



THE DONJON

The village of Oraşnou is panicked when a group of Bloodhand orcs appear at the edge of the woods. They bring news and an unusual request that reveals a new foe.

Part Eleven of Misty Fortunes and Absent Hearts.

A 4-Hour Adventure for 5th-10th Level Characters



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DDAL04-11 The Donjon

Introduction

Welcome to *The Donjon*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Curse of Strahd*™ storyline season.

This adventure is designed for 5th through 10th-level characters, and is optimized for five 6th-level characters. Characters outside this level range cannot participate in this adventure.

The adventure takes place in the barony of Barovia, in the Ravenloft campaign setting. A majority of the adventure takes place in lands that have been recently added to the barony and where originally part of the Forgotten Realms. As such, the locals' knowledge is somewhat unreliable and they are not familiar with some of the creatures now wandering their land.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the

D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime,

renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

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

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

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

This adventure is **optimized for a party of five 6th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

You've now determined the **average party level (APL)** for the adventure. To figure out the **party**

strength for the adventure, consult the following table.

Determining Party Strength

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience

they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime

activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Help From Who!?

For the current storyline season, *Curse of Strahd*, the rules for spellcasting services are changed for characters adventuring in Barovia. In Strahd's bleak domain, there simply aren't any settlements where spellcasters can accommodate such needs, and those places of worship that might otherwise provide spellcasting services are overrun with monsters. As such, unless otherwise detailed in an adventure, the only individual able to provide spellcasting services is **Jeny Greenteeth**. This will no doubt lead to some uncomfortable situations and unforeseen consequences.

Refer to Page 7 of the *Adventurers League Dungeon Master's Guide* for more details.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

However, no religions have established places of worship here of sufficient size to provide spellcasting services. Because of this, characters with the Acolyte background gain no benefit from this trait.

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to

spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Resurrection Madness

In Barovia, the souls of the dead are as trapped as the souls of the living. They become caught in the mists and can't travel to the afterlife. When a humanoid who has been dead for at least 24 hours returns to life, either by way of a spell or some supernatural means, it gains a random form of indefinite madness brought on by the realization that its spirit is trapped in Barovia, likely forever. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

Vampirism and Lycanthropy

Vampires and lycanthropes are not included in the allowed rules for character creation or advancement (see the *D&D Adventurers League Player's Guide*). These conditions grant characters powers and abilities that are not suitable for organized play, and typically impose a restricted or prohibited alignment. As such, characters afflicted with vampirism or lycanthropy must have the affliction cured before the start of their next episode or adventure.

Afflicted characters have the following options:

- Lycanthropes can be cured with a *remove curse* spell. This spell is available as a spellcasting service for 90 gp (though Jeny Greenteeth might have additional requirements; see "Spellcasting Services" earlier in this guide).
- Vampires can be cured by a *wish* spell cast by a fellow player character (*wish* is not available as a spellcasting service). Alternatively, a vampire character can be slain and returned to life with *raise dead*, at the normal cost of 1,250 gp. If a character chooses to end a vampiric curse in this manner, the Dark Powers (see Page 8, *Adventurers League Dungeon Master's Guide*) **do not** offer a free *raise dead*, though Jeny Greenteeth might be willing to make a deal (see "Spellcasting Services" earlier in this guide).

An afflicted character who does not end his or her curse is retired from play until able to do so by one of the means above, or through the application of DM rewards to the character.

The Demiplane of Dread

This adventure is set within the *Ravenloft* campaign setting, in the lands of Barovia which exists in the Demiplane of Dread. There are several atmospheric and thematic elements to keep in mind at all times while running your game:

The Land is Bleak

By the will of the Dark Powers, the sun never fully shines in the lands of Barovia. Even during the day, the sky is dimmed by fog or storm clouds, or the light is strangely muted. Barovian daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight. Nevertheless, Strahd and his vampire spawn tend to stay indoors most of the day and venture out at night, and they are subject to sunlight created by magic.

Winter in Barovia

The winters are cold, wet, and stormy here. The natives of the Demiplane are prepared—well, as prepared as they can hope to be.

The characters, however, are unfamiliar with the realm. Thankfully, the region they came from was experiencing the worst winter in living memory, and are likely to possess winter clothing. If they are not, then, preparations are in order. The village has a single shop called The Hare & Hair where they are able to procure such supplies if they wish.

A dark sentience infuses the very soil, twisting and contorting everything within. In places where you would normally expect wildlife such as deer, rabbits, or squirrels, you instead find wolves, rats, and mangy dogs. Vegetation is rotted and dead, and forests are filled mostly with gnarled, thick trees with bare branches. Colorful, vivacious things simply do not exist.

The Denizens of Oraşnou

Most Oraşnou residents are mundane laborers, farmers, fletchers and other folk who fall under common professions. They typically have gaunt features, as crops often fail to take root, and creatures of the night frequently kill and devour their livestock.

Most are sullen, and often filled with fear, be it from the lands themselves, what lies within them, Lord Strahd, or their own tyrant of a Burgomaster; Ivan Randovich and his cronies.

Be sure to play to the mindsets of these people who live threadbare existences, constantly on the precipice of horror during your roleplaying encounters.

As is the case with most of the denizens of Barovia, most of the people that reside in the village don't possess a soul. These people are empty shells created by Strahd's consciousness to populate his domain. However, about one in every ten people in Barovia are actually possessing of a soul—the souls of the original denizens of Barovia before its transition into the Demiplane. When a being with a soul dies in Barovia, its soul remains trapped until it is reincarnated later. Souls tend to wear clothing with a splash of color or have other features that demonstrate even a small bit of individuality.

Alterations to Magic

The land of Barovia resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell—not even *wish*—allows one to escape from Strahd's domain. *Astral projection*, *teleport*, *plane shift*, and similar spells cast for the purpose of leaving Barovia simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Strahd's domain is pulled back into Barovia upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Strahd's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Barovia, as does magic that involves an extradimensional space. Any spells cast within such an extra-dimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Barovia.

While in Barovia, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally—with one provision: Strahd can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere of Ravenloft. A few examples are presented below:

Alarm. Instead of hearing a mental ping when the alarm is triggered, the caster hears a scream.

Bigby's Hand. The conjured hand is skeletal.

Find Familiar. The familiar is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find Steed. The summoned steed is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find the Path. A child's spirit appears and guides the caster to the desired location. The spirit can't be harmed and doesn't communicate.

Fog Cloud. Misty, harmless claws form in the fog.

Gust of Wind. A ghastly moan accompanies the summoned wind.

Mage Hand. The summoned hand is skeletal.

Maze. The surfaces of the demiplane's maze are made of mortared skulls and bones.

Phantom Steed. The steed resembles a skeletal horse.

Rary's Telepathic Bond. Characters linked together by the spell can't shake the feeling that something vile is telepathically eavesdropping on them.

Revivify. A creature restored to life by a *revivify* spell screams upon regaining consciousness, as though waking from some horrible nightmare.

Spirit Guardians. The spirits appear as ghostly, skeletal warriors.

Wall of Stone. A wall created by the spell has ghastly faces sculpted into it, as though tortured spirits were somehow trapped within the stone.

Count Strahd von Zarovich

Lord Strahd is the Darklord of Barovia. He rules his domain from Castle Ravenloft as Strahd IX; a descendent of Strahd I. In actuality, Strahd I and Strahd IX are the one and the same--a vampire. As a mortal, Strahd fell in love with Tatyana Federovna; the bride of his younger brother Sergei. In his jealousy, Strahd murdered his brother and became the Darklord of Barovia; which was swept away into the Demiplane along with its ruler. Since then, Strahd is cursed to seek incarnations of Tatyana for eternity. NOTE: Strahd is not present in this adventure.

Not Without Humor

The bleak and oppressive landscape must give way now and then to some moments of respite, not only does this break up the taxing mindset that Ravenloft can evoke, but it also provides good chances for horror to sneak back up on players just as they least expect it.

Adventure Background

The events in and around Phlan during the Tranny of Dragons season had consequences in other areas. Throstulgrael (also known as Velvet), an adult black dracolich (DDEX1-7 *Drums in the Marsh*, DDEX1-12 *Raiders of the Twilight Marsh*) is in the service of the Cult of the Dragon. After his rise to undeath, he has expanded his territory from the Twilight Marsh north into the Glumpen Swamp. In-so-doing, he drew a group of yuan-ti into his service. The snake-men now venerate the dracolich as a god and serve his will in pursuit of their own individual power. To that end, they enslaved captured orcs of the Bloodhand Tribe. These slaves perform the menial tasks involved in maintaining and expanding the expansive temple the yuan-ti have constructed and which Throstulgrael uses as a lair.

The Bloodhand orcs are a tribe led by the orog Larga Bloodhand (DDEX1-12 *Raiders of the Twilight Marsh*). After the raids that resulted in the one third of their tribe being captured and taken to the swamp, Larga attempted to rescue them. Unfortunately, she was captured in the attempt.

In their travels the orcs came across Sybil, who offered to do a reading for one of the shamans. The accuracy of the reading was such that the orcs took her prisoner, aiming to exploit her foresight in the future. A second reading done by Sybil revealed that the orcs should seek help to recover their leader rather than attempt it on their own again. She recognized the area that the orcs were traveling in as being near the village of Oraşnou.

In general, the orcs are angry, malnourished and confused. Asking for help is not something they understand, forcing someone to help is more their way. While there are enough of them to cause a fair deal of harm to the villagers, as of yet their numbers are not overwhelming. What they can do however, is stop the caravan of supplies on its way to the village.

Meanwhile, the Burgomaster of Oraşnou left the village about six days ago (DDAL04-10 *The Artifact*). While he was gone, Scartia Krutz, the remaining tax collector in the village, ransacked the Burgomasters manor in an attempt to pay the now-past due taxes to Lord Strahd. With a portion of what was left, she procured precious supplies from a passing Vistani family.

Scartia, in light of all the good adventurers have done for the village lately has bargained with the strange men (the orcs) that she will hire the next group of adventurers who enter the village to retrieve their leader from the swamp critters in

exchange for them making sure the Vistani get to the village unmolested. Enter the characters...

Adventure Overview

This adventure consists of three parts.

Part 1. The characters find themselves in Once past the Introduction, this adventure is a little different, with multiple paths to get through the swamp to the eventual destination, and lots of surprises along the way. As such the adventure will be different for each group that plays through it, and will be different each time you run it. The overall plot (go rescue some orcs from the evil yuan-ti) remains the same no matter what route is taken and what surprises are encountered along the way.

A Non-Linear Journey

This adventure is not linear, there are several locations in the wilderness that can be visited before the yuan-ti lair is reached. The adventure starts in Oraşnou, ends at the lair, and what is encountered between is determined by the choices made by the DM and the characters.

Each of the locations in the swamp has three possible versions: an exploratory encounter, a combat encounter, or a role-playing encounter. **It is up to you to determine which type of encounter to use at each location.** Try to avoid two encounters of the same type back to back (combat following combat, exploratory following exploratory, role-play following role-play), unless your group is really into one type of D&D game-play. However, at least one of the encounters should include combat.

There are eight 'routes' through the swamp.

Entering Via the Spider Woods

If the characters enter via the Spider Woods, the routes are:

- Spider Woods > The Black Flowers > Polderswale
- Spider Woods > The Black Flowers > Muskeg Hill
- Spider Woods > Bone Fen > Polderswale
- Spider Woods > Bone Fen > Muskeg Hill.

Entering Via the Leech River

If the characters enter via the Leech River, the routes are:

- Leech River > The Black Flowers > Polderswale
- Leech River > The Black Flowers > Muskeg Hill
- Leech River > Bone Fen > Polderswale
- Leech River > Bone Fen > Muskeg Hill.

