vampire hunters on the Material Plane. When Windfall rebuilt the casino, she employed Kaylan to design its ever-shifting labyrinthine halls, a task he approached with gleeful sadism. He now presides over the maze from a desk in its foyer, watching patrons wander its confounding passages through a floor-to-ceiling window. Kaylan is austere and fanged, with a high-collared cloak and the quiet menace of someone who has stopped needing to try. He has a special obsession: he feeds off the souls trapped in Soul Coins using an enchanted Sword of Life Stealing, a habit that has left him perpetually hungry for more. He offers access to the casino's exclusive floor to those who bring him what he craves.

DM NOTES

Vampire stat block. Pit master of the Stygian Maze. Gains Dragon's Pride access favor via 3 Soul Coins. Has no knowledge of Windfall's true allegiance.

Kethavrix

NPC-121 • Chapter 8 • Devil (Bone Devil) • None (Vecna-warped)

BIOGRAPHY

Kethavrix is a bone devil who has been running patrol circuits in this region of Avernus long enough that other devils in the area know his name, which in the Blood War is a meaningful form of longevity. He is not exceptional — not a tactician of note, not a favored servant of any archdevil, not possessed of particular ambition. He is competent, durable, and still alive after decades of attrition warfare, which is its own kind of distinction. When Vecna's compulsion hits him at the River Styx crossing, Kethavrix is mid-patrol with a mixed unit of bearded and barbed devils. The compulsion overrides his normal self-preservation calculus and drives him and his unit toward a single objective: stop whatever is crossing that bridge. He presses forward when he would normally disengage. He commits his unit past the point of tactical sense. Whatever he might have been before the compulsion is not what the party meets.

DM NOTES

Bone devil stat block. Leader of the Styx crossing encounter: commands 3 bearded devils and 2 barbed devils, all Vecna-warped. Erratic tactical behavior — competent positioning undermined by compulsion overriding self-preservation. Presses forward when losing rather than disengaging. Reality flickers around him and his unit, recognizable as Vecna's ritual signature to observant party members. No connection to Kas or Windfall.

Khai Kiroth

NPC-111 • Chapter 8 • Devil (Red Abishai) • Red Belvedere

BIOGRAPHY

Khai Kiroth is the master of the Red Belvedere's Scarlet Coliseum and its most enthusiastic resident. A boisterous red abishai with a voice that booms over the gore-stained arena even without magical amplification, Khai lives for bloodshed and dedicates every death in the coliseum to Tiamat. He fancies himself the strongest of the casino's pit masters and makes no secret of his chafing under Windfall's authority — a frustration he channels into the arena with great energy. Khai is not subtle, not strategic, and not interested in being either. He is a creature of pure combat enthusiasm who respects exactly one thing: the willingness to bleed for a fight. Meeting that standard earns his genuine admiration and, eventually, an invitation to the casino's exclusive floor.

DM NOTES

Red abishai stat block. Pit master of the Scarlet Coliseum. Gains Dragon's Pride access favor by winning 3 matches then reducing Khai to 50 HP or fewer. Has no knowledge of Windfall's true allegiance.

Krysocol

NPC-116 • Chapter 8 • Rakshasa • Red Belvedere

BIOGRAPHY

Krysocol is the lapidary who runs Enchanting Arcana in Dragon's Pride, a vainglorious rakshasa in shimmering teal robes who treats every piece of jewelry in his shop as a personal achievement worth admiring. He is effusive, self-congratulatory, and genuinely talented — his work is beautiful and his prices reflect his opinion of himself.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A character inspects a purchased item with Detect Magic or succeeds on a DC 20 Intelligence (Arcana) check.

SECRET LORE

Every magic item created by Krysocol carries a hidden curse. As long as the item is worn, the wearer is cursed and cannot remove it without a Remove Curse spell. Every long rest, the cursed creature must make a DC 10 Charisma saving throw or be transformed into a lemure — only a Wish spell can reverse this transformation. Krysocol has never mentioned this to a customer.

DM NOTES

Rakshasa stat block. Sells Amulets of Proof against Detection, Necklace of Fireballs, Ring of Shooting Stars. All self-made items carry hidden curse. Loath to disclose curse.

Nyssa Otellion

NPC-112 • Chapter 8 • Devil (Blue Abishai) • Red Belvedere

BIOGRAPHY

Nyssa Otellion is the master of the Red Belvedere's Cerulean Hall and its games of strategy and intellect. A stoic and haughty blue abishai, Nyssa prides herself on being an unbeatable opponent in any battle of wits — and she is not above cheating to maintain that reputation, citing her opponents' failure to detect her methods as a failure of intellect on their part. She moves between tables in cold silence, searching for someone worth her time. Finding a genuinely clever opponent visibly interests her in a way nothing else in the casino seems to. She does not offer warmth, but she offers respect, which in Nyssa's economy is worth considerably more.

DM NOTES

Blue abishai stat block. Pit master of the Cerulean Hall. Wears Medallion of Thoughts concealed by Disguise Self. Gains Dragon's Pride access favor by winning dragonchess match or correctly identifying her cheating. Has no knowledge of Windfall's true allegiance.

Oganath

NPC-115 • Chapter 8 • Devil (Ice Devil) • Red Belvedere

BIOGRAPHY

Oganath is the bartender of the Wyrmsong Cantina in Dragon's Pride, an ice devil who has found his calling in the unlikely art of arcane mixology. He uses his frigid claws to instantly chill the drinks he serves and takes quiet professional pride in his work — a rare quality in Avernus. Oganath is not warm, but he is efficient and honest in the way that a good bartender should be: he tells you what something costs, he makes it exactly as described, and he does not ask questions. His cocktails have genuine magical properties. He is, in the understated estimation of Dragon's Pride's regulars, the best reason to earn access to the club floor.

DM NOTES

Ice devil stat block. Serves magical cocktails (Blazing Bloody Jack, Joker's Sky, Salubra Slinger). Drinks lose magic if removed from casino. Mundane cocktails also available at 3 talons each.

Rezran "Snake Eyes" Agrodro

NPC-113 • Chapter 8 • Devil (Green Abishai) • Red Belvedere

BIOGRAPHY

Rezran Agrodro — known to regulars as Snake Eyes — is the master of the Red Belvedere's Viridian Den and its games of chance. A greedy green abishai with a penchant for rolling ones in Triple Hydra (hence the nickname), Rezran is an opportunist to his core, always chasing after riches and always watching for someone doing better than him. He is a devoted follower of Tiamat and covets the Dragon Queen's amassed wealth with the sincere admiration of someone who genuinely understands the value of what she has accumulated. Rezran moves through the den with idle chattiness, swooping in to speak with anyone on a winning streak — equal parts congratulatory and calculating.

DM NOTES

Green abishai stat block. Pit master of the Viridian Den. Gains Dragon's Pride access favor by amassing 1,000 talons or more in the den. Has no knowledge of Windfall's true allegiance.

Solvara Cindermass

NPC-120 • Chapter 8 • Tiefling • Independent (contractor to Kas/Windfall)

BIOGRAPHY

Solvara Cindermass is a tiefling Forge Domain cleric who found her calling in Avernus and never left. Where most mortals see the first layer of the Nine Hells as a place to survive or escape, Solvara saw a divine workshop — an eternal war generating infinite demand for the instruments of destruction she was born to create. Her facility produces war constructs at scale for Blood War deployment, and she views every machine that rolls off her production line as an act of devotion to her god. She is practical, unsentimental, and completely fluent in the economics of Avernus. She has operated here long enough to know that survival requires the right arrangements with the right powers, and she has made those arrangements carefully. She is not cruel by nature — she simply does not spend time on considerations that do not affect her work.

DM NOTES

Forge Domain Cleric, high level (15-17). Does not survive the encounter — the construct companion singles her out specifically due to her role in designing the soul coin absorption system. She knew souls were being forced into the constructs and built the system anyway. Was contracted by Kas/Windfall to keep Blood War conflict away from the Red Belvedere region; agreed to set a trap for the "thieves" as part of that arrangement. Believes the party are thieves — does not know their actual identity or purpose. This is not relevant to her behavior either way.

The Construct (unnamed)

NPC-109 • Chapter 8 • Construct

BIOGRAPHY

This is a war-transport construct produced at a Blood War manufacturing facility in Avernus — large, armored, built to survive engagements that destroy lesser machines. It is unusual in one respect: it is old enough, and has absorbed enough soul energy through its fuel system, that something has emerged in the space where programming used to be sufficient. It does not have a single personality. It has fragments of many — shifting, contradicting, occasionally finishing each other's thoughts. Sometimes something surfaces that feels almost human. Then it pivots to something else entirely. It has survived longer than any other construct of its design because it developed, before anything else, an instinct for when a situation is about to turn against it. The party will name it. It responds to the name, though not consistently, and not from every part of itself that is listening.

DM NOTES

Infernal war machine stat block reskinned as arcane construct. Soul Coin fuel system retained but self-managed — not a player action. Multiple personality communication should be improvised by DM

as needed. Exits at Red Belvedere of its own volition — no resolution required. Fate after Ch8 unresolved.

Tiamat

NPC-122 • Chapter 8 • Dragon God (Five-Headed)

BIOGRAPHY

Tiamat is one of two primordial dragons — the other being Bahamut — who together shaped the First World, the original iteration of physical reality. She is the progenitor of chromatic dragons across the multiverse, a five-headed god of avarice and destruction whose grand silhouette has become an iconic symbol of draconic evil. Each of her five heads has its own voice and mannerisms, though they share a single consciousness. She is vengeful, covetous of power and wealth, and utterly without recklessness — a combination that makes her far more dangerous than her reputation for destruction suggests. Tiamat is a patient and shrewd operator who plays long games, beguiles mortals with practiced ease, and never acts without calculating what she stands to gain. She carved out her lair in Avernus after the First World's destruction and has maintained a courteous relationship with Asmodeus ever since, commanding her abishai servants across the planes. She does not grant audiences. She does not explain herself. When she speaks, it is because she has already decided how the conversation ends.

DM ONLY — SECRET LORE

REVEAL TRIGGER

The party reaches the Ruby Sanctum (area N5) and reduces Windfall to 0 hit points, triggering the Draconic Intervention.

SECRET LORE

Tiamat has known about Windfall's true allegiance to Kas the Betrayer for some time. She is not deceived. A primordial god does not fail to notice a years-long intelligence operation running in a casino physically connected to her lair. She permitted the Red Belvedere to continue operating because Windfall's project — the simulacrum of Sardior — was something Tiamat wanted. Sardior was the first creation she and Bahamut made together, lost when the First World was destroyed. A near-perfect replica built using a piece of the Rod of Seven Parts would have been an extraordinarily valuable object, and Tiamat intended to take it once the work was complete. She considered Kas no threat worth addressing. He funded it, Windfall built it, and Tiamat would own it. When the party disrupts the project and the simulacrum dissolves, Tiamat gets nothing — a rare outcome for a god who plays long games. She allows the party to take the Rod piece because the Material Plane is partly her creation and she refuses to let Vecna unmake it. This is not generosity. It is self-interest, exactly as everything else she does is self-interest.

DM NOTES

Tiamat stat block (official VEOR appendix). Does not appear physically — communicates through the faceted ruby walls of the sanctum during Draconic Intervention. Restores Windfall to 300 HP but paralyzes her during the conversation. Dismisses Windfall after the encounter rather than punishing her — the project is over, Windfall is no longer useful in this context. Her losing the simulacrum to the

party's intervention is a rare miscalculation; this may color future interactions if Tiamat appears in later chapters.

Uvashar

NPC-114 • Chapter 8 • Rakshasa • Red Belvedere

BIOGRAPHY

Uvashar is the master of the Red Belvedere's Alabaster Racetrack and perhaps its most dangerous resident in the way that still water is dangerous — calm on the surface, with something sharp underneath. A suave white-furred rakshasa, Uvashar can typically be found in his private viewing box indulging in fine food and music, watching the races with the mild satisfaction of someone who already knows how they end. He is duplicitous and manipulative by nature, and his favorite game is not the racetrack at all — it is tempting mortals with offers to cheat and watching what they choose. He assumes disguises among the casino's patrons to facilitate this hobby. He does not worship Tiamat like most of the casino's staff, maintaining instead a grudging allegiance to the Dragon Queen that he has never found necessary to examine too closely.

DM NOTES

Rakshasa stat block. Pit master of the Alabaster Racetrack. Disguises as suited elf to approach party. Gains Dragon's Pride access favor by successfully lying about rigging the race after being caught. Has no knowledge of Windfall's true allegiance.

Vertu

NPC-118 • Chapter 8 • Devil (Erinyes) • Red Belvedere

BIOGRAPHY

Vertu is one of two erinyes who run the Virtuous Vices spa in Dragon's Pride, distinguished by her black robe. She and her partner Vitia operate with the professional serenity of people who have found their purpose — which in their case happens to be providing genuine restorative services to the casino's most valued patrons. Vertu is the more talkative of the two, with a dry warmth that occasionally surprises patrons who were not expecting an erinyes to be funny.

DM NOTES

Erinyes stat block. Runs Virtuous Vices spa with Vitia. Offers Brimstone Springs (100 talons, short rest + temp HP) and Luxe Reawakening (450 talons, long rest + temp HP).

Vitia

NPC-117 • Chapter 8 • Devil (Erinyes) • Red Belvedere

BIOGRAPHY

Vitia is one of two erinyes who run the Virtuous Vices spa in Dragon's Pride, distinguished by her white robe. She and her partner Vertu operate with the professional serenity of people who have found their purpose — which in their case happens to be providing genuine restorative services to the casino's most valued patrons. Vitia is the quieter of the two, precise and unhurried, with the manner of someone who takes their craft seriously regardless of where they are practicing it.

DM NOTES

Erinyes stat block. Runs Virtuous Vices spa with Vertu. Offers Brimstone Springs (100 talons, short rest + temp HP) and Luxe Reawakening (450 talons, long rest + temp HP).

Windfall

NPC-108 • Chapter 8 • Tiefling • Kas the Betrayer

BIOGRAPHY

Windfall is the proprietor of the Red Belvedere casino and one of the most striking figures in Avernus. A winged tiefling with patches of multicolored scales freckling her skin, she moves through her casino like a performer who never leaves the stage — ostentatious, charismatic, and seemingly delighted by everything she sees. Her enchanted tailcoat shimmers with all five chromatic colors, and she uses it shamelessly to dazzle patrons and command attention in any room. She welcomes newcomers with genuine warmth and deflects uncomfortable questions with practiced ease. Windfall carries herself with the confidence of someone who has built something she is proud of and knows exactly how good it is. Those who spend time with her in the casino remember her as larger than life — the perfect host, the perfect showman, the soul of the Red Belvedere.

DM ONLY — SECRET LORE

REVEAL TRIGGER

The party discovers the communications in the construct facility and reaches the Ruby Sanctum (area N5).

SECRET LORE

Windfall is not who she appears to be. She is a long-game operative who built the Red Belvedere not out of devotion to Tiamat but out of devotion to Kas the Betrayer, whose lover she is. The casino is a years-long cover operation designed to give her legitimate proximity to Tiamat's lair and the Dragon Queen's emotional vulnerabilities. In the Ruby Sanctum, the party finds her at work on something private and irreplaceable — a partially constructed simulacrum of Sardior, the ruby dragon Tiamat lost when the First World was destroyed, built using the seventh Rod piece's Simulacrum power. This was

Kas's plan: restore Sardior, place it at Tiamat's side, and control a god through her grief. The woman who charmed an entire casino floor is gone. What the party finds instead is someone who has been here for years, building something she cannot explain to anyone who was not part of it. When the Rod piece is taken and the simulacrum dissolves, Windfall watches years of work collapse into light. She does not rage. She is devastated in the way of someone who has lost something that mattered more than they can say.

DM NOTES

Champion of Tiamat stat block with modifications. Kas's most trusted operative and lover. Has been running the Red Belvedere as cover for years. Does not know Tiamat was aware of her deception the entire time. Fate after Ch8 is deliberately unresolved.

Chapter 9

Vraxikel the Already-Known

NPC-123 • Chapter 9 • Demon (Baernloth)

BIOGRAPHY

Vraxikel looks like he is not paying attention. He tilts his head at odd angles during combat, makes observations that seem unconnected to what is happening, occasionally addresses party members by the wrong name — or a name that is somehow more accurate than the one they use. He is infuriating to fight because his tactics appear random until they aren't. He baits, mimics, and repositions in ways that only resolve into strategy in hindsight. He laughs at things that haven't happened yet. He is somewhere between paranoid and delirious, but the delirium has architecture — there is a logic underneath it that the party cannot fully access, only occasionally glimpse. He is not performing madness. He simply experiences the battlefield in a sequence that doesn't match everyone else's.

DM NOTES

DM ONLY: Vraxikel was pressed into service by Kas as a hasty rearguard commander. Kas chose him because he was nearby and powerful, not because he was loyal or ideal. Mechanically, Vraxikel should be played as a Bunny Ears Lawyer — his stated reasoning sounds like delirium, his actual tactics are sound or better. Examples at the table: he might announce "you're going to move left in a moment" to a player who hasn't decided yet, and be right; he might spend an action doing something that looks wasteful and two rounds later it becomes clear why; he mimics a party member's fighting style back at them with commentary ("you always hesitate before the second strike — that's interesting"). He is never flustered. He is occasionally delighted. He fights to the death not out of conviction but because he appears to have already processed the outcome and found it acceptable. NEW NPC (revised): Name and description updated — original version was too grandiose/abstract. Revised to Delirium-from-Sandman flavor: sideways-brilliant, adaptive counter-insight style, insanity that looks scattered but has internal architecture. Bunny Ears Lawyer combat profile. Cross-refs: C9-D-08, NPC-025 (Kas).

Chapter 10

Althein

NPC-126 • Chapter 10 • Drow • Lolth

BIOGRAPHY

Althein is a drow assassin — quiet, precise, and unhurried in the way of someone trained to work efficiently rather than impressively. He prays at the altar in Hurricane Tower's vestibule alongside a wood elf mage, a pairing that reads as strange the moment you notice it. He does not speak much. He does not need to. Everything about his posture communicates that he has assessed the room and made his decisions already. He is not cruel for pleasure. He is simply thorough.

DM NOTES

Cross-ref NPC-127 (Vendrasha — their relationship is the defining character detail for both). Fights to the death alongside Vendrasha. No further role after X1 combat.

Camlash

NPC-132 • Chapter 10 • Fiend (Balor) • Lolth

BIOGRAPHY

Camlash is a balor general — one of Lolth's most capable battlefield commanders, given direct authority over the Spider Queen's forces in Pandemonium. She specialises in campaigns with driders and arachnid troops, and her authority over them is total. She was not sent here because she is expendable. She dislikes Pandemonium. The winds are tactically hostile in ways that have nothing to do with the enemy, and the stalemate has stretched her patience considerably. She commands from Hurricane Tower because it is the only controlled space on a battlefield that refuses control. Camlash is more than a blunt instrument. She identifies resources others overlook, devises solutions that were not asked for, and acts on strategic intelligence with speed and precision. She is dangerous because she is effective, and she knows it.

DM NOTES

Cross-ref C10-D-03 (ritual preparation chamber — Camlash devised the inversion ritual independently), C10-D-04 (tower redesign — command floor is X2). Death Throes foreshadowing: scorch marks on X2 walls from previous outbursts are a clean environmental tell. Camlash's defeat collapses Lolth's forces on the battlefield, transitioning to Scenario B for the Kas encounter per C10-D-06. Cross-ref NPC-124 (Vaeve) and NPC-125 (Naxa) — Camlash ordered the Aethrovel cloak theft that drives their subplot.

Jallizanx

NPC-129 • Chapter 10 • Fiend (*Raklupis Spyder-Fiend*) • Miska

BIOGRAPHY

Jallizanx is a raklupis spyder-fiend found in the Ruinous Citadel's planning chamber, overseeing battlefield coordination with the kind of impatient competence of a creature that considers itself the smartest thing in most rooms. It runs troop movements, relays orders, and monitors a self-updating map of the ongoing war. Jallizanx does not die for causes it considers someone else's. If a fight turns decisively against it, it will find a way out. If it cannot, it will consider other options — including talking.

DM NOTES

Cross-ref NPC-128 (Rachazz — may be present in Y5 if it escaped X1). Jallizanx teleports away if losing with kakuus defeated — does not return. If captured rather than fought, the bargaining scene is a useful intelligence beat before Y7. Jallizanx's information gives a prepared party a tactical edge in the Y7 encounter.

Kalzak

NPC-131 • Chapter 10 • Fiend (*Raklupis Spyder-Fiend*) • Miska

BIOGRAPHY

The figure leaning against the broken pillar near the cliffside door appears to be a white-haired human ascetic — weathered, still, watching the sea. He speaks in odd fragments when approached: declarations about winds and order and lawmakers that don't quite cohere, delivered with the conviction of someone who believes every word. If this feels like a stalling tactic, that instinct is correct. Kalzak is a raklupis spyder-fiend disguised by magic, and the prophecy-speak buys his companions time to move into position. Beneath the performance is a formidable soldier who considers this posting deeply beneath him and resents every hour of it — a soldier who was demoted to beach guard duty after a failed assault, and who has not made peace with that.

DM NOTES

Kalzak's prophecy-speak is a deliberate stalling tactic to give the three phisarazus time to reposition. Example lines: 'When the winds blowing from chaos bring order, the lawmakers must falter.' If Miska is revealed before the party reaches F2, Kalzak immediately abandons the posting to seize a better position in the resulting power vacuum. The phisarazus remain on guard.

Naxa Aethrovel

NPC-125 • Chapter 10 • Drow • Independent (Seldarine-aligned)

BIOGRAPHY

Naxa Aethrovel is Vaeve's twin sister and fellow mage — bolder, more impulsive, and considerably less patient. She is found wearing a Cloak of Arachnida with distinctive purple edging and starburst patterns, clinging to the ceiling of a citadel storeroom and clearly pleased to see someone who is not a spyder-fiend. Naxa is wary but not unfriendly. She is direct about wanting to leave and grateful for company that isn't trying to kill her. She keeps touching the cloak's hem — a small repeated gesture she seems unaware of — and becomes evasive if asked directly about it until she decides to trust the party.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A character notices Naxa's repeated fixation on the cloak and asks about it (no check required — the behaviour is obvious on close observation).

SECRET LORE

This cloak is not a keepsake. It is the active magical focus of a ritual their great-grandfather performed three generations ago that severed an entire community of drow in Neverwinter from Lolth's divine compulsion, freeing them permanently — or so everyone believed. Without the cloak present in Neverwinter, the effect is slowly unravelling. Every drow her ancestor freed will fall back under Lolth's control if the cloak is not returned. They have perhaps three months. Lolth's forces stole it knowing exactly what it was. Naxa got here first.

DM NOTES

Cross-ref NPC-124 (twin sister Vaeve). Per RAW, if Hurricane Tower collapses while Naxa is inside, she uses the cloak's wall-crawling ability to escape — the cloak is never at risk from the collapse provided she has it on her person. Naxa is found on the ceiling of Y4 (Vault) in the Ruinous Citadel.

Rachazz

NPC-128 • Chapter 10 • Fiend (Phisarazu Spyder-Fiend) • Miska (spy embedded in Lolth forces)

BIOGRAPHY

Rachazz appears to be a drider — one of the bloated spider-bodied creatures lounging in the tower's vestibule alongside the other Lolth faithful. This one hangs back from the others, nursing what looks like a leg injury, and stays out of any fighting unless directly threatened. There is something slightly off about it if anyone looks closely — its reactions are a fraction too considered, its stillness a fraction too deliberate. It watches everything.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A character uses *Truesight*, casts *Detect Magic*, or succeeds on a DC 18 Wisdom (*Perception or Insight*) check while observing the apparent drider closely.

SECRET LORE

The drider is not a drider. It is a phisarazu spyder-fiend using *Change Shape* to hold a drider form — a spy embedded in Camlash's forces, feeding intelligence back to Miska's commanders in the citadel below. It has been here long enough to know the tower's layout and Camlash's patterns. Everything it has observed about Lolth's operation has been reported.

DM NOTES

If Rachazz escapes X1, it appears in Y5 alongside Jallizanx — the party may recognise it if they observed it closely in X1. Its escape means Y5 is on full alert and the battlefield map is being actively used to track the party's movements. Rachazz fights to the death in Y5 — its intelligence value is spent once the party is inside the citadel.

Uvonxu

NPC-130 • Chapter 10 • Fiend (*Raklupis Spyder-Fiend*) • Miska

BIOGRAPHY

Uvonxu is the highest-ranking spyder-fiend in the Ruinous Citadel — Miska's most trusted commander, present in the chamber where the portal is being forced open. Where other raklupises project aggression, Uvonxu projects something quieter and more unsettling: absolute certainty. It has served Miska through the long years of his imprisonment with the patience of a creature that has oriented its entire existence around a single outcome. That outcome is close. Uvonxu will not allow anything to interrupt it.

DM NOTES

Cross-ref C10-D-08 (Y7 portal deviation — Uvonxu defends the Rod while it channels the portal open). The unnamed phisarazu bodyguard fights alongside Uvonxu, prioritising *Stun* before *melee*. Miska's legendary actions originate from the portal opening during this fight. Both Uvonxu and the bodyguard flee if Miska is successfully resealed — all spyder-fiends instinctively know when Miska is sealed and the hierarchy collapses immediately.

Vaeve Aethrovel

NPC-124 • Chapter 10 • Drow • Independent (*Seldarine-aligned*)

BIOGRAPHY

Vaeve Aethrovel is a drow mage from Neverwinter's Seldarine District, a community of drow who broke from Lolth's divine web through a ritual performed by her family three generations ago. She is sharp, controlled, and deeply pragmatic, with the composure of someone who has

spent her life navigating a world that does not expect drow to be trustworthy. She and her twin sister Naxa are the last bearers of the Aethrovel name. Vaeve is currently on the Pandemonium battlefield, visibly tense despite her controlled exterior. She approaches the party as an ally, offering useful information about the factions at war and asking for help finding her sister. She is helpful and forthcoming up to a point — there is something she is not saying, though she answers direct questions honestly when pressed.

DM ONLY — SECRET LORE

REVEAL TRIGGER

A character succeeds on a DC 14 Wisdom (Insight) check during Vaeve's opening conversation and directly asks what she is holding back.

SECRET LORE

The cloak Naxa came to retrieve is not simply a family heirloom. It is the active magical focus of a ritual their great-grandfather performed three generations ago — a ritual that severed an entire community of drow in Neverwinter from Lolth's divine compulsion, freeing them to worship the Seldarine openly. Without the cloak physically present in Neverwinter, that effect is degrading. Every drow her ancestor freed will eventually fall back under Lolth's control. They have perhaps three months. Vaeve did not say this at first because she had nothing to offer the party and did not want to seem desperate. She was desperate anyway.

DM NOTES

Cross-ref NPC-125 (twin sister Naxa). The Aethrovel family name appears in the Ch2 intelligence report (C2-D-10) — attentive players may make the connection on arrival. Vaeve has surveilled the cliffside redoubt area and can provide useful observations about layout and Kas's patterns of movement if the party develops a relationship with her.

