

Long Recovery

A Living Tal'Dorei module for 5th-10th level Players

Optimized for five 8th level Players

Written by Steve Maher

Play tested and perfected by the Critter Community

Adventure Background

After receiving a lifesaving cure for the elemental sickness that was killing him, Merrick Blackwood calls for the party to meet him at his home. The adventurers receive word through their factions or via letters delivered to them personally if Merrick knew them before. He informs the group that he has seen things in his dreams that he believes are portents and not to be ignored. He asks the party to investigate dangers he claims are growing beneath the city. Any new adventurer in the city may have heard Merrick's call to his home at midday and seek to answer it. Will they find what terrors might lie beneath or nothing at all?

Adventure Overview

- **Sherri's Still Glorious Goods:** Assume 15 minutes for time both before and after the session for players to make use of Gilmore's. A player can use those services either before or after the module but not both.
- **Part 1: Dreams of Fire** (*15 minutes*): Merrick will call the party to his home, where he is still recovering from his illness. He relates to the characters what he saw in his dreams, explaining how real it all seemed. He insists these are not the times to chance ignoring a threat, and he asks the players to investigate, even if only to ease his mind. Finding a warped section of sewers, they discover Merrick was right to be concerned.
- **Part 2: True Nightmares** (*45 minutes*): Down, below The Scar, nefarious activity continues. Though the surface was cleared of monsters and threats, the surviving invaders have fled beneath the streets to join the creatures somehow still escaping from The Scar. They are amassing underground, poisoning for another strike. Thankfully, the heroes have arrived just in time to push back.
- **Part 3: Turning Down the Heat** (*30 minutes*): The party faces off with a Vecna cultist. The cultist, managing still to draw energy through a weak point in the seal, is responsible for the gathering monsters so he can lead another raid on the surface when the party interrupts him. Now, the party must deal with him and his monsters in order to finally shut down The Scar.
- **Part 4: Putting Worries to Rest** (*15 minutes*): The characters reemerge from the undercity to meet with Merrick. Upon hearing their tale, he admits he is relieved that he trusted his instincts and enlisted adventurers to investigate. He rewards the party for their bravery and thanks them for their service, telling them he tells them he is finally able to rest; his connection to The Scar has faded.

Adventure Hook

This module is a continuation of modules LT 1-11 and LT 1-12. Players who have completed either of these modules will know Merrick has been seeking an audience with the heroes who helped save his life. They may have been contacted by him directly. Characters that are members of the Arcana Pansophical are sent to Merrick by their superiors, concerned by the dreams he has reported. Other factions have caught wind that the Arcana Pansophical has sent representatives to Merrick for some perceived threat, so they sent their own for more information. New players to the module arc might hear rumors that a teacher at Toltis Academy is recovering from a strange illness and has worries of a growing threat beneath the city. It's easy enough to find their way to Toltis via Sherri at Sherri's Still Glorious Goods. Being a hub of trade

and gossip, she can direct anyone looking for adventure work to Merrick's door, telling them to make sure and mention "Sherri sent you."

Sherri's Still Glorious Goods: A Friend in Need

- First Level Spell Scroll 100gp (arcane only*)
- Second Level Spell Scroll 250gp (arcane only)
- Scroll of Bless 100gp (only purchasable by Cleric or Paladin)
- Scroll of Bane 100gp (only purchasable by Bard)
- Scroll of Protection from Good and Evil (only purchasable by Cleric or Paladin)
- Potion of Healing 50gp (*Limit one*)

Item for Trade: Mantle of Spell Resistance A player may spend 15 Off Hours and trade any rare magic item they own to Sherri for a Mantle of Spell Resistance. The Off Hours must be spent at the time of the trade and marked on the log entry for this module.

***Acolyte Background** may purchase a single 1st level, non-healing spell scroll without paying its gold cost. If there is a component cost, you must pay it yourself.