From Polderswale or Muskeg Hill the adventurers then move on to the Swamp of Screaming Statues and finally to the yuan-ti lair.

Surprises & Adjusting the Difficulty

Many locations have random surprises associated with them. If the party is finding the adventure easy simply throw extra surprises in their path, picking those that can inconvenience the party the most rather than (or in addition to) rolling randomly. If the adventure is running long time-wise simply minimize the surprises and skip past some of the swamp-based locations.

Adventure Hooks

If the characters begin this adventure from within the *Forgotten Realms* or a setting other than *Ravenloft*, have them be transported to the Demiplane of Dread just outside Oraşnou via an unnaturally thick fog or mist while traveling overland, preferably at night. Proceed to "Welcome to Barovia", below.

Thank Goodness You're Back! If the characters have just completed DDAL04-10 *The Artifact*, then they have only recently returned to the village. As they draw near, a villager meets them on the road and after catching his breath, informs them that they are to go to the Seven Tables immediately. Scartia Kurtz has a pressing issue that requires their attention.

Blood Seekers. The adventurers are traveling through the Svalich Woods on a particularly gloomy night when they happen upon a tribe of Vistani. Those characters that participated in DDAL04-05 *The Seer* recognize them as the Moslavavic family. They are camped with their *vardos* in a circle around a pitiful fire. Though they do not seem necessarily pleased to see the characters, they appear to be somewhat relieved.

Over the course of the evening, the matriarch, Tayrizha, informs them that they had had a guest traveling with them, who was taken by a band of Caliban that reside in the hills far north of Oraşnou—a named Sybil. The villagers know more about these Caliban—seek them out and free the Vistani woman.

You Killed the Burgomaster?

It is likely that if they played DDAL04-10 *The Artifact*, the characters may have killed the Burgomaster. How the villagers react to this, varies on how the characters present it.

If they take a route such as explaining that he and his guards attacked them first, then they are more accepting. In that case the villagers would warn the characters that “Lord Strahd might not take that too kindly.” However, they are also a bit more circumspect around them, a tad less welcoming, a bit more afraid because if Lord Strahd comes to punish the characters they don’t want to be considered as having conspired with them. It won’t be blatant.

If the characters boast, or act as if the villagers should thank them for killing him, the villagers will cringe and fawn in their presence, and make hand gestures as if warding off evil behind their back.

Scartia, is more pragmatic, and more suspicious. She will offer the same warning, but the Burgomaster’s death just means that she won’t have to answer to him about the decisions she has made in the last week.

The characters can also opt to not mention the fate of the Burgomaster.

Get Right to the Chase. Characters that are eager to jump right into the thick of the adventure or if time is short, the characters begin the adventure hunting for what the adventurers describe as a Caliban (see sidebar in Part 1, below). This creature was last seen in the Spider Woods and may be a threat to the area. The characters have been asked by the villagers to seek out the Caliban (see sidebar under What’s Going On?, below) out and determine if it is indeed a threat to the village.

The characters have tracked the creature to the Spider Woods, a forest that skirts the Vanishing Hills and borders the Glumpen Swamp.

Proceed to Part 2. The Spider Woods, below. The characters can’t later venture to the Leech River.

Welcome to Barovia

Some characters may be arriving from Faerûn for the first time. For those characters describe a heavy fog bank rolling through their travel path while they are in the Quivering Forest, and when it eventually clears, they are on the outskirts of a small mountain village. It’s heavy-handed, but such is the way of the Demiplane.

Any character that participates in this adventure earns ***The Demiplane of Dread*** story award if they do not have it already. They should be made aware that until this story award is removed, they may not participate in any adventure that does not take place in Barovia.

NOTE: This adventure may touch on some morally dark moments. Please be careful to gauge your player’s comfort with such things, and remember that the goal of a *Dungeons & Dragons* game is for everyone to have fun!

Curse of Strahd Adventures

The adventures for the Curse of Strahd Season of Dungeons and Dragons Adventurers League deliver the most impactful experience when played in numeric order (i.e.: 04-01, then 04-02, and so on) but this is not required. Please carefully read the following pages and be prepared to adjust encounters, especially where key NPCs are concerned! Although DM tips may be found in the adventure, they are unlikely to cover every table or situation.

For a *Ravenloft* game, the world itself should be treated with great respect—it is a character unto itself, and the Dark Powers rarely respond positively to hand-waving and outright dismissal...

Any character afflicted with lycanthropy must receive the benefits of a *remove curse* at the end of this adventure in order to be rid of this horrible affliction. Characters that choose to remain afflicted or cannot afford this spell, become NPCs and are no longer playable in D&D Adventurers League games.

Currently, the only entities able to provide spellcasting services is the hag, Jeny Greenteeth and the elven mage, Aya Glenmiir. For the time being, Jeny happily accepts gold as payment for these services. In time, however, the hag may demand more...abstract...forms of compensation. An upcoming article on www.dndadventurersleague.org will provide additional information on Jeny Greenteeth.

Part 1. Welcome to Oraşnou

Estimated Duration: 30 minutes

Spring is still a long way off. The recent troubles have left a few homes even more decrepit and two show signs of having been destroyed by fire.

Typically peaceful Oraşnou seems to be on the brink of chaos. The perpetual cloud cover just adds to the village's normal gloominess.

On the edge of town in front of a marginally impressive residence is a trio of people who seem to be arguing. The exasperation in the woman's voice and body language is clear. Wearing half plate and with a greatsword on her back she speaks slowly and loudly "I told you before, I don't know when any of them will be back in town. When they get here, they get here. We'll keep our side of the bargain."

Scartia is attempting to calm her two primary supporters in the village while simultaneously keeping the peace. With her is Marku Grelon, the owner of the Seven Tables, and Gregori Wurlbach, the proprietor of the Hare and Hair. The Seven Tables provides food drink and gossip while the Hare and Hair is both a general store for adventuring equipment and a place where strangers can rent a room.

The characters can either continue walking up to speak with them, or slip around and go to the Seven Tables to discover what has been happening in the village since they last were here. If this is their first visit, the Seven Tables is the only non-residential building that does not have its doors shuttered. In the latter case, they soon find they have not really escaped the conversation, just moved it as the trio enters the Seven Tables not long after. The name is indicative of the interior. A room with seven large plain tables with benches for seating and a small bar. Even though the windows are tightly shuttered the room is drafty and the fire place burns fitfully.

What is Going On?

Depending on what the characters already know some of this information in the bullets below can be skipped. Even if the characters are new to the village, they are obviously adventurers and the villagers reactions are the same. If the characters have been here any reference to prior deeds of

adventurers are attributed to them instead of nameless others.

Smiles break out on all three faces when the villagers catch sight of your group. The woman in the group hits one of the men on the shoulder and says "See they are here and now we can keep our bargain and your Vistani friends will be safe."

Scartia explains that she was trying to calm the fears of these two prominent citizens.

The village is under a threat from some strangers. They call themselves the Bloodhand tribe. They are a bit fierce looking and carry many weapons. Appeasing them is relatively easy, we just have to get some adventurers like yourselves to go rescue their leader.

What Happened:

- Oleg, one of the village militia, came back from a hunting trip accompanied by this big ugly fella that called himself Gmurk.
- According to Oleg, Gmurk is a strange, savage creature called a Caliban (see sidebar, below) and provides a description. Some of the more astute characters may immediately relate those features as that of an orc without bothering with a roll, but those do so on an Intelligence (Nature) check of 7 or higher. As orcs and half-orcs are not native to Ravenloft, Scartia hasn't the foggiest notion what an orc is. She believes that Gmurk is a Caliban and corrects characters suggesting otherwise.
- Oleg had gone a bit further northeast than our habit. It is an area we do not know well.
- Apparently Gmurk and his tribe are not from around these parts and they lost their leader, a woman named Larga, and a score of their tribe members to some raiders they claim are snake like.
- They said if we don't get at least her free then they'll prevent any caravans from entering the town and if we take *too* long, they just might raid the town since without her they can't go home.
- We allowed as that there have been adventures come buy a bit frequently and we would get them to go look for their leader, Larga.
- When asked why they did not want to do this themselves Gmurk said: "The cards say do this. You do this or we smash."

Caliban

Caliban are twisted humans that were exposed to curses while still in the womb. The birth of a Caliban is typically viewed as an ill-portent; the presence of a witch or hag, or some other evil supernatural force. They are seen as brutish and savage; they are spurned by society and usually live their lives in solitude.

Calibans are misshapen humanoids and while no two of them look exactly alike, they usually have features such as rough skin, coarse hair, tusk-like teeth, etc.

Why their threat is a problem:

"About seven days ago the Burgomaster and the two best fighters in town left on some personal mission of his. It has been a truly hard winter and the village was hard pressed to come up with the goods for the Lord Strahd's taxes. Since he upped and left me in charge I took the liberty of using some of his personal goods to insure that we had enough to pay the taxes two days."

The explanation continues:

- The village was still short of supplies and the Devil Strahd's taxes were due, so I took the remnants of treasure gifted to the village by adventurers (possibly these same adventurers if they participated in DDAL04-09 *The Tempter*) gave us, and the Burgomasters personal wealth (which she admits to taking from his home without permission) made up the rest. Gregori here contacted some Vistani and gave them an advance to pay for some supplies.
- The Vistani should be back in a day or two.
- Gregori implores them to please help, he is afraid of what these strange people would do to the Vistani and if the Vistani get hurt, they might stop coming here as too dangerous.
- Marku tells there have been incidents, according to his customers, of these strangers attacking villagers who have gone out in the countryside to gather wood or attempt to snare small game. They have not killed anyone yet, but it seemed to be more because they judge the villager "unworthy of death"

"I figure we can find something in the Burgomasters house to reward you for doing this for the village. He has some very fancy stuff, of no use to us, but we could probably find something you'd like. "

Even if they believe the Burgomaster is coming back, they still do this. Staying alive now is more important than worrying about what the Burgomaster might say when he gets back. If they know he is not coming back: "He had no heirs, and most everything he has was paid for by the village in some way. I have kept track of what we used. This will just be added."

Roleplaying Scartia Krutz

Scartia is a stout human woman of the Gundarakite ethnicity. She wears half plate and carries a greatsword in a back sheath. Her faithful basset hound Frederick is always at her side, if not trying to get on her lap.

The events of DDAL04-08 *The Broken One* left Scartia the only remaining tax collector in the village (the other either died or ran off). Then the Burgomaster upped and went off with his best guards and left her in charge! (DDAL04-10 *The Artifact*) She did not sign up for this!

She is not happy having to deal with all this keep the village alive stuff. She rather be out hunting with her hound.

Quote: "No I don't know what I am doing. Do you want to take over? Didn't think so. I am doing my best SO just let me work!"

Roleplaying Gregori Wurlbach

Gregori is a soft, balding man with gnarled hands. He has worked hard for the comforts that he enjoys in the village—chief among these being that his food and drink is provided free of charge thanks to his ability to host the Vistani when they arrive every few months to peddle their wares. Fair minded, he often overlooks his own profits in favor of his community and friends. Unlike other denizens of the duchy, Gregori is friendly and welcoming of outsiders. He first appeared in DDAL04-02 *The Beast* and in DDAL04-09 *The Tempter*.

Roleplaying Marku Grelon

Marku is human, small in frame with a short graying beard and a small hat he wears on the back of his head. He is pensive and spends most of his time serving drinks and engaged in serious conversations about the latest gossip with the patrons. Marku knows the value of information and has mastered the technique of asking the right questions to get it. With all the turmoil in the village, and the paucity of supplies making sure the Vistani caravan can get through is important to his business. He was in DDAL04-04 *The Marionette*

Quote: "Hmm... I might be able to find out for you... but it won't be easy..."