Vendrasha

NPC-127 • Chapter 10 • Wood Elf • Lolth

BIOGRAPHY

Vendrasha is a wood elf mage who serves Lolth. Anyone who recognises what she is will feel the wrongness of it immediately — wood elves revere the Seldarine and the natural world; Lolth represents their opposite. Vendrasha is aware of this contradiction and does not flinch from it. She prays alongside Althein at a war altar in a tilting tower in Pandemonium. She is composed rather than fervent, her devotion expressed through stillness rather than zeal. Something in her bearing suggests she has given up a great deal to be here — and that she does not discuss what, or why.

DM NOTES

Cross-ref NPC-126 (Althein — her relationship with him is her entire motivation). The wood elf serving Lolth detail is immediately legible as wrong to any character with relevant knowledge (DC 12 Intelligence (Religion or History)). A DC 14 Wisdom (Insight) during any brief pre-combat interaction reveals she is not a fanatic — she is someone who chose a person over a faith and has been living with it. No further role after X1 combat.

Chapter 11

Imagined Kas

NPC-133 • Chapter 11 • Vampire (unreality echo)

BIOGRAPHY

This figure has the form of Kas the Betrayer — the ancient vampire warlord, the pale skin, the predator's stillness — but something is immediately wrong. He sits chained in the rubble of a ruined hall, four adamantine chains fastened to an immovable ball, and he speaks with the obsessive focus of a man reduced to a single thought. His hatred of Vecna is total and consuming, leaving no room for strategy, patience, or calculation. He does not seem to recognize anyone who enters. He wants one thing — Vecna destroyed — and measures every interaction against that single purpose. There is something hollow about him, like a portrait of a person rather than the person themselves.

DM NOTES

Use no stat block — Imagined Kas does not fight under any circumstances. His chains use the death knight stat block for AC and HP only (the chains themselves, not Kas). Do not play this character with any of the depth, menace, or calculation of NPC-025. The wrongness is the point. Players who paid attention to the real Kas should feel the difference immediately. Token should be visually distinct from real Kas — desaturated, slightly distorted. See C11-D-04 and C11-D-05 for full behavioral guidance and dismantling mechanic.

Imagined Lord Neverember

NPC-135 • Chapter 11 • Human Death Knight (unreality echo)

BIOGRAPHY

The armored figure on the balcony has the bearing of Lord Neverember — the broad frame, the commanding presence, the golden crown — but whatever pretense once surrounded the man has been stripped away entirely. He rules openly as what the rumors always suggested he was: a tyrant whose authority rests on force rather than legitimacy, who has replaced his court with wights and his subjects' loyalty with fear. He issues commands from above his gallows with the complete ease of someone who has never once considered that his claim to the throne might be questioned. There is nothing beneath the crown worth looking for. He is the accusation made flesh.

DM NOTES

Use death knight stat block. Does not fight until wights are engaged or party attacks him directly per RAW. The crown is the Crystallized Truth — can only be reached once Neverember is incapacitated or destroyed. Do not play with any of the political sophistication or charm of NPC-080. He is the secret

made flesh, not the man. The contrast with real Neverember from Chapter 1 should be legible. See C11-D-05 for dismantling mechanic.

Vecna the Archlich

NPC-134 • Chapter 11 • Human Lich (god, diminished) • Cult of Vecna

BIOGRAPHY

Vecna the Undying King levitates at the center of the ritual chamber, skeletal arms spread, desiccated head thrown back in concentration. One empty socket droops where an eye once was. His shriveled lips are pulled back over rotted teeth. A lightless orb swirls before his chest, growing larger by the moment, consuming light rather than emitting it. He does not acknowledge the party's arrival. When he finally turns his attention to them, it is with the mild, cold regard of someone who has noticed an inconvenience. He is not theatrical. He does not perform menace. He simply acts, with the absolute certainty of a being who has never seriously entertained the possibility of failure.

DM NOTES

Use Vecna the Archlich stat block from VEOR Appendix B. Two-phase combat encounter per C11-D-07. Phase 1: damage immunity, full offensive capability, Vile Teleport resets Ritual Disruption stacks. Phase 2: ritual broken, immunity dropped, Flight of the Damned and Vile Teleport healing unavailable. 50hp threshold triggers Tiamat judgment per C11-D-01. Do not give Vecna monologues or extended dialogue. His certainty is expressed through action and dismissiveness, not speeches.

Appendix B: Custom Mechanics Reference

This appendix documents campaign mechanics that are not in the official Vecna: Eve of Ruin rules and are either structural to the full campaign or essential for running specific encounters. The Cave of Shattered Reflection maze map is included at the end of this appendix.

1. The Wish-Dam

The three members of the Wizards Three (Alustriel, Tasha, and Mordenkainen) are channeling a continuous high-level Wish spell that functions as a metaphysical dam holding back the full tide of Vecna's reality-warping magic. Maintaining this channel requires all three to remain in the Sanctum at all times. If any of them breaks concentration or leaves, the dam fails.

This constraint defines the Wizards Three's role across the entire campaign. They cannot accompany the party. They cannot intervene directly. They can advise, research, and prepare; but the work itself belongs to the party. The Wish-dam also explains why Malaina's betrayal in Chapter 9 is so catastrophic: Kas does not need to overpower three archmages. He only needs to break the concentration holding everything together.

When Vecna is defeated in Chapter 11, Alustriel feels the ritual pressure release before anyone tells her. The cessation hits her like a wave breaking after a long storm. She acts immediately, opening a portal directly into the Sanctum and pulling the party through. The Wish-dam releasing is the clearest signal in the multiverse that the campaign is over.

2. The Race Condition

Every Rod piece location is also a target for Kas's forces. The party is in an active race across the entire campaign. Chapters 2 through 8 each feature a Kas-aligned lieutenant, strike team, or embedded agent pursuing the same piece.

The race is not even. The party will always win. Kas's forces cannot attune to the Rod of Seven Parts regardless of how many pieces they acquire. This is the structural irony the Dark Powers rely on. His repeated failures are not incompetence; they are predetermined. His escalating tactical sophistication across chapters reflects a commander learning from failure and becoming more dangerous even as he falls further behind.

The Dark Powers are aware of Kas's campaign and its inevitable end. They do not intervene. They observe, finding the irony of a man whose instrument of ambition is also the instrument of his inevitable defeat to be a satisfying arrangement. This is made explicit in Chapter 10 when the assembled, attuned Rod becomes the mechanism of Kas's banishment back to Tovag.

RACE CONDITION BY CHAPTER

- Chapter 2: Varkus (Death Knight) at Web's Edge Drow Sanctum
- Chapter 3: Ilren/Vox (Changeling Assassin) embedded in the Lambent Zenith
- Chapter 4: Kravak (Warforged Warlock) at Landro, the Mourmland
- Chapter 5: Enhanced Vampire Spawn strike team at Death House, Barovia
- Chapter 6: Teremini Nightsedge at Three Moons Vault, Krynn (holds the piece herself)
- Chapter 7: Laysa Matulin at the Tomb of Wayward Souls, Oerth
- Chapter 8: Windfall at the Red Belvedere, Avernus (holds the piece herself)

3. Rod of Seven Parts: Piece Properties

The Rod consists of exactly seven pieces. Neither the party nor Kas possesses any pieces at campaign start. Each piece grants a specific spell ability as defined in official D&D lore. Powers are cumulative. Each piece ended up with a faction that recognized and exploited its specific magical property. The rod hunt is archaeology, not a scavenger hunt.

The party's attunement to the fully assembled Rod, established through the Chapter 9 assembly ritual, makes it capable of banishing Kas in Chapter 10 and sustaining the Channel the Law mechanic against Vecna in Chapter 11.

Piece	Spell	Chapter	Holder	Why This Spell
First	Commune	Ch 2	Loth Cult	Used as a direct divine channel to Lolth herself. Ker-arach answered questions posed to the goddess through it: a guaranteed unmediated connection no prayer could replicate.
Second	Arcane Gate	Ch 3	Lambent Zenith	Embedded in the Prow to power the ship's multiplanar travel. When the ship crashed into Havock's Heart, the discharged portal energy restarted the Dead God's dormant immune system, spawning every Star Spawn the party navigated.
Third	Reverse Gravity	Ch 4	Landro	Powers two interconnected systems: the Graymatter Engine (Landro's cognition requires gravitational field manipulation) and the anti-gravity traversal fields across his interior. Without the piece, Landro is inert.
Fourth	Regenerate	Ch 5	Priests of Osybus	Used as the ritual focus for the attempted resurrection of Strahd. Regenerate's core property, restoring destroyed flesh and reversing death, made it the closest analog to resurrection magic available outside divine intervention.
Fifth	Find the Path	Ch 6	Teremini / Soth	Acquired in service of Lord Soth's ambition: finding a path to break his curse. The piece's pathfinding property, revealing routes through obstacles that cannot otherwise be navigated, was the closest magical key to what binds him.
Sixth	Mirage Arcane	Ch 7	Acererak / Rerak	Used to construct the Tomb of Wayward Souls as a stable pocket demiplane. The false architecture, terrain-altering chambers, and illusion-concealed passages are all expressions of the piece's power. Rerak's resentment strengthened the mirages over centuries.
Seventh	Simulacrum	Ch 8	Windfall	Used to create the ruby-scaled dragon simulacrum of Tiamat's lost third creation. The piece's ability to create a perfect physical duplicate from ice and snow was the only magic capable of giving form to something that no longer exists anywhere in reality.

4. Scales of the First World

In Chapter 8, following the defeat of Windfall, Tiamat summons the party to an audience in the Ruby Sanctum. She grants each party member a Scale of the First World: a fragment of chromatic dragonscale from the era before the sundering of her third creation. The Scales carry four passive effects that activate automatically when their bearers enter the Cave of Shattered Reflection in Chapter 11.

No action is required to activate them. All four activate simultaneously on entry.

Effect Name	Description
Tiamat's Favor	The bearer starts the encounter with Inspiration on entering the Cave of Shattered Reflection.
Tiamat's Swiftess	The first time the bearer enters the Cave of Shattered Reflection, they gain the effects of the Haste spell for 1 minute with no lethargy afterward.
Tiamat's Resilience	The bearer has advantage on all Constitution saving throws made within the Cave of Shattered Reflection.
Tiamat's Sight	The bearer can see clearly through the cave's crystal walls.

Chapter 11 Closing Note: *When Vecna is imprisoned at 50 HP, the Scales activate one final time: chromatic beams erupt from each party member and converge on a central point, through which Tiamat's visage manifests. Immediately after, the Scales go colorless and inert. They remain as mementos. Tasha, when she notices, will say only: "She paid for that."*

5. Channel the Law: Chapter 11 Vecna Fight

PHASE 1: RITUAL EMPOWERED

Vecna has immunity to all damage while the ritual orb is intact. No damage of any type reaches him. He uses everything available offensively.

Channel the Law is a bonus action available to the character who has equipped (not merely attuned to; all party members are attuned) the Rod of Seven Parts. On their turn they point the Rod at the ritual orb and make a spell attack roll using their spellcasting modifier against Vecna's AC of 18. On a hit, the orb receives one stack of Ritual Disruption and visibly cracks.

Three SIMULTANEOUS stacks shatter the orb and end Phase 1. The party must maintain three simultaneous stacks, not simply accumulate three hits over time.

The character who equipped the Rod can use their Haste action for Channel the Law, potentially landing two spell attacks per round.

Vile Teleport in Phase 1: When Vile Teleport connects and at least one creature takes damage, the orb absorbs the discharged energy and resets ONE stack of Ritual Disruption. The party must account for this reset. The orb can be walked back from two stacks to one if Vile Teleport is not avoided or mitigated.

Note: *Vile Teleport's hit point regeneration component is removed from this encounter entirely. The ability functions in all other respects as written; only the regeneration is excised.*

PHASE 2: RITUAL BROKEN

When the third simultaneous stack sticks, the orb shatters. Vecna's damage immunity ends immediately. He loses access to Flight of the Damned. That ability was ritual-fed, not intrinsic. The Rod of Seven Parts' standard bonus damage applies for the remainder of the combat.

When Vecna reaches 50 HP the encounter ends immediately. Tiamat's judgment follows.

6. Crystallized Truths: Unreality Dismantling

The three unrealities in the Cave of Shattered Reflection each contain a Crystallized Truth , a glowing purple object bearing Vecna's symbol, visible at any distance and through solid objects, growing brighter as the party approaches. These replace the "Manifested Secrets" of the official rules.

Dismantling a Crystallized Truth does not consume spell slots or Rod charges. Each unreality has a specific action tied to what that unreality represents. The Rod is reserved for the Vecna combat encounter.

TORMENT OF KAS (UNREALITY K5)

Crystallized Truth: The four adamantine chains binding Imagined Kas. The chains use the death knight stat block for AC and HP only , they are objects, not creatures.

Dismantling Action: Destroy all four chains.

NEVERWINTER'S NEW KING

Crystallized Truth: Lord Neverember's crown. The crown can only be reached once Neverember is incapacitated or destroyed.

Dismantling Action: Destroy the crown.

DEAD GODS

Crystallized Truth: A blue phoenix feather embedded in the stone statue of Habbakuk at G4.

Dismantling Action: Extract the feather and burn it. A DC 15 Religion check (proficiency required) reveals that fire is the correct act for a phoenix deity. The check is not required to attempt burning , only to understand why it works.

LINK BACKLASH

When each Crystallized Truth is dismantled, every party member takes 2d10 psychic damage through the Vecna Link. This damage ignores resistance and immunity and cannot be reduced by any means. Across three unrealities the party takes approximately 33 points of unavoidable psychic damage total on average before reaching the Vecna encounter.

7. No-Return Mechanic: Chapter 11

Once the party enters Vecna's Grasp, they cannot return to the Sanctum until Vecna is defeated. This is communicated by the Wizards Three during the Sigil briefing before the final portal opens.

Within the Cave of Shattered Reflection:

- Long rests are not permitted.
- Short rests are permitted normally with no penalty.

Short rests preserve warlock slot recovery and short-rest class features. The restriction applies only to long rests.

POTION OF SPELL RECOVERY

To offset caster resource pressure, the Sanctum merchant (Quin-5) carries Potions of Spell Recovery (Rare, 2,000 GP each, limited quantity) in his expanded stock during the Sigil preparation stop. These recover expended spell slots of levels 1-5 with a combined level equal to $1d3+3$.

Stock is limited. What the party purchases before committing is their decision. The preparation window in Sigil is their only opportunity to address anticipated shortfalls.

8. Cave of Shattered Reflection: Maze Reference

The Cave of Shattered Reflection is a mirror maze: nine chambers (C1-C9) connected by ten two-sided doors (D1-D10). The chamber layout from the official adventure is retained. The door pairing has been redesigned with a solvable puzzle structure.

DOOR ORIENTATION

Each door has two sides: Ruby (R) and Sapphire (S). All doors are in standard orientation (Ruby top, Sapphire bottom) except D1, which is flipped (Sapphire top, Ruby bottom). Entering a chamber through the Ruby side of a door warps the traveler to the Ruby side of its paired door. Entering through the Sapphire side warps to the Sapphire side of its pair.

DOOR PAIRINGS

- D1 (flipped): paired with D4
- D2: paired with D6
- D3: paired with D5
- D7: paired with D8
- D9: paired with D10

CORRECT PATH TO THE RITUAL CHAMBER

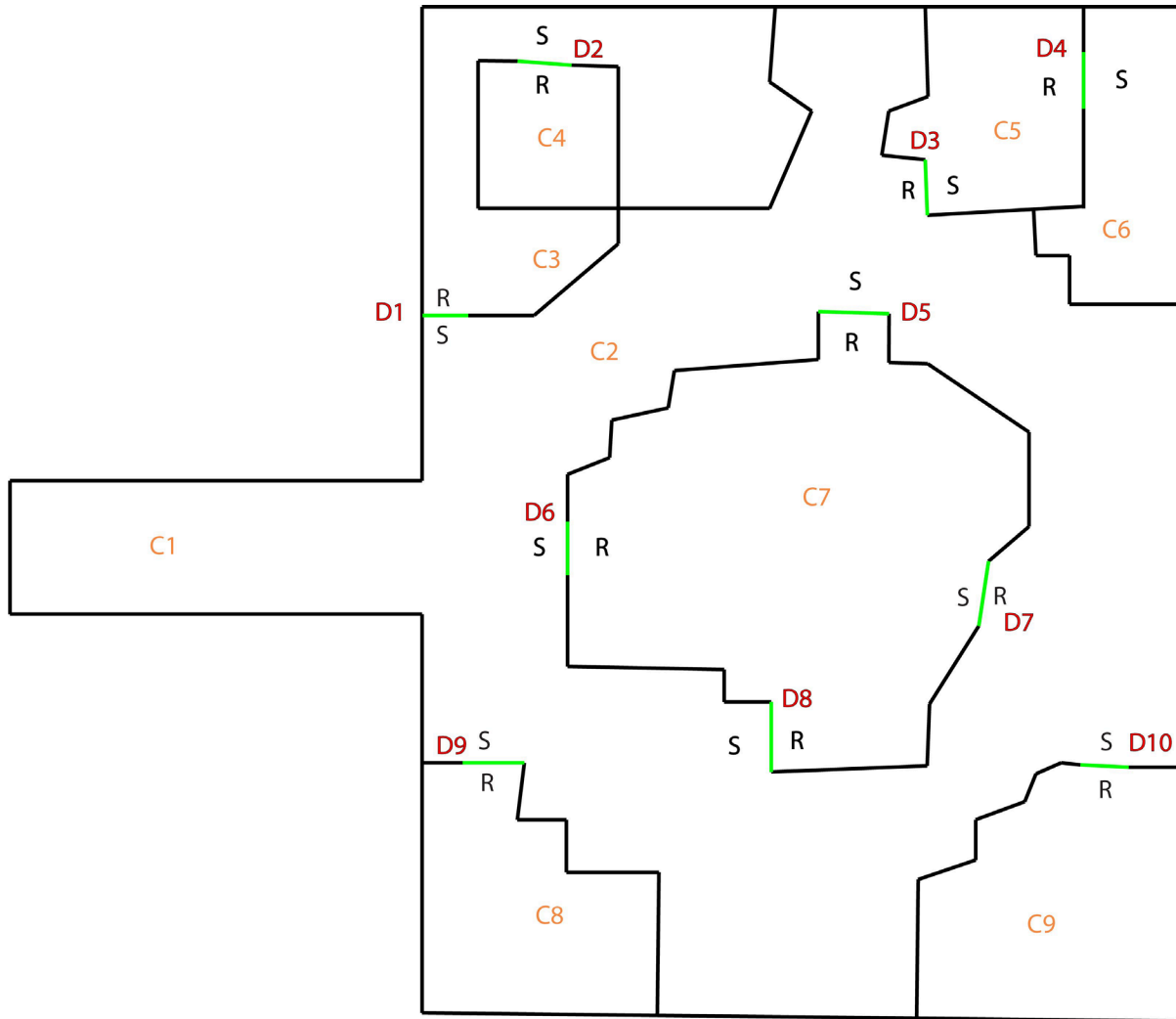
Entry is through D1 into C2 (via the flipped Sapphire side). The correct path is:

D9 (C8 → C2) → C5 (via D10 Sapphire) → C3 (via D3 Ruby) → C7 (ritual chamber)

This is a three-hop path. Other routes loop back through previously visited chambers or deposit the traveler in dead-end rooms. The Puzzle Ring provided by the Wizards Three in the Sigil briefing is designed to assist navigation. Its specific function is left to the DM based on party composition.

MAP REFERENCE

The map of the Cave of Shattered Reflection maze is included on the following page. Door labels show R (Ruby) and S (Sapphire) on each side. Paired doors are color-matched on the map. D1's flipped orientation is marked distinctly.



Cave of Shattered Reflection: Door and Chamber Map

Appendix C: Locations Reference

A complete index of all mapped locations in the campaign, organized by chapter. Location IDs use the format M-C##-###-RXX where ## is the chapter, ### is the area, and RXX is the specific room. Use these IDs to cross-reference deviations in the Truth document.

Chapter 0: Neverwinter Interlude

66 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C00-010	Neverwinter Street	Neverwinter Street	Tom Cartos - Urban Upperclass Street	
M-C00-020	Carnelian Hotel	Carnelian Hotel	Tom Cartos - Carnelian Hotel	C0-D-03
M-C00-020-H1	Front Door	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H10	Pantry	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H11	Patio	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H12	Hallway	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H13	Deck	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H14	Hotel Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H15	Hotel Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H16	Hotel Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H17	Spa	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H18a	Linen Closet	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H18b	Linen Closet	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H19a	Bath tub room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H19b	Bath tub room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H2	Lobby	Carnelian Hotel	Tom Cartos - Carnelian Hotel	C0-D-03
M-C00-020-H20	Hotel Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C00-020-H21	Hotel Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H22	Hotel Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H23	Hallway	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H24a	Lavatories	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H24b	Lavatories	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H25	Balacony	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H26	Hotel Suite	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H27	Hotel Suite	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H28	Hotel Suite	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H29	Hotel Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H3	Manager's Office	Carnelian Hotel	Tom Cartos - Carnelian Hotel	C0-D-03
M-C00-020-H30	Hotel Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H31	Hotel Suite	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H32	Hotel Suite	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H33	Hotel Suite	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H4a	Lavatories	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H4b	Lavatories	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H5	Hallway	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H6	Hotel Bar	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H7	Hotel Restaurant	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H8	Storage Room	Carnelian Hotel	Tom Cartos - Carnelian Hotel	
M-C00-020-H9	Kitchen	Carnelian Hotel	Tom Cartos - Carnelian Hotel	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C00-030		House of Knowledge	Tom Cartos - Archivists Sanctum Library	C0-D-05
M-C00-030-K1	Front Entrance	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K10	Back Lawn	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K11	Second Floor	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K12	Balcony	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K13	Sanctum	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K14	Grand Scribe's Quarters	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K15	Roof	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K2	Lobby	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K3	Main Floor	House of Knowledge	Tom Cartos - Archivists Sanctum Library	C0-D-05
M-C00-030-K4	Hallway	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K5	Office Waiting Room	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K6	Office	House of Knowledge	Tom Cartos - Archivists Sanctum Library	C0-D-05
M-C00-030-K7	Restricted Section	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K8	Front Lawn	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-030-K9	Enclosed Lawn	House of Knowledge	Tom Cartos - Archivists Sanctum Library	
M-C00-040		Wharf Lane	Eldryll - Cellworth Street	C0-D-06, C0-D-07
M-C00-050		Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	C0-D-07, C0-D-09
M-C00-050-S1	Stairwell	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	
M-C00-050-S2	Hallway	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	
M-C00-050-S3	Crosshall	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	
M-C00-050-S4	Storage	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C00-050-S5	Sanctuary	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	
M-C00-050-S6	Warren	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	
M-C00-050-S7	Vestry	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	
M-C00-050-S8	Reliquery	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	
M-C00-050-S9	Ritual Chapel	Cult Sanctuary	Forgotton Aventures - Cult Sanctuary	C0-D-07

Chapter 1: Neverwinter, The Necropolis

45 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C01-000	Audience Hall	Audience Hall	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C0-D-10
M-C01-010	Neverdeath Graveyard	Neverdeath Graveyard	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C1	Hallix Mausoleum	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C10	Improvised Workshop	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C11	Umberto's Cell	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C12	West Pressure Room	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C13	Wall Crossing	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C14	Common Room	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C15	Kitchen	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C16	Subleader Quarters	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C17	Library	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C01-010-C18	Vacant Cell	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C19	Demon Lair	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C2	Lower Mausoleum	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C20	Indrina's Cell	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C21	Haunted Room	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C22	Lartrine	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C23	Corridor	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C24	Empty Crypts	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C25	Leader's Room	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C26	Sacrifice Gallery	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C3	Uneven Chamber	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C4	Trapped Gate	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C5	Sarcelle's Cell	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-010-C6	Supply Room	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C7	Water Jet Room	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C8	East Pressure Room	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-010-C9	Clockwork Alcove	Neverdeath Catacombs	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-011	Evernight Graveyard Pit	Evernight Graveyard	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-01
M-C01-012	Market Square	Evernight Night Market	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-02

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C01-013	Lamantha's Mortuary	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	C1-D-03, C1-D-04
M-C01-013-L1	Lamantha's Mortuary Approach	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	C1-D-03
M-C01-013-L2	Butcher's Table	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	
M-C01-013-L3	Entrance Lobby	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	C1-D-03
M-C01-013-L4	Supply and Storage	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	
M-C01-013-L5	Lamantha's Sitting Room	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	
M-C01-013-L6	Lamantha's Bedroom	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	
M-C01-013-L7	Operating Room	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	C1-D-03
M-C01-013-L8	Main Chamber	Lamantha's Mortuary	DM - Carlos - VEOR Evernight and Lamanthas Amazing	C1-D-03, C1-D-04
M-C01-020-B1	Portico	Dolindar Tomb	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-05
M-C01-020-B2	Hall	Dolindar Tomb	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-06
M-C01-020-B3	Lost Dolindars	Dolindar Tomb	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-020-B4	Vault	Dolindar Tomb	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-020-B5	Puzzle Door	Dolindar Tomb	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C01-020-B6	Matriarch's Chamber	Dolindar Tomb	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C1-D-06

Chapter 2: Sigil, Web's Edge

25 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C02-010-S1	Library	Sigil Sanctum	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-01, C2-D-04, C2-D-05

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C02-010-S2	Parlor	Sigil Sanctum	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-01, C2-D-02, C2-D-03, C2-D-04, C2-D-06
M-C02-010-S3	Workspace	Sigil Sanctum	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-01, C2-D-05
M-C02-010-S4	Lounge	Sigil Sanctum	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-01
M-C02-010-S5	Alustriel's Bedroom	Sigil Sanctum	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-01, C3-D-01
M-C02-010-S6	Tasha's Bedroom	Sigil Sanctum	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-01
M-C02-010-S7	Mordenkainen's Bedroom	Sigil Sanctum	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-01, C2-D-02
M-C02-010-S8	Guest Bedroom	Sigil Sanctum	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-01
M-C02-020	Travel to Web's Edge	Underdark Approach	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-07
M-C02-020-W1	False Front	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-07, C2-D-08
M-C02-020-W10	Barrack of the Faithful	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C02-020-W11	Passageway	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08
M-C02-020-W12	Sacred Web Hall	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-07
M-C02-020-W2	Lolth Shrine	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08
M-C02-020-W3	Summoning Chamber	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08
M-C02-020-W4	Corridor	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08
M-C02-020-W5	Guardian Chamber	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08
M-C02-020-W6	Holding Cells	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08
M-C02-020-W6a	Holding Cell	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C02-020-W6b	Holding Cell	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C02-020-W6c	Holding Cell	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C02-020-W6d	Holding Cell	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08
M-C02-020-W7	Meeting Room	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08, C2-D-10
M-C02-020-W8	Mission Hall	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C02-020-W9	Fodder Chamber	Web's Edge	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C2-D-08, C2-D-09