Part 1 Dreams of Fire

After shopping at Sherri's Still Glorious Goods is complete, read or paraphrase the following boxed text:

It's a sunny day for this late in the year and the city is a bustle with merchants and citizens filling the street on which Merrick lived. His house is middling in size but stately in its bearing, attached to the back of the Academy. Much like the man to whom it belonged it is neither gaudy nor flashy but serves its purpose well. Upon arriving at the residence, you immediately notice the stained glass adorning the top of his door casting a bright and expressive pattern on the stones in front of it. A brass knocker hangs on the door, shaped to look like a bird with flaming wings.

Knocks or calls from without are quickly answered and those who might recognize Merrick's voice hear him clearly from within: "Just a moment! I am coming!"

When the players attempt to initiate contact, read or paraphrase the following boxed text:

Knocks or calls from without are quickly answered and those who might recognized Merrick's voice hear him clearly from within:

"Just a moment! I am coming!"

However, when the door opens a kenku stands in the doorway, wearing a traditional butler's uniform. Once again Merrick's comes from the kenku:

"Welcome and thank you for coming, I am Cawrl. This way please." Cawrl leads you through a hall to a warm study where a fire burns and Merrick sits in a wing back chair, eyes fixed on the hearth. Merrick does not appear to notice he has company at first and Crawl speaks again:

"Master, guests have arrived." Which seems to snap Merrick from his daze.

"Please, sit where you like, I'll get refreshments." Cawrl leaves quietly and you see there are many comfortable seats available.

RP Points for Merrick Blackwood

- Merrick waits until everyone is comfortable (or for everyone he expects to arrive before talking about his visions or the job if the group does not arrive together) before beginning.
- He will participate in small talk and exchange pleasantries if the players want, but he is eager and feels it urgent to discuss the matter at hand as soon as possible.
- Cawrl will return with hot bread and offers each member of the party a hearty meal of stew served on a personal folding table that he sets up in front of them expertly. Merrick will insist that they eat and the Cawrl is an excellent cook.
- The time Merrick was feverish and unconscious he had a recurring dream of fiery creatures. Not like the ones that came from The Scar originally though. They were different somehow.
- He always saw a dark form performing a ritual of some kind in his dreams and cannot shake the feeling that he recognized the shape or silhouette of the creature from somewhere.
- Even though his health is improving, he describes as a deep burning within him, as though The Scar is still somehow active, pulling on what is left of the sickness within him.
- He is certain that the issue is under the city itself, as anything on the surface would be obvious.
- “This is worth a great deal to me. I will pay you 500 gold pieces each to conduct the investigation. Should anything be lurking below as I fear, return with the tale and I will pay you the same again.”
- “I have already submitted the formal request with the City Council to procure the necessary writs that allow the party access into the sewers on official business. The guards will open the sluice gates for you if you show them these.” Merrick gives each character a sealed writ. * “When you are all ready, report to the guards stationed at the gate. They have been posted there ever since that unfortunate incident with the otyughs that occurred some time ago.”

*Instruct the players to write *Writ of Adventure – Sewers of Emon* in their inventory.

Part 2 True Nightmares

There are three Arms of Emon posted as guards to the sewers who attempt to stop the players on their approach to the sluice gates and demand they identify themselves. Upon showing their writs of adventure, they give the players no further trouble, in fact, the guards are glad to see them and thank them for their help.

RP Points for the Arms of Emon

- “For all that has been done for the city by you adventuring folk the Arms of Emon give you thanks.”
- The guards give the players a basic map of the sewer system. “These have been recently distributed to the Arms. They’re imperfect but it’s the best we have right now. Only the Clasp have better maps of the underground.”
- If asked why the maps are imperfect, they reply: “The brass wanted *something* in case of further incursion to prevent more guards from getting lost down there should something happen.”
- “Mind the otyughs. They’re a necessary beast, but a beast none-the-less.”
- To any human or other race without dark vision: “Take caution, it’s dark down there.”

After interacting with the Arms, check **Passive Perceptions** *or* call for a **Perception** skill check from the map holder and read or paraphrase the appropriate boxed text for DC met:

DC10: The guards unlock the sluice gate and allow you passage into the darkness of the sewers with only the sounds of dripping runoff, flowing water, and the scurrying of the rats to accompany you.