From what Oleg relates, that there are two places to cross over into the swamp. the Spider Woods or the Leech River:

- **The Spider Woods.** This is an area just to the northeast of Oraşnou past the low hills. The trees are kind a spindly and there seemed to be a lot of spiders about. I guess that's why it's so named. This is where Oleg ran into Gmurk.
- **The Leech River.** He told me that this river cuts across the swamp. It often changes course. The adventurer's best bet is to find a shallow place to ford the mire, as in most places. It is deceptively deep.

Characters who participated in DDAL04-07 *The Innocent* know that the bog that is part of the Leech River contains an ancient burial site that the yuan-ti were interested in, it is slightly to the west and easily avoided. There are shallow places where we can cross.

Troubleshooting

There may be parties that want to just kill the orcs in the surrounding countryside. However, since the orcs are spread out in camps, if they go after one camp those in the others can attack the village. Scartia is not sure where the Vistani went to buy supplies for them, so the adventurers can't go there and provide escort back to the village. Also they would be breaking a bargain, not a wise thing to do in Barovia.

Then there are those who ask why doesn't this tribe, if they are numerous enough to threaten the village do this themselves? Scartia does not know complete the answer to that. She does know that the Bloodhands had tried a rescue of some of their family and it was during that attempt that Larga was captured, along with more of their kind.

The real answer is that Gmurk is a good enough leader to get the orcs to terrorize a lightly defended village but not to get them to potentially fight their enslaved members, or the seemingly superior forces of the yuan-ti. He is using the reading that Sybil did to "cover" the fact that he would not be able to get the tribe to fight with him as their leader.

Setting Out from Oraşnou

The characters have to cross about five miles of hilly would-be grassland (currently covered in snow) before reaching the edges of the Glumpen Swamp. The first two possible locations to begin the search for the missing orc leader are the Spider Woods (see below) and the Leech River (see below). The adventurers will have to pass through at least one of these locations to explore the Glumpen Swamp.

Treasure

Scartia gives the characters a handful of trinkets and gems worth a total of 250 gp with the promise of more upon their successful return.

Part 2. Into Glumpen Swamp

Estimated Duration: 90 minutes

A half day's careful journey through the snow covered hills beyond the village takes the characters to their decision point. Do they head through the Spider Woods (to the northeast) or attempt to cross the Leech River?

Timing

You want to leave at least 90 minutes for the last section to ensure the players have enough time to plan their approach to the yuan-ti encampment. So if you used a half hour of your allotted time getting to this point you should aim to complete this section in 90 minutes. This allows you time to handle the unexpected and adventure wrap up.

General Features

The swamp has the following general features. Each of the following areas will expand upon these features:

Terrain. The swamp is a miserable place, filled with sunken bogs, twisted, thorny brambles, and deep fetid pools of opaque water. Being in Ravenloft has just added to the misery that is the swamp. The unusually cold winter means that in some places the mud is frozen solid and a rim of ice covers the water.

Light. The sky is overcast, but not enough to affect vision.

Sound. Periods of silence interrupt the sounds of insects, dripping water and the slithering of creatures wandering the swamp just out of sight. Perception checks based on hearing are at a disadvantage.

Smells. Mud, and rotting vegetation with an occasional whiff of sulfur or decomposing creatures.

Weather. The air is damp; it feels like it might snow at any moment. A cold wind from the north fluctuates between the gentle caress of a cold dead hand to an icy slap. Cold enough to be miserable.

Preparing This Section

Preparing to run a non-linear adventure can be a bit daunting. While the players can choose the route **you decide** how you want to present each location in advance. You should look at each encounter and decide what aspect of that encounter you would enjoy running the most. You still need to be flexible, and adjust to what the characters do. This also is true of the Random Encounters scattered about in the swamp. You can decide ahead of time if you want to include these or base your decision on performance of the

group (dropping them for slow groups or groups that barely survived combat, or making sure you use them for groups that are moving swiftly and smoothly along. These encounters help with the feeling that they are traveling through a difficult location and eat a small amount of resources for the most part.

Of three locations the characters visit at least one should be a combat. If you do not, then the party is unlikely to reach the Target XP. Each combat has a difficulty listing to help you in your decision making.

The Spider Woods

The Spider Woods skirt the northern edge of the Vanishing Hills and are one way into the swamp, bypassing the Leech River.

General Features

The Spider Woods have the following general features:

Terrain. The trees here are thin; they won't hold the weight of a person. However, the trees are close enough together and there are enough thick webs to make using any type of long weapon difficult: characters fighting with longswords, polearms, long bows, etc. have disadvantage; those fighting with short-swords, daggers, short-bows and crossbows, and the like are unhindered by the terrain in a fight as are those casting spells.

Light. The gloom here is deeper than outside, the meagre light from the overcast sky blocked by the web-swaddled trees.

Sound. The sounds of the outside world are muffled, and there is an occasional scuttling sound.

Webs. The woods are swaddled in webs from the many spiders that live here, and many of the webs contain midges and other biting insects blown in from the swamp proper. Some of the trees have desiccated rat carcasses at their bases. It looks like the spiders here feast upon swamp rats and the biting insects from the Glumpen Swamp. There is no evidence of humanoid bone or of the spiders eating anything larger than a big rat.

Exploring the Spider Woods

There is not much to see in the woods, until the adventurers stumble upon the remains of a camp. The camp seems to be very recent, the ashes of the small fire are not yet fully cold. A successful DC 13 skill check using Intelligence (Investigation) or Wisdom (Survival) suggests that there were half a dozen orcs present here until a few hours ago. A successful DC 13 Intelligence (Nature) skill check

reveals that there is a number of Large arachnids living in these woods.

Combat. Phase Spiders

True to its name the woods are home to monstrous spiders, but the beasts mostly stay away from humanoids and subside on swamp rats. But being here in Barovia has the spiders uncharacteristically agitated, and they attack the party. There are four **phase spiders**. This should be an easy combat.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** remove two **phase spiders**
- **Weak Party:** remove one **phase spider**
- **Strong Party:** Add a **phase spider**
- **Very Strong Party:** Add two **phase spiders** and increase hit points to 45

Roleplaying. Gmurk of the Bloodhands

As the adventurers make their way through the trees an **orc** steps out from behind a shroud of webs.

"Peace strangers. I'm Gmurk, of the Bloodhands. You've been sent by humans to find Bloodhand leader Larga Bloodhand? Larga went into swamp to rescue missing Bloodhands. If you bring her back to here, we work out some sort of reward, yes?"

The orc won't specify a reward now, largely because Gmurk has no authority to dispense one without Larga, and neither does he see a point in wasting breath anyway until Larga's return anyway. The orc mixes vague promises of reward with not so vague threats against Oraşnou. The orc won't join the party, preferring to lurk instead in the woods and stare menacingly toward the "*land that should not be there*" (Barovia).

If the characters are here following the **Let's Get Right to the Chase** adventure hook and confront it, the Caliban (which is clearly an orc), informs the characters that he is not here to harm the people of the village—provided the characters do he and his people a favor. Namely, they free Larga from the "snake-men".

"Nice peaceful village, human village, right? Bloodhands very angry, very worried. Shame if something happens to the village. Bloodhands very happy if Larga gets back whole, right? Very grateful. Not so grateful if she doesn't get back, perhaps very angry, understand? I stay here, make sure nothing violent happen to human village. If we here too long might have to stop a caravan or two to get food and then village goes hungry, right?"

Exploratory. Among the Spider Wood

The swamp is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised:

Spider Wood Surprises (Random Encounters)

1d4 roll	Surprise
1	An eyeless doll has been hung in a tree, the doll strongly resembles one of the adventurers. If examined, it wears a necklace (see treasure, below).
2	A dryad lives here, unable to leave the woods as she fears that the humans of Oraşnou will cut down her tree. She is sickly (as is her tree) but offers a boon to the adventurers: if they will water her tree with their blood (a loss of at least 10 hp per adventurer) she will give them a magic seed that can grow instantly into a tree. The magic of the seed will only last a short time, its magic fades at the end of the adventure. She also gifts the characters with a necklace (see treasure, below).
3	An unusually bold swarm of rats watches the party, their eyes gleaming with strange intelligence. For reasons known only to the rats, the swarm has decided that the party has food and is intent on following the adventurers until they either chase the rats away or feed them. If an adventurer dies while the rats are following the party, they will wait until the other adventurers have left the corpse unattended and will then start to eat the dead adventurer. One of the rats wears a necklace (see treasure, below). The necklace grows to fit whomever tries to wear it.
4	An adventurer happens upon a partially decomposed corpse. If searched, the only thing of value the characters find is a necklace worn around its neck (see Treasure, below).

Treasure. The necklace is a leather thong with a particularly strong lodestone on it, which acts as a rudimentary compass. The lodestone is carved to

look like a dwarf reading a book. If sold the necklace will fetch 300 gp from the right buyer.

If the characters aid the dryad, she bestows upon them a *magic seed* that can grow instantly into a Large tree. This power only works if the *seed* is buried in soil or mud. The magic of the *seed* will only last a short time, its magic fades at the end of the adventure.

Where To From Here?

Trails from this location lead further into the swamp. Following one trail leads to a hill with black flowers on (see The Black Flowers, below), following the other leads to a fen with mist rising off it (see Bone Fen, below). The way to the hill with black flowers on it is uphill and drier, the way to the fen is downhill and marshy. Heading back south leads back to Oraşnou village.

The Leech River

The Leech River winds across Glumpen Swamp. The river is not a permanent geographic feature, but shifts with the rains and the seasons, cutting new channels over time. A narrow winding river that crosses the swamp. The river often changes course, and is known locally as being the place where a bandit makes his lair.

General Features

The river has the following general features:

Terrain. The area around the 'river' goes from frozen ground to icy mud adjacent to the river. It is hard to say where the river starts, the land gets muddier, the standing water deeper, until the adventurers are hip-deep in the river.

Light. The gloomy sky is reflected in the muddy water, making it hard to see just how deep the next step will be.

Mud. The sucking mud here gets everywhere, and those who roll a natural 1 on any d20 roll loose one of their boots (in addition to any other consequences of the roll).

Sound. There are sucking sounds and gurgles from the mud around river, and splashes from unseen rats among the reeds. Occasionally, the droning of clouds of flying insects.

Smell. There is a whiff of sulfur, perhaps the reason the mud is not frozen here is that there is a hot spring bubbling up to the surface nearby.

Insects. The one good thing the cold has done the insects one normally would associate with a swamp are missing.

Exploring the Leech River

The adventurers have ended up unexpectedly hip-deep in mud, and are slowly sinking. Wading across the river is going to be difficult. Turning back and trying to find a better crossing point leads to an encounter with Ral the Gladiator.

It is a DC 13 Strength (Athletics) skill check to cross the river, those that fail the skill check get tangled in the weeds and sink in the mud (taking 1d4 poison damage from swallowing fetid swamp water). Those characters spending more than 10 minutes in the river must succeed on a DC 11 Constitution check or be poisoned for 1d4 hours from the noxious fumes.

After the adventurers are already across the river they spot a boat among the reeds on the bank from which they have just come. Getting to the boat to investigate it means re-crossing the river. Inside the boat is a dead fisherman, his corpse being gnawed at by a fat rat that is easily chased off. The fisherman has nothing of worth, but does have nice hip-high wading boots. The cause of death of the fisherman is not readily apparent, due to the predations of the scavenging rats and the passing of time.

Combat. Ral the Gladiator

The adventurers have found a shallow part of the river to cross, when they see a mightily muscled figure rise from its hiding place on the opposite bank—completely covered in mud. Under the black mud, the figure appears to be human, and is wearing the clothing of a professional warrior.