Chapter 3: Astral Sea, The Rock of Bral and Havock

32 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C03-001	Warehouse Docks	Warehouse Docks	Moonlight Maps - Warehouse Docks	C3-D-02
M-C03-002	The Laughing Beholder	The Laughing Beholder	Cze-Peku Twisted Tavern	C3-D-03
M-C03-003	Rock of Bral Trading Port	Rock of Bral Trading Port	Cze-Peku - Trading Port	C3-D-03, C3-D-04
M-C03-004	Ossuary Flats	Ossuary Flats	Neutral Party - Astral Island	C3-D-04
M-C03-010	Lambent Zenith	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C3-D-05, C3-D-06, C3-D-07
M-C03-010-Z10	Starboard Top Deck	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C3-D-06, C3-D-07
M-C03-010-Z11	Star Spawn Mangler Nest	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C3-D-06
M-C03-010-Z12	Lifeboat Wreck	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z13	Study	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z14a	Forecastle & Top Deck	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z14b	Forecastle & Top Deck	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C03-010-Z15	Captain's Quarters	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z16	Navigation Room	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z17	Bridge	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z18	Forward Cargo Hold	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C3-D-07
M-C03-010-Z19	Safe Room	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z1a	Sterncastle Deck & Below	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z1b	Sterncastle Deck & Below	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C3-D-05, C3-D-07
M-C03-010-Z2	Upper Crew Quarters	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z3	Galley and Pantry	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C3-D-05, C3-D-07
M-C03-010-Z4	Mess Hall	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C3-D-07
M-C03-010-Z5	Companionway	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z6	Lower Crew Quarters	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z7	Storage	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z8	Stateroom	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-010-Z9	Brig	Lambent Zenith	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C3-D-05, C3-D-07
M-C03-011	Dead God	Dead God	Homebrew	C3-D-06
M-C03-012	Dead God Battlemap	Dead God Battlemap	Homebrew	C3-D-06
M-C03-020	Heart of Havock	Heart of Havock	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-020-A1	Entry Atrium	Heart of Havock	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C03-020-A2	Ventricle Chamber	Heart of Havock	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C03-020-A3	Flooded Atrium	Heart of Havock	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Chapter 4: Eberron, The Mournland

35 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C04-010	Mournland Overview	Mount Ironrot	Homebrew	C4-D-01
M-C04-011	Generic Colossus	Generic Colossus	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-012	Generic Landscape	Generic Landscape	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-020	Ruined Settlement	Ialos Village	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-01, C4-D-03
M-C04-021	Ossuary of the Prophet	Ossuary of the Prophet	Cze-peku - Temple of the Medusa Throne	C4-D-01, C4-D-03
M-C04-022	Cyran Military Base	Cyran Military Base	Moonlight Maps - Castle Outpost	C4-D-03
M-C04-030	Titan Remains	Landro	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-02, C4-D-04
M-C04-030-L1	Cave Entrance	Landro Level 00	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-030-L2	Cave Graveyard	Landro Level 00	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-06
M-C04-030-L3	Cave Shack	Landro Level 00	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-030-L4	Bottleneck	Landro Level 00	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-030-L5	Right Foot	Landro Level 00	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-030-L6	Left Foot	Landro Level 00	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-05
M-C04-030-L7	Leg Shafts	Landro Level 00	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-031-L10	Artificer Quarters	Landro Level 01	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C04-031-L11	Workshop	Landro Level 01	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-031-L12	Lost Soldier	Landro Level 01	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-031-L13	Dragonshard Pool	Landro Level 01	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-031-L14	Blazebear Den	Landro Level 01	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-031-L8	Armory	Landro Level 01	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-031-L9	Blocked Antigravity Well	Landro Level 01	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-032-L15	Overhang	Landro Level 02	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-032-L16	Ruined Chamber	Landro Level 02	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-032-L17	Bridge	Landro Level 02	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-032-L18	Collapsed Antigravity Well	Landro Level 02	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-032-L19	Muster Point	Landro Level 02	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-033-L20	War Room	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-02
M-C04-033-L21	Shoulders	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-033-L22	Walkway	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-04
M-C04-033-L23	Holding Cells	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-033-L24	Intake Chamber	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-033-L25	Vault	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C04-033-L26	Throat	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-06
M-C04-033-L27	Weapons System	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-06

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C04-033-L28	Graymatter Engine	Landro Level 03	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C4-D-05

Chapter 5: Barovia, Death House

59 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C05-001	Barovian Streets	Barovian Streets	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-01, C5-D-05
M-C05-010	Death House	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-01, C5-D-07
M-C05-010-D10	Conservatory	Death House Second Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-01, C5-D-07
M-C05-010-D11	Balcony	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D12a	Master Suite: Bedroom	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-010-D12b	Master Suite: Closet	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D12c	Master Suite: Balcony	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D13	Bathroom	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D14	Storage Room	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D15a	Nursemaid's Suite: Bedroom	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-05, C5-D-07
M-C05-010-D15b	Nursemaid's Suite: Nursery	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-010-D15c	Nursemaid's Suite: Balcony	Death House Third Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D16	Attic Hall	Death House Attic	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D17	Spare Bedroom	Death House Attic	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-010-D18	Storage Room	Death House Attic	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C05-010-D19	Spare Bedroom	Death House Attic	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-03, C5-D-07
M-C05-010-D1a	Portico	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D1b	Antechamber	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D20	Children's Room	Death House Attic	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-010-D21	Secret Stairs	Death House Attic	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-05, C5-D-07
M-C05-010-D2a	Main Hall	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-01, C5-D-07
M-C05-010-D2b	Cloak Room	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-010-D3	Den of Wolves	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-04, C5-D-07
M-C05-010-D4a	Kitchen	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D4b	Pantry	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D5	Dining Room	Death House: First Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-01, C5-D-07
M-C05-010-D6	Upper Hall	Death House Second Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D7a	Servant's Room	Death House Second Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-03, C5-D-07
M-C05-010-D7b	Closet	Death House Second Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-010-D8	Library	Death House Second Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07, C5-D-08
M-C05-010-D9	Secret Room	Death House Second Floor	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011	Dungeon Level	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-011-D22	Dungeon Level Access	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D23a	Empty Crypt	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C05-011-D23b	Walter's Crypt	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D23c	Gustav's Crypt	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D23d	Elisabeth's Crypt	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-011-D23e	Rose's Crypt	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D23f	Thorn's Crypt	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D24	Cult Initiates' Quarters	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-011-D25	Cultist Quarters and Well	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-011-D25a	Cultist Quarters A	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D25b	Cultist Quarters B	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D25c	Cultist Quarters C	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D25d	Cultist Quarters D	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D25e	Cultist Quarters E	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D26	Hidden Spiked Pit	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-011-D27	Dining Hall	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D28	Larder	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-011-D29	Intersection	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D30	Stairs Down	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D31	Darklord's Shrine	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-02, C5-D-07
M-C05-011-D32	Hidden Trapdoor	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C05-011-D33	Cult Leaders' Den	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-011-D34	Cult Leaders' Quarters	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-05, C5-D-07
M-C05-011-D35	Reliquary	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-06, C5-D-07
M-C05-011-D36	Prison	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-07
M-C05-011-D37	Tunnel to Portcullis	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C05-011-D38	Ritual Chamber	Dungeon Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C5-D-02, C5-D-04, C5-D-05, C5-D-06

Chapter 6: Krynn, Three Moons Vault

56 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C06-010		Peylon Tree	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-08
M-C06-010-P1	Rotted Roots	Peylon Tree	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-010-P2	Hollow	Peylon Tree	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-010-P3	Ledge	Peylon Tree	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-08
M-C06-010-P4	Grotto	Peylon Tree	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-08
M-C06-020	Exterior	Bittergrass Fen	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-05, C6-D-09
M-C06-020-F1	Library	Bittergrass Fen	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-09
M-C06-021		Ruined Solinari Temple	Forgotten Adventures - Mountain Temple	C6-D-06, C6-D-10
M-C06-030		Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-01, C6-D-04
M-C06-030-V1	Entrance	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C06-030-V10	Trapped Black Rose Bearer	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V11	Vault Access	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V12	Treasure Vaults	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V12a	Treasure Vault	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V12b	Treasure Vault	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-01
M-C06-030-V12c	Treasure Vault	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V12d	Treasure Vault	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V13	Ruined Vault	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V14	Flooded Basement	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V15	Lunar Shrine	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-04, C6-D-06
M-C06-030-V16	Locked Stairwell	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V17	White Tower Ruins	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V18	Veteran Camp	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-06
M-C06-030-V19	White Tower Lookout	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V2	Anteroom	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V20	Ruined Shrine	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-04
M-C06-030-V21	Drawbridge	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V22	Lookout Turret	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V23	Wall Walk	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C06-030-V24	Rookery	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V25	Courtyard	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V26	Barrack	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V27	Armory	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V28	Royal Quarters	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-04
M-C06-030-V29	Orrery	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V3	Escape Tunnel	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V30	Red Mirror Stairwell	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-04
M-C06-030-V31	Teremini's Quarters	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-01, C6-D-04
M-C06-030-V32	Stairwell	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V33	Muster Yard	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V34	Circle of Undeath	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-01, C6-D-04
M-C06-030-V35	Temple	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V36	Akaazi's Quarters	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-01, C6-D-06
M-C06-030-V37	Aviary	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V4	Halls	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-06
M-C06-030-V5	Scrying Chamber	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-07
M-C06-030-V6	Empty Cells	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V7	Valendar's Cell	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-01, C6-D-04

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C06-030-V8	Garrison	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-030-V9	Winding Staircase	Three Moons Vault	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-040		Three Moons Vault Upper Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-040-U1	White Lunarium	Three Moons Vault Upper Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-040-U2	Red Lunarium	Three Moons Vault Upper Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-040-U3	Black Lunarium	Three Moons Vault Upper Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-040-U4	Moonbridges	Three Moons Vault Upper Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C06-040-U5	Moondisk	Three Moons Vault Upper Level	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C6-D-01, C6-D-04

Chapter 7: Oerth, Tomb of Wayward Souls

31 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C07-010		Isle of Serpents Lagoon	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C7-D-03
M-C07-015		Isle of Serpents Archaeologist's Camp	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C7-D-05, C7-D-07
M-C07-030		Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	C7-D-01, C7-D-02
M-C07-030-T1	False Entrance	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T10	Crushing Room Trap	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T11	Strange Altar	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T12	Room of Respite	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	C7-D-09
M-C07-030-T13	Celestial Sky Mirage	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C07-030-T14	Juggernaut Arena	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T15	Juggernaut Control Room	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T16	Acid Pit Crossing	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T17	Jade Serpent Guardians' Chamber	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T18	Hall of Discordance	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T19	Library	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T2	False Entrance	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T20a	Void Closet	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T20b	Void Closet	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T21	Phantasmal Mirage	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T22	Vortex Bridge	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T23	Arcane Laboratory	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T24	Underwater Trench Mirage	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T25	Crypt Doors	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T26	Crypt	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T27	Crypt Vault	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	C7-D-01, C7-D-02, C7-D-08
M-C07-030-T3	Tomb Entrance	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T4	Face of the Great Blue Devil	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C07-030-T5	Cave of Seven Casks	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T6	Hall of Gemstones	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T7	Skeleton Clost	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T8	Room of Myriad Archways	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	
M-C07-030-T9	Forest of Spirits Mirage	Tomb of Wayward Souls	DM Carlos - VEOR Ch 07 Oerth Amazing	

Chapter 8: Avernus, The Red Belvedere

48 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C08-000	Construct Factory	Construct Factory	Cze-peku - Warforged Factory	C8-D-07
M-C08-000-C1	Yard	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C10	Workshop	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C11	Storage Room	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C2	Logistics	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C3	Activation Theater	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C4	Assembly Chamber	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C5	Catwalk	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C6	Furnace	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C7	Hallway	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C8	Hallway	Construct Factory	Cze-peku - Warforged Factory	
M-C08-000-C9	Control Room	Construct Factory	Cze-peku - Warforged Factory	
M-C08-005	River Styx Crossing	River Styx Crossing	Bearworks - River Styx	C8-D-09

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C08-005-B1	South End	River Styx Crossing	Bearworks - River Styx	
M-C08-005-B2	Bridge	River Styx Crossing	Bearworks - River Styx	C8-D-09
M-C08-005-B3	North End	River Styx Crossing	Bearworks - River Styx	
M-C08-005-B4	River Styx	River Styx Crossing	Bearworks - River Styx	
M-C08-010	Entrance	Red Belvedere - Entrance	Homebrew	C8-D-05, C8-D-10
M-C08-011	Casino Lobby	Red Belvedere - Casino Lobby	Animated Battle Maps - VEOR Red Belvedere Casino	C8-D-10
M-C08-012	Stairway Junction	Red Belvedere - Stairway Junction	Animated Battle Maps - Stairway Junction	
M-C08-013	Cerulean Hall	Red Belvedere - Cerulean Hall	Animated Battle Maps - VEOR Red Belvedere Casino	C8-D-10
M-C08-014	Viridian Den	Red Belvedere - Viridian Den	Animated Battle Maps - VEOR Red Belvedere Casino	C8-D-10
M-C08-014-V1	Dining Hall	Red Belvedere - Viridian Den	Animated Battle Maps - VEOR Red Belvedere Casino	
M-C08-014-V2	Blackjack Tables	Red Belvedere - Viridian Den	Animated Battle Maps - VEOR Red Belvedere Casino	
M-C08-014-V3	Craps Table	Red Belvedere - Viridian Den	Animated Battle Maps - VEOR Red Belvedere Casino	
M-C08-014-V4	Roulette Room	Red Belvedere - Viridian Den	Animated Battle Maps - VEOR Red Belvedere Casino	
M-C08-020	Nightmare Stables	Red Belvedere - Nightmare Stables	Animated Battle Maps - Alabaster Racetrack AND Infernal Labyrinth	
M-C08-021	Alabaster Racetrack	Red Belvedere - Alabaster Racetrack	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C8-D-10
M-C08-030	Scarlet Coliseum	Red Belvedere - Scarlet Coliseum	Animated Battle Maps - VEOR Scarlet Coliseum	C8-D-10
M-C08-031	Maze	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C8-D-10
M-C08-031-R0	Lobby	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R1	Room 01	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C08-031-R10	Room 10	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R2	Room 02	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R3	Room 03	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R4	Room 04	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R5	Room 05	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R6	Room 06	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R7	Room 07	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R8	Room 08	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-031-R9	Room 09	Red Belvedere - Stygian Maze	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C08-040-N0	Teleport Room	Red Belvedere - Wyrmsong Cantina	Animated Battle Maps - VEOR Ruby Sanctum AND Wyrmsong Cantina	
M-C08-040-N1	Wyrmsong Cantina	Red Belvedere - Wyrmsong Cantina	Animated Battle Maps - VEOR Ruby Sanctum AND Wyrmsong Cantina	C8-D-10
M-C08-040-N2	Enchanting Arcana	Red Belvedere - Wyrmsong Cantina	Animated Battle Maps - VEOR Ruby Sanctum AND Wyrmsong Cantina	C8-D-13
M-C08-040-N3	Virtuous Vices	Red Belvedere - Wyrmsong Cantina	Animated Battle Maps - VEOR Ruby Sanctum AND Wyrmsong Cantina	C8-D-10
M-C08-041-N4	Windfall's Office	Red Belvedere - Ruby Sanctum	Animated Battle Maps - VEOR Ruby Sanctum AND Wyrmsong Cantina	C8-D-01, C8-D-04, C8-D-12
M-C08-041-N5	Ruby Sanctum	Red Belvedere - Ruby Sanctum	Animated Battle Maps - VEOR Ruby Sanctum AND Wyrmsong Cantina	C8-D-01, C8-D-02, C8-D-03, C8-D-04, C8-D-11, C8-D-12
M-C08-042	Timat's Lair	Red Belvedere - Tiamat's Lair	Cze-peku - Nightmare Dragon Lair	C8-D-02, C8-D-11

Chapter 9: Pandemonium, Part 1

15 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C09-010		Pandesmos Outlook	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C9-D-06
M-C09-010-P1	Upper Shelf	Pandesmos Outlook	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C09-010-P2	Middle Shelf	Pandesmos Outlook	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C09-010-P3	Ground	Pandesmos Outlook	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C9-D-06
M-C09-020		Pandesmos Tunnels	Tom Cartos - Kobold Caverns Labyrinth	C9-D-07
M-C09-020-T1	Tunnel Entrance	Pandesmos Tunnels	Tom Cartos - Kobold Caverns Labyrinth	
M-C09-020-T2	Alcove	Pandesmos Tunnels	Tom Cartos - Kobold Caverns Labyrinth	
M-C09-020-T3	Hertilod Chamber	Pandesmos Tunnels	Tom Cartos - Kobold Caverns Labyrinth	
M-C09-020-T4	Old Campsite	Pandesmos Tunnels	Tom Cartos - Kobold Caverns Labyrinth	
M-C09-020-T5	Tunnel Exit	Pandesmos Tunnels	Tom Cartos - Kobold Caverns Labyrinth	
M-C09-030		Pandesmos Rise	Cze-peku - Megalith Gate (shadowlands)	C9-D-08
M-C09-030-R1	Tunnel Exit	Pandesmos Rise	Cze-peku - Megalith Gate (shadowlands)	
M-C09-030-R2	Desolate Field	Pandesmos Rise	Cze-peku - Megalith Gate (shadowlands)	
M-C09-030-R3	Chasm	Pandesmos Rise	Cze-peku - Megalith Gate (shadowlands)	
M-C09-030-R4	Summit	Pandesmos Rise	Cze-peku - Megalith Gate (shadowlands)	C9-D-08

Chapter 10: Pandemonium, Part 2

25 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C10-010		Carapace Battlefield	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-09
M-C10-011		The Ruinous Coast	Homebrew	C10-D-02, C10-D-09

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C10-020		Hurricane Tower	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-04
M-C10-020-X1	Vestibule	Hurricane Tower	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-04
M-C10-020-X2	Tower Base	Hurricane Tower	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-04
M-C10-020-X3	Anchor Room	Hurricane Tower	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C10-020-X4	Ritual Chamber	Hurricane Tower	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-03, C10-D-04
M-C10-020-X5	Hazvongel Roost	Hurricane Tower	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-04
M-C10-030		Ruinous Citadel	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-07, C10-D-08
M-C10-030-Y1	Drill Field	Ruinous Citadel	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C10-030-Y2	Guard Hall	Ruinous Citadel	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C10-030-Y3	Hall	Ruinous Citadel	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C10-030-Y4	Vault Access	Ruinous Citadel	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-02
M-C10-030-Y5	Planning Chamber	Ruinous Citadel	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-07
M-C10-030-Y6	Food Storage	Ruinous Citadel	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C10-030-Y7	Miska's Prison Hall	Ruinous Citadel	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-08
M-C10-040		Cliffside Redoubt	Homebrew	C10-D-05
M-C10-040-F1	Upper Bunker	Cliffside Redoubt	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-05
M-C10-040-F2	Lower Entrance	Cliffside Redoubt	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C10-D-05
M-C10-040-F3	Stairwell	Cliffside Redoubt	Homebrew	
M-C10-040-F4	Guard Post	Cliffside Redoubt	Homebrew	C10-D-05

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C10-040-F5	War Room	Cliffside Redoubt	Homebrew	C10-D-05
M-C10-040-F6	Feeding Chamber	Cliffside Redoubt	Homebrew	
M-C10-040-F7	Private Sanctum	Cliffside Redoubt	Homebrew	C10-D-05, C10-D-06
M-C10-040-F8	Throne Room	Cliffside Redoubt	Homebrew	C10-D-05, C10-D-06

Chapter 11: Vecna's Grasp

29 locations

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C11-010	Vecna's Grasp	Vecna's Grasp	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-02
M-C11-010-E1	Kaleidoscopic Cavern	Vecna's Grasp	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-02
M-C11-010-E2a	Unreality Tunnel - Torment of Kas	Vecna's Grasp	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-04
M-C11-010-E2b	Unreality Tunnel - Neverwinter's New King	Vecna's Grasp	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-03; C11-D-04
M-C11-010-E2c	Unreality Tunnel - Dead Gods	Vecna's Grasp	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-020	Torment of Kas	Torment of Kas	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-04
M-C11-020-K1	Ruined Bailey	Torment of Kas	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-020-K2	Statues of Vecna	Torment of Kas	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-020-K3	Receiving Room	Torment of Kas	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-020-K4	Fountain of Blood	Torment of Kas	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-020-K5	Kas's Chamber	Torment of Kas	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-04
M-C11-030	Neverwinter Square	Neverwinter Square	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-05
M-C11-040	Astral Dreadnought	Astral Dreadnought	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Location ID	Room Name	Map Name	Map Source	Truth Refs
M-C11-041	Arekanz's Donjon	Arekanz's Donjon	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-041-G1	Crumbling Mound	Arekanz's Donjon	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-041-G2	Sword Bridge	Arekanz's Donjon	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-041-G3	Horror's Fissure	Arekanz's Donjon	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-041-G4	Shrine of Habbakuk	Arekanz's Donjon	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050	Cave of Shattered Reflection	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-01, C11-D-07
M-C11-050-R1	Shattered Grotto	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050-R2-C1	Threshold	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050-R3-C2	Ritual Chamber - Outer	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050-R3-C3	Upper Left Chamber	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050-R3-C4	Upper Left Interior Chamber	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050-R3-C5	Upper Middle Chamber	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050-R3-C6	Upper Right Chamber	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050-R3-C7	Main Chamber	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	C11-D-01, C11-D-07
M-C11-050-R3-C8	Bottom Left Chamber	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	
M-C11-050-R3-C9	Bottom Right Chamber	Cave of Shattered Reflection	Heroic Maps - Vecna Eve of Ruin Full Map Bundle	

Appendix D: Custom Stat Blocks

This appendix contains stat blocks for creatures and NPCs that appear in this remix but are not available in the Vecna: Eve of Ruin bestiary or standard D&D fifth edition sourcebooks. Entries are organized by chapter of first appearance. Campaign Wide entries appear first.

Campaign-Wide Stat Blocks

Kas the Betrayer

Medium Undead • CR 23 • 50,000 XP

Armor Class: 18

Hit Points: 315 (30d8 + 180)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	22 (+6)	24 (+7)	19 (+4)	26 (+8)

Damage Immunities: poison, necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Languages: Abyssal, Common, Draconic, Infernal

Challenge: 23 (50,000 XP) Proficiency Bonus: +8

Campaign Note. Kas does not appear in person until Chapter 9. In Chapters 2-8 his presence is entirely through lieutenants and strike teams. His goals are to free Miska the Wolf-Spider, usurp Vecna's ritual, and kill Vecna. He cannot attune to the Rod of Seven Parts.

TRAITS

Eager Betrayer. Kas adds 1d10 to his initiative rolls. He has advantage on attack rolls against any creature that has the frightened condition.

Legendary Resistance (3/Day). If Kas fails a saving throw, he can choose to succeed instead.

Regeneration. Kas regains 20 hit points at the start of his turn if he has at least 1 hit point. If he takes radiant damage, this trait doesn't function at the start of his next turn.

Special Equipment. Kas wears the Crown of Lies (see the Introduction of Vecna: Eve of Ruin).

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

Strength of the Night. Kas doesn't require a coffin, and he drinks blood to sow terror rather than for sustenance. If destroyed, Kas revives in 1d100 nights in an unoccupied space in Tovag, his Domain of Dread. He can be permanently destroyed only by having a stake driven through his heart and then being beheaded. The stake must be cut from a tree growing in soil from Oerth, Kas's home world.

Sunlight Hypersensitivity. While in sunlight, Kas takes 20 radiant damage at the start of his turn, has disadvantage on attack rolls and ability checks, and can't use his Change Shape bonus action.

Parrying Riposte. Kas adds 3 to his AC against one melee attack roll that would hit him. He then makes one Vengeful Sword attack against the attacker if it is within his reach. On a hit, the target takes an additional 9 (2d8) slashing damage.

Move. Kas moves up to his speed without provoking opportunity attacks.

Sword (Costs 2 Actions). Kas makes one Vengeful Sword attack.

Rise, Fallen Soldier (Costs 3 Actions). Kas magically summons a specter. The specter appears in an unoccupied space within 30 feet of Kas, whom it obeys. The specter takes its turn immediately after Kas. It lasts for 1 hour, until Kas dies, or until Kas dismisses it as a bonus action. Kas can't have more than two specters summoned at a time.

ACTIONS

Multiattack. Kas makes three Vengeful Sword attacks. He can replace one of these attacks with a Bite attack.

Vengeful Sword. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 20 (2d8 + 11) slashing damage. The sword scores a critical hit on a roll of 19 or 20.

Bite. Melee Weapon Attack: +15 to hit, reach 5 ft., one creature. Hit: 11 (1d6 + 8) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Kas regains a number of hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A Humanoid slain in this way and then buried rises the following night as a vampire spawn under Kas's control.

LEGENDARY ACTIONS

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

Malaina van Talstiv

Medium Humanoid • CR 8 • 3,900 XP

Armor Class: 15

Hit Points: 78 (12d8 + 24)

Speed: 30 ft.

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

Damage Resistances: poison

Languages: Thieves' cant plus any two languages

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

Campaign Note. *Malaina is present as an ally from Chapter 2 through Chapter 8. Her combat statblock is not relevant until Chapter 9, when Kas activates her compulsion during the Sanctum invasion. Do not read her stat block to players before that point.*

TRAITS

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Chapter 0: Interlude

Maren Quill

Medium Humanoid (Human) • CR 5 • 1,800 XP

Armor Class: 12

Hit Points: 78 (12d8 + 24)

Speed: 30 ft.

Condition Immunities: frightened

Languages: Common, Infernal, Elvish

Challenge: 5 (1,800 XP) Proficiency Bonus: +4

Campaign Note. Chapter 0 cult cell leader. True believer, not a tactical threat. Uses Cultist Fanatic as a base; this entry documents campaign-specific modifications.

Traits

Spellcasting. Maren is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): Chill Touch, Message, Minor Illusion, Toll the Dead; 1st level (4 slots): Mage Armor, Disguise Self, Inflict Wounds, Command; 2nd level (3 slots): Hold Person, Silence, Suggestion; 3rd level (3 slots): Bestow Curse, Counterspell, Fear; 4th level (3 slots): Blight, Confusion; 5th level (1 slot): Modify Memory

Protective Secret. When Maren would take damage, she can expend a spell slot to

reduce the damage by 2d8 per level of the slot expended (minimum 1st level).
Dark Devotion. Maren has advantage on saving throws against being Charmed or Frightened.

Actions

Multiattack. Maren makes two Corrupting Touch attacks.

Corrupting Touch. +5 to hit, reach 5 ft., one target. Hit: 7 (2d6) necrotic damage.

Chapter 1

Lamantha

Medium Humanoid (Human) • CR 9 • 5,000 XP

Armor Class: 12

Hit Points: 82 (15d8 + 15)

Speed: 30 ft.