DC15: The guards unlock the sluice gate and allow you passage into the darkness of the sewers with the sounds of dripping runoff, flowing water, and the scurrying of the rats to accompany you for the first few hundred feet you follow the map. After some time, you hear voices echoing down the hall but cannot make out what they are saying.

DC20: The guards unlock the sluice gate and allow you passage into the darkness of the sewers with the sounds of dripping runoff, flowing water, and the scurrying of the rats to accompany you for the first few hundred feet you follow the map. After some time, you hear voices echoing down the hall and can hear them talking about leaving the sewers, going somewhere else, and finding a new home.

If the party decides to move stealthily, the wererats have a **Passive Perception** of 12 but have **Darkvision** 60 Ft. in Rat Form and **Keen Smell**, granting them Advantage on Perception checks to smell the party approaching.

The room the wererats are gathered in is a 30 ft by 30 ft draining chamber with a 10 ft high ceiling. There are walkways along the edges of the room and slowly moving water in the center of the hallway and a grated drain in the center.

The six wererats are not eager to attack the party but will to defend themselves if attacked. Their leader, Agnolt, will speak for the group. He is honest about their plans and has no reason to lie to the party. If the party chooses to fight the wererats will attack but will flee if wounded and given an opportunity. Agnolt knows adventurers are not to be trifled with or taken lightly.

If the party attempts a **Persuasion** or **Intimidation** skill check the DC is 12. Agnolt would rather converse with them than fight.

RP Points for Agnolt the Wererat

- Knowing the sewers as well as they do, they feel they could help the party.
- Agnolt will explain this is their home and they would like to stay, but fear things will be getting even more dangerous.
- They have been seeing strange things down in the sewers. Glowing tunnels, unpleasant smells, and missing friends.
- Many of their kin have left for safer places already.
- They recently saw a ‘fire man’ walking around but did not risk combat with it. “It was burning stuff with its freakin' eyes, man! Just poof, gone!”
- They mean no harm to anyone in the city and just want to live peacefully if they can.
- If the party offers to clear the ‘fire people’ from their sewers, they will aid with filling in their “mediocre map.” The party can acquire this assistance immediately instead with a **Persuasion** or **Intimidation** check at DC 20.
- If the party offers to help the wererats, they ask the party to speak to the city council on their

behalf and offer the wererat assistance on the “plumbing project” they have heard about.

The party can make a **Persuasion** skill check at DC 15 to convince the wererats to leave their home and join the rest of their 'family' wherever they went. On a failure they choose to remain in the tunnel system but are not looking to impede the party.

If the party neither fights nor helps them, the wererats simply ask to not be disturbed and left to make their own way.

When they resolve the encounter with Agnolt and his kin, read or paraphrase the following boxed text:

You continue following your map and travel deeper into the sewer system. A tunnel that has an eerie orange glow, almost as if something were on fire, leads you to a chamber. The aroma of what smells like burning trash hits your senses and stops you in your tracks.

If the wererats improved the party’s map, this area will be marked on the map and indicate the likely presence of the Cinderslag Elementals.

When the party arrives at the tunnel to see what is causing the glow, they spot a dead otyugh, its skin still smoking with humanoid shaped fire creatures standing around it. When the fire creatures spot the party, they attack. This area of the sewer is a 20 ft. wide tunnel.

Following the combat, read or paraphrase the following boxed text:

It is clear to you that Merrick was right about The Scar’s activity continuing. It’s not hard to spot fiery glows coming from deeper within the tunnels as you press on. The very tunnels themselves appear to have been warped by the currents of elemental energy and some of the walls glow red with veins of heat pulsing within them.

The air becomes extremely hot here and sweat begins to appear beneath your armor, but it is still bearable for the moment.

You come upon a junction room for sewage lines but three of the spillways have run completely dry, and bear the signs of rapid evaporation, leaving behind solid waste and trash. The fourth passage leaks a rivulet of fire and the heat grows more intense at this tunnel’s entrance.

Entering this area, the heat begins to really pick up. Call for a **Constitution Saving Throw** at DC 13. Anyone wearing heavy armor or very heavy clothing has Disadvantage. Failure causes one level of Exhaustion as the rising heat has begun taking its toll. Anyone with fire resistance can ignore this save.