"I am Ral, a former slave and now a free man. If you wish to cross this swamp you must pay me. I will take no less than 50 gold wolves each...or your boots."

If the characters refuse to pay Ral (a **gladiator**) attacks the party--though he relents if the adventurers agrees to pay up. He makes a show of stomping his feet three times as he moves towards the characters, awakening a nest of two **giant poisonous snakes** who—annoyed at being awoken from their nap—emerge from the river to attack the characters. The snakes enter combat in the middle of the group; with at least two of the party between themselves and Ral, if possible. A character succeeding at a DC 17 Wisdom (Perception) check notices the snakes stirring before they attack.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak or Very Weak Party:** Remove one **giant poisonous snake**
- **Strong Party:** Ral is accompanied by two **thugs** (also covered in mud); add a **giant snake**
- **Very Strong Party:** Ral is accompanied by four **thugs** (also covered in mud); add two **giant snakes**

Social Interaction. Ral the Gladiator

This version of the Leech river location plays at first like the combat encounter, but Ral suddenly changes his mind before combat starts.

"Wait, you have the look of adventurers to you. Are you here to kill the dragon?"

Ral is worried about the dragon that he has seen passing over the swamp, and wants assurances that somebody is going to take care of the monster. Ral says that sometimes when the dragon flies by, its shadow freezes everyone in the swamp solid. He believes that the dragon's presence is why it is so cold here.

Provided Ral gets assurances that the adventures will deal with the monster he'll let the adventurers go on their way unhindered; he evens goes so far as to tell them about a nearby corpse in a boat that probably has some boots that will fit the party. Ral has seen orcs to the north doing building work, hauling stone blocks through the swamp. Ral believes that the dragon has enslaved the orcs.

Exploration. Among the Leech River

The swamp is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised):

Leech River Surprises (Random Encounter)

1d4 roll	Surprise
1	An eyeless doll has been hung in a tree, the doll strongly resembles one of the adventurers. If the party has encountered other eyeless dolls, then this one resembles a different adventurer than the last one did.
2	A swarm of quippers attack the party's legs as they wade through the swamp.

3 A rotted corpse wearing rags has been tied to a tree stump so that its right arm points to the north. The corpse is that of a human, though it and its clothes are so decayed that it is hard to tell much more than that.

4 A **swarm of bats** attacks the party, but leaves one adventurer totally alone. Is it chance, or has the adventurer stumbled upon a way of repelling bats?

Where To From Here?

Trails from this location leads further into the swamp. Following one trail leads to a hill with black flowers on (see The Black Flowers, below), following the other leads to a fen with mist rising off it (see Bone Fen, below). The way to the hill with black flowers on is uphill and drier, the way to the fen is more swampland and is misty. Heading back south eventually leads back to Oraşnou.

The Black Flowers

This area is a hill upon which black flowers normally grow. At the top of the hill is a grave marker. The flowers are preserved in a strong covering of ice.

General Features

The hillock has the following general features:

Terrain. The hill rises out of the swamp and is dry land. Growing on the hill are non-magical black flowers, ordinary apart from their color. A large stone (a grave marker) stands atop the hill. The hill offers a good view of the desolate and lonely swamp surrounding it.

Flowers. The flowers are non-magical; they are exceptionally black in color and are closely grouped together so that the ground beneath them is obscured. They are covered in a coating of ice preserving them. If the ice is broken the smell of rotting vegetation.

Light. The light here is dim, the clouds above blocking out most of the illumination.

Sound. The wind rustles the black flowers, creating the sound of chimes.

Exploring the Hillock of Black Flowers

Exploring the mound reveals a campsite, and corpses. This looks like the remains of an adventuring party; there is a rotted corpse of a warrior wearing rusty (and useless) plate armor, one of the corpses carries a staff and is wearing a robe, and the third corpse is wearing moldy, leather armor. The equipment carried by the dead adventurers has been exposed to the elements: it is

rusted and moldy and covered in a layer of ice and snow; aside from a couple arrows and a staff, none of it is salvageable.

With the snow brushed off the decay of the corpses indicates that they could have died in the last month, but the cold could be slowing the process. The bodies have not been eaten by rats or other larger scavengers, which is odd considering the number of rats in the swamp.

At the top of the hill is a grave marker, a standing stone carved with esoteric symbols. These are warnings to leave those buried under the mound undisturbed—something that a successful DC 11 Intelligence (Religion) check reveals.

Combat. Crawling Claws

This area is “home” to hundreds of crawling claws—unseen until they emerge from beneath the black flowers.

These undead protect the grave mound, and are bound to guard this area by the magic of the grave marker at the top of the hill. The crawling claws interpret the adventurers’ actions on the mound as an intention to rob the grave, and attack. There are four **swarms of crawling claws** here. While crawling claws are typically described as a humanoid hands, in Ravenloft they could also be the occasional skeletal paw of a bear, or other creature.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove one **swarm of crawling claws**; reduce each swarm’s hit points to 55
- **Weak Party:** Remove one **swarm of crawling claws**
- **Strong Party:** Add a **swarm of crawling claws**
- **Very Strong Party:** Add two **swarms of crawling claws**

Social Interaction. Karl Ogbad

This grave mound is tended to by Karl Ogbad, who lives alone in the swamp in a small hut on stilts hidden among the reeds near the Leach River. In exchange for tending the grave and warning away anybody who tries to visit it the crawling claws that are bound to the grave marker catch frogs, rats, and other animals for Karl who sells them to the people of Polderswale.

Fortunately, Karl is visiting the gravemound today to clear away any corpses that have accumulated (and collect swamp rats strangled by the crawling claws), and is able to warn the adventurers of the danger posed by the crawling claws.

"Ho, strangers! I warn you away from this grave. The swamp is no place for those that do not know of its dangers. Do not tarry here but be on your way, the grave-mound protects itself."

Karl has seen a lot of the recent happenings in the swamp, and knows of the orcs, though he is not familiar with orcs and does not know what they are exactly. He's able to let the adventurers know that the orcs are some sort of slave army, controlled by an undead dragon. Karl knows that their base is somewhere to the north.

Exploration. Among the Black Flowers

The swamp is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised:

Hill of Black Flowers Surprises (Random Encounters)

1d4 roll	Surprise
1	A skull wearing a rusted iron crown sits in a bare patch amid the black flowers. The skull has marks near where its neck would be, indicating that this skull was severed in battle by a sword or axe.
2	A raven drops dead, falling from the sky at the party's feet. The raven has been drained of its blood, and is covered in tiny bat bites. A swarm of bats circles overhead in the gloom.
3	The party spots a glowing ball of light to the north, something like a lantern bobbing in the swamp. If the party investigates they discover that it is just luminous swamp gas.
4	Within walking distance of the hill ravens are feasting upon the corpse of an orc. The ravens scatter when the adventurers approach, but gather back for their feast when the adventurers leave. The orc corpse died of wounds inflicted by a dagger.

Where to from here?

Trails from this location lead further into the swamp. Following one trail leads to the Hamlet of Polderswale, following the other leads to Muskeg hill; the trail to Muskeg hill is the swampier of the two and is full of tiny biting insects. The trails lead back south from the hillock to the Leech River and the Spider woods.

Bone Fen

The bone fen is a former battle site, shunned by the locals of all types.

General Features

The fen has the following general features:

Terrain. This area of the swamp consists of small patches of land a couple of strides across, separated by knee-deep pools and thick sucking mud. Bones occasionally rise out of the mud.

Isolated and Shunned. This area is bereft of any signs of recent humanoid visitations.

Sound. Slimy glops and burps as the mud moves, occasionally disgorging bones. Buzzing insects.

Smells. Sulfur and other noxious minerals associated with hot springs. The smell is much worse here than at the river crossing. A DC 15 Constitution check is need or the character is poisoned for 2d4 hours.

Exploring the Bone Fen

As the adventurers move through the bone fen, bones bubble to the surface. In the deeper pools of water bodies can be seen partially trapped in the thick rich mud.

The bodies under the water are sometimes preserved well enough to have intact items still on them. Adventurers searching under the water for things to loot from the bodies that also succeed on a DC 15 Wisdom (Perception) roll find a few coins and an ornate shield in the murky water. Due to the murky water, this check is made with disadvantage.

Treasure. Thorough characters can find three gp and an ornate shield worth 50 gp once cleaned.

Combat. Skeleton Surprise

The adventurers walk through the swamp, and as they do undead creatures start to rise from the mud around them. It takes time for the undead to rise out of the muck: the adventurers have one round during which they can attack the undead (or flee) before the undead are ready to attack. In total there are eight **skeletons** and five **minotaur skeletons**.

Any attack roll made by an adventurers who moves in the same round that they attack is made with disadvantage due to the thick, sucking mud through which they must wade. Undead that are turned sink into the ground and do not return.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove three **minotaur skeletons** and three **skeletons**
- **Weak Party:** Remove two **minotaur skeletons** and two **skeletons**
- **Strong Party:** Two more **minotaur skeletons** rise from the mud join combat in the round
- **Very Strong Party:** Two more **minotaur skeletons** rise from the mud join combat in the third; Five **skeletons** rise from the mud and join combat in the third round

Social Interaction: Vant Fenwick

The adventurers encounter a human, badly injured and unconscious. This is Vant Fenwick of the hamlet of Polderswale. The tiny hamlet of marsh dwellers was attacked by orcs, and the inhabitants killed or driven out into the swamp.

Vant is badly injured and feverish and needs to be healed before he can regain consciousness. Anything that will restore hit points (a potion, a *cure wounds* spell, etc.) will allow Vant to be roused.

Vant Fenwick, once roused, tells the tale of how Polderswale was recently attacked by strange robed creatures with scaled skin.

Exploration. Among the Bone Fen

The swamp is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised:

Bone Fen Surprises (Random Encounters)

1d4 roll	Surprise
1	A tiny doll is floating in the water; the doll has been badly burned. The doll is wearing a tiny tin crown the size of a ring. The “doll” is really a needle blight .
2	2d4 swarms of rats cling to a fallen tree that floats through the fen. The rats watch the party warily, but only attack if the party disturbs them.
3	The party stumbles upon a large stone statue of the tarrasque. The stone is weathered; the statue has been here for centuries.
4	It starts to rain, hard, reducing visibility to only a few feet. The rain abates only when the party reaches the next location.

Where to From here?

Trails from this location lead further into the swamp. Following one trail leads to the hamlet of Polderswale, following the other leads to Muskeg

Hill. The two trails look alike but smoke can be seen coming from Polderswale. A trail leads back south and splits in two to head to the Spider Woods or the Leech River.

The Hamlet of Polderswale

This town was attacked by the yuan-ti and the ruins are now being used as building material by the orc slaves of the serpent people.

General Features

Polderswale has the following general features:

Buildings. Polderswale was a small settlement, really nothing more than a cluster of small houses. The lower story of each of the houses was stone, the upper story wood; the lower story stone came from the nearby ruin on Muskeg Hill.

Polderswale was recently attacked; the upper stories of most of the buildings still standing have ropes attached to the timbers. The smaller buildings have been pulled down, and their walls knocked down.

Terrain. The half-demolished buildings provide a good place to hide, and there are piles of stone blocks taken from the buildings.

Tracks. There are tracks leading away to the north, flattened paths of snow where stone blocks have been dragged away.

Smells. Smoke, the smell of what might be pork. A camp fire smolders on the northern edge of the hamlet, a haunch of meat on a spit over it. The camp fire is untended. The meat is probably pork.

Screaming. When the wind blows from the north a very faint sound of screaming can be heard.