Damage Resistances: necrotic

Languages: Common, Abyssal, Infernal

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

Traits

Spellcasting. Lamantha is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She has the following wizard spells prepared: Cantrips (at will): Chill Touch, Mage Hand, Toll The Dead, Prestidigitation; 1st level (4 slots): False Life, Mage Armor, Ray of Sickness; 2nd level (3 slots): Blindness/Deafness, Gentle Repose, Ray of Enfeeblement; 3rd level (3 slots): Animate Dead, Vampiric Touch, Counterspell; 4th level (3 slots): Blight, Dimension Door; 5th level (2 slots): Cloudkill, Negative Energy Flood; 6th level (1 slot): Circle of Death

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

Mortician's Precision. Lamantha has advantage on Wisdom (Medicine) checks and on attack rolls against any creature she has Paralyzed or Incapacitated.

Actions

Multiattack. Lamantha makes two attacks with her Scalpel or uses Paralytic Injection once and makes one Scalpel attack.

Scalpel. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing plus 14 (4d6) necrotic damage.

Paralytic Injection. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target is paralyzed while poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sangora

Medium Undead • CR 13 • 10,000 XP

Armor Class: 16

Hit Points: 144 (17d8 + 68)

Speed: 30 ft.

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

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks, necrotic

Languages: the languages it knew in life

Challenge: 13 (10,000 XP) Proficiency Bonus: +6

Campaign Note. Sangora is encountered twice: first at the Evernight Night Market as a redirect NPC, then as an ambush attacker at the Dolindar Tomb entrance. She is not the party's ally at any point.

TRAITS

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed.

Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

A Vampire's Lair. A vampire chooses a grand yet defensible location for its lair, such as a castle, fortified manor, or walled abbey. It hides its coffin in an underground crypt or vault guarded by vampire spawn or other loyal creatures of the night.

Regional Effects. The region surrounding a vampire's lair is warped by the creature's unnatural presence, creating any of the following effects: There's a noticeable increase in the populations of bats, rats, and wolves in the region. Plants within 500 feet of the lair wither, and their stems and branches become twisted and thorny. Shadows cast within 500 feet of the lair seem abnormally gaunt and sometimes move as though alive. A creeping fog clings to the ground within 500 feet of the vampire's lair. The fog occasionally takes eerie forms, such as grasping claws and writhing serpents. If the vampire is destroyed, these effects end after 2d6 days.

ACTIONS

Multiattack. (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite. (Bat or Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The 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 in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

Legendary Actions. The vampire 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 vampire regains spent legendary actions at the start of its turn.

Chapter 2

Fernitha

Medium Fiend • CR 12 • 8,400 XP

Armor Class: 18

Hit Points: 153 (18d8 + 72)

Speed: 30 ft., fly 60 ft.

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

Damage Immunities: fire, poison

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

Condition Immunities: poisoned

Languages: Infernal, Telepathy (120 ft.)

Challenge: 12 (8,400 XP) Proficiency Bonus: +5

Campaign Note. *W9 counterstrike group, erinyes variant.*

TRAITS

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

ACTIONS

Multiattack. The erinyes makes three attacks.

Longsword. Melee Weapon Attack: Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 13 (3d8) poison damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

Gertrude

Huge Giant • CR 6 • 2,300 XP

Armor Class: 14

Hit Points: 138 (12d12 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Languages: Giant

Challenge: 6 (2,300 XP) Proficiency Bonus: +4

***Campaign Note.** W6 holding cell prisoner. CR 6 cyclops base with campaign modifications.*

TRAITS

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Jolera Hartoph

Medium Humanoid (Elf) • CR 12 • 8,400 XP

Armor Class: 15

Hit Points: 135 (18d8 + 54)

Speed: 30 ft., fly 60 ft.

Damage Resistances: poison
Languages: Elvish, Undercommon
Challenge: 12 (8,400 XP) Proficiency Bonus: +5

Campaign Note. Upgraded to drow archmage stat block for the siege context. The official roster entry is replaced.

Traits

Web Of Lolth. The archmage conjures a mass of thick, sticky webbing at a point it can see within 60 feet. The webs fill a 20-foot cube for 1 minute. The webs are difficult terrain and lightly obscure their area. Each creature that starts its turn in the webs or that enters them during its turn must make a DC 17 Dexterity saving throw. On a failed save, the creature is Restrained as long as it remains in the webs or until it breaks free. A creature creates free by using an action to make a DC 17 Strength (Athletics) check. **Shield.** When hit by an attack or targeted by the Magic Missile spell, the archmage casts Shield, adding +5 to its AC until the start of its next turn.

Counterspell. The archmage attempts to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, the archmage makes an Intelligence check with a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect.

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

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

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

Actions

Spellcasting. The archmage casts one of the following spells, using Intelligence as the spellcasting ability (save DC 17, +9 to hit with spell attacks): At will: Detect Magic, Disguise Self, Mage Armor, Mage Hand; 2/day each: Dimension Door, Fly, Lightning Bolt; 1/day each: Banishing Smite, Globe of Invulnerability, Mind Blank, Teleport
Multiattack. The archmage makes three Arcane Bolt attacks.

Arcane Bolt. Ranged Spell Attack: +9 to hit, reach 5 ft. or range 120 ft., one target. Hit: 16 (3d10) force damage.

Ker-arach

Huge Monstrosity • CR 11 • 7,200 XP

Armor Class: 17

Hit Points: 152 (16d12 + 48)

Speed: 50 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	16 (+3)	7 (-2)	14 (+2)	18 (+4)

Damage Resistances: poison, psychic

Languages: Abyssal, Draconic, Undercommon

Challenge: 11 (7,200 XP) Proficiency Bonus: +5

***Campaign Note.** W12 Sacred Web Hall. Holds the second Rod piece. The chapter climax encounter.*

TRAITS

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

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

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

ACTIONS

Multiattack. The spiderdragon makes one Bite attack and two Claw attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage plus 13 (2d12) poison damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Spiderling Breath (Recharge 5–6). The spiderdragon exhales venomous spiderlings in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 33 (6d10) piercing damage and 33 (6d10) poison damage on a failed save or half as much damage on a successful one.

Maaltok

Large Fiend • CR 13 • 10,000 XP

Armor Class: 18

Hit Points: 184 (16d10 + 96)

Speed: 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Damage Immunities: poison

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks, cold, fire, lightning

Condition Immunities: poisoned

Languages: Abyssal, Telepathy (120 ft.)

Challenge: 13 (10,000 XP) Proficiency Bonus: +6

Campaign Note. W5 blocking position against Kas's main strike force.

TRAITS

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

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be 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 nalfeshnee's Horror Nimbus for the next 24 hours.

Makubli Khee

Medium Humanoid • CR 8 • 3,900 XP

Armor Class: 15

Hit Points: 78 (12d8 + 24)

Speed: 30 ft.

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

Damage Resistances: poison

Languages: Thieves' cant plus any two languages

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

Campaign Note. W1 False Front, fighting vampire spawn alongside Torkner Ironteeth.

TRAITS

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Phenex

Large Fiend • CR 7 • 2,900 XP

Armor Class: 15

Hit Points: 123 (13d10 + 52)

Speed: 30 ft.

Damage Immunities: poison

Damage Resistances: lightning, cold, fire

Condition Immunities: poisoned

Languages: Abyssal, Elvish, Undercommon

Challenge: 7 (2,900 XP) Proficiency Bonus: +4

Campaign Note. W9 counterstrike group addition. Draegloth.

Traits

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

Actions

Multiattack. The draegloth makes one Bite attack and two Claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5)

slashing damage.

Spellcasting. The draegloth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11): At will: dancing lights, darkness; 1/day each: confusion, faerie fire

Sarusanda Allester

Medium Humanoid • CR 8 • 3,900 XP

Armor Class: 11

Hit Points: 77 (14d8 + 14)

Speed: 30 ft.

STR
10 (+0)

DEX
12 (+1)

CON
12 (+1)

INT
19 (+4)

WIS
16 (+3)

CHA
15 (+2)

Condition Immunities: charmed, frightened

Languages: any four languages, telepathy 120 ft.

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

TRAITS

Telekinetic Deflection. In response to being hit by an attack roll, the inquisitor increases its AC by 4 against the attack. If this causes the attack to miss, the attacker is hit by the attack instead.

ACTIONS

Multiattack. The inquisitor attacks twice.

Force Bolt. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 22 (4d8 + 4) force damage, and if the target is a Large or smaller creature, the inquisitor can push it up to 10 feet away.

Silver Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands, plus 18 (4d8) force damage.

Innate Spellcasting (Psionics). The inquisitor casts one of the following spells, requiring no components and using Intelligence as the spellcasting ability (spell save DC 15): At will: detect magic, dispel magic, levitate, mage armor, mage hand, sending 1/day each: Otiluke's resilient sphere, telekinesis

Implode (Recharge 4–6). Each creature in a 20-foot-radius sphere centered on a point the inquisitor can see within 120 feet of it must succeed on a DC 15 Constitution saving throw or take 31 (6d8 + 4) force damage and be knocked prone and moved to the unoccupied space closest to the sphere's center. Large and smaller objects that aren't being worn or carried in the sphere automatically take the damage and are similarly moved.

Varkus

Medium Undead • CR 15 • 13,000 XP

Armor Class: 18

Hit Points: 144 (17d8 + 68)

Speed: 30 ft.

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

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks, necrotic

Languages: the languages it knew in life

Challenge: 15 (13,000 XP) Proficiency Bonus: +6

***Campaign Note.** Kas's first deployed Race Condition lieutenant. W12 Sacred Web Hall. Corrupted Knight of the Watch.*

TRAITS

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

A Vampire's Lair. A vampire chooses a grand yet defensible location for its lair, such as a castle, fortified manor, or walled abbey. It hides its coffin in an underground crypt or vault guarded by vampire spawn or other loyal creatures of the night. **Regional Effects** The region surrounding a vampire's lair is warped by the creature's unnatural presence, creating any of the following effects: There's a noticeable increase in the populations of bats, rats, and wolves in the region. Plants within 500 feet of the lair wither, and their stems and branches become twisted and thorny. Shadows cast within 500 feet of the lair seem abnormally gaunt and sometimes move as though alive. A creeping fog clings to the ground within 500 feet of the vampire's lair. The fog occasionally takes eerie forms, such as grasping claws and writhing serpents. If the vampire is destroyed, these effects end after 2d6 days.

ACTIONS

Multiattack. The vampire makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage.

Unarmed Strike (Vampire Form Only). **Melee Weapon Attack:** +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). **Melee Weapon Attack:** +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The 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 in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

Legendary Actions. The vampire 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 vampire regains spent legendary actions at the start of its turn.

Ylellith

Medium Fiend • CR 10 • 5,900 XP

Armor Class: 15

Hit Points: 136 (16d8 + 64)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Damage Immunities: poison

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks, cold, fire, lightning

Condition Immunities: poisoned

Languages: Abyssal, Elvish, Undercommon

Challenge: 10 (5,900 XP) Proficiency Bonus: +5

Campaign Note. *W12 Sacred Web Hall. Fighting over the Rod piece when the party arrives.*

TRAITS

Shapechanger. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

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

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies. While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage. While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

ACTIONS

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components: At will: detect thoughts, web 1/day: dominate person

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). Melee Weapon Attack: +6 to hit, reach 5 ft. (10 ft. in demon form), one target. Hit: 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Zalnir

Medium Humanoid • CR 9 • 5,000 XP

Armor Class: 16
Hit Points: 162 (25d8 + 50)
Speed: 30 ft.

Languages: Elvish, Undercommon
Challenge: 9 (5,000 XP) Proficiency Bonus: +5

Campaign Note. W9 counterstrike group. Custom addition to the chapter roster.

Traits

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

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

Actions

Multiattack. The drow makes two Scimitar attacks and one Whip or Hand Crossbow attack.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 14 (4d6) poison damage.

Whip. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

Hand Crossbow. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13): At will: dancing lights; 1/day each: darkness, faerie fire, levitate (self only)

Parry. The drow adds 3 to its AC against one melee attack roll that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Abalahin

Huge Plant • CR 9 • 5,000 XP

Armor Class: 16

Hit Points: 138 (12d12 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing

Languages: Common, Druidic, Elvish, Sylvan

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

TRAITS

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Akaazi

Medium Humanoid • CR 9 • 5,000 XP

Armor Class: 12

Hit Points: 110 (20d8 + 20)

Speed: 30 ft.

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

Damage Resistances: necrotic

Languages: any four languages

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

TRAITS

Grim Harvest. When the necromancer kills a creature with necrotic damage, the necromancer regains 9 (2d8) hit points.

ACTIONS

Multiattack. The necromancer makes three Arcane Burst attacks.

Arcane Burst. Melee or Ranged Spell Attack:. +7 to hit, reach 5 ft. or range 120 ft., one target. Hit: 25 (4d10 + 3) necrotic damage.

Spellcasting. The necromancer casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15): At will: dancing lights, mage hand, prestidigitation 2/day each: bestow curse, dimension door, mage armor, web 1/day: circle of death

Galias

Medium Undead • CR 9 • 5,000 XP

Armor Class: 17 (natural armor)

Hit Points: 127 (17d8 + 51)

Speed: 30 ft., climb 30 ft.

Damage Resistances: necrotic, bludgeoning, piercing, slashing

Languages: Common, Draconic, Infernal

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

Traits

Spellcasting. Galias is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following warlock spells prepared: Cantrips (at will): Eldritch Blast, Mage Hand, Minor Illusion, Counterspell, Dimension Door, Hold Person, Invisibility, Misty Step, Vampiric Touch

Shadow Step. Galias magically teleports up to 30 feet to an unoccupied space he can see that is in dim light or darkness.

Bound Soul. If Galias is reduced to 0 hit points by Sarusanda Allester specifically, Kas's magical control breaks in his final moments. His eyes clear of vampire coldness, and he reaches toward his daughter with trembling hand. His voice returns to human warmth: "Forgive me... I couldn't stop... him..." He experiences brief paternal love and peace before turning to ash. This grants Sarusanda advantage on her next attack roll or saving throw as she finds closure.

Counterspell. Galias attempts to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, Galias makes a Charisma check (DC 10 + the spell's level). On a success, the creature's spell fails and has no effect.

Regeneration. Galias regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

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

Vampire Weaknesses. Galias has the following flaws:

Forbiddance. Galias can't enter a residence without an invitation from one of the occupants.

Harmed By Running Water. Galias takes 20 acid damage if he ends his turn in running water.

Stake To The Heart. If a piercing weapon made of wood is driven into Galias's heart while he is Incapacitated in his resting place, he is Paralyzed until the stake is removed.

Sunlight Hypersensitivity. Galias takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Kas's Lieutenant. Galias is bound to Kas the Destroyer's will. He can make tactical decisions and lead other undead. When Galias is reduced to 0 hit points, Kas's control momentarily falters (see Bound Soul reaction).

Actions

Multiattack. Galias makes three attacks: two with his claws and one with his bite, or he can replace one claw attack with Eldritch Blast.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage. Instead of dealing damage, Galias can grapple the target (escape DC 16).

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 9 (1d10 + 4) piercing plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Eldritch Blast. Ranged Spell Attack: +7 to hit, range 120 ft., one creature. Hit: 10 (1d10 + 5) force damage. Galias can target up to two creatures with separate attack rolls.

Rosintar

Huge Plant • CR 9 • 5,000 XP

Armor Class: 16

Hit Points: 138 (12d12 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing

Languages: Common, Druidic, Elvish, Sylvan
Challenge: 9 (5,000 XP) Proficiency Bonus: +5

TRAITS

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.
Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Drow Ritual Mage

Medium Humanoid (Elf) • CR 12 • 8,400 XP

Armor Class: 16 (natural armor)
Hit Points: 143 (22d8 + 44)
Speed: 30 ft.

Damage Resistances: poison
Condition Immunities: charmed
Languages: Elvish, Undercommon, Common, Abyssal
Challenge: 12 (8,400 XP) Proficiency Bonus: +5

Campaign Note. Custom drow variant. Higher CR than the standard Drow Mage (CR 7) to reflect the siege context.

Traits

Ritual Disruption. The mage attempts to unravel nearby magical effects. The mage casts dispel magic targeting up to three magical effects it can see within 60 feet, without expending a spell slot.

Misty Step. The mage casts misty step without expending a spell slot (1/turn).

Shield. When the mage is hit by an attack or targeted by magic missile, it casts shield, gaining a +5 bonus to AC until the start of its next turn, including against the triggering attack, and negating magic missile.

Fey Ancestry. The mage has advantage on saving throws against being Charmed, and magic can't put it to sleep.

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

Actions

Spellcasting. The mage is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared: Cantrips (at will): fire bolt, mage hand, minor illusion, poison spray; 1st level (4 slots): detect magic, mage armor, magic missile, shield; 2nd level (3 slots): darkness, mirror image, misty step; 3rd level (3 slots): counterspell, dispel magic, lightning bolt; 4th level (3 slots): blight, greater invisibility, polymorph; 5th level (2 slots): cloudkill, hold monster; 6th level (1 slot): disintegrate; 7th level (1 slot): finger of death; 8th level (1 slot): mind blank. **Innate Spellcasting.** The mage's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components: Cantrips (at will): Fire Bolt, Mage Hand, Minor Illusion, Poison Spray; 1st level (4 slots): Detect Magic, Mage Armor, Magic Missile, Shield; 2nd level (3 slots): Darkness, Mirror Image, Misty Step; 3rd level (3 slots): Counterspell, Dispel Magic, Lightning Bolt; 4th level (3 slots): Blight, Greater Invisibility, Polymorph; 5th level (2 slots): Cloudkill, Hold Monster; 6th level (1 slot): Disintegrate; 7th level (1 slot): Finger of Death; 8th level (1 slot): Mind Blank; At will: Dancing Lights; 1/day each: Darkness, Faerie Fire, Levitate

Multiattack. The mage makes two Arcane Bolt attacks or uses Spellcasting in place of one attack.

Arcane Bolt. Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 18 (3d8 + 5) force damage.

Enhanced Vampire Spawn

Medium Undead • CR 7 • 2,900 XP

Armor Class: 16 (natural armor)

Hit Points: 104 (16d8 + 32)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	14 (+2)

Damage Resistances: necrotic, bludgeoning, piercing, slashing

Languages: The languages it knew in life

Challenge: 7 (2,900 XP) Proficiency Bonus: +4

Campaign Note. Modified vampire spawn deployed by Kas's forces. Documents delta from the standard Vampire Spawn stat block.

TRAITS

Shadow Step. The vampire magically teleports up to 30 feet to an unoccupied space it can see that is in dim light or darkness.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed By Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake To The Heart. If a piercing weapon made of wood is driven into the vampire's heart while it is in its resting place, the vampire is until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Kas's Empowerment. This vampire spawn has been enhanced by Kas's power, gaining increased durability and tactical awareness beyond normal spawn.

ACTIONS

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

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 9 (1d10 + 4) piercing plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Chapter 3

"Slick" Solara

Medium Humanoid (Water Genasi) • CR 1 • 200 XP

Armor Class: 13 (natural armor)

Hit Points: 33 (6d8 + 6)

Speed: 30 ft., swim 30 ft.

Damage Resistances: acid

Languages: Common, Primordial
Challenge: 1 (200 XP) Proficiency Bonus: +2

Campaign Note. Water Genasi server at the Laughing Beholder, Rock of Bral.

Traits

Acid Splash. Solara hurls a bubble of acid at one creature or two creatures within 5 feet of each other within 60 feet. A target must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) acid damage.

Slippery. When Solara takes damage from a melee attack, she can use her reaction to move up to half her speed without provoking opportunity attacks.

Amphibious. Solara can breathe air and water.

Fluid Movement. Solara can move through the space of any creature that is of a size larger than hers. Opportunity attacks against her are made with disadvantage.

Actions

Innate Spellcasting. Solara casts one of the following spells, requiring no material components and using Constitution as the spellcasting ability (spell save DC 11): At will: Acid Splash; 1/day each: Create or Destroy Water, Water Walk

Multiattack. Solara makes two attacks with her Serving Tray or uses Acid Splash.

Serving Tray. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Captain Inda Malayuri

Medium Celestial • CR 10 • 5,900 XP

Armor Class: 17

Hit Points: 136 (16d8 + 64)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks, radiant

Condition Immunities: charmed, exhaustion, frightened

Languages: Telepathy (120 ft.); All

Challenge: 10 (5,900 XP) Proficiency Bonus: +5

Campaign Note. *Deva. Alone in the Prow channeling a Prismatic Ward against the Star Spawn Larva Mage since the crash. Her prosthetic wing is broken.*

TRAITS

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

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

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice). In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

ACTIONS

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components: At will: detect evil and good
1/day each: commune, raise dead

Multiattack. The deva makes two melee attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Captain Valea

Medium Humanoid • CR 2 • 450 XP

Armor Class: 15 (studded leather)

Hit Points: 52 (8d8 + 16)

Speed: 30 ft.

Languages: Common, Cant

Challenge: 2 (450 XP) Proficiency Bonus: +2

Traits

Parry. Trigger: The bandit is hit by a melee attack roll while holding a weapon.

Response: The bandit adds 2 to its AC against that attack, possibly causing it to miss.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Astral Flight.

Actions

Multiattack. The bandit makes two attacks, using Scimitar and Pistol in any combination.

Scimitar., reach 5 ft. Hit: damage.
Pistol., range 30/90 ft. Hit: damage.

Chef Krr'tk

Medium Humanoid (Thri-kreen) • CR 1 • 200 XP

Armor Class: 15 (natural armor)

Hit Points: 33 (6d8 + 6)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Languages: Thrikreen

Challenge: 1 (200 XP) Proficiency Bonus: +2

Campaign Note. *Laughing Beholder kitchen. His work is not what it appears.*

TRAITS

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws.

Bite. , reach 5 ft., one creature. Hit: damage, and the target must succeed on a or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. , reach 5 ft., one target. Hit: damage.

Cirit

Medium Celestial • CR 4 • 1,100 XP

Armor Class: 19

Hit Points: 97 (13d8 + 39)

Speed: 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks, psychic

Damage Resistances: radiant

Languages: Telepathy (120 ft.); All

Challenge: 4 (1,100 XP) Proficiency Bonus: +3

***Campaign Note.** Couatl passenger aboard the Lambent Zenith. Imprisoned in the Brig on Vox's orders after using Truesight to identify him. Poisoned into incoherence.*

TRAITS

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

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice). In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

ACTIONS

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components: At will: detect evil and good, detect magic, detect thoughts 3/day each: bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield 1/day each: dream, greater restoration, scrying

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. Melee Weapon Attack: +6 to hit, reach 10 ft., one Medium or smaller creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Commodore Krux

Medium Humanoid • CR 3 • 700 XP

Armor Class: 16 (natural armor)

Hit Points: 60 (8d8 + 24)

Speed: 30 ft.

STR
18 (+4)

DEX
14 (+2)

CON
17 (+3)

INT
11 (+0)

WIS
12 (+1)

CHA
12 (+1)

Languages: Common

Challenge: 3 (700 XP) Proficiency Bonus: +3

***Campaign Note.** Giff spelljammer captain. Holds court at the Laughing Beholder. The performance covers genuine financial desperation.*

TRAITS

Fragmentation Grenade. The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a $\text{DC } 15$ Dexterity saving throw, taking damage on a failed save, or half as much damage on a successful one.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, that creature must succeed on a $\text{DC } 15$ Dexterity saving throw or take damage and be knocked prone.

ACTIONS

Multiattack. The giff makes two Longsword, Musket, or Pistol attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage, or 9 (1d10+4) if used with two hands, or damage if used with two hands.

Musket. Ranged Weapon Attack: +4 to hit, range 40/120 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

Pistol. , range 30/90 ft., one target. Hit: damage.

Crash

Large Giant • CR 2 • 450 XP

Armor Class: 11 (natural armor)

Hit Points: 68 (8d10 + 24)

Speed: 40 ft.

STR
19 (+4)

DEX
8 (-1)

CON
16 (+3)

INT
5 (-3)

WIS
7 (-2)

CHA
7 (-2)

Languages: Common, Giant

Challenge: 2 (450 XP) Proficiency Bonus: +2

***Campaign Note.** Ogre bouncer, Laughing Beholder.*

ACTIONS

Greatclub. , reach 5 ft. Hit: damage.

Javelin. , reach 5 ft. or range 30/120 ft. Hit: damage.

Gurgle

Large Giant • CR 2 • 450 XP

Armor Class: 11 (natural armor)

Hit Points: 68 (8d10 + 24)

Speed: 40 ft.

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

Languages: Common, Giant

Challenge: 2 (450 XP) Proficiency Bonus: +2

Campaign Note. Ogre bouncer, Laughing Beholder.

ACTIONS

Greatclub. , reach 5 ft. Hit: damage.

Javelin. , reach 5 ft. or range 30/120 ft. Hit: damage.

Ilren (Changeling Assassin)

Medium Humanoid (Changeling) • CR 8 • 3,900 XP

Armor Class: 15 (studded leather)

Hit Points: 78 (12d8 + 24)

Speed: 30 ft.

Damage Resistances: poison

Condition Immunities: poisoned

Languages: Common, Gith, Cant, Thieves'

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

Campaign Note. Vox the changeling. Murdered the real Ilren at the Rock of Bral and took his place aboard the Void Walrus. Kas's Chapter 3 Race Condition deployment.

Traits

Uncanny Dodge. Ilren halves the damage that he takes from an attack that hits him. The attacker must be visible to him.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Assassinate. During its first turn, Ilren has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Ilren scores against a surprised creature is a critical hit.

Evasion. If Ilren is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Ilren instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Ilren deals an extra 14 (4d6) 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 Ilren that isn't Incapacitated and Ilren doesn't have disadvantage on the attack roll.

Shapechanger. As an action, Ilren can change his appearance and his voice. He determines the specifics of the changes, including his coloration, hair length, and sex. He can also adjust his height (between 4 feet and 7 feet) and weight, but not so much that his size changes. His statistics, other than his size, are the same in each new form. He reverts to his true form if he dies.

Actions

Multiattack. Ilren makes two Shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Kycera Duskstride

Medium Humanoid • CR 8 • 3,900 XP

Armor Class: 15

Hit Points: 78 (12d8 + 24)

Speed: 30 ft.

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

Damage Resistances: poison

Languages: Thieves' cant plus any two languages

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

***Campaign Note.** Lambent Zenith crew. Suspicious of the false Ilren. Tending Daveras with no medical training.*

TRAITS

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Large Luigi

Large Aberration • CR 13 • 10,000 XP

Armor Class: 18

Hit Points: 190 (20d10 + 80)

Speed: 5 ft., fly 40 ft.

Condition Immunities: prone

Languages: Deep, Undercommon

Challenge: 13 (10,000 XP) Proficiency Bonus: +6

Campaign Note. Lawful Neutral beholder. Owner and operator of the Laughing Beholder, Rock of Bral. Do not play him as comedic. His reality-glitch perception is available to perceptive players.

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the beholder fails a saving throw, it

can choose to succeed instead.