The carved tunnels come to their natural end and what should be a dead end on your map, but the source of the river of molten rock and fire that flows down this passage becomes obvious. Large holes have been burned into the rock connecting natural rock tunnels pulsing with elemental energy to the carved sewer passages.

The passage ends in a 90 ft. circular cavern of obsidian rock with 30 ft. ceilings, glowing with elemental energy and casting the room in its reddish hues. There is another exit from the cavern opposite of where you enter, but a wall of flame cascades across the passage. A large, well-muscled humanoid creature with burning black skin steps through the wall and scans you all with smoldering red eyes.

Adjusting the Encounter

Very Weak

1 Cinderslag Elemental

Weak:

2 Cinderslag Elemental

Average:

3 Cinderslag Elemental

Strong:

4 Cinderslag Elemental

Very Strong

5 Cinderslag Elemental

The Efreeti will only use his Plane Shift ability to escape this combat and not as an attack on players. When the Efreeti dies and ultimately disintegrates into to smoke and ash, the wall of fire dies down and then vanishes.

Part 3 Turning Down the Heat

With the wall of fire dispersed, you can move forward. However, before you proceed, a voice calls from the area the Wall of Fire had once blocked.

"You've come this far. If you've really want to meet me."

Adjusting the Encounter

Very Weak
Remnant Cultist

Weak:
Remnant Cultist
& 1 Cinderslag Elemental

Average:
Remnant Cultist
& 2 Cinderslag Elemental

Strong:
Remnant Cultist
& 3 Cinderslag Elemental

Very Strong
Remnant Cultist
& 4 Cinderslag Elemental

Adjusting the Encounter

Very Weak
1 Efreeti

Weak:
1 Efreeti & 1 Fire Elemental

Average:
1 Efreeti & 2 Fire Elemental

Strong:
1 Efreeti & 3 Fire Elemental

Very Strong
1 Efreeti & 4 Fire Elemental

Entering the next room, the heat intensifies further. Call for a **Constitution Saving Throw** at DC 15 from the players. Anyone wearing heavy armor or very heavy clothing has Disadvantage. Failure causes one level of Exhaustion as the rising heat has begun taking its toll. Anyone with fire resistance can ignore this save.

The next chamber is a carved dome of roughly a 30 ft. and inside, a tall tiefling with sharp pointed horns and wearing dark robes awaits. The room is well lit as the ceiling is all covered with glowing veins of fiery energy, all connecting back to the tip of a large ruby poking from the ceiling, apparently the heart of where the veins begin. The tiefling speaks as you approach.

"They lead me right to it, you see..." he gestures to the ruby in the ceiling. "They are hard to control you know, the Cinderslag elementals, but I have secrets you see." As he is saying that he digs his finger behind his left-eye like and removes it. He drops it on the ground and crushes it beneath his boot, "Let me show you one."

He raises his hands and lets out a burst of magical energy. The ruby brightens and it begins to pour out a lavalike substance. The molten material hits the ground and quickly shapes into a standing fire and earth elemental creature as the unknown tiefling reads

Note: The tiefling is wearing a Cape of the Montebank that the party may loot after combat ends. The Dagger of Wounding is only for the stat block and is not an item the party can take. It crumbles to dust when the cultist dies. The cultist however does have a spellbook with the spells listed in his stat block.

After the combat ends and they finish searching and looting, the party must figure out how to deal with the ruby. A few options exist and it is up to the party to decide how to proceed.

They can attempt to deactivate the ruby; this requires a caster to attune to the ruby and then ONE PLAYER may make an **Arcana** skill check at DC 15. Help and Guidance cantrip may be used but only if called before any dice are rolled. A failed check causes the character to take 14 fire damage as a gout of flame erupts from the gem.

They may also attempt to break the ruby.

Elemental Ruby:

Damage Threshold: 20

Armor Class: 13

Hit Points: 21

The ruby must take at least 21 damage in a single blow to break it. Once broken, a fireball engulfs the room. Everyone within the radius must succeed on a **Dexterity Saving