Exploring the Hamlet of Polderswale

The hamlet was attacked because it is a source of building materials, the yuan-ti did not bother to loot it afterwards. However, there is not much here to loot anyway. This was a poor settlement; the villagers have left behind nothing of worth to adventurers.

The untended campfire at the northern edge of town was left here by orcs who are currently elsewhere

Combat. Orcs!

Some orcs are still in town, waiting for their lunch to finish cooking; they have decided to take a mid-day nap in the building that they were in the process of demolishing. They awake, and upon seeing the adventurers rush out to attack.

If the adventurers think quickly and start a dialog it may cause the encounter to switch to a role-playing encounter.

There are fifteen **orcs** here, but they only do 5 (1d8) bludgeoning damage due to the fact that they are using logs and stones as improvised weapons.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak or Very Weak Party:** Remove five orcs
- **Strong Party:** Add three orcs
- **Very Strong Party:** Add five orcs

Social Interaction. Orcs!

The orcs have no love of their yuan-ti masters, and decide to talk to the adventurers. The orcs have been sent here to tear down the buildings and haul the stone north to the yuan-ti camp.

The orcs can tell the adventurers the following:

- The orcs were captured in the swamp, and taken by scaled beings who worship a dragon to a huge statue of a chained person.
- The scaled ones worship an undead dragon, and are camped to the north.
- The scaled ones are excavating something underground, and are building a temple to their dragon "god".
- The scaled ones have a lot more of their tribe captured. These orcs are let out as far as Polderswale to haul back building material, but if they escape and are captured they will be maimed.

If the orcs learn that the swamp to the south is free of yuan-ti decide to flee into the swamp rather than returning north.

If the adventurers offend the orcs or somehow provoke into attacking them the encounter turns into a combat encounter.

Exploration. Among Polderswale

The swamp is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised:

Polderswale Surprises

1d4 roll	Surprise
1	The party spots a corpse, the remains of a human, and by its tattered clothing and many wounds this looks like it was killed in a fight. The corpse is lashed to a tree so that its arm extends to the north—toward the sound of distant screaming.

- 2 A **shambling mound** feasts upon the remains of the inhabitants of this benighted village. Provided the mound isn't interrupted it ignores the party's presence.
- 3 The party discover a stone statue of a medusa looking at itself in a hand-mirror that it holds. The hand mirror can be slid out of the medusa's grip. The medusa petrified herself centuries ago (she was tricked).
- 4 The party is attacked by 1d3 **swarms of bats**. The bats have advantage against wounded characters with unbound or open wounds.

Where to From Here?

A single trail leads north toward the faint sound of screaming; the trail is flattened by stone that has been hauled north. This trail leads to the Swamp of Screaming Statues (see below). Other trails lead south back to the hillock of black flowers and the bone fen.

Muskeg Hill

On this hill once stood a tower, but many years ago it collapsed in a fire. It is now partially sunk into the swamp. The orcs enslaved by the yuan-ti have been dragging away stone blocks from the ruins to use as building material.

General Features

Muskeg Hill has the following general features:

Terrain. The area is covered in snow, creating difficult terrain.

Light. A thick bank of storm clouds moves over the sky.

Sound. The adventurers can hear the chirrup-chirp squeak of bats from somewhere nearby, though locating the source of the sound will take some exploration.

Exploring Muskeg Hill

This low rise of land is the site of a ruined tower. At some point in the past a fire caused this tower to collapse partially into the swamp.

Drag marks lead north, and a successful DC 11 Wisdom (Survival) or Intelligence (Investigation) skill check reveals footprints and drag marks that many groups of orcs over many days have dragged stones away using sledges.

A successful DC 10 Wisdom (Nature) allows the adventurers to recognize signs that bats are roosting in the ruined shell of the tower's lower floors (guano, squeaking, etc.)—the crumbling stone of the

few walls still standing is the perfect lair for the tiny nocturnal blood-sucking beasts.

A DC 10 Wisdom (Perception) skill check lets the adventurers spot an orc corpse, drained of blood with many tiny puncture marks on it. It looks like the orc was here alone and attacked by blood-drinking bats.

Combat. Orcs and Bats!

The adventurers are attacked by orcs. Depending on what the party experienced before this it is either a group of orcs returning to the fallen tower to collect stone, or it is a group of orcs who were just finishing loading up stone onto wooden sledges.

There are twelve **orcs** here, but they only do 5 (1d8) bludgeoning damage due to the fact that they are using logs and rubble as improvised weapons.

As soon as the first orc or adventurer is hurt 2d3 **swarms of bats** swoop out of the ruined tower's base to attack the party (they prefer drinking non-orc blood and so do not attack the orcs).

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak or Very Weak Party:** Remove five orcs
- **Strong Party:** Add three orcs
- **Very Strong Party:** Add five orcs

Social Interaction. Just Orcs!

The adventurers round the fallen tower to see orcs, hard at work loading stones from the fallen tower onto wooden sledges.

If the adventurers hide from the orcs they will see the orcs finish loading up and begin to drag the sledges away using rope harnesses. The orcs head north, following other drag marks. It is obvious that this is not the first load of stones that they have dragged away.

No roll is needed to hide behind rubble and listen in on the orc's conversation; the orcs are paying attention to their work, if the adventurers don't make themselves known to the orcs (either on purpose or by doing something really obvious that attracts the orcs attention) then they go unnoticed. You should role-play the orcs talking among themselves. The orc's conversation reveals much the same information as would be revealed by talking to the orcs in Polderswale.

If the orcs become aware of the adventurers then they attack (run it as a combat encounter, as detailed above).

Exploration. Among Muskeg Hill

The swamp is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised:

Muskeg Hill Surprises

1d4 roll	Surprise
1	The party spots a corpse, the remains of a human, and by its tattered clothing and many wounds this looks like it was killed in a fight. The corpse is tied to a tree so that its arm points north. Upon the corpse's head is a circlet of woven reeds. Interfering with the corpse attracts the attention of a hungry swarm of bats . If the characters search the corpse, they find a couple potions (see Treasure, below).
2	An otyugh has discovered the still-intact basement of the tower and is nesting there. Nestled among the muck of its nest, the characters find a couple potions (see Treasure, below).
3	A lizardfolk tribe (1d3+1 lizardfolk , a lizardfolk shaman , and a lizardfolk queen) are scouting out the area, looking for a new home now that the stronger yuan-ti have kicked them out of their previous territory. They are not looking for a fight and will trade with the party in exchange for information or cold weather gear. The lizardfolk have two potions (see Treasure, below), though they are unsure which one is which.
4	A beautiful fey creature (in actuality a green hag) approaches the party, rising out of the mists of the swamp. She offers a boon: if one of the adventurers will give her a lock of their hair she will "bless" them with luck in battle. If an adventurer is foolish enough to take the deal they will be "blessed" with bad luck (though it isn't readily apparent yet). Any attack roll made by a "blessed" character is made with disadvantage and any saving throw a creature makes against a spell cast by a character is made with advantage. This effect lasts for the next two combats, or until the character takes a long rest—whichever happens first. Conversely, she does gift the characters with a couple of beneficial potions (see Treasure, below).

Treasure. Depending on the table, above and what happens, the characters may receive a *potion of healing* and a *potion of greater healing*.

Where to from here?

A single trail leads north toward the faint sound of screaming; the trail is flattened by stone that has been hauled north.

Trails lead south back to the hillock of black flowers and the bone fen.

Swamp of Screaming Statues

This is the final location before the tower and yuan-ti lair. The wind is blowing south. As the adventurers approach they see 20 figures standing still, making a keening and howling sound.

General Features

The swamp has the following general features:

Terrain. The Swamp of Screaming Statues is an area of relatively flat muddy swamp land (now frozen solid) that was previously the domain of a medusa. The medusa and her hut are long gone, but the petrified remains of her victims remain.

Statues. Each of the petrified victims is in an open-mouthed pose, their last cry frozen in stone.

Screaming. Holes have been drilled into the back of the statue's heads so that when the wind blows a whistling screaming sound is produced by the statues whenever the wind blows north-south.

The Distant Tower. In the distance the yuan-ti tower can be seen. Throstulgrael, the black dracolich, can be seen roosting on top of the tower.

Among the Swamp of Screaming Statues

The swamp is full of surprises, roll 1d6 if you decide that now is a good time for the adventurers to be surprised:

Swamp of Screaming Statues Surprises

1d6 roll	Surprise
1-3	A group of the statues looks almost exactly like the party, and were petrified in the act of fighting each other. The petrified adventurers were fighting over a crown, now tarnished but still gripped in the hands of one of the statues. Though it looks worthless due to the tarnish, the crown is silver (see Treasure, below). Getting the crown involves breaking the hand of the statue.

4-5 A group of **five bullywugs** are here, thralls of the yuan-ti. The foul creatures are scouts, ordered to remain unseen and warn their masters if intruders approach through the swamp...however the bullywugs would much rather attempt to intimidate intruders into surrendering and giving over their cold weather gear. The bullywugs call their masters "the hooded ones". One of the bullywugs has a cunningly disguised secret pouch in its pack. Within it is a tarnished silver crown (see Treasure, below).

6 Somebody has knitted scarves and hats and placed the clothing on some of the statues. Though it looks worthless due to the tarnish, one of the statues wears a silver crown see Treasure, below).

Treasure. Depending on the table, above and what happens, the characters may receive a tarnished, silver crown worth 200 gp.

Where To From Here?

A single trail leads north toward the tower with the undead dragon roosting on it. As the adventurers start walking north the dracolich takes off and flies south across the swamp; as the undead dragon passes over the swamp its shadow causes the ground to temporarily gain a layer of ice. There is a 1-in-4 chance for each adventurer to take 2 (1d4) necrotic damage as the shadow passes over them. The layer of ice produces a cold fog, a mist that rises from the ground and acts as perfect cover for the adventurers to sneak into the yuan-ti camp.

Part 3. The Tower of the Chained Man

The Tower of the Chained Man is a huge statue wrapped in titanic iron chains that have long-since rusted solid. At the base of the tower is a heavy doorway. Surrounding the base of the statue is a camp of yuan-ti and orcs.

Due to the nearby Swamp of Screaming Statues the local inhabitants of the swamp have kept far away from this area: partially from memories of the medusa who used to lurk here, partially due to the fact that the screaming statues and the huge chained tower/statue are extremely spooky.

General Features (from a distance)

The tower and its surrounds have the following general features:

The Mist. The tower and its surroundings are obscured by mists rising from the swamp, caused by the recent presence of the undead dragon. It is therefore easy to sneak right into the camp without being spotted... but the downside is that the exact camp layout is hard to make out from a distance.

The Tower. The tower is a statue, dragged here in a past age. Its features are weathered away, and have been scored with claw marks from the roosting dragon. The statue is hollow on the inside, with a winding staircase that leads from a doorway in its base to a platform at its open mouth. An orc is tied to a torture device in the statue's mouth: it is Larga Bloodhand.

At the base of the statue between its feet are two doorways. One doorway leads to a winding staircase that leads up through its hollow interior, the other doorway leads downwards. A low stone wall has been recently built around the base of the tower.

The Camp. Only once the adventurers are in the camp proper they can make out its general features, but sneaking in is easy due to the mist.

The Goal

At this point it might be useful for some groups to remind the players that the adventurer's goal is to free the orcs, especially their leader, not to defeat the yuan-ti. Of course would real heroes simply leave the yuan-ti be?

Let the players know that it is obvious to their characters that a full-on frontal attack on the yuan-ti would be a very difficult fight to win (especially if the orcs join the fight on the yuan-ti's side). If the adventurers free the orcs then the orcs can fight the bulk of the yuan-ti, letting the adventurers

concentrate on the more dangerous foes who will no doubt target the adventurers.