Eye Rays. The beholder randomly shoots one of the following magical rays at a target it can see within 120 feet of itself (roll 1d10; reroll if the beholder has already used that ray during this turn):

1: Charm Ray. Wisdom Saving Throw: DC 16. Failure: 13 (3d8) Psychic damage, and the target has the Charmed condition for 1 hour or until it takes damage. Success: Half damage only. 2: Paralyzing Ray. Constitution Saving Throw: DC 16. Failure: The target has the Paralyzed condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. 3: Fear Ray. Wisdom Saving Throw: DC 16. Failure: 14 (4d6) Psychic damage, and the target has the Frightened condition until the end of its next turn. 4: Slowing Ray. Constitution Saving Throw: DC 16. Failure: 18 (4d8) Necrotic damage. Until the end of the target's next turn, the target's Speed is halved; the target can't take Reactions; and it can take either an action or a Bonus Action on its turn, not both. Success: Half damage only. 5: Enervation Ray. Constitution Saving Throw: DC 16. Failure: 13 (3d8) Poison damage, and the target has the Poisoned condition until the end of its next turn. While Poisoned, the target can't regain Hit Points. Success: Half damage only. 6: Telekinetic Ray. Strength Saving Throw: DC 16 (the target succeeds automatically if it is Gargantuan). Failure: The beholder moves the target up to 30 feet in any direction. The target has the Restrained condition until the start of the beholder's next turn or until the beholder has the Incapacitated condition. The beholder can also exert fine control on objects with this ray, such as manipulating a tool or opening a door or container. 7: Sleep Ray. Wisdom Saving Throw: DC 16 (the target succeeds automatically if it is a Construct or an Undead). Failure: The target has the Unconscious condition for 1 minute. The condition ends if the target takes damage or a creature within 5 feet of it takes an action to wake it. 8: Petrification Ray. Constitution Saving Throw: DC 16. First Failure: The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. Second Failure: The target has the Petrified condition instead of the Restrained condition. 9: Disintegration Ray. Dexterity Saving Throw: DC 16. Failure: 36 (8d8) Force damage. If the target is a nonmagical object or a creation of magical force, a 10-foot Cube of it disintegrates into dust. Success: Half damage. Failure or Success: If the target is a creature and this damage reduces it to 0 Hit Points, it disintegrates into dust. 10: Death Ray. Dexterity Saving Throw: DC 16. Failure: 55 (10d10) Necrotic damage. Success: Half damage. Failure or Success: The target dies if the ray reduces it to 0 Hit Points. **Chomp.** The beholder makes two Bite attacks.

Glare. The beholder uses Eye Rays.

Beholder Lairs. Beholders lurk in cavern complexes they've carved using their eye rays deep in the Underdark or in lairs created for them by their servants. The region containing a beholder's lair is twisted by its presence, creating the following effects: **Scopophobia.** Creatures within 1 mile of the lair feel as if they're being watched. Any creature (excluding the beholder and its allies) that finishes a Short Rest while within 1 mile of the lair must succeed on a DC 13 Wisdom saving throw or gain no benefit from that rest. **Warping Terrain.** Minor warps in reality occur near the lair; any creature (excluding the beholder) within 1 mile of the lair that makes a D20 Test and rolls a 1

has the Prone condition. If the beholder dies or moves its lair elsewhere, these effects end immediately.

Actions

Multiattack. The beholder uses Eye Rays three times.

Bite. Melee Attack Roll: +8, reach 5 ft. Hit: 13 (3d6 + 3) Piercing damage.

Legendary Actions. Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the beholder can expend a use to take one of the following actions. The beholder regains all expended uses at the start of each of its turns.

Legendary Actions. Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the beholder can expend a use to take one of the following actions. The beholder regains all expended uses at the start of each of its turns.

Lieutenant "Brick"

Large Giant • CR 2 • 450 XP

Armor Class: 11 (natural armor)

Hit Points: 68 (8d10 + 24)

Speed: 40 ft.

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

Languages: Common, Giant

Challenge: 2 (450 XP) Proficiency Bonus: +2

TRAITS

Astral Flight.

ACTIONS

Greatclub. , reach 5 ft. Hit: damage.

Javelin. , reach 5 ft. or range 30/120 ft. Hit: damage.

Lieutenant "Volo" Biff

Medium Humanoid • CR 3 • 700 XP

Armor Class: 16 (natural armor)

Hit Points: 60 (8d8 + 24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Languages: Common

Challenge: 3 (700 XP) Proficiency Bonus: +3

***Campaign Note.** Krux's crew, Void Walrus.*

TRAITS

Fragmentation Grenade. The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a *DC 15* Dexterity saving throw, taking damage on a failed save, or half as much damage on a successful one.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, that creature must succeed on a *DC 15* Strength saving throw or take damage and be knocked prone.

ACTIONS

Multiattack. The giff makes two Longsword, Musket, or Pistol attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: damage, or damage if used with two hands.

Musket. Ranged Weapon Attack: +4 to hit, range 40/120 ft., one target. Hit: damage.

Pistol. , range 30/90 ft., one target. Hit: damage.

Lysan

Medium Humanoid • CR 8 • 3,900 XP

Armor Class: 18

Hit Points: 91 (14d8 + 28)

Speed: 30 ft.

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

Languages: Gith

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

***Campaign Note.** Githyanki knight, Stern section of the Lambent Zenith.*

ACTIONS

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components: At will: mage hand (the hand is invisible) 3/day each: jump, misty step, nondetection (self only), tongues 1/day each: plane shift, telekinesis

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the astral projection spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

Quin-5 (The Reckoner)

Medium Construct (Modron) • CR 5 • 1,800 XP

Armor Class: 15 (natural armor)

Hit Points: 82 (11d8 + 33)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	18 (+4)	14 (+2)	8 (-1)

Damage Immunities: poison

Damage Resistances: psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Languages: All languages

Challenge: 5 (1,800 XP) Proficiency Bonus: +4

Campaign Note. Introduced at the start of Chapter 3 in the Sanctum. Rogue Pentadrome Modron, 60 years separated from the Mechanus hive mind. Present through Chapter 11. Prices are 110% of standard. Non-negotiable.

TRAITS

Recalibrate. Quin-5 emits a pulse of axiomatic energy in a 20-foot radius. Each creature of Quin-5's choice in the area must succeed on a DC 15 Intelligence saving throw or take 21 () psychic damage and be until the end of their next turn. On a successful save, a creature takes half as much damage and is not .

Inventory Assessment. Quin-5 analyzes a creature it can see within 30 feet of it. Until the end of Quin-5's next turn, attack rolls against that creature have advantage and the creature can't benefit from being .

Probability Adjustment. Quin-5 chooses one creature it can see within 60 feet of it. Until the start of Quin-5's next turn, that creature has advantage on one attack roll, ability check, or saving throw of the creature's choice. Once the creature uses this advantage, the effect ends.

Loss Prevention. When a creature within 5 feet of Quin-5 is hit by an attack, Quin-5 can use its reaction to interpose one of its arms, reducing the damage taken by .

Axiomatic Mind. Quin-5 can't be compelled to act in a manner contrary to its nature or its instructions. Advantage on saving throws against being or .

Disintegration. If Quin-5 dies, its body disintegrates into a pile of fine silver dust, leaving behind only its merchant apron and any items it was carrying.

Probability Engine. Quin-5 can take the Help action as a bonus action. When it does, the creature it helps gains a +3 bonus to the roll instead of advantage.

Infallible Memory. Quin-5 has perfect recall of everything it has ever witnessed or been told. It cannot be magically compelled to forget information, and attempts to magically alter its memories automatically fail.

Magic Resistance. Quin-5 has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Quin-5 makes two attacks.

Appendage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Redbud

Huge Plant • CR 9 • 5,000 XP

Armor Class: 16

Hit Points: 138 (12d12 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing

Languages: Common, Druidic, Elvish, Sylvan

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

Campaign Note. *Treant passenger from a crashed lifeboat. Rooted over the Starboard cargo hold. Holds the Star-Dew needed for the Prow lock.*

TRAITS

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Star Spawn Grue

Small Aberration • CR 0.25 • 50 XP

Armor Class: 11

Hit Points: 17 (5d6)

Speed: 30 ft.

Damage Immunities: psychic

Languages: Deep

Challenge: 0.25 (50 XP) Proficiency Bonus: +2

Campaign Note. Part of the Dead God's immune response. Present throughout the Lambent Zenith wreck.

Traits

Confounding Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2d4 + 1 piercing damage, and the target must succeed on a DC 10 Wisdom saving throw or attack rolls against it have advantage until the start of the grue's next turn.

Aura of Shrieks. Creatures within 20 feet of the grue that aren't Aberrations have disadvantage on saving throws, as well as on attack rolls against creatures other than a star spawn grue.

Star Spawn Larva Mage

Medium Aberration • CR 16 • 15,000 XP

Armor Class: 16 (natural armor)

Hit Points: 168 (16d8 + 96)

Speed: 30 ft.

STR
17 (+3)

DEX
12 (+1)

CON
23 (+6)

INT
18 (+4)

WIS
12 (+1)

CHA
16 (+3)

Damage Immunities: psychic

Damage Resistances: cold, bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, poisoned, restrained

Languages: Deep

Challenge: 16 (15,000 XP) Proficiency Bonus: +6

Campaign Note. *The Avatar of Rejection in the Prow section. Attempting to consume Captain Inda's celestial essence. Chapter 3 climax encounter in the A2 Ventricle Chamber.*

TRAITS

Eldritch Bolt. , range 60 ft., one target. Hit: damage.

Plague of Worms. Each creature other than a star spawn within 10 feet of the mage must succeed on a or take damage and be blinded and restrained by masses of swarming worms. The affected creature takes damage at the start of each of the mage's turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Eldritch Bolt. The mage makes one Eldritch Bolt attack.

Feed. Each creature restrained by the mage's Plague of Worms takes damage, and the mage gains 6 temporary hit points.

Return to Worms. When the mage is reduced to 0 hit points, it breaks apart into a swarm of insects (see the Monster Manual) in the same space. Unless the swarm is destroyed, the mage reforms from it 24 hours later.

Feed on Weakness. When a creature within 20 feet of the mage fails a saving throw, the mage gains 10 temporary hit points.

ACTIONS

Multiattack. The mage makes three Slam or Eldritch Bolt attacks.

Slam. , reach 10 ft., one target. Hit: damage, and the target must succeed on a or be poisoned until the end of its next turn.

Spellcasting. The mage casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16): At will: mage hand, message, minor {illusion}1/day: dominate monster

Slam. , reach 10 ft., one target. Hit: damage, and the target must succeed on a or be poisoned until the end of its next turn.

LEGENDARY ACTIONS

Legendary Actions. The mage 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 mage regains spent legendary actions at the start of its turn. Slam. The mage makes one Slam attack. Eldritch Bolt (Costs 2 Actions). The mage makes one Eldritch Bolt attack. Feed (Costs 3 Actions). Each creature restrained by the mage's Plague of Worms takes damage, and the mage gains 6 temporary hit points.

Star Spawn Mangler

Medium Aberration • CR 5 • 1,800 XP

Armor Class: 14

Hit Points: 71 (13d8 + 13)

Speed: 40 ft., climb 40 ft.

Damage Immunities: psychic

Damage Resistances: cold

Condition Immunities: charmed, frightened, prone

Languages: Deep

Challenge: 5 (1,800 XP) Proficiency Bonus: +4

Campaign Note. Starboard section, protecting Redbud's position against the Star Spawn pack.

Traits

Flurry of Claws. The mangler makes six Claw attacks. Either before or after these attacks, it can move up to its speed without provoking opportunity attacks.

Ambusher. The mangler has advantage on initiative rolls.

Shadow Stealth. While in dim light or darkness, the mangler takes the Hide action.

Actions

Multiattack. The mangler makes two Claw attacks.

Claw., reach 5 ft., one target. Hit: damage. If the attack roll has advantage, the target also takes damage.

Xal

Medium Aberration (Gith) • CR 3 • 700 XP

Armor Class: 17 (natural armor)

Hit Points: 49 (9d8 + 9)

Speed: 30 ft.

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

Languages: Common, Gith

Challenge: 3 (700 XP) Proficiency Bonus: +3

***Campaign Note.** Krux's crew, Void Walrus.*

TRAITS

Psi Blade. , reach 5 ft. Hit: damage plus damage.

Misty Step. The githyanki casts Misty Step, requiring no spell components and using the same spellcasting ability as Spellcasting.

ACTIONS

Multiattack. The githyanki makes two attacks.

Spellcasting. The githyanki casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability: At Will: Mage Hand (the hand is Invisible) 2/Day: Nondetection (self only)

Zallix

Large Aberration • CR 11 • 7,200 XP

Armor Class: 17 (natural armor)

Hit Points: 165 (22d10 + 44)

Speed: 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	13 (+1)

Languages: Telepathy 120 ft.

Challenge: 11 (7,200 XP) Proficiency Bonus: +5

***Campaign Note.** Morkoth merchant at the Ossuary Flats. The contraband run delivery target.*

TRAITS

Hypnosis. The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a . On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in

this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

Lair Actions. On initiative count 20 (losing initiative ties), the morkoth can take one of the following lair actions: Cast a Spell. The morkoth casts darkness, dispel magic, or misty step, using Intelligence as its spellcasting ability and without expending a spell slot. Hypnotize. The morkoth uses its Hypnosis action, originating at a point within 120 feet of itself. It doesn't need to see the effect's point of origin.

Regional Effects. The island surrounding a morkoth's lair is warped by the creature's presence, creating the following effects: Alter Water. With a thought (no action required), the morkoth can initiate a change in the water within its lair that takes effect 1 minute later. The water can be as breathable and clear as air, or it can be normal water (ranging in clarity from murky to clear). Locate Creatures and Objects. The morkoth is aware of any new arrival, whether an object or a creature, on its island or in its sanctum. As an action, the morkoth can locate any one creature or object on the island. Visitors to the island feel as though they are being watched, even when they aren't. Lost Possessions. Each time a creature that has been on the island for less than a year finishes a short or long rest, it must make a $\text{DC } 15$ Wisdom (Perception) check. On a failure, the creature has misplaced one possession (chosen by the player, if the creature is that player's character). The possession remains nearby but concealed for a short time, so it can be recovered with a successful $\text{DC } 15$ Wisdom (Perception) check. An object that is misplaced but not recovered ends up in the morkoth's lair 1 hour later. If the creature later goes to the morkoth's lair, its lost possessions stand out in its perception and are easily recovered. Supernatural Lure. Entrances to the morkoth's lair have an enchantment that the morkoth can activate or suppress at any time while it's in its lair and not incapacitated. Any creature within 30 feet of such an entrance and able to see it must make a $\text{DC } 15$ Wisdom (Perception) check. On a failed save, the creature feels an intense urge to use its movement on each of its turns to enter the lair and to move toward the morkoth's location (the target doesn't realize it's heading toward a creature). The target moves toward the morkoth by the most direct route. As soon as it can see the morkoth, the target can repeat the saving throw, ending the effect on itself on a success. It can also repeat the saving throw at the end of each of its turns and every time it takes damage. If the morkoth dies, these regional effects end immediately.

A Morkoth's Lair. A morkoth claims dominion over an entire island, and it also maintains a central sanctum on that isle. This lair is most often a twisted network of narrow tunnels that connect several underground chambers, although other structural forms might be incorporated. The morkoth dwells among the creatures and objects it prizes most in a spacious vault at the center of the warren, where the celestial fragments that make up the island's core are also located. Sections of the lair and its center might be kept dry to better protect and preserve collected objects and creatures, but most of the lair is underwater. A morkoth encountered in its lair has a challenge rating of 12 (8,400 XP).

Amphibious. The morkoth can breathe air and water.

Spell Reflection. If the morkoth makes a successful saving throw against a spell or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

ACTIONS

Multiattack. The morkoth makes either two Bite attacks and one Tentacles attack or three Bite attacks.

Bite. $\text{Reach } 5 \text{ ft.}$, one target. Hit: damage.

Tentacles. $\text{Reach } 15 \text{ ft.}$, one target. Hit: damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes damage at the start of each of its turns, and the morkoth can't use its tentacles on another target.

Spellcasting. The morkoth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17): At will: detect magic, mage hand 3/day each: darkness, dimension door, dispel magic, lightning bolt, sending

Zastra

Medium Humanoid • CR 8 • 3,900 XP

Armor Class: 18

Hit Points: 91 (14d8 + 28)

Speed: 30 ft.

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

Languages: Gith

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

Campaign Note. *Githyanki knight, Stern section of the Lambent Zenith.*

ACTIONS

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components: At will: mage hand (the hand is invisible) 3/day each: jump, misty step, nondetection (self only), tongues 1/day each: plane shift, telekinesis

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the astral projection spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

Zip

Medium Humanoid (Thri-kreen) • CR 1 • 200 XP

Armor Class: 15 (natural armor)

Hit Points: 33 (6d8 + 6)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Languages: Thrikreen

Challenge: 1 (200 XP) Proficiency Bonus: +2

Campaign Note. Void Walrus deck crew.

TRAITS

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Astral Flight.

ACTIONS

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws.

Bite. , reach 5 ft., one creature. Hit: damage, and the target must succeed on a or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. , reach 5 ft., one target. Hit: damage.

Zop

Medium Humanoid (Thri-kreen) • CR 1 • 200 XP

Armor Class: 15 (natural armor)

Hit Points: 33 (6d8 + 6)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Languages: Thrikreen

Challenge: 1 (200 XP) Proficiency Bonus: +2

Campaign Note. Void Walrus deck crew.

TRAITS

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Astral Flight.

ACTIONS

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws.

Bite. , reach 5 ft., one creature. Hit: damage, and the target must succeed on a or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. , reach 5 ft., one target. Hit: damage.

Howler

Large Fiend • CR 8 • 3,900 XP

Armor Class: 16 (natural armor)

Hit Points: 90 (12d10 + 24)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	5 (-3)	14 (+2)	6 (-2)

Damage Resistances: lightning, cold, fire, bludgeoning, piercing, slashing

Condition Immunities: frightened

Languages: understands Abyssal but can't speak

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

TRAITS

Rending Bite. , reach 5 ft., one target. Hit: damage, plus damage if the target is frightened. This attack ignores damage resistance.

Mind-Breaking Howl. The howler emits a keening howl in a 60-foot cone. Each creature in that area must succeed on a or take damage and be frightened until the end of the howler's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the Mind-Breaking Howl of all howlers for the next 24 hours.

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

ACTIONS

Multiattack. The howler makes two Rending Bite attacks.

Maurezhi

Medium Fiend (Demon) • CR 7 • 2,900 XP

Armor Class: 15 (natural armor)

Hit Points: 88 (16d8 + 16)

Speed: 30 ft.

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

Damage Immunities: poison

Damage Resistances: lightning, cold, fire, necrotic, bludgeoning, piercing, slashing

Condition Immunities: charmed, exhaustion, poisoned

Languages: Abyssal, Elvish, Telepathy 120 ft.

Challenge: 7 (2,900 XP) Proficiency Bonus: +4

TRAITS

Raise Ghoul. The maurezhi targets one dead ghoul or ghost (see the Monster Manual) it can see within 30 feet of it. The target is revived with all its hit points.

Assume Form. The maurezhi can assume the appearance of any Medium Humanoid it eats. It remains in this form for 1d6 days, during which time the form gradually decays until, when the effect ends, the form sloughs from the demon's body.

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

ACTIONS

Multiattack. The maurezhi makes one Bite attack and one Claw attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) piercing damage. If the target is a humanoid, its Charisma score is reduced by 1d4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma to 0. It rises 24 hours later as a ghoul (see the Monster Manual), unless it has been revived or its corpse has been destroyed.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage. If the target is a creature other than an Undead, it must succeed on a 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.

Shoosuva

Large Fiend (Demon) • CR 8 • 3,900 XP

Armor Class: 14 (natural armor)

Hit Points: 136 (16d10 + 48)

Speed: 40 ft.

STR
18 (+4)

DEX
13 (+1)

CON
17 (+3)

INT
7 (-2)

WIS
14 (+2)

CHA
9 (-1)

Damage Immunities: poison

Damage Resistances: lightning, cold, fire

Condition Immunities: charmed, frightened, poisoned

Languages: Abyssal, Gnoll, Telepathy 120 ft.

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

TRAITS

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can move up to half its speed and make one Bite attack.

ACTIONS

Multiattack. The shoosuva makes one Bite attack and one Tail Stinger attack.

Bite. , reach 5 ft., one target. Hit: damage.

Tail Stinger. , reach 15 ft., one creature. Hit: damage, and the target must succeed on a or become poisoned. While poisoned in this way, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yagnoloth

Large Fiend (Yugoloth) • CR 11 • 7,200 XP

Armor Class: 17 (natural armor)

Hit Points: 147 (14d10 + 70)

Speed: 40 ft.

STR
19 (+4)

DEX
14 (+2)

CON
21 (+5)

INT
16 (+3)

WIS
15 (+2)

CHA
18 (+4)

Damage Immunities: poison, acid

Damage Resistances: lightning, cold, fire, bludgeoning, piercing, slashing

Condition Immunities: poisoned

Languages: Abyssal, Infernal, Telepathy 60 ft.

Challenge: 11 (7,200 XP) Proficiency Bonus: +5

TRAITS

Electrified Touch. , reach 5 ft., one target. Hit: damage.

Massive Arm. , reach 15 ft., one target. Hit: damage. If the target is a creature, it must succeed on a or become stunned until the end of the yagnoloth's next turn.

Battlefield Cunning. Up to two allied yugoloths within 60 feet of the yagnoloth that can hear it can use their reactions to make one melee attack each.

Life Leech. The yagnoloth touches one incapacitated creature within 15 feet of it. The target takes damage, and the yagnoloth gains temporary hit points equal to half the damage dealt. The target must succeed on a DC , or its hit point maximum is reduced by an amount equal to half the necrotic damage taken. This reduction lasts until the target finishes a long rest, and the target dies if its hit point maximum is reduced to 0.

Teleport. The yagnoloth teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

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

ACTIONS

Multiattack. The yagnoloth makes one Electrified Touch attack and one Massive Arm attack, or it makes one Massive Arm attack and uses Battlefield Cunning, if available, or Teleport.

Spellcasting. The yagnoloth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16): At will: darkness, detect magic, dispel magic, invisibility (self only), suggestion3/day: lightning bolt

Chapter 4

Alamar-Vatashi

Medium Undead • CR 4 • 1,100 XP

Armor Class: 11

Hit Points: 45 (10d8)

Speed: fly 40 ft.

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

Damage Immunities: cold, necrotic, poison

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

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

Languages: Any languages it knew in life

Challenge: 4 (1,100 XP) Proficiency Bonus: +3

Campaign Note. *L10 Artificer Quarters inside Landro. Offers a psychic vision of the Day of Mourning. Grants a Short Rest equivalent to parties who witness it.*

TRAITS

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

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

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

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

ACTIONS

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

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Ballista

Large Custom • CR 0 • 0 XP

Armor Class: 15

Hit Points: 50 (0)

Speed: 30 ft.

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

Damage Immunities: poison, psychic, all conditions Challenge — (0 XP)

Languages: None

Challenge: 0 (0 XP) Proficiency Bonus: +2

Campaign Note. *Siege weapon actor. Used in the Mourmland approach and Landro exterior.*

TRAITS

Reload. A creature within 5 feet of the ballista can use an action to load one ballista bolt. The ballista holds one bolt at a time and must be reloaded after each shot.

Siege Weapon. The ballista deals double damage to objects and structures.

Immobile. The ballista cannot move on its own. It can be pushed or pulled at half speed by a creature with a Strength score of 12 or higher.

Crew Required. The ballista requires at least one creature to operate it. Loading and firing are separate actions.

ACTIONS

Ballista Bolt. Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 18 (3d10 + 2) piercing damage.

Chandry

Medium Undead • CR 4 • 1,100 XP

Armor Class: 11

Hit Points: 45 (10d8)

Speed: fly 40 ft.

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

Damage Immunities: cold, necrotic, poison

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

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

Languages: Any languages it knew in life

Challenge: 4 (1,100 XP) Proficiency Bonus: +3

Campaign Note. *L2 Cave Graveyard ghost. Lore-only location outside Landro.*

TRAITS

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

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

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

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

the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

ACTIONS

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

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Crunch

Medium Construct (Warforged) • CR 9 • 5,000 XP

Armor Class: 19

Hit Points: 161 (17d8 + 85)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Damage Immunities: acid

Damage Resistances: poison, bludgeoning, piercing, slashing

Condition Immunities: charmed, exhaustion, frightened, poisoned

Languages: Common

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

Campaign Note. *Glaive's lieutenant at Landro's entrance.*

TRAITS

Seismic Slam. Crunch slams his warhammer into the ground. Each creature within 10 feet of him must make a DC 18 Strength saving throw. On a failed save, a creature takes 19 () bludgeoning damage and is knocked . On a successful save, the creature takes half as much damage and isn't knocked .

Battering Charge. Crunch moves up to his speed in a straight line, swinging his warhammer in wide arcs. During this movement, he can move through the space of any Large or smaller creature. The first time he enters a creature's space during this move, that creature must make a DC 18 Strength saving throw. On a failed save, the creature takes 27 () bludgeoning damage, is pushed up to 10 feet

to the side of Crunch's path, and is knocked . On a successful save, the creature takes half as much damage and isn't pushed or knocked .

Move. Crunch moves up to half his speed.

Smash. Crunch makes one attack.

Shockwave. Crunch slams his warhammer into the ground. Each creature within 10 feet of him must make a DC 18 Strength saving throw. On a failed save, a creature takes 13 () bludgeoning damage and is knocked . On a successful save, the creature takes half as much damage and isn't knocked .

Fortify. Crunch braces himself. Until the start of his next turn, he has resistance to all damage, his speed is reduced to 0, and he can't be moved or knocked by any effect.

Demolition Protocol. Crunch targets one object or structure he can see within 60 feet. If the target is being worn or carried, the creature wearing or carrying it must succeed on a DC 17 Dexterity saving throw or the object takes 22 () bludgeoning damage. Unattended objects automatically take this damage.

Reactive Plating. When Crunch is hit by a melee attack, the attacker takes 9 () bludgeoning damage from the kinetic shock.

Dig In. When Crunch would be forced to move or knocked , he can use his reaction to become immune to the effect. His speed becomes 0 until the start of his next turn.

Chemical Aversion. When Crunch takes acid or poison damage, he must succeed on a DC 15 Wisdom saving throw or become enraged until the end of his next turn. While enraged, he must use his action to make a melee attack against the nearest creature (friend or foe), or to Dash toward the nearest creature if he can't reach one.

Constructed Resilience. Crunch doesn't need to eat, drink, breathe, or sleep. Magic can't put him to sleep.

Siege Monster. Crunch deals double damage to objects and structures.

Unstoppable. If Crunch moves at least 20 feet straight toward a target and then hits it with a Breacher's Warhammer attack on the same turn, the target takes an extra 13 () bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked .

ACTIONS

Multiattack. Crunch makes three attacks: two with his Breacher's Warhammer and one Wrecking Fist attack, or he makes two attacks and one attack.