General Features (Within the Camp)

The camp is part prison, part building site. It has the following general features:

Outer Wall. The perimeter of the camp consists of a waist-high wall built of rubble. The wall has lots of gaps in it and it is obvious that the plan is to expand it until it is a tall defensive structure.

Half-Built Temple. The yuan-ti have forced the orcs to construct an above-ground extension to the surviving below-ground portion of the ancient temple complex, but the project is only half begun: a series of walls and archways that surround a cleared area with a statue of a dragon in it is all that has been completed so far. The under-construction temple lacks doors or a roof.

Lookout Tower. The yuan-ti have a wooden watch post set up, to spot run-away orcs and hunt them and to spot intruders while they are still far off. The lookout tower means that no orc can escape unseen, and the yuan-ti can easily hunt them down in the swamp before they get too far.

Orc Pens. The orcs here are kept separated in small groups in pits with tall wooden fences around their edges. Being kept separated in small groups means that the orcs cannot easily gang-up on their captors.

Opening a pen to free the orcs without being noticed requires a successful DC 15 Dexterity check, failing the check means that the orcs are freed but the yuan-ti are attracted to the noise and two **yuan-ti malisons** come over to investigate. The investigating yuan-ti can be avoided using stealth, allowing the party to attempt to free another batch of orcs. If the characters fail a second check all of the yuan-ti so far are alerted; they find the characters and attack them en masse.

Going Straight to Freeing Larga

As soon as the adventurers move toward the tower the yuan-ti leader Vazschyss grabs Larga Bloodhand and drags her down the stairs inside the statue and into the underground portion of the yuan-ti temple. Vazschyss has a mystical hold over Larga, a mixture of hypnosis and narcotic poison that keeps her from resisting his will.

Orc Rebellion

Once the adventurers kill four yuan-ti, free four pits of orcs, or free Larga Bloodhand; the orcs rise up in

rebellion against the yuan-ti. When they rebel the rest of the enslaved orcs break out of their pits.

Once the orcs rebel, all the yuan-ti in the camp react by slithering away into the swamp—the orcs hot on their (literal and figurative) tails. Of course there are more yuan-ti in the subterranean part of the temple.

XP Award. For each orc pit freed, award each character 50 XP (maximum 200 XP).

New Allies

Remind the players that the goal is to free the orcs. Once the orcs rebel (and chase their yuan-ti tormentors into the swamp) the adventurers should follow Vazschyss into the Ancient Sanctum to rescue Larga Bloodhand and complete their quest.

1. The Ancient Sanctum

The doorway in the base of the statue leads to a partially flooded maze complex beneath the statue. These are the ruins of an ancient yuan-ti temple being excavated by the yuan-ti. At one time the complex above ground was more elaborate, all but the statue has since disappeared.

A sign has been carved above the doorway in Abyssal and Draconic. It reads: *The Bethel of the Blackening Death.*

Within the Ancient Sanctum

This subterranean structure has been well-preserved by the swamp mud that filled the tunnels until recently. The yuan-ti have been clearing the underground temple of mud and water themselves, as nobody that they deem a thrall can enter the temple—however the adventurers are under no such restriction.

In addition to the yuan-ti leader Vazschyss (a **yuan-ti abomination**), there are nine **yuan-ti malisons** (of various types) lurking in the Sanctum; they are ready to ambush unsuspecting adventurers. The yuan-ti do not attack all at once; they hold some of their number back for a second ambush and a third group for defending the profane alters. To determine the type of yuan-ti malisons that accompany Vazschyss, roll 1d6 for each. A result of 1-2 is **type 1**, a result of 3-4 is **type 2**, and a result of 5-6 is **type 3**.

If the party is relatively weak then the yuan-ti spring one ambush of three yuan-ti on the first level, an ambush of three yuan-ti on the second level, and hold back three yuan-ti malisons to aid Vazschyss (see Area I, below) on the third and deepest level. For stronger groups the yuan-ti spring one ambush

with three yuan-ti and hold back the rest to help Vazschyss.

The Smart Party

Groups that stopped and investigated every single location in the swamp and had poor luck with the random surprises have faced a lot of minor foes which might have worn the party's resources down. Remind the players that their adventurers can choose to be *sneaky* and avoid the yuan-ti who they know are lurking in the darkness. They also could have opted to take a short or long rest before proceeding.

Exactly how they decide to sneak about determines what sorts of skill checks are needed, but as a rule of thumb give a good plan a difficulty of DC 11, a decent plan a DC 13 difficulty, and a terrible plan that just might work through dumb luck DC 15 or higher. Success translate into advantage in combat for the first few rounds, luring the yuan-ti into investigating parts of the underground complex where the adventurers are not (and so removing some of them from a fight before it starts), or bypassing parts of the dungeon.

2. The Upper Level: The Muddy Maze

The upper level of the maze is a series of stone tunnels and round chambers whose walls are carved with serpentine forms.

Floors. The floors here are muddy, from where the swamp has leaked in over the centuries. Most of the mud has been cleared out, but there is still enough damp mud on the floors to give any adventurer making a skill check to track down foes advantage on the check.

Light. There are gaps in the ceiling, originally ornate ventilation grates leading to a no-longer-existing above ground structure. Most of the grates are choked with mud, but some have collapsed inwards and provide a source of daylight.

Sounds. The sounds down here are a steady drip-drip-drip of swamp water from the ceilings. If the yuan-ti are still fleeing through this level, there is the sound of splashing and slithering through mud.

Traps

The yuan-ti did not expect to face intruders, so have not set up any deliberate traps, but there are some hazards here that serve the same purpose. In some of the more poorly illuminated corridors there are 5-foot wide **holes** leading down to the next level down, and the area around these tends to be particularly muddy. Adventurers who want to jump over one of these holes, move around them, or lower themselves down to the next level must succeed at a DC 13 Strength (Athletics) skill check. Characters that fail

by five or more fall to the level below and take 3 (1d6) bludgeoning damage. Climbing back up also requires a successful DC 13 Strength (Athletics) skill check, with a failure resulting in falling down again and possibly pulling others down as well.

A. Entrance

The first area the adventurers will encounter is an entrance hall immediately beneath the feet of the statue/tower. From here a stairway leads downwards to the rest of the level.

B. Twisted crossroads

The winding corridors all eventually meet at a nexus. If there are any yuan-ti on this level they will probably be lurking here, hoping to spring an ambush.

C. Serpentine stair

Leading downwards from the first level to the second level, the balustrade of this stairway is carved to look like intertwined snakes. However, among the many carved snakes are real snakes, there are **2d4 fire snakes** here. The fire snakes attack the first person to reach the bottom of the stairs.

Exploration. Among the Muddy Maze

The muddy maze is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised:

Muddy Maze Surprises

1d4 roll	Surprise
1	2d3 mud mephits attack the person at the rear of the party. One of the mephits wears a gemstone necklace (see Treasure, below).
2	The party discovers an orc, a victim of the yuan-ti who was chained to a wall to starve to death. There is a 50% chance that the orc is still alive... barely alive though. Tucked in a corner of the room, the characters find a gemstone necklace—it's glow just barely visible in the muck (see Treasure, below).
3	The party comes across a primitive pump used by the yuan-ti to clear swamp water out of the subterranean temple that the adventurers are exploring. The long leather hoses of the pump can be used as ropes. There are two dead orcs shackled to the pump; the orcs died of exhaustion. Tucked in a corner of the room, the characters find a gemstone necklace—it's glow just barely visible in the muck (see Treasure, below).

4 The party finds gemstone necklace in the mud.

Treasure. Depending on the table, above and what happens, the characters may find a gemstone necklace. The necklace glows as if affected by a *light* spell, but is otherwise nonmagical.

3. The Middle Level: The Darkened Maze

The floors in this area are very muddy, and water constantly drips from the serpent-themed ceiling decoration.

Ceilings. Decorated with carved serpents, the ceilings here are low. Adventurers taller than 6 feet, who may have to hunch down in spots.

Light. The only light here is what the adventurers choose to bring down here.

Sounds. The squelching mud here mutes most sounds, anybody attempting to listen for enemies have disadvantage.

Traps

The yuan-ti have had time to rig some simple tripwires near holes that lead down to the lowest level, and have spread mud-colored blankets over the holes. Adventurers who move down a trapped corridor must succeed at a DC 13 Dexterity saving throw or fall to the level below and take 3 (1d6) bludgeoning damage. Climbing back up also requires a successful DC 13 Strength (Athletics) skill check, with a failure resulting in falling down again and possibly pulling others down as well.

XP Award. If the characters avoid the trapped holes, award each character 50 XP.

D. A Room of Statues

This is a large circular chamber with a dozen large serpent statues around the perimeter, most of them in a 'rearing up' pose. If the only source of light that the characters are carrying is one that would flicker (a torch for example) then the statues seem to move in the dim and uncertain light, making them appear at first glance to be yuan-ti. Of course the yuan-ti might decide that this area is a good one for an ambush of the adventurers.

E. Rat-Bone Corridor

This room is full of rat bones, the remains of the meals eaten by fire snakes that occasionally hunt here. There 4d4 **giant poisonous snakes** here.

F. Confusing Junction

This area at first looks like it links many identical corridors, and indeed it does. However, the winding corridors all lead back around to the junction again. There is only one corridor that leads out of the junction, and that is the one that the adventurers came in by. Again, this is a good place for the yuan-ti to spring an ambush.

Exploration. Among the Darkened Maze

The muddy maze is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised:

Darkened Maze Surprises

1d4 roll	Surprise
1	2d3 mud mephits attack the person at the <i>front</i> of the party. One of the mephits carries a jade statue in a satchel slung over its shoulder (see Treasure, below).
2	A fire snake slithers by the party. The serpent only attacks if provoked or if the party starts making a lot of noise elsewhere on this level. One of them knocks a stone in the wall loose, revealing a hidden compartment containing a jade statue (see Treasure, below).
3	The party comes across a primitive pump used by the yuan-ti to clear swamp water out of the subterranean temple that the adventurers are exploring. The long leather hoses of the pump can be used as ropes. The pump is broken, a sharpened bone driven through the billows. A character succeeding on a DC 13 Wisdom (Perception) check notices a jade statue (see Treasure, below).
4	The party finds a jade statue (see Treasure, below). The statue is in a trapped alcove . Noticing the trap requires a successful DC 13 Intelligence (Investigation). Disarming the trap requires a set of thieves' tools and a successful DC 17 Dexterity check. If the statue is removed without the trap being disarmed a stone block drops onto whoever is standing in front of the alcove doing 7 (2d6) bludgeoning damage. A character that succeeds on a DC 13 Dexterity saving throw takes only half damage.

Treasure. Depending on the table, above and what happens, the characters may receive jade statue of a graceful, dancing woman. Though it is covered in muck and mud, it is worth 200 gp.

XP Award. If the characters encounter and disarm the falling stone trap, award each character 50 XP.

4. The Lower Level: The Flooded Maze

This is the lowest level of the maze-like subterranean structure. The swamp-water here is knee-deep for most Medium sized adventurers.

Ceilings and Walls. The ceilings and floors are covered in dark mud, making them very slippery.

Light. The only light here is what the adventurers choose to bring down here.

Sounds. Anybody (or anything) moving faster than a very slow walk in the knee-deep water will make splashing sounds.

G. Dungeon cells

This area used to be used in a past era to hold prisoners due to be sacrificed. The swamp-water has preserved the lower-half of the iron bars of the cells, with the parts exposed to the air having corroded away. The resultant iron spikes beneath the waterline are dangerous to anybody walking through the area who must succeed at a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage. A character with a passive Perception of 13 or higher notices one of the spikes and makes their saving throw with advantage.

XP Award. If the characters avoid all of the spikes, award each character 50 XP.

H. Trap-Filled Corridor

This area used to be heavily trapped, but that was before the underground part of the temple was abandoned and it flooded with swamp-water. Anybody moving down the corridor triggers hatches in the ceiling that previously held live giant spiders, though now all that happens is that the ceiling dumps desiccated and mold-covered spider corpses on the adventurer's heads. Of course the adventurers won't know that the spiders are dead at first, and their reaction to having dead spiders dumped onto them may spoil their attempts at stealth.

I. The Profane Altar

The yuan-ti dragged the leader of the orcs to this area, and has restrained her on the mud-covered altar. When the adventurers arrive the yuan-ti leader Vazschys is about to kill Larga Bloodhand with a strange-looking dagger (*a dagger of venom*) that is emitting a constant hissing sound, an action that he postpones to deal with the party.

Upon the characters entering the chamber, he spends his first turn motioning for the yuan-ti malisons to attack before heading down the hallway behind the altar and to the floor below; drawing his scimitar and activating his *dagger of venom* along the way.

If cornered near Larga, Vazschyss may use his action to drive his dagger into the unconscious orog—who begins dying. The characters must then destroy the yuan-ti and save Larga before she succumbs to her wounds.

Exploration. Among the Flooded Maze

The muddy maze is full of surprises, roll 1d4 if you decide that now is a good time for the adventurers to be surprised:

Flooded Maze Surprises

1d6 roll	Surprise
1	2d4-1 giant poisonous snakes attack the party, dropping down on them from the ceiling. An ivory statue falls down with them (see Treasure, below).
2-3	The party comes across a primitive pump used by the yuan-ti to clear swamp water out of the subterranean temple that the adventurers are exploring. The long leather hoses of the pump can be used as ropes. A still-live orc is shackled to a wall by the pump. The orc is too exhausted to fight, and barely acknowledges the adventurer's presence. In exchange for freeing him, the orc informs the characters about a secret panel that conceals an ivory statue (see Treasure, below). A character that inspects the walls in this chamber that also succeeds on a DC 19 Intelligence (Investigation) notices a false portion of the wall and finds the compartment which hides the statue.
4	The party finds an ivory statue (see Treasure, below). The statue is under the water; the party probably locates it by tripping over it.

Treasure. Depending on the table, above and what happens, the characters may receive an immensely valuable ivory statue of a serpent. Though it is covered in muck and mud, it is worth 1,000 gp.

Vazschyss carries a *dagger of venom*, an ornate crown made of polished dragon bone (sized to fit a Large creature) worth 1,500 gp.

Conclusion

Once Vazschyss is dead, Larga Bloodhand slowly come back to her senses, and fully comes back to herself just before arriving in Oraşnou. Until that happens, though, Larga rambles incoherently as the adventurers travel through the swamp. At one point, she reveals that Isuzaxa Terrorsong, the Wearer in Purple responsible for the invasion of Phlan and the discovery of the Pool of Radiance. Larga mumbles that her orc followers hold Isuzaxa Terrorsong captive in the Vanishing Hills.

Once Larga is fully back to her senses she may either claim to know nothing of the Wearer in Purple or may confirm what she said in her delirium, depending on how the adventurers treat her and how her relationship with them forms as a result.

You Rescued Who?

The outcome of the adventure largely depends on who, if anyone, the characters ended up freeing from the clutches of the yuan-ti.

Larga is Rescued

If the adventurers rescued Larga Bloodhand she thanks them and tells the party that the Bloodhand orcs owe them a debt of honor. Her plan is to reunite her scattered tribe and hunt down the yuan-ti who escaped into the swamp. Larga plans to send some of the tribe's shamans back to the hills that is their homeland to manage the tribe's affairs while she is away.

Treasure. Larga commands her shamans to give the adventurers a reward a jewel-encrusted silver torc worth 500 gp. If the adventurers also rescued the orcs, the adventurers also receive a gem-encrusted goblet worth 200 gp.

Larga is Not Rescued

If the adventurers freed the orcs but failed to free Larga Bloodhand then they are met by a trio of cloaked orcs, the tribe's shamans. The shamans thank the adventurers for helping to free the orcs, and say that now that the tribe's missing members are free they will head in-masse to track down Larga Bloodhand.

Treasure. If the adventurers rescued the orcs, the adventurers also receive a gem-encrusted goblet worth 200 gp.

No One Is Rescued

The adventurers meet up with a trio of Bloodhand Tribe shamans on the way back to Oraşnou. The orc shamans are split in how to react to the adventurer's failure, two seem to want the adventurers dead and the folk of Oraşnou punished, but the other seems almost pleased at Larga's presumed death. The orc shamans see no reason to reward the adventurers for their failure, but decide not to attack Oraşnou or punish the adventurers.

Rewards

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

Experience Points

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

Combat Rewards

Name of Foe	XP per Foe
Bullywug	50
Dryad	200
Fire Snake	200
Giant Poisonous Snake	50
Giant Spider	200
Green Hag	700
Lizardfolk	100
Lizardfolk Shaman	450
Lizard King/Queen	1,100
Minotaur Skeleton	450
Mud Mephit	50
Needle Blight	50
Orc	100
Otyugh	1,800
Phase Spider	700
Ral (Gladiator)	1,800
Shambling Mound	1,800
Skeleton	50
Swarm of Bats	50
Swarm of Crawling Claws	700
Swarm of Quippers	200
Swarm of Rats	50
Thug	100
Vazschys (Yuan-ti Abomination)	2,900
Yuan-ti Malison	700

Non-Combat Rewards

Task Completed	XP per Character
Each orc pit freed	50
Freeing Larga Bloodhand	200
Avoid the falling stone trap	50
Avoid the muddy spikes	50

The **minimum** total award for each character participating in this adventure is **3,000 experience points**.

The **maximum** total award for each character participating in this adventure is **5,000 experience points**.

Treasure List

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

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

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

Treasure Rewards

Items	GP value
Scartia's advance	250
Dwarf lodestone necklace	300
Tarnished silver crown	200
Jade statue	200
Scrap metal	3
Ornate shield	50
Ivory statue	1,000
Dragon bone crown	1,500
Gem-encrusted goblet	200
Jewel-encrusted silver torc	500

Permanent Magic Item Distribution

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

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

Dagger of Venom

Weapon (dagger), rare

This dagger is forged to appear as a knot of vipers, their tails becoming the pointed blade and heads agape forming the hilt and guard. The wielder hears the sound of hissing snakes when within 120 feet of poison or a venomous creature. A description of this item can be found in **Player Handout 1**.

Potions of Healing

Potion, common

A description of this item can be found in the *Player's Handbook*.

Potion of Greater Healing

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Gemstone Necklace

Trinket, common

This gemstone at the center of this rather homely necklace glows as a *light* spell. This is the extent of its enchantment.

Renown

All faction members earn **one renown point** for participating in this adventure.

Downtime

Each character receives **10 downtime days** at the conclusion of this adventure.

DM Rewards

You receive **1,000 XP**, **500 gp**, and **10 downtime days** for running this session.

DM Appendix: NPC Summary

The following NPCs are present in this adventure.

Scartia Krutz (SCAR-shuh). Tax collector left in charge when the Burgomaster takes off. Lord Strahd is not taking her head for the village not paying its taxes and she is not going to starve or watch others do so. She might actually have a soul. She does have a basset hound who believes he is a lap dog if she would just sit down!

Gregori Wurlbach (gre-GOR-ee VURL-bok). Male human. Soul. Gregori is a soft, balding man with gnarled hands. He has worked hard for the comforts that he enjoys in the village—chief among these being that his food and drink is provided free of charge thanks to his ability to host the Vistani when they arrive every few months to peddle their wares. He is fair minded and often overlooks his own profits in favor of his community and friends. Unlike other denizens of the duchy, Gregori is friendly and welcoming of outsiders.

Marku Grelon (MAR-koo GREE-lawn) - Male human. Owner of the Seven Tables Tavern. Knows all the best gossip, but never makes it to himself.

Oleg (OH-layg). Male human, part of the village militia. Because of the village's plight wandered further afield while looking traces of game to hunt and discovered orcs instead. Tends to get stuck with lamp lighting duty more often than anyone else in the village militia.

Gmurk of the Bloodhands (guh-MERK). Male orc, spokes-orc for the Bloodhand tribe. The shamans are the real leaders in the absence of Larga. He has his instructions. He is not really sure why the orcs should not handle this themselves, but staying by a warm fire is better than slogging thru the cold swamp.

Karl Ogbad (OHG-bad). who lives alone in the swamp in a small hut on stilts hidden among the reeds near the Leach River. In exchange for tending the grave and warning away anybody who tries to visit it the crawling claws that are bound to the grave marker catch frogs, rats, and other animals for Karl who sells them to the people of Polderswale

Vant Fenwick of the hamlet of Polderswale. Vant is badly injured and feverish and needs to be healed before he can regain consciousness. Once roused, tells the tale of how Polderswale was recently attacked by strange robed creatures with scaled skin.

Larga Bloodhand (LAR-guh). Ruler of the Bloodhand tribe, captured by yuan-ti. Though an orog, she is possessive of surprising intelligence and is supported by a trio of wise orc shamans. She hates the yuan-ti of the Glumpen swamp and has vowed to free the members of her tribe they hold captive.

Vazschyss (VASS-chiss): A yuan-ti abomination shaman that leads the band of yuan-ti that worship the dracolich Throstulgrael. Cold and cunning, he rules over the captured orcs of the Bloodhand tribe. On their backs, he has constructed a great lair for his unliving, dragon god

The Dracolich Throstulgrael (THROSS-tool-grayl): An adult black dracolich (DDEX1-7 *Drums in the Marsh*, DDEX1-12 *Raiders of the Twilight Marsh*) in the service of the Cult of the Dragon. Since his rise to undeath, he has expanded his territory from the Twilight Marsh north into the Glumpen Swamp.

Appendix. NPC/Monster Statistics

Bullywug

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

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

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Dryad

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

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

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies 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 dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Fire Snake

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (–2)	10 (+0)	8 (–1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +7

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

Languages —

Challenge 1 (200 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

Giant Poisonous Snake

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (–4)	11 (+0)	4 (–3)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Green Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: dancing lights, minor illusion, vicious mockery

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Lizardfolk Shaman

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (–1)

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): druidcraft, produce flame, thorn whip
1st Level (4 slots): entangle, fog cloud
2nd Level (3 slots): heat metal, spike growth
3rd Level (2 slots): conjure animals (reptiles only), plant growth

Actions

Multiattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest).

The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, 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.

Lizard King/Queen

Medium humanoid (lizardfolk), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

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

Saving Throws Con +4, Wis +2

Skills Perception +4, Stealth +5, Survival +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Draconic

Challenge 4 (1,100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

Actions

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

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

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

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Minotaur Skeleton

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

Mud Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	12 (+1)	9 (–1)	11 (+0)	7 (–2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

Actions

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

Mud Breath (Recharge 6). The mephit belches viscous mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained 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.

Needle Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (–3)	8 (–1)	3 (–4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 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.

Otyugh

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit

point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Phase Spider

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is

stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Shambling Mound

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	16 (+3)	5 (–3)	10 (+0)	5 (–3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0) 14 (+2) 15 (+2) 6 (–2) 8 (–1) 5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Swarm of Bats

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	15 (+2)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Crawling Claws

Large swarm of Tiny undead, neutral evil

Armor Class 12

Hit Points 77 (12d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (–3)	10 (+0)	4 (–3)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 3 (700 XP)

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

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

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 21 (6d6) bludgeoning or slashing damage (swarm's choice), or 10 (3d6) bludgeoning or slashing damage (swarm's choice) if the swarm has half of its hit points or fewer.