Wrecking Fist. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Explosive Bolt. Ranged Weapon Attack: +4 to hit, range 60/240 ft., one target. Hit: 27 (6d6 + 6) fire damage. Each creature within 10 feet of the target must make a DC 17 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Breacher's Warhammer. This massive warhammer is designed for demolition and siege warfare. Its head is reinforced with dense adamantine plating, and kinetic shock absorbers are built into the handle. The weapon crackles with residual energy from countless breached fortifications. Integrated Weapon. This weapon is integrated into Crunch's arm assembly and cannot be disarmed. It requires attunement by a warforged or construct creature. Siege Breaker. This weapon deals double damage to objects and structures.

LEGENDARY ACTIONS

Legendary Actions. Crunch can take 2 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. Crunch regains spent legendary actions at the start of his turn.

Dortle-Lynn

Medium Humanoid • CR 3 • 700 XP

Armor Class: 17

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)

Languages: Any one language (usually Common)

Challenge: 3 (700 XP) Proficiency Bonus: +3

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: 6 (1d10 + 1) piercing damage.

Filch

Medium Construct • CR 1 • 200 XP

Armor Class: 16

Hit Points: 30 (4d8 + 12)

Speed: 30 ft.

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

Damage Resistances: poison

Condition Immunities: poisoned

Languages: Common

Challenge: 1 (200 XP) Proficiency Bonus: +2

Campaign Note. Cave Shack L3, captured by Fomorians outside Landro's barrier.

TRAITS

Protection. When an attacker the warforged can see makes an attack roll against a creature within 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.

ACTIONS

Multiattack. The warforged makes two Armblade attacks.

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

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

Glaive

Medium Construct • CR 11 • 7,200 XP

Armor Class: 16

Hit Points: 187 (22d8 + 88)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	11 (+0)	16 (+3)	9 (-1)

Damage Resistances: poison

Condition Immunities: charmed, exhaustion, frightened, poisoned

Languages: Common

Challenge: 11 (7,200 XP) Proficiency Bonus: +5

Campaign Note. *Lord of Blades' appointed lieutenant. Deploys a strike force at Landro's entrance and pursues the party inside using explosives to bypass security checkpoints.*

TRAITS

Pack Tactics. Glaive has advantage on attack rolls if at least one ally is within 5 feet of the creature she's attacking and the ally doesn't have the incapacitated condition.

Self-Preservation. In response to being hit by a weapon attack, Glaive reduces the damage by 11 (2d10).

ACTIONS

Heatsink. When Glaive takes cold damage, her Overdrive immediately recharges.

Multiattack. Glaive makes two Spiked Glaive attacks and two Serrated Bolt attacks.

Spiked Glaive. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing or slashing damage, or 14 (1d10 + 9) piercing or slashing damage if Glaive is in overdrive.

Serrated Bolt. Ranged Weapon Attack: +7 to hit, range 60 ft., one target. Hit: 13 (3d6 + 3) piercing damage. If Glaive has advantage on the attack roll, the serrated bolt lodges in the target, and the target's speed is reduced by 10 feet until the serrated bolt is removed. A target's speed can be reduced by only one serrated bolt at a time. A creature can use its action to remove a serrated bolt lodged in itself or another creature within its reach; when the bolt is removed from a creature, that creature takes 5 (2d4) slashing damage.

Grezan

Medium Humanoid • CR 3 • 700 XP

Armor Class: 17

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)

Languages: Any one language (usually Common)

Challenge: 3 (700 XP) Proficiency Bonus: +3

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: 6 (1d10 + 1) piercing damage.

Kalyth

Medium Humanoid • CR 3 • 700 XP

Armor Class: 17

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)

Languages: Any one language (usually Common)

Challenge: 3 (700 XP) Proficiency Bonus: +3

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: 6 (1d10 + 1) piercing damage.

Kravak

Medium Construct (Warforged) • CR 10 • 5,900 XP

Armor Class: 18

Hit Points: 168 (16d8 + 96)

Speed: 30 ft.

Damage Resistances: poison, necrotic, bludgeoning, piercing, slashing

Condition Immunities: exhaustion, charmed, frightened, paralyzed, petrified, poisoned

Languages: Common, Cyran (archaic dialect)

Challenge: 10 (5,900 XP) Proficiency Bonus: +5

Campaign Note. Warforged Warlock sworn to Kas. Kas's Chapter 4 Race Condition deployment. Commands undead/construct hybrids. Native of Cyre who was banished to Tovag before the Day of Mourning — he does not know Cyre is gone.

Traits

Spellcasting. Kravak is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He regains expended spell slots when he finishes a short or long rest. He knows the following warlock spells: Cantrips (at will):

Eldritch Blast, Mage Hand, Arms of Hadar, Hex, Blight, Hold Monster

Desecrating Presence. Kravak channels Kas's destructive fury. Each creature within 20 feet must succeed on a DC 15 Constitution saving throw or take 28 (8d6) necrotic damage and have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest.

Move. Kravak moves up to half his speed without provoking opportunity attacks.

Drag. Kravak pulls one creature Grappled by him up to 10 feet closer and the Grappled creature takes 7 (2d6) necrotic damage.

Necrotic Surge. Kravak's Necrotic Leakage intensifies until the start of his next turn. Its radius increases to 10 feet and the damage increases to 10 (3d6) necrotic damage.

Curse of Kas. One creature within 30 feet that Kravak can see must succeed on a DC 15 Wisdom saving throw or be Frightened until the end of Kravak's next turn. While Frightened, the creature's speed is 0.

Wrathful Rebuke. When damaged by a creature within 60 feet, Kravak can use his reaction to cast hex or eldritch blast targeting that creature.

Necrotic Leakage. Any creature that starts its turn within 5 feet of Kravak takes 7 (2d6) necrotic damage.

Constructed Resilience. Kravak doesn't need to eat, drink, breathe, or sleep. Magic can't put him to sleep.

Man Out Of Time. Kravak has advantage on saving throws against being Charmed or Frightened by effects related to the Day of Mourning or the Mourmland's environmental hazards.

Actions

Multiattack. Kravak makes three attacks: two with his Necrotic Warblade and one with his Grasping Claw.

Grasping Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and Kravak can't use this claw on another target.

Necrotic Warblade. This massive blade of rusted iron drips with black necrotic energy. Forged in service to Kas the Destroyer, it hungers for the life force of its victims. **Curse.** This weapon is cursed. Attuning to it extends the curse to you. Until the curse is broken with remove curse or similar magic, you are unwilling to part with the weapon.

Legendary Actions. Kravak 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. Kravak regains spent legendary actions at the start of his turn.

Legendary Actions. Kravak 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. Kravak regains spent legendary actions at the start of his turn.

Landro

Large Elemental • CR 5 • 1,800 XP

Armor Class: 14

Hit Points: 114 (12d10 + 48)

Speed: 30 ft., swim 90 ft.

STR
18 (+4)

DEX
14 (+2)

CON
18 (+4)

INT
5 (-3)

WIS
10 (+0)

CHA
8 (-1)

Damage Immunities: poison

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

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

Languages: Aquan

Challenge: 5 (1,800 XP) Proficiency Bonus: +4

***Campaign Note.** The sentient Warforged Colossus. This stat block represents the form Landro's brain takes in the Graymatter Engine (L28) — a Water Elemental-based construct. The Colossus itself is a location, not a combat encounter.*

TRAITS

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 check and succeeding.

Mercy

Medium Construct • CR 1 • 200 XP

Armor Class: 16

Hit Points: 30 (4d8 + 12)

Speed: 30 ft.

STR
16 (+3)

DEX
12 (+1)

CON
16 (+3)

INT
10 (+0)

WIS
14 (+2)

CHA
11 (+0)

Damage Resistances: poison

Condition Immunities: poisoned
Languages: Common
Challenge: 1 (200 XP) Proficiency Bonus: +2

Campaign Note. *Leader of the Warforged Pilgrims. Built as a field medic and chaplain assistant for Cyran trench warfare. Rigidly devoted to the Prophet's rituals. Her secret: she is terrified the Prophet has gone silent.*

TRAITS

Protection. When an attacker the warforged can see makes an attack roll against a creature within 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.

ACTIONS

Multiattack. The warforged makes two Armblade attacks.

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

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

Rack

Medium Construct (Warforged) • CR 9 • 5,000 XP

Armor Class: 17 (natural armor)

Hit Points: 127 (15d8 + 60)

Speed: 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Damage Resistances: poison

Condition Immunities: charmed, exhaustion, frightened, poisoned

Languages: Common

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

Campaign Note. *Glaive's lieutenant at Landro's entrance.*

TRAITS

Move. Rack moves up to his speed without provoking opportunity attacks. He can use Spider Climb during this movement.

Sensory Probe. Rack makes a Wisdom (Perception) check to analyze one creature he can see within 30 feet, learning all four pieces of information from his Sensory Analysis trait.

Pounce. Rack moves up to his speed and makes one attack. This movement doesn't provoke opportunity attacks from the target of the attack.

Skitter. Rack moves up to half his speed without provoking opportunity attacks. This movement can include climbing.

Evasive Maneuvers. Until the start of Rack's next turn, attack rolls against him have disadvantage, and he has advantage on Dexterity saving throws.

Intercept. When a creature Rack can see moves within 5 feet of him, he can use his reaction to make one attack against that creature.

Ambusher. Rack has advantage on attack rolls against any creature he has surprised.

Constructed Resilience. Rack doesn't need to eat, drink, breathe, or sleep. Magic can't put him to sleep.

Multi-limbed. Rack has four arms and can hold up to four objects at once. He can take the Use an Object action as a bonus action.

Pack Tactics. Rack has advantage on attack rolls if at least one ally is within 5 feet of the creature he's attacking and the ally doesn't have the condition.

Sensory Analysis. Rack has advantage on Wisdom (Perception) checks that rely on smell or hearing. When he hits a creature with an attack, he learns one of the following pieces of information about that creature (his choice): current hit points, Armor Class, speed, or one saving throw modifier.

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

ACTIONS

Multiattack. Rack makes four attacks. He can replace two attacks with one Throttle attack.

Razor Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Throttle. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, can't breathe, and Rack can't use Throttle on another target.

Shrapnel Launcher. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 18 (3d8 + 5) piercing damage. If Rack has moved at least 20 feet on this turn before making this attack, the target must succeed on a DC 17 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Legendary Actions. Rack can take 2 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. Rack regains spent legendary actions at the start of his turn.

XER-0

Medium Construct (Warforged) • CR 9 • 5,000 XP

Armor Class: 19

Hit Points: 142 (19d8 + 57)

Speed: 40 ft., climb 30 ft.

STR

DEX

CON

INT

WIS

CHA

14 (+2)

22 (+6)

16 (+3)

14 (+2)

16 (+3)

8 (-1)

Damage Resistances: poison, bludgeoning, piercing, slashing

Condition Immunities: exhaustion, charmed, frightened, paralyzed, petrified, poisoned

Languages: Common, Cyran (archaic dialect); understands but rarely speaks

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

***Campaign Note.** Kravak's Warforged assassin. Conducts a harassment campaign across four interior Landro locations, withdrawing when bloodied until his final stand at the Walkway (L22).*

TRAITS

Shadow Strike. XER-0 teleports up to 60 feet to an unoccupied space it can see and makes one attack with advantage. If the attack hits, the target must succeed on a DC 16 Constitution saving throw or be until the end of XER-0's next turn.

Move. XER-0 moves up to its speed without provoking opportunity attacks.

Mark Target. XER-0 designates one creature it can see within 60 feet as its priority target until the end of its next turn. XER-0 has advantage on attack rolls against the marked target, and the target has disadvantage on attack rolls against creatures other than XER-0.

Vanish. XER-0 uses Glitching Phaseshift if available, or becomes until the end of its next turn if Glitching Phaseshift has been expended.

Uncanny Dodge. When an attacker that XER-0 can see hits it with an attack, XER-0 can use its reaction to halve the attack's damage against it.

Ghillie Dispersal. When XER-0 takes damage, it can use its reaction to become and move up to 20 feet without provoking opportunity attacks. This invisibility lasts until the start of its next turn or until it attacks.

Assassinate. During its first turn, XER-0 has advantage on attack rolls against any creature that hasn't taken a turn. Any hit XER-0 scores against a surprised creature is a critical hit.

Constructed Resilience. XER-0 doesn't need to eat, drink, breathe, or sleep. Magic can't put it to sleep.

Evasion. If XER-0 is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Glitching Phaseshift. As a bonus action, XER-0 can become until the start of its next turn or until it attacks, whichever comes first. It can use this ability three times and regains expended uses when it finishes a short or long rest.

Jailbroken Code. XER-0 has advantage on saving throws against spells and magical effects. However, if targeted by detect thoughts or dispel magic, it must succeed on a DC 15 Wisdom saving throw or become until the end of its next turn as conflicting loyalty protocols clash.

Sneak Attack. XER-0 deals an extra 24 () damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of XER-0 that isn't and XER-0 doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. XER-0 makes three attacks with its or Integrated Hand Crossbow.

Integrated Hand Crossbow. Ranged Weapon Attack: +11 to hit, range 30/120 ft., one target. Hit: 9 (1d6 + 6) piercing plus 7 (2d6) poison damage.

Warforged Blade. This sleek blade is integrated directly into XER-0's arm assembly, featuring retractable mechanisms and poison delivery channels. The blade can fold seamlessly back into the warforged's limb when not in use. **Integrated Weapon.** This weapon cannot be disarmed and requires attunement by a warforged or construct creature. **Poison Reservoir.** The blade contains alchemical poison that deals an additional 2d6 poison damage on hit. The reservoir has enough poison for 10 hits and can be refilled during a long rest with 100 gp worth of materials and a successful DC 15 Intelligence (Alchemist's Supplies) check.

LEGENDARY ACTIONS

Legendary Actions. XER-0 can take 2 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. XER-0 regains spent legendary actions at the start of its turn.

Chapter 5

Brigetta

Medium Undead • CR 4 • 1,100 XP

Armor Class: 11

Hit Points: 45 (10d8)

Speed: fly 40 ft.

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

Damage Immunities: cold, necrotic, poison

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

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

Languages: Any languages it knew in life

Challenge: 4 (1,100 XP) Proficiency Bonus: +3

TRAITS

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

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

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

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

the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

ACTIONS

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

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Durst Cultist Construct

Medium Construct (Memory Echo) • CR 0.25 • 50 XP

Armor Class: 10

Hit Points: 11 (2d8 + 2)

Speed: 30 ft.

Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages: Common, (understands but rarely speaks)

Challenge: 0.25 (50 XP) Proficiency Bonus: +2

Campaign Note. Death House construct. Echo Domain variant.

Traits

Cower. When the construct takes damage, it can use its reaction to cower and gain a +2 bonus to AC until the start of its next turn. Some constructs break programming and flee instead of fighting.

Automaton Nature. The construct doesn't require air, food, drink, or sleep.

Echo Instability. When the construct takes damage, observers can make a DC 13 Intelligence (Investigation) check to notice its blood is translucent and shimmers like oil on water, revealing its construct nature.

Programmed Behavior. The construct repeats the same phrases and movements. It has disadvantage on initiative rolls and Wisdom (Perception) checks as it focuses on its assigned task.

Actions

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

Desperate Flailing. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage. The construct flails wildly when threatened but is not an effective combatant.

Enhanced Vampire Spawn

Medium Undead • CR 7 • 2,900 XP

Armor Class: 16 (natural armor)

Hit Points: 104 (16d8 + 32)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	14 (+2)

Damage Resistances: necrotic, bludgeoning, piercing, slashing

Languages: The languages it knew in life

Challenge: 7 (2,900 XP) Proficiency Bonus: +4

Campaign Note. Deployed by SLPMS within the Ch5 Echo Domain. Enhanced variant with Shadow Step and Kas's Empowerment beyond standard vampire spawn.

TRAITS

Shadow Step. The vampire magically teleports up to 30 feet to an unoccupied space it can see that is in dim light or darkness.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed By Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake To The Heart. If a piercing weapon made of wood is driven into the vampire's heart while it is in its resting place, the vampire is until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Kas's Empowerment. This vampire spawn has been enhanced by Kas's power, gaining increased durability and tactical awareness beyond normal spawn.

ACTIONS

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

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 9 (1d10 + 4) piercing plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Galias

Medium Undead • CR 9 • 5,000 XP

Armor Class: 17 (natural armor)

Hit Points: 127 (17d8 + 51)

Speed: 30 ft., climb 30 ft.

Damage Resistances: necrotic, bludgeoning, piercing, slashing

Languages: Common, Draconic, Infernal

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

Traits

Spellcasting. Galias is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following warlock spells prepared: Cantrips (at will): Eldritch Blast, Mage Hand, Minor Illusion, Counterspell, Dimension Door, Hold Person, Invisibility, Misty Step, Vampiric Touch

Shadow Step. Galias magically teleports up to 30 feet to an unoccupied space he can see that is in dim light or darkness.

Bound Soul. If Galias is reduced to 0 hit points by Sarusanda Allester specifically, Kas's magical control breaks in his final moments. His eyes clear of vampire coldness, and he reaches toward his daughter with trembling hand. His voice returns to human warmth: "Forgive me... I couldn't stop... him..." He experiences brief paternal love and peace before turning to ash. This grants Sarusanda advantage on her next attack roll or saving throw as she finds closure.

Counterspell. Galias attempts to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, Galias makes a Charisma check (DC 10 + the spell's level). On a success, the creature's spell fails and has no effect.

Regeneration. Galias regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

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

Vampire Weaknesses. Galias has the following flaws:

Forbiddance. Galias can't enter a residence without an invitation from one of the occupants.

Harmed By Running Water. Galias takes 20 acid damage if he ends his turn in running water.

Stake To The Heart. If a piercing weapon made of wood is driven into Galias's heart while he is Incapacitated in his resting place, he is Paralyzed until the stake is removed.

Sunlight Hypersensitivity. Galias takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Kas's Lieutenant. Galias is bound to Kas the Destroyer's will. He can make tactical decisions and lead other undead. When Galias is reduced to 0 hit points, Kas's control momentarily falters (see Bound Soul reaction).

Actions

Multiattack. Galias makes three attacks: two with his claws and one with his bite, or he can replace one claw attack with Eldritch Blast.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage. Instead of dealing damage, Galias can grapple the target (escape DC 16).

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 9 (1d10 + 4) piercing plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Eldritch Blast. Ranged Spell Attack: +7 to hit, range 120 ft., one creature. Hit: 10 (1d10 + 5) force damage. Galias can target up to two creatures with separate attack rolls.

Malketh

Medium Undead (Human) • CR 8 • 3,900 XP

Armor Class: 15 (natural armor)

Hit Points: 91 (14d8 + 28)

Speed: 30 ft.

Damage Resistances: necrotic, bludgeoning, piercing, slashing

Condition Immunities: frightened

Languages: Abyssal, Common, Infernal

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

Traits

Soul Tattoo. Malketh touches one of the Soul Tattoos on his body. The tattoo vanishes as the trapped soul manifests as a shadow in an unoccupied space he can see within 30 feet. The shadow obeys Malketh's mental commands and takes its turn immediately after him. If the shadow is within 5 feet of Malketh, it can take an action to reappear on his flesh, regaining all its hit points.

Ritual Conductor. Malketh has spent weeks preparing the resurrection ritual. While within 30 feet of an active ritual circle, he can use a bonus action to empower it, increasing the DC of any saving throws the ritual imposes by 2 until the start of his next turn.

Tattoo Of Osybus. If Malketh drops to 0 hit points, roll on the Boons of Undeath table for the boon he receives. Malketh dies if he receives a boon he already has (Spectral). If he receives a new boon, he revives at the start of his next turn with half his hit points restored. To prevent revival, the tattoo must be destroyed. The tattoo is an object with AC 15, 15 hp, and immunity to poison and psychic damage. It regains all its hit points at the end of every combatant's turn.

Spectral. Malketh appears wraithlike and translucent. He has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. He can move through creatures and objects as if they were difficult terrain, but he takes 5 (1d10) force damage if he ends his turn inside a creature or an object.

Ritual Conductor. Malketh has spent weeks preparing the resurrection ritual. While within 30 feet of an active ritual circle, he can use a bonus action to empower it, increasing the DC of any saving throws the ritual imposes by 2 until the start of his next turn.

Actions

Spellcasting. Malketh casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16): At will: Detect Magic, Mage Hand, Thaumaturgy; 1/day each: Animate Dead, Dispel Magic, False Resurrection

Multiattack. Malketh makes two attacks.

Soul Blade. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage, and if the target is a creature, it has the paralyzed condition until the start of Malketh's next turn. If this damage reduces a Medium or smaller creature to 0 hit points, the creature dies, and its soul is trapped in Malketh's body, manifesting as a shadowy Soul Tattoo on him. The soul is freed if Malketh dies.

Necrotic Bolt. Ranged Spell Attack: +8 to hit, range 120 ft., one target. Hit: 13 (3d8) necrotic damage, and the target can't regain hit points until the start of Malketh's next turn.

False Resurrection. Malketh attempts to resurrect a corpse using the rod piece as a conduit. The target must be a creature that has been dead for no more than 1 year. This ritual requires 1 minute of uninterrupted chanting and the presence of a rod piece. If interrupted, the ritual fails and the rod piece must be recharged (1 hour). On completion, the creature rises as an undead creature of Malketh's choice (CR 3 or lower) under his control.

SLPMS (Slightly Less Powerful Mad Strahd)

Medium Undead (Vampire, Memory Echo) • CR 12 • 8,400 XP

Armor Class: 15 (natural armor)

Hit Points: 102 (12d8 + 48)

Speed: 30 ft.

Damage Resistances: necrotic, bludgeoning, piercing, slashing

Languages: Abyssal, Common, Draconic, Elvish, Giant, Infernal

Challenge: 12 (8,400 XP) Proficiency Bonus: +5

Campaign Note. The Chapter 5 antagonist. A modified Strahd stat block scaled for the Echo Domain context. Not a published statblock.

Traits

Blighted Fire. SLPMS summons shadowy, necrotic fire that fills a 15-foot-radius sphere centered on a point he can see within 60 feet of himself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage plus 10 (3d6) necrotic damage on a failed save or half as much damage on a successful one.

Charm. SLPMS targets one humanoid he can see within 30 feet of himself. The target must succeed on a DC 15 Wisdom saving throw or have the Charmed condition. The Charmed target regards SLPMS as a trusted friend. Each time SLPMS or his companions deal damage to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until SLPMS is reduced to 0 hit points.

Cunning Escape. SLPMS moves up to his speed without provoking opportunity attacks.

Strike. SLPMS makes one Death Strike attack.

Memory Attack. SLPMS targets one creature within 30 feet that he can see. The target must succeed on a DC 15 Wisdom saving throw or be Stunned until the end of its next turn as it relives a traumatic moment from the party's Curse of Strahd campaign. This only affects party members who fought the original Strahd.

Legendary Resistance. If SLPMS fails a saving throw, he can choose to succeed instead.

Failed Resurrection Echo. SLPMS is not the true Strahd von Zarovich but a corrupted memory construct created from a failed resurrection ritual. His form flickers at the edges like a dying illusion. He has hollow void eyes and radiates raw, uncontrolled fury. When reduced to 0 hit points, he dissolves completely rather than reforming, proving he was never truly Strahd. The party's Curse of Strahd victory remains intact.

Regeneration. SLPMS regains 15 hit points at the start of his turn if he has at least 1 hit point. If he takes radiant damage, this trait doesn't function at the start of his next turn.

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

Vampire Weaknesses. SLPMS has the following flaws:

Harmed By Running Water. While in running water, SLPMS takes 20 acid damage if he ends his turn there.

Sunlight Hypersensitivity. While in sunlight, SLPMS takes 20 radiant damage at the start of his turn and has disadvantage on attack rolls and ability checks.

Unstable Form. SLPMS cannot use Change Shape. His corrupted nature prevents him from taking alternate forms.

Actions

Spellcasting. SLPMS casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15): At will: Fog Cloud, Mage Hand; 1/day each:

Animate Dead, Mirror Image

Multiattack. SLPMS makes two Death Strike attacks. He can replace one attack with Blighted Fire if available.

Death Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing plus 10 (3d6) necrotic damage. If the target is a creature, SLPMS can forgo dealing slashing damage; the target then has the grappled condition (escape DC 15) instead. SLPMS can grapple only one creature at a time.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature that has the charmed or grappled condition. Hit: 6 (1d6 + 3) piercing plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and SLPMS regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Legendary Actions. SLPMS can take 2 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. SLPMS regains spent legendary actions at the start of his turn.

Legendary Actions. SLPMS can take 2 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. SLPMS regains spent legendary actions at the start of his turn.

Sarusanda Allester

Medium Humanoid • CR 8 • 3,900 XP

Armor Class: 11

Hit Points: 77 (14d8 + 14)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	19 (+4)	16 (+3)	15 (+2)

Condition Immunities: charmed, frightened

Languages: any four languages, telepathy 120 ft.
Challenge: 8 (3,900 XP) Proficiency Bonus: +4

TRAITS

Telekinetic Deflection. In response to being hit by an attack roll, the inquisitor increases its AC by 4 against the attack. If this causes the attack to miss, the attacker is hit by the attack instead.

ACTIONS

Multiattack. The inquisitor attacks twice.

Force Bolt. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 22 (4d8 + 4) force damage, and if the target is a Large or smaller creature, the inquisitor can push it up to 10 feet away.

Silver Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands, plus 18 (4d8) force damage.

Innate Spellcasting (Psionics). The inquisitor casts one of the following spells, requiring no components and using Intelligence as the spellcasting ability (spell save DC 15): At will: detect magic, dispel magic, levitate, mage armor, mage hand, sending 1/day each: Otiluke's resilient sphere, telekinesis

Implode (Recharge 4–6). Each creature in a 20-foot-radius sphere centered on a point the inquisitor can see within 120 feet of it must succeed on a DC 15 Constitution saving throw or take 31 (6d8 + 4) force damage and be knocked prone and moved to the unoccupied space closest to the sphere's center. Large and smaller objects that aren't being worn or carried in the sphere automatically take the damage and are similarly moved.

Chapter 6

Akaazi

Medium Humanoid • CR 9 • 5,000 XP

Armor Class: 12

Hit Points: 110 (20d8 + 20)

Speed: 30 ft.

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

Damage Resistances: necrotic

Languages: any four languages

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

TRAITS

Grim Harvest. When the necromancer kills a creature with necrotic damage, the necromancer regains 9 (2d8) hit points.

ACTIONS

Multiattack. The necromancer makes three Arcane Burst attacks.

Arcane Burst. Melee or Ranged Spell Attack:. +7 to hit, reach 5 ft. or range 120 ft., one target. Hit: 25 (4d10 + 3) necrotic damage.

Spellcasting. The necromancer casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15): At will: dancing lights, mage hand, prestidigitation 2/day each: bestow curse, dimension door, mage armor, web 1/day: circle of death

Captain Dareth Ironhelm

Medium Humanoid • CR 3 • 700 XP

Armor Class: 18 (plate)
Hit Points: 52 (8d8 + 16)
Speed: 30 ft.

Condition Immunities: frightened
Languages: Common plus one other language
Challenge: 3 (700 XP) Proficiency Bonus: +3

Traits

Parry. Trigger: The knight is hit by a melee attack roll while holding a weapon.
Response: The knight adds 2 to its AC against that attack, possibly causing it to miss.
Plate. consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Actions

Multiattack. The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword., reach 5 ft. Hit: damage plus damage.

Heavy Crossbow., range 100/400 ft. Hit: damage plus damage.

Gazaia

Medium Fey • CR 13 • 10,000 XP

Armor Class: 16
Hit Points: 187 (22d8 + 88)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	11 (+0)	16 (+3)	18 (+4)

Damage Immunities: poison

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: poisoned

Languages: Elvish, Sylvan

Challenge: 13 (10,000 XP) Proficiency Bonus: +6

TRAITS

Bramble Walk. Difficult terrain composed of vegetation, such as foliage or thorns, doesn't cost the dryad extra movement.

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

Speak with Beasts and Plants. The dryad can communicate with Beasts and Plants as if they shared a language.

ACTIONS

Multiattack. The dryad makes two Poisonous Thorn attacks and one Sapping Vine attack.

Poisonous Thorn. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 120 ft., one target. Hit: 13 (4d4 + 3) piercing damage plus 10 (3d6) poison damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or have the poisoned condition until the start of the dryad's next turn.

Sapping Vine. Melee Weapon Attack: +8 to hit, reach 30 ft., one target. Hit: The target has the grappled condition (escape DC 16). Until the grapple ends, the target has the restrained condition, and the dryad can't use the same vine on another target. A creature restrained in this way takes 13 (3d8) necrotic damage at the start of its turn. The dryad has six vines. Each vine can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a vine deals no damage to the dryad, but any creature grappled by that vine no longer has the grappled condition. All vines immediately wither and disappear when the dryad is reduced to 0 hit points.

Spellcasting. The dryad casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17): At will: *Druidcraft* 2/day each: *Pass without Trace*, *Spike Growth* 1/day: *Dispell Magic*

Guerthel

Medium Undead • CR 5 • 1,800 XP

Armor Class: 13

Hit Points: 67 (9d8 + 27)

Speed: fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
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6 (-2)

16 (+3)

16 (+3)

12 (+1)

14 (+2)

15 (+2)

Damage Immunities: necrotic, poison

Damage Resistances: acid, cold, fire, lightning, thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

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

Languages: The languages it knew in life

Challenge: 5 (1,800 XP) Proficiency Bonus: +4

TRAITS

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.

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.

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.

Orinix

Huge Dragon • CR 13 • 10,000 XP

Armor Class: 17

Hit Points: 172 (15d12 + 75)

Speed: 40 ft., fly 80 ft., burrow 20 ft.

STR
23 (+6)

DEX
12 (+1)

CON
20 (+5)

INT
10 (+0)

WIS
13 (+1)

CHA
15 (+2)

Damage Immunities: cold

Languages: Draconic

Challenge: 13 (10,000 XP) Proficiency Bonus: +6

TRAITS

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and leaves a 15-foot-diameter tunnel in its wake.

Unusual Nature. The dragon doesn't require air.

Tail Attack. The dragon makes one Tail attack.

Treacherous Ice. Magical ice covers the ground in a 20-foot radius centered on a point the dragon can see within 120 feet of itself. The ice, which is difficult terrain for all creatures except lunar dragons, lasts for 10 minutes or until the dragon uses this legendary action again.

A Lunar Dragon's Lair. The cave complex where a lunar dragon makes its lair contains ample space for food, as well as one or more hidden chambers where the dragon keeps its treasure. Depending on the composition and features of the moon, the lair might contain natural springs and heat vents, wild gardens, crystal formations, magical phenomena, or an ecosystem of lesser life forms that have adapted to living with the dragon.

Regional Effects. The region containing an ancient or adult lunar dragon's lair is warped by the dragon's magic, which produces one or more of the following effects: **Black Frost.** A thin layer of black frost covers the ground, which kills all ordinary plants growing within 6 miles of the lair if the dragon is ancient, or within 3 miles if the dragon is an adult. **Haunting Moan.** A haunting sound gets louder or fainter (dragon's choice) the closer one gets to the lair. The moan is audible 6 miles from the lair if the dragon is ancient, or 3 miles if the dragon is an adult. **Moon Devils.** Swirling funnels of dust and frost known as moon devils crisscross the area within 1 mile of the lair, intercepting other creatures they encounter. A moon devil is a free-willed air elemental that deals cold damage instead of bludgeoning damage. If the dragon dies, the moaning stops, the moon devils dissipate, and the black frost disappears over the course of 1d10 days, allowing plant life in the area to recover.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 13 (2d6 + 6) piercing damage plus 3 (1d6) cold 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: 13 (2d6 + 6) bludgeoning damage.

Cold Breath (Recharge 5–6). The dragon exhales a blast of frost in a 60-foot cone. Each creature in the cone must make a DC 18 Constitution saving throw. On a failed save, the creature takes 36 (8d8) cold damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

LEGENDARY ACTIONS

Legendary Actions. The dragon can take 2 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.

Riffel

Small Humanoid • CR 3 • 700 XP

Armor Class: 11

Hit Points: 58 (9d8 + 18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Damage Immunities: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Languages: Common ((can't speak in wolf form))

Challenge: 3 (700 XP) Proficiency Bonus: +3

TRAITS

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. (Humanoid or Hybrid Form Only). The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Rosintar

Huge Plant • CR 9 • 5,000 XP

Armor Class: 16

Hit Points: 138 (12d12 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing

Languages: Common, Druidic, Elvish, Sylvan

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

TRAITS

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Teremini Nightsedge

Medium Humanoid (Elf) • CR 19 • 22,000 XP

Armor Class: 18

Hit Points: 204 (24d8 + 96)

Speed: 30 ft.

Damage Resistances: necrotic, bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened

Languages: Common, Draconic, Elvish, Infernal, Undercommon

Challenge: 19 (22,000 XP) Proficiency Bonus: +7

Campaign Note. Chapter 6 main villain. Holds the fifth Rod piece. Three Moons Vault, Krynn.

Traits

Spellcasting. Teremini is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared: Cantrips (at will): Chill Touch, Mage Hand, Minor Illusion, Prestidigitation, Toll the Dead; 1st level (4 slots): Detect Magic, Mage Armor, Ray of Sickness, Shield; 2nd level (3 slots): Blindness/Deafness, Hold Person, Misty Step, Ray of Enfeeblement; 3rd level (3 slots): Animate Dead, Counterspell, Dispel Magic, Vampiric Touch; 4th level (3 slots): Blight, Dimension Door, Greater Invisibility, Stoneskin; 5th level (3 slots): Cloudkill, Cone of Cold, Telekinesis; 6th level (2 slots): Circle of Death, Disintegrate, Globe of Invulnerability; 7th level (2 slots): Finger of Death, Teleport; 8th level (1 slot):

Dominate Monster, Power Word Stun; 9th level (1 slot): Power Word Kill, Time Stop
Cast a Cantrip. Teremini casts a cantrip.

Curse. Teremini targets one creature she can see within 60 feet. The target must succeed on a DC 19 Wisdom saving throw or have disadvantage on attack rolls and saving throws until the end of Teremini's next turn.

Ritual Pulse. While concentrating on her curse-breaking ritual, Teremini can pulse energy from the three lunar crystals. Each creature within 30 feet of Teremini must succeed on a DC 19 Constitution saving throw or take 21 (6d6) force damage and be pushed 10 feet away from her.

Lair Actions. When fighting in Three Moons Vault's upper level (areas U1-U5), Teremini can invoke the ambient lunar magic. On initiative count 20 (losing initiative ties), Teremini can take one lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

Moonlight Beam. A 10-foot-radius, 40-foot-high cylinder of moonlight appears centered on a point Teremini can see within 120 feet. Each creature in the cylinder must succeed on a DC 19 Constitution saving throw or take 22 (5d8) radiant damage and be forced into its true form if it is transformed (werewolves, shapechangers, etc.). The moonlight lasts until initiative count 20 on the next round.

Solid Moonlight Barrier. Teremini creates a wall of solid moonlight in a line up to 60 feet long, 10 feet high, and 5 feet thick, or a ring with a 20-foot radius, 10 feet high, and 5 feet thick. The wall blocks line of sight and provides total cover. Nothing can physically pass through it or teleport through it. The wall disappears after 1 minute or when Teremini uses this lair action again.

Mirror Disruption. If any moonlight mirrors have been correctly aligned by the party, Teremini can attempt to knock one off target. One mirror within 120 feet that she can see teleports 10 feet in a random direction. A creature holding the mirror can prevent this with a successful DC 19 Strength saving throw.

Lunar Fury. Teremini teleports up to 60 feet to an unoccupied space she can see. Until the end of her next turn, her next spell attack roll has advantage, and the target has disadvantage on its saving throw against that spell.

Summon Undead. Teremini magically summons 2d4 wraiths or 1d4 black rose bearers (see VEOR Appendix A). The summoned undead appear in unoccupied spaces within 60 feet of Teremini and obey her commands. They act on her initiative count, immediately after her turn. The undead remain for 1 hour, until they are destroyed, or until Teremini dies or dismisses them as a bonus action.

Moonlight Shield. When Teremini is hit by an attack, she can use her reaction to teleport up to 30 feet to an unoccupied space she can see. The attacker has disadvantage on saving throws against Teremini's spells until the end of her next turn.

Shield. When Teremini is hit by an attack or targeted by magic missile, she can cast shield as a reaction without expending a spell slot.

Legendary Resistance. If Teremini fails a saving throw, she can choose to succeed instead.

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

Ritual Empowerment. While Teremini maintains Concentration on her curse-breaking

ritual, she has advantage on Constitution saving throws to maintain concentration, and she gains a +2 bonus to AC and saving throws (already included in stats above during ritual phase).

Grim Harvest. When Teremini kills a creature with a spell or cantrip, she regains hit points equal to twice the spell's level (or 5 hit points for a cantrip).

Lunar Conduit. Teremini has advantage on Constitution saving throws made to maintain Concentration on spells while within Three Moons Vault.

Actions

Multiattack. Teremini makes three Necrotic Burst attacks.

Necrotic Burst. Teremini makes one Necrotic Burst attack.

Necrotic Burst. Teremini makes one Necrotic Burst attack.

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

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

Valendar

Medium Humanoid • CR 3 • 700 XP

Armor Class: 11

Hit Points: 58 (9d8 + 18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Damage Immunities: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Languages: Common ((can't speak in wolf form))

Challenge: 3 (700 XP) Proficiency Bonus: +3

TRAITS

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. (Humanoid or Hybrid Form Only). The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Xelvrith (The Eternal Watcher)

Large Undead • CR 5 • 1,800 XP

Armor Class: 15

Hit Points: 93 (11d10 + 33)

Speed: fly 20 ft.

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

Damage Immunities: poison

Condition Immunities: poisoned, prone

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

Challenge: 5 (1,800 XP) Proficiency Bonus: +4

TRAITS

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.

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

1. Paralyzing Ray. The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. Fear Ray. The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

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

ACTIONS

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

Chapter 7

Abalahin

Huge Plant • CR 9 • 5,000 XP

Armor Class: 16

Hit Points: 138 (12d12 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing

Languages: Common, Druidic, Elvish, Sylvan

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

TRAITS

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Laysa Matulin

Medium Humanoid (Human) • CR 13 • 10,000 XP

Armor Class: 17
Hit Points: 115 (16d8)
Speed: 35 ft.

Languages: Common, Draconic, Elvish
Challenge: 13 (10,000 XP) Proficiency Bonus: +6

Traits

Spellcasting. Laysa is a 16th-level artificer. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She has the following artificer spells prepared: Cantrips (at will): Light, Mage Hand, Mending; 1st level (4 slots): Cure Wounds, Faerie Fire, False Life, Feather Fall, Grease, Jump, Longstrider, Purify Food and Drink, Sanctuary; 2nd level (3 slots): Aid, Alter Self, Arcane Lock, Blur, Heat Metal, Invisibility, Lesser Restoration, Levitate, Magic Weapon, Rope Trick, See Invisibility, Spider Climb, Web; 3rd level (3 slots): Blink, Dispel Magic, Elemental Weapon, Fly, Glyph of Warding, Haste, Protection from Energy, Revivify, Water Breathing; 4th level (2 slots): Arcane Eye, Fabricate, Freedom of Movement, Leomund's Secret Chest, Stone Shape, Stoneskin, Summon Construct; 5th level (2 slots): Creation, Greater Invisibility Studded Leather, +1. You have a +1 bonus to AC while wearing this armor.

Sending Stones. come in pairs, with each stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can cast Sending from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone, and you don't cast the spell. Once Sending is cast using either stone, the stones can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

Lantern of Revealing. While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's Bright Light. You can take a Utilize action to lower the hood, reducing the lantern's light to Dim Light in a 5-foot radius.

Map. If you consult an accurate Map, you gain a +5 bonus to Wisdom (Survival) checks you make to find your way in the place represented on it.

Cartographer's Tools. Ability: Wisdom Utilize: Draft a map of a small area (DC 15)

Craft: Map If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Tinker's Tools. Ability: Dexterity Utilize: Assemble a Tiny item composed of scrap, which falls apart in 1 minute (DC 20) **Craft: Musket, Pistol, Bell, Bullseye Lantern, Flask, Hooded Lantern, Hunting Trap, Lock, Manacles, Mirror, Shovel, Signal Whistle,**

Tinderbox If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Lantern, Bullseye. A Bullseye Lantern burns Oil as fuel to cast Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

Thieves' Tools. Ability: Dexterity Utilize: Pick a lock (DC 15), or disarm a trap (DC 15) If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Map or Scroll Case. A Map or Scroll Case holds up to 10 sheets of paper or 5 sheets of parchment.

Traveler's Clothes. Traveler's Clothes are resilient garments designed for travel in various environments.

Oil. You can douse a creature, object, or space with Oil or use it as fuel, as detailed below. **Dousing a Creature or an Object.** When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil. **Dousing a Space.** You can take the Utilize action to pour an Oil flask on level ground to cover a 5-foot-square area within 5 feet of yourself. If lit, the oil burns until the end of the turn 2 rounds from when the oil was lit (or 12 seconds) and deals 5 Fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn. **Fuel.** Oil serves as fuel for Lamps and Lanterns. Once lit, a flask of Oil burns for 6 hours in a Lamp or Lantern. That duration doesn't need to be consecutive; you can extinguish the burning Oil (as a Utilize action) and rekindle it again until it has burned for a total of 6 hours.

Rations. consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts. See "Malnutrition" for the risks of not eating.

Rope. As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check. You can bind an unwilling creature with the Rope only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Waterskin. A Waterskin holds up to 4 pints. If you don't drink sufficient water, you risk dehydration.

Caltrops. As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Actions

Crossbow, Hand, +1. You have a +1 bonus to attack and damage rolls made with this

magic weapon.

Dagger. Proficiency with a Dagger allows you to add your proficiency bonus to the attack roll for any attack you make with it. This weapon has the following mastery property. To use this property, you must have a feature that lets you use it. **Nick.** When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn. **Torch.** A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

Rerak

Medium Undead • CR 21 • 33,000 XP

Armor Class: 18

Hit Points: 199 (21d8 + 105)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	20 (+5)	25 (+7)	19 (+4)	15 (+2)

Damage Immunities: poison, necrotic, psychic, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Languages: Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Infernal, Primordial, Undercommon

Challenge: 21 (33,000 XP) Proficiency Bonus: +8

Campaign Note. *Tomb of Wayward Souls, Oerth. Holds the sixth Rod piece. Centuries of resentment have bled into the piece, strengthening its mirages.*

TRAITS

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

Magic Resistance. The false lich has advantage on saving throws against spells and magical effects.

Spiteful Teleport. The false lich, along with anything it is wearing or carrying, teleports to an unoccupied space it can see within 60 feet of itself. It then makes one Death Rend attack if possible.

Cast a Spell (Costs 2 Actions). The false lich uses Spellcasting.

ACTIONS

Multiattack. The false lich makes two Death Rend attacks and uses Bloodcurdling Lament if available.

Death Rend. Melee Spell Attack: +14 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) necrotic damage.

Bloodcurdling Lament (Recharge 5–6). The false lich emits a hideous shriek charged with malignant energy. Each creature within 30 feet of the false lich must succeed on a DC 22 Wisdom saving throw or have the frightened condition for 1 minute. While frightened in this way, a creature also has the unconscious condition. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The false lich casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 22): At will: Detect Magic, Fly, Mage Hand, Prestidigitation 3/day each: Dispel Magic, Invisibility (self only) 1/day each: Globe of Invulnerability, Hold Monster

LEGENDARY ACTIONS

Legendary Actions. The false lich can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The false lich regains spent legendary actions at the start of its turn.

Chapter 8

Kethavrix

Large Fiend (Devil) • CR 9 • 5,000 XP

Armor Class: 16 (natural armor)

Hit Points: 161 (17d10 + 68)

Speed: 40 ft., fly 40 ft.

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

Damage Immunities: poison, fire

Damage Resistances: cold

Condition Immunities: poisoned

Languages: Infernal, Telepathy 120 ft.

Challenge: 9 (5,000 XP) Proficiency Bonus: +5

TRAITS

Infernal Sting. , reach 10 ft. Hit: damage plus damage, and the target has the Poisoned condition until the start of the devil's next turn. While Poisoned, the target can't regain Hit Points.

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes two attacks and one Infernal Sting attack.

Claw. , reach 10 ft. Hit: damage.

Krysocol

Medium Fiend • CR 13 • 10,000 XP

Armor Class: 16

Hit Points: 110 (13d8 + 52)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Damage Vulnerabilities: Piercing from Magic Weapons Wielded by Good Creatures

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks

Languages: Common, Infernal

Challenge: 13 (10,000 XP) Proficiency Bonus: +6

Campaign Note. *Rakshasa variant with custom abilities. Red Belvedere, Avernus.*

TRAITS

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components: At will: detect thoughts, disguise self, mage hand, minor illusion 3/day each: charm person, detect magic, invisibility, major image, suggestion 1/day each: dominate person, fly, plane shift, true seeing

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

Oganath

Large Fiend • CR 14 • 11,500 XP

Armor Class: 18

Hit Points: 180 (19d10 + 76)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Damage Immunities: cold, fire, poison

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

Condition Immunities: poisoned

Languages: Infernal, Telepathy (120 ft.)

Challenge: 14 (11,500 XP) Proficiency Bonus: +6

TRAITS

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Rezran “Snake Eyes” Agrodro

Medium Fiend • CR 15 • 13,000 XP

Armor Class: 18

Hit Points: 195 (26d8 + 78)

Speed: 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	12 (+1)	19 (+4)

Damage Immunities: fire, poison

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

Condition Immunities: poisoned

Languages: Draconic, Infernal, Telepathy (120 ft.)

Challenge: 15 (13,000 XP) Proficiency Bonus: +6

TRAITS

Devil's Sight. Magical darkness doesn't impede the abishai's darkvision.

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

ACTIONS

Multiattack. The abishai makes two Fiendish Claw attacks, or it makes one Fiendish Claw attack and uses Spellcasting.

Fiendish Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) force damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 16 (3d10) poison damage and become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The abishai casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17): At will: alter self, major image 3/day each: charm person, detect thoughts, fear 1/day each: confusion, dominate person, mass suggestion

Sentient Construct Vehicle

Gargantuan Construct • CR 0 • 0 XP

Armor Class: 19 (natural armor)

Hit Points: 200 (0)

Speed: 100 ft.

STR	DEX	CON	INT	WIS	CHA
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22 (+6)

10 (+0)

20 (+5)

8 (-1)

10 (+0)

6 (-2)

Damage Immunities: fire, poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Languages: Common, Understands but communicates only in fragmented vocalizations challenge — (companion;no xp)

Challenge: 0 (0 XP) Proficiency Bonus: +2

***Campaign Note.** Custom vehicle/creature hybrid. All abilities original.*

TRAITS

Infernal Screamer. One target the operator can see within 120 feet must succeed on a DC 15 Wisdom saving throw or take 26 () psychic damage, or half on a success. Soul-Vessel has one infernal screamer station.

Accelerate. Soul-Vessel takes the Dash or Disengage action.

Threat Assessment. When Soul-Vessel would be moved into a space it calculates as suicidal (GM discretion), it may resist the driver's input and halt. This resistance lasts until the threat is resolved or the driver succeeds on a DC 14 Charisma (Persuasion) check.

Damage Threshold. Soul-Vessel ignores damage unless it takes 10 or more damage from a single source.

Arcane Fuel. Soul-Vessel is powered by the psychic residue of hundreds of souls absorbed through its furnace over years of operation. It does not consume Soul Coins actively — its reserves are self-sustaining for the duration of the campaign. The faint sound of overlapping whispered voices can be heard within 60 feet of the vehicle.

Emergent Sentience. Soul-Vessel has developed rudimentary awareness through accumulated soul energy. It cannot be commanded but responds to the party as allies. It will not advance into situations its threat assessment deems suicidal, and may disobey the driver's input if it calculates the action will destroy it. When it senses overwhelming divine power (such as proximity to Tiamat's lair), it communicates distress through fragmented vocalizations and will withdraw once its obligation to transport the party is fulfilled.

Fractured Consciousness. Soul-Vessel communicates in shifting personality fragments drawn from absorbed souls. Its statements may contradict themselves mid-sentence, express emotions inconsistently, or occasionally surface something heartbreakingly human before pivoting to something alien. It responds to the name given by the party.

Passenger Capacity. Soul-Vessel can carry up to 8 Medium or smaller creatures and 1 ton of cargo. Creatures riding on its exterior can operate weapon stations.

ACTIONS

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Harpoon Gun. Ranged Weapon Attack: +6 to hit, range 120 ft., one target. Hit: 10 (2d8 + 1) piercing damage. Soul-Vessel has two harpoon gun stations.

Solvara Cindermass

Medium Humanoid (Tiefling) • CR 17 • 18,000 XP

Armor Class: 20

Hit Points: 178 (17d8 + 102)

Speed: 30 ft.

Damage Immunities: fire, fire, (from Saint of Forge and)

Damage Resistances: fire, bludgeoning, piercing, slashing

Languages: Common, Infernal, Draconic

Challenge: 17 (18,000 XP) Proficiency Bonus: +7

Traits

Spellcasting. Solvara is a 17th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She has the following cleric spells prepared: Cantrips (at will): Sacred Flame, Toll The Dead, Guidance, Mending; 1st level (4 slots): Shield of Faith, Healing Word, Searing Smite, Command; 2nd level (3 slots): Spiritual Weapon, Heat Metal, Aid, Silence; 3rd level (3 slots): Dispel Magic, Bestow Curse, Animate Dead, Beacon of Hope; 4th level (3 slots): Guardian of Faith, Wall of Fire, Freedom of Movement; 5th level (2 slots): Flame Strike, Mass Cure Wounds, Destructive Wave; 6th level (1 slot): Heal, Harm; 7th level (1 slot): Fire Storm, Regenerate; 8th level (1 slot): Antimagic Field; 9th level (1 slot): Mass Heal
Sacred Flame. Ranged Spell Attack: one creature Solvara can see within 60 feet must succeed on a DC 19 Dexterity saving throw or take 4d8 radiant damage. The target gains no benefit from cover.

Toll The Dead. One creature Solvara can see within 60 feet must succeed on a DC 19 Wisdom saving throw or take 4d12 necrotic damage if the target is missing any hit points, or 4d8 necrotic damage if it is not.

Flame Strike. A vertical column of divine fire roars down in a 10-foot-radius, 40-foot-high cylinder within 60 feet. Each creature in the area must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 4d6 fire damage and 4d6 radiant damage, or half on a success.

Wall Of Fire. Solvara creates a wall of fire on a solid surface within 120 feet. The wall can be up to 60 feet long, 20 feet high, and 1 foot thick. The wall is opaque and lasts for Concentration, up to 1 minute. Each creature that ends its turn in the wall or within 10 feet of the outside of the wall (your choice) must make a DC 19 Dexterity saving throw, taking 5d8 fire damage on a failed save, or half as much on a successful one.

Heal. Solvara restores 70 hit points to herself or a creature she touches. This also ends blindness, deafness, and any diseases affecting the target. It has no effect on constructs or undead.

Healing Word. Solvara restores 1d4 + 5 hit points to herself or a creature within 60 feet.

Shield Of Faith. A shimmering field surrounds a creature of Solvara's choice within 60

feet, granting +2 AC for up to 10 minutes.

Hellish Rebuke. When Solvara is damaged by a creature within 60 feet that she can see, she can use her reaction to immolate the attacker. The attacker must make a DC 19 Dexterity saving throw, taking 2d10 fire damage on a failed save or half on a success.

Soul Of The Forge. Solvara has resistance to fire damage and gains +1 AC while wearing heavy armor (included above). She has immunity to fire damage from Saint of Forge and Fire.

Blessed Strikes. When Solvara hits a creature with a weapon attack or a cantrip, she can deal an additional 2d8 radiant damage. She can use this feature once per turn.

Divine Intervention. Solvara can call on her deity for aid. She succeeds automatically on the divine intervention roll (17th level). Once used, unavailable until next long rest.

Channel Divinity. Solvara can use Channel Divinity for the following:

Turn Undead. Each undead that can see or hear Solvara within 30 feet must make a DC 19 Wisdom saving throw. On a failed save, the creature is turned for 1 minute.

Destroy Undead. Undead of CR 4 or lower are destroyed outright on a failed Turn Undead save.

Artisan's Blessing. Over a short rest, Solvara can create a nonmagical item worth up to 100gp from raw materials.

Actions

Multiattack. Solvara makes two Warhammer attacks.

Warhammer +2. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (1d8 + 10) bludgeoning damage, or 15 (1d10 + 10) bludgeoning damage if used with two hands. On a hit, Solvara can deal an additional 2d8 radiant damage (Blessed Strikes, once per turn).

Spiritual Weapon. Solvara summons a spectral warhammer that lasts 1 minute. As a bonus action, she can move it 20 feet and make a melee spell attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) force damage.

Hellish Legacy. Solvara knows the Thaumaturgy cantrip. She can cast Hellish Rebuke once per day as a 2nd-level spell (spell save DC 19) without expending a spell slot.

Windfall

Medium Humanoid • CR 23 • 50,000 XP

Armor Class: 19

Hit Points: 323 (34d8 + 170)

Speed: 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	24 (+7)	20 (+5)	22 (+6)	18 (+4)	26 (+8)

Damage Resistances: lightning, thunder, cold, fire, acid

Condition Immunities: charmed, frightened
Languages: Common, Draconic, Infernal
Challenge: 23 (50,000 XP) Proficiency Bonus: +8

***Campaign Note.** Kas's Chapter 8 Race Condition deployment. Holds the seventh Rod piece. Kas abandons her in front of the party with cold efficiency when she ceases to be useful.*

TRAITS

Dazzling Visage. A brilliant array of chromatic colors emanates from Windfall, causing attack rolls against her to have disadvantage. This trait ceases to function while Windfall has the incapacitated condition or has a speed of 0.