Swarm of Quippers

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 28 (8d8 – 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (–1)	1 (–5)	7 (–2)	2 (–4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

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

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

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Rats

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	11 (+0)	9 (–1)	2 (–4)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

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

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Yuan-ti Abomination

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

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

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

Skills Perception +5, Stealth +6

Damage immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

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

Actions

Multiattack. The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

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

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

Dagger of Venom (Abomination Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage (see *dagger of venom*, below).

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

Special Equipment

Dagger of Venom (1/Day). As an action, Vazschys can cause thick black poison to coat the blade. The poison remains for 1 minute or until an attack using the weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute.

Yuan-ti Malison

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

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Skills Deception +5, Stealth +4

Damage immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

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

Malison Type. The yuan-ti has one of three following types:

Type 1: Human body with snake head.

Type 2: Human head and body with snakes for arms.

Type 3: Human head and body with a serpentine lower body instead of legs.

Actions for Type 1

Multiattack. The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage plus 7 (2d6) poison damage.

Actions for Type 2

Multiattack. The yuan-ti makes two bite attacks using its snake arms.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage plus 7 (2d6) poison damage.

Actions for Type 3

Multiattack. The yuan-ti makes two ranged attacks or three melee attacks, but can constrict attacks only once.

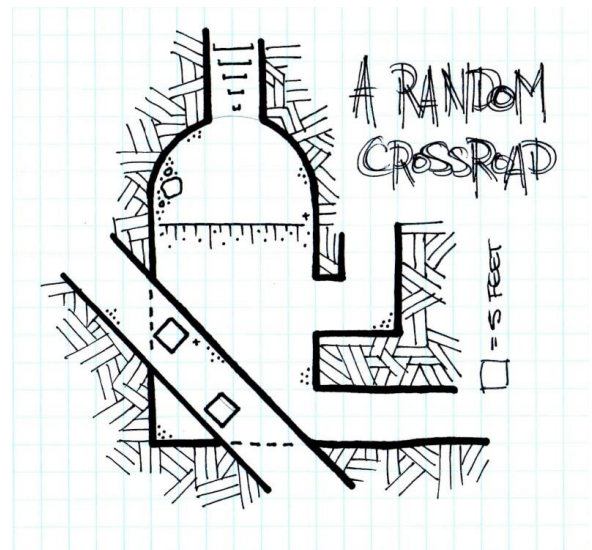
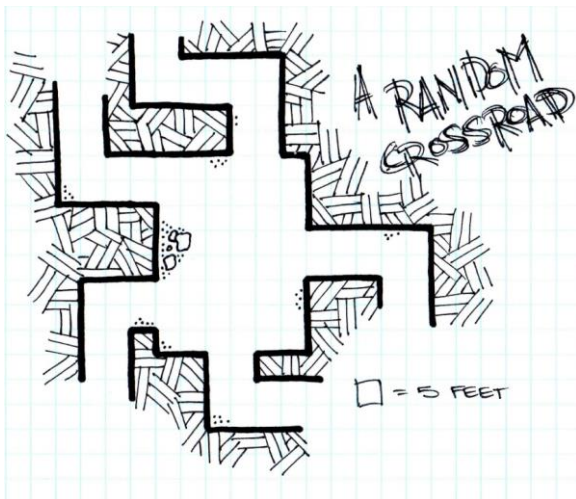
Bite (snake form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

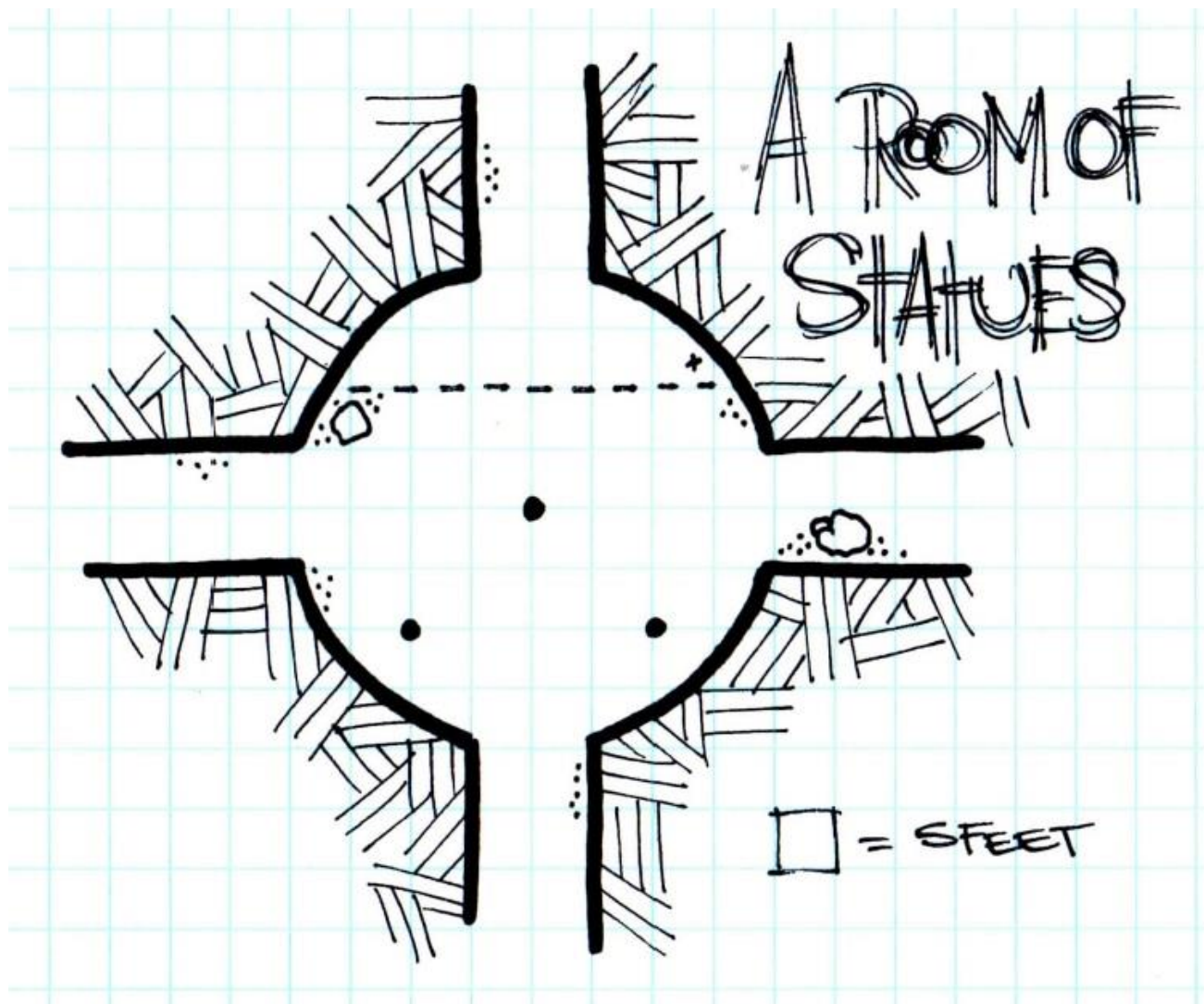
Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

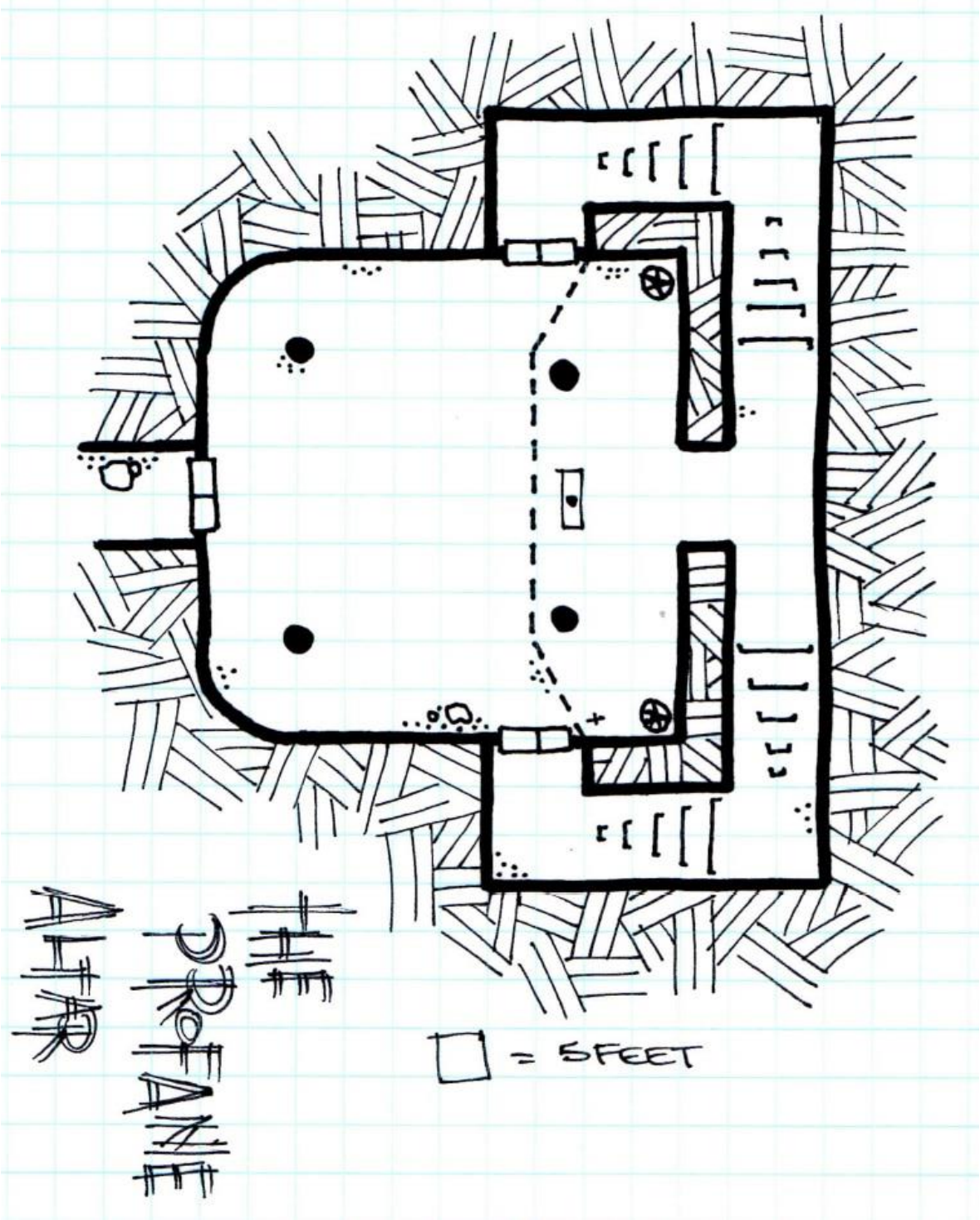
Appendix. Random Crossroad Maps



Appendix. The Room of Statues Map



Appendix. The Profane Altar Map



Player Handout 1. Dagger of Venom

Dagger of Venom

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause thick black poison to coat the blade. The poison remains for 1 minute or until an attack using the weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn. This item can be found in the *Dungeon Master's Guide*.

This dagger is forged to appear as a knot of vipers, their tails becoming the pointed blade and heads agape forming the hilt and guard. The wielder hears the sound of hissing snakes when within 120 feet of poison or a venomous creature.

Results Code: June - August 2016

If you are DMing this adventure during the months of June - August 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