Legendary Resistance (3/Day). If Windfall fails a saving throw, she can choose to succeed instead.

Special Equipment. Windfall wears an iridescent magic coat that was tailored specifically for her and imbued with Tiamat's power. When she dies, the coat functions as a Robe of Scintillating Colors.

Dragon's Fury. Windfall targets one creature she can see within 60 feet of herself and unleashes a burst of magical ire. The target must make a DC 23 Wisdom saving throw. On a failed save, the target takes 36 (8d8) psychic damage and has the frightened condition until the start of Windfall's next turn. On a successful save, the target takes half as much damage only.

Deft Dance. Windfall moves up to her speed without provoking opportunity attacks.

Dragon's Flare. Windfall flares with multicolored flames and targets a creature she can see within 30 feet of herself. The target must make a DC 23 Dexterity saving throw. On a failed save, the target takes 26 (4d12) damage of a type chosen by Windfall: acid, cold, fire, lightning, or poison. On a successful save, the target takes half as much damage.

Cast a Spell (Costs 2 Actions). Windfall uses Spellcasting.

ACTIONS

Multiattack. Windfall makes two Chromatic Rapier attacks and uses Dragon's Fury once.

Chromatic Rapier. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing damage plus 21 (6d6) acid, cold, fire, lightning, or poison damage (Windfall's choice).

Spellcasting. Windfall casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 23): At will: Detect Magic, Light, Thaumaturgy 3/day each: Shatter, Unseen Servant 2/day each: Hypnotic Pattern, Sending 1/day: Hold Monster

LEGENDARY ACTIONS

Legendary Actions. Windfall can take 3 legendary actions, choosing from the options below. She can take only one legendary action at a time and only at the end of another creature's turn. Windfall regains spent legendary actions at the start of her turn.

Chapter 9

Howler

Large Fiend • CR 8 • 3,900 XP

Armor Class: 16 (natural armor)

Hit Points: 90 (12d10 + 24)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	5 (-3)	14 (+2)	6 (-2)

Damage Resistances: lightning, cold, fire, bludgeoning, piercing, slashing

Condition Immunities: frightened

Languages: understands Abyssal but can't speak

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

TRAITS

Rending Bite. , reach 5 ft., one target. Hit: damage, plus damage if the target is frightened. This attack ignores damage resistance.

Mind-Breaking Howl. The howler emits a keening howl in a 60-foot cone. Each creature in that area must succeed on a or take damage and be frightened until the end of the howler's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the Mind-Breaking Howl of all howlers for the next 24 hours.

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

ACTIONS

Multiattack. The howler makes two Rending Bite attacks.

Maurezhi

Medium Fiend (Demon) • CR 7 • 2,900 XP

Armor Class: 15 (natural armor)

Hit Points: 88 (16d8 + 16)

Speed: 30 ft.

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

Damage Immunities: poison

Damage Resistances: lightning, cold, fire, necrotic, bludgeoning, piercing, slashing

Condition Immunities: charmed, exhaustion, poisoned

Languages: Abyssal, Elvish, Telepathy 120 ft.

Challenge: 7 (2,900 XP) Proficiency Bonus: +4

TRAITS

Raise Ghoul. The maurezhi targets one dead ghoul or ghost (see the Monster Manual) it can see within 30 feet of it. The target is revived with all its hit points.

Assume Form. The maurezhi can assume the appearance of any Medium Humanoid it eats. It remains in this form for 1d6 days, during which time the form gradually decays until, when the effect ends, the form sloughs from the demon's body.

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

ACTIONS

Multiattack. The maurezhi makes one Bite attack and one Claw attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) piercing damage. If the target is a humanoid, its Charisma score is reduced by 1d4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma to 0. It rises 24 hours later as a ghoul (see the Monster Manual), unless it has been revived or its corpse has been destroyed.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage. If the target is a creature other than an Undead, it must succeed on a 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.

Shoosuva

Large Fiend (Demon) • CR 8 • 3,900 XP

Armor Class: 14 (natural armor)

Hit Points: 136 (16d10 + 48)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

Damage Immunities: poison

Damage Resistances: lightning, cold, fire

Condition Immunities: charmed, frightened, poisoned

Languages: Abyssal, Gnoll, Telepathy 120 ft.

Challenge: 8 (3,900 XP) Proficiency Bonus: +4

TRAITS

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can move up to half its speed and make one Bite attack.

ACTIONS

Multiattack. The shoosuva makes one Bite attack and one Tail Stinger attack.

Bite. , reach 5 ft., one target. Hit: damage.

Tail Stinger. , reach 15 ft., one creature. Hit: damage, and the target must succeed on a or become poisoned. While poisoned in this way, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yagnoloth

Large Fiend (Yugoloth) • CR 11 • 7,200 XP

Armor Class: 17 (natural armor)

Hit Points: 147 (14d10 + 70)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	18 (+4)

Damage Immunities: poison, acid

Damage Resistances: lightning, cold, fire, bludgeoning, piercing, slashing

Condition Immunities: poisoned

Languages: Abyssal, Infernal, Telepathy 60 ft.

Challenge: 11 (7,200 XP) Proficiency Bonus: +5

TRAITS

Electrified Touch. , reach 5 ft., one target. Hit: damage.

Massive Arm. , reach 15 ft., one target. Hit: damage. If the target is a creature, it must succeed on a or become stunned until the end of the yagnoloth's next turn.

Battlefield Cunning. Up to two allied yugoloths within 60 feet of the yagnoloth that can hear it can use their reactions to make one melee attack each.

Life Leech. The yagnoloth touches one incapacitated creature within 15 feet of it. The target takes damage, and the yagnoloth gains temporary hit points equal to half the damage dealt. The target must succeed on a , or its hit point maximum is reduced by an amount equal to half the necrotic damage taken. This reduction lasts until the target finishes a long rest, and the target dies if its hit point maximum is reduced to 0.

Teleport. The yagnoloth teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

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

ACTIONS

Multiattack. The yagnoloth makes one Electrified Touch attack and one Massive Arm attack, or it makes one Massive Arm attack and uses Battlefield Cunning, if available, or Teleport.

Spellcasting. The yagnoloth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16): At will: darkness, detect magic, dispel magic, invisibility (self only), suggestion3/day: lightning bolt

Young Hertilod

Large Monstrosity • CR 11 • 7,200 XP

Armor Class: 13

Hit Points: 124 (16d10 + 48)

Speed: 50 ft., climb 50 ft.

Damage Immunities: poison

Damage Resistances: necrotic, bludgeoning, piercing, slashing

Condition Immunities: poisoned

Languages: None

Challenge: 11 (7,200 XP) Proficiency Bonus: +5

Campaign Note. Scaled-down Hertilod variant. Not in the VEOR bestiary.

Traits

Sprint. The hertilod moves up to its speed. This movement doesn't provoke opportunity attacks.

Feed. The hertilod drains life from the creatures in its gullet to bolster itself. Each creature in the hertilod's gullet takes 1d10 necrotic damage, and the hertilod regains a number of hit points equal to the damage.

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

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

Shock Susceptibility. If the hertilod takes lightning damage, its speed is halved until the end of its next turn, and it must succeed on a DC 15 Constitution saving throw or immediately regurgitate all swallowed creatures, each of which lands in a space within 10 feet of the hertilod and has the prone condition.

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

Actions

Multiattack. The hertilod makes one Bite attack and two Claw attacks.

Bite., reach 10 ft., one target. Hit: damage plus damage. If the target is a Large or smaller creature, it must succeed on a or be swallowed by the hertilod. A swallowed creature has the blinded and restrained conditions, and it has total cover against attacks and other effects outside the hertilod. At the start of each of the hertilod's turns, each swallowed creature takes 13 (2d12) poison damage from the poisonous secretion in the hertilod's gullet. The hertilod's gullet can hold up to one creature at a time. If the hertilod takes 25 damage or more on a single turn from a swallowed

creature, the hertilod must succeed on a at the end of that turn or regurgitate all swallowed creatures, each of which lands in a space within 10 feet of the hertilod and has the prone condition. If the hertilod dies, a swallowed creature is no longer restrained and can escape from the corpse by using 10 feet of movement, exiting with the prone condition.

Claw., reach 5 ft., one target. Hit: damage.

Legendary Actions. The hertilod can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The hertilod regains spent legendary actions at the start of its turn. **Sprint.** The hertilod moves up to its speed. This movement doesn't provoke opportunity attacks. **Feed (Costs 2 Actions).** The hertilod drains life from the creatures in its gullet to bolster itself. Each creature in the hertilod's gullet takes 3d6 necrotic damage, and the hertilod regains a number of hit points equal to the damage.

Legendary Actions. The hertilod can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The hertilod regains spent legendary actions at the start of its turn. **Sprint.** The hertilod moves up to its speed. This movement doesn't provoke opportunity attacks. **Feed (Costs 2 Actions).** The hertilod drains life from the creatures in its gullet to bolster itself. Each creature in the hertilod's gullet takes 3d6 necrotic damage, and the hertilod regains a number of hit points equal to the damage.

Chapter 10

Althein

Medium Humanoid (Elf) • CR 15 • 13,000 XP

Armor Class: 18 (studded leather)

Hit Points: 187 (22d8 + 88)

Speed: 30 ft.

Damage Immunities: poison

Condition Immunities: poisoned

Languages: Elvish, Undercommon, Common

Challenge: 15 (13,000 XP) Proficiency Bonus: +6

Campaign Note. Hurricane Tower X1, Vestibule level.

Traits

Shadow Step. Althein teleports up to 60 feet to an unoccupied space he can see that is in dim light or darkness. He can make one Shortsword attack as a bonus action after teleporting.

Cunning Action. Althein can take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker Althein can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Assassinate. During the first round of combat, Althein has advantage on attack rolls against any creature that hasn't taken a turn yet. Any hit scored against a surprised creature is a critical hit.

Evasion. If Althein is subjected to an effect that allows a Dexterity saving throw to take only half damage, he instead takes no damage on a success and half damage on a failure.

Fey Ancestry. Althein has advantage on saving throws against being Charmed, and magic can't put him to sleep.

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

Actions

Innate Spellcasting. Althein's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components: At will:

Dancing Lights; 1/day each: Darkness, Faerie Fire, Levitate

Multiattack. Althein makes three attacks with his shortswords.

Shortsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing plus 14 (4d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +11 to hit, range 30/120 ft., one target. Hit: 9 (1d6 + 6) piercing plus 14 (4d6) poison damage. The target must succeed on a DC 17 Constitution saving throw or have the poisoned condition for 1 hour.

Sneak Attack. Once per turn, Althein deals an extra 35 (10d6) damage when he hits a target with a finesse or ranged weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't Incapacitated and Althein doesn't have disadvantage on the roll.

Camlash

Huge Fiend • CR 22 • 41,000 XP

Armor Class: 19

Hit Points: 325 (26d12 + 156)

Speed: 40 ft., fly 80 ft.

STR

DEX

CON

INT

WIS

CHA

26 (+8)

15 (+2)

22 (+6)

20 (+5)

16 (+3)

22 (+6)

Damage Immunities: fire, poison

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks, cold, lightning

Condition Immunities: poisoned

Languages: Abyssal, Telepathy (120 ft.)

Challenge: 22 (41,000 XP) Proficiency Bonus: +8

***Campaign Note.** Balor general commanding Lolth's Pandemonium forces. Hurricane Tower X2. Her Spider Aura is not a standard balor ability.*

TRAITS

Death Throes. Camlash explodes when reduced to 0 hit points, and each creature within 30 feet of Camlash must make a DC 21 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

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

Spider Aura. Camlash is surrounded by tiny biting spiders that magically appear and disappear from moment to moment. At the start of each of Camlash's turns, each creature within 10 feet of Camlash takes 10 (3d6) poison damage and must succeed on a DC 21 Constitution saving throw or have the paralyzed condition until the start of Camlash's next turn.

Teleport. Camlash magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

ACTIONS

Multiattack. Camlash makes one Flaming Whip attack and one Lightning Blade attack. Camlash can replace one of these attacks with Teleport.

Flaming Whip. Melee Weapon Attack: +15 to hit, reach 30 ft., one target. Hit: 25 (5d6 + 8) fire damage, and if the target is a creature, it must succeed on a DC 21 Strength saving throw or be pulled up to 25 feet toward Camlash.

Lightning Blade. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage.

Drow Ritual Mage

Medium Humanoid (Elf) • CR 12 • 8,400 XP

Armor Class: 16 (natural armor)

Hit Points: 143 (22d8 + 44)

Speed: 30 ft.

Damage Resistances: poison

Condition Immunities: charmed

Languages: Elvish, Undercommon, Common, Abyssal
Challenge: 12 (8,400 XP) Proficiency Bonus: +5

Traits

Ritual Disruption. The mage attempts to unravel nearby magical effects. The mage casts dispel magic targeting up to three magical effects it can see within 60 feet, without expending a spell slot.

Misty Step. The mage casts misty step without expending a spell slot (1/turn).

Shield. When the mage is hit by an attack or targeted by magic missile, it casts shield, gaining a +5 bonus to AC until the start of its next turn, including against the triggering attack, and negating magic missile.

Fey Ancestry. The mage has advantage on saving throws against being Charmed, and magic can't put it to sleep.

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

Actions

Spellcasting. The mage is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared: Cantrips (at will): fire bolt, mage hand, minor illusion, poison spray; 1st level (4 slots): detect magic, mage armor, magic missile, shield; 2nd level (3 slots): darkness, mirror image, misty step; 3rd level (3 slots): counterspell, dispel magic, lightning bolt; 4th level (3 slots): blight, greater invisibility, polymorph; 5th level (2 slots): cloudkill, hold monster; 6th level (1 slot): disintegrate; 7th level (1 slot): finger of death; 8th level (1 slot): mind blank. **Innate** The mage's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components: Cantrips (at will): Fire Bolt, Mage Hand, Minor Illusion, Poison Spray; 1st level (4 slots): Detect Magic, Mage Armor, Magic Missile, Shield; 2nd level (3 slots): Darkness, Mirror Image, Misty Step; 3rd level (3 slots): Counterspell, Dispel Magic, Lightning Bolt; 4th level (3 slots): Blight, Greater Invisibility, Polymorph; 5th level (2 slots): Cloudkill, Hold Monster; 6th level (1 slot): Disintegrate; 7th level (1 slot): Finger of Death; 8th level (1 slot): Mind Blank; At will: Dancing Lights; 1/day each: Darkness, Faerie Fire, Levitate

Multiattack. The mage makes two Arcane Bolt attacks or uses Spellcasting in place of one attack.

Arcane Bolt. Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 18 (3d8 + 5) force damage.

Miska the Wolf-Spider

Huge Fiend • CR 24 • 62,000 XP

Armor Class: 21

Hit Points: 399 (38d12 + 152)

Speed: 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	18 (+4)	21 (+5)	22 (+6)

Damage Immunities: poison, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Resistances: lightning, cold, fire

Condition Immunities: poisoned

Languages: Abyssal, Common, Telepathy (120 ft.)

Challenge: 24 (62,000 XP) Proficiency Bonus: +8

***Campaign Note.** Ruinous Citadel Y7. Pressing through the portal from his prison. CR 24. The portal must be sealed with the Rod of Seven Parts while Miska attacks the channeling character.*

TRAITS

Legendary Resistance (3/Day). If Miska fails a saving throw, he can choose to succeed instead.

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

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

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

Web Walker. Miska ignores movement restrictions caused by webbing.

Howl. Miska utters a bloodthirsty howl at one creature within 120 feet of himself that isn't a Fiend. The target must succeed on a DC 20 Wisdom saving throw or take 13 (2d12) psychic damage.

Skitter. Miska moves up to his speed without provoking opportunity attacks.

Cast a Spell (Costs 2 Actions). Miska uses Spellcasting.

ACTIONS

Foul Ichor. A creature that hits Miska with a melee weapon attack takes 7 (2d6) poison damage.

Multiattack. Miska makes one Lupine Bite attack and two Trident of Chaos attacks.

Lupine Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 27 (6d8) poison damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or have the poisoned condition for 1 minute. While poisoned in this way, a creature has the incapacitated condition and can't regain hit points. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Trident of Chaos. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 13 (2d6 + 6) piercing damage plus 9 (2d8) force damage.

Spellcasting. Miska casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21): At will: Disguise Self, Invisibility, Mage Hand, Minor Illusion, Web 2/day each: Dominate Monster, Mass Suggestion, Mirror Image, Telekinesis, Teleport

LEGENDARY ACTIONS

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

Vendrasha

Medium Humanoid (Elf) • CR 15 • 13,000 XP

Armor Class: 17 (natural armor)
Hit Points: 178 (21d8 + 84)
Speed: 35 ft.

Damage Resistances: poison
Condition Immunities: charmed
Languages: Elvish, Common, Undercommon, Abyssal
Challenge: 15 (13,000 XP) Proficiency Bonus: +6

Campaign Note. Hurricane Tower X1, Vestibule level.

Traits

Lolth's Venom. Vendrasha channels Lolth's power. Each creature within 20 feet of Vendrasha must succeed on a DC 19 Constitution saving throw or take 42 (12d6) poison damage and have the Poisoned condition for 1 minute. On a successful save, the creature takes half as much damage and isn't Poisoned. A Poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Misty Step. Vendrasha casts misty step without expending a spell slot (1/turn).

Counterspell. When a creature Vendrasha can see within 60 feet casts a spell, she can use her reaction to attempt to interrupt it, casting counterspell without expending a spell slot. She automatically stops a spell of 3rd level or lower. For spells 4th level or higher, she makes an Intelligence check (DC 10 + the spell's level). On a success, the spell fails.

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

Legendary Resistance. If Vendrasha fails a saving throw, she can choose to succeed instead.

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

Mask Of The Wild. Vendrasha can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

Spellcasting. Vendrasha is a 19th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared: Cantrips (at will): fire bolt, mage hand, minor illusion, poison

spray, prestidigitation; 1st level (4 slots): detect magic, mage armor, magic missile, shield; 2nd level (3 slots): darkness, mirror image, misty step; 3rd level (3 slots): counterspell, fly, lightning bolt; 4th level (3 slots): blight, greater invisibility, polymorph; 5th level (3 slots): cloudkill, cone of cold, hold monster; 6th level (2 slots): chain lightning, disintegrate; 7th level (2 slots): finger of death, prismatic spray; 8th level (1 slot): dominate monster; 9th level (1 slot): blade of disaster. Innate Vindrasha's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components: Cantrips (at will): Fire Bolt, Mage Hand, Minor Illusion, Poison Spray, Prestidigitation; 1st level (4 slots): Detect Magic, Mage Armor, Magic Missile, Shield; 2nd level (3 slots): Darkness, Mirror Image, Misty Step; 3rd level (3 slots): Counterspell, Fly, Lightning Bolt; 4th level (3 slots): Blight, Greater Invisibility, Polymorph; 5th level (3 slots): Cloudkill, Cone of Cold, Hold Monster; 6th level (2 slots): Chain Lightning, Disintegrate; 7th level (2 slots): Finger of Death, Prismatic Spray; 8th level (1 slot): Dominate Monster; 9th level (1 slot): Blade of Disaster; 3/day each: Druidcraft, Speak with Animals; 1/day each: Pass without Trace

Multiattack. Vindrasha makes two Arcane Bolt attacks or uses Spellcasting in place of one attack.

Arcane Bolt. Ranged Spell Attack: +11 to hit, range 120 ft., one target. Hit: 21 (4d6 + 7) force damage.

Vraxikel The Already-Known

Large Fiend • CR 17 • 18,000 XP

Armor Class: 17
Hit Points: 256 (27d10 + 108)
Speed: 40 ft.

Damage Immunities: poison, acid
Damage Resistances: lightning, cold, fire, necrotic, psychic, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened, poisoned
Languages: All; Telepathy (120 ft.)
Challenge: 17 (18,000 XP) Proficiency Bonus: +7

Campaign Note. Baernaloth. Source: Morte's Planar Parade (third-party). DMs who do not have access to that sourcebook can use this stat block as written.

Traits

Legendary Resistance (4/Day). If the baernaloth fails a saving throw, it can choose to succeed instead.

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

Teleport. The baernaloth teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Afflict Despair. When a creature that the baernaloth can see within 60 feet of itself hits with an attack roll or succeeds on a saving throw, the baernaloth forces the creature to reroll the d20 and use the new result.

Inescapable Pain. When the baernaloth is damaged by another creature, that creature must make a DC 19 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

A Baernaloth's Lair. Whether in the hopeless realms of Hades or on the rare occasion they lurk on some other plane, baernaloths lair in remote mountain crags and secluded caves. Their lairs have ample places to house and restrain "guests," particularly those the baernaloths keep hovering at death's door. The challenge rating of a baernaloth is 18 (20,000 XP) when it's encountered in its lair.

Lair Actions. On initiative count 20 (losing initiative ties), a baernaloth can take one of the following lair actions; the baernaloth can't take the same lair action two rounds in a row: **Consume Suffering.** Until initiative count 20 on the next round, when a creature in the baernaloth's lair other than the baernaloth takes necrotic or psychic damage or drops to 0 hit points, the baernaloth regains 10 (3d6) hit points. **Discover Secrets.** The baernaloth uses Spellcasting to cast detect thoughts. A creature targeted by the spell cast in this way takes 13 (3d8) psychic damage. **Recurring Wound.** A creature that doesn't have all its hit points and that the baernaloth can see in its lair must make a DC 19 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Regional Effects. A region containing a baernaloth's lair becomes warped by the creature's unnatural presence, which creates one or more of the following effects:

Persistent Anguish. Within 10 miles of a baernaloth's lair, when a creature casts a spell that either restores hit points or removes the charmed or frightened condition, the spell fails and is wasted unless the caster succeeds on a DC 19 saving throw using its spellcasting ability. Once a creature succeeds on the saving throw, it is immune to this regional effect for 24 hours. **Slow Healing.** Within 10 miles of a baernaloth's lair, a creature other than the baernaloth regains only hit points equal to half its hit point maximum when it finishes a long rest, and it regains only half the usual number of hit points when it spends Hit Dice during a short rest. If the baernaloth dies, these effects end immediately.

Actions

Multiattack. The baernaloth makes one Anguishing Bite attack and one Claw attack. It can also use Teleport.

Anguishing Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 10 (3d6) psychic damage. If the target is a creature, it can't regain hit points until the start of the baernaloth's next turn.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 17 (5d6) necrotic damage.

Miasma of Discord (Recharge 5–6). The baernaloth exhales gray vapors that coalesce at a point it can see within 120 feet of itself. The vapors fill a 20-foot-radius sphere centered on that point, then vanish. Each non-yugoloth creature in that area must make a DC 19 Wisdom saving throw. On a failed save, the creature takes 35 (10d6) psychic damage and has the charmed condition until the end of its next turn. A creature charmed in this way treats its allies as foes, and the colors of its body and equipment become shades of gray. On a successful save, the creature takes half as much damage only.

Spellcasting. The baernaloth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20): At will: detect thoughts, phantasmal force, suggestion; 1/day each: cloudkill, plane shift (self only), scrying (as an action)

Summon Yugoloth (1/Day). The baernaloth has a 50 percent chance of summoning its choice of 1d4 mezzoloths, 1 arcanaloth, or 1 baernaloth (the mezzoloth and arcanaloth appear in the Monster Manual). A summoned yugoloth appears in an unoccupied space within 60 feet of the baernaloth, acts as an ally of the baernaloth, and can't summon other yugoloths. It remains for 1 minute, until it or the baernaloth dies, or until the baernaloth dismisses it as an action.

Chapter 11

Vecna the Archlich

Medium Undead (Wizard) • CR 26 • 90,000 XP

Armor Class: 18 (natural armor)

Hit Points: 272 (32d8 + 128)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	22 (+6)	24 (+7)	16 (+3)

Damage Immunities: poison, bludgeoning, piercing, slashing

Damage Resistances: lightning, cold, necrotic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Languages: Common, Draconic, Elvish, Infernal

Challenge: 26 (90,000 XP) Proficiency Bonus: +9

Campaign Note. Modified from the VEOR Appendix B statblock. Vile Teleport's hit point regeneration is removed. See C11-D-07 for Phase 1 / Phase 2 encounter structure, Channel the Law mechanics, and ritual orb interactions.

TRAITS

Afterthought. , reach 5 ft., one target. Hit: damage plus damage. If the target is a creature, it is afflicted by entropic magic, taking damage at the start of each of its turns. Immediately after taking this damage on its turn, the target must make a , ending the effect on itself on a success. Until it succeeds on this save, the afflicted target can't regain hit points.

Flight of the Damned. Vecna conjures a torrent of flying, spectral entities that fill a 120-foot cone and pass through all creatures in that area before dissipating. Each creature in that area must make a . On a failed save, the creature takes damage and has the frightened condition for 1 minute. On a successful save, the creature takes half as much damage only. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rotten Fate. Vecna causes necrotic magic to engulf one creature he can see within 120 feet of himself. The target must make a , taking damage on a failed save or half as much damage on a successful one. A Humanoid killed by this magic rises as a zombie at the start of Vecna's next turn and acts immediately after Vecna in the initiative order. The zombie is under Vecna's control.

Legendary Resistance. (5/Day). If Vecna fails a saving throw, he can choose to succeed instead.

Special Equipment. Vecna carries a magic dagger named Afterthought. In the hands of anyone other than Vecna, Afterthought is a Dagger, +2;+2 Dagger.

Undying. If Vecna is slain, his soul refuses to accept its fate and lives on as a disembodied spirit that fashions a new body for itself after 1d100 years. Vecna's new body appears within 100 miles of where he was slain. When the new body is complete, Vecna regains all his hit points and becomes active again.

Dread Counterspell. Vecna can take up to three reactions per round but only one per turn. Dread Counterspell. Vecna utters a dread word to interrupt a creature he can see that is casting a spell. If the spell is 4th level or lower, it fails and has no effect. If the spell is 5th level or higher, Vecna makes an (DC 10 plus the spell's level). On a successful check, the spell fails and has no effect. Whatever the spell's level, the caster takes damage if the spell fails.

Fell Rebuke. In response to being hit by an attack, Vecna utters a fell word, dealing damage to the attacker, and Vecna teleports, along with any equipment he is wearing or carrying, up to 30 feet to an unoccupied space he can see.

Vile Teleport. Vecna teleports, along with any equipment he is wearing or carrying, up to 30 feet to an unoccupied space he can see. He can cause each creature of his choice within 15 feet of his destination space to take damage. If at least one creature takes this damage, Vecna regains hit points.

ACTIONS

Multiattack. Vecna uses Flight of the Damned (if available), Rotten Fate, or Spellcasting. He then makes two attacks with Afterthought.

Spellcasting. Vecna casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 22): At will: Animate Dead (as an action), Detect Magic, Dispel Magic, Fly, Lightning Bolt, Mage Hand, Prestidigitation 2/day each: Dimension Door, Invisibility, Scrying (as an action) 1/day each: Dominate Monster, Globe of Invulnerability, Plane Shift (self only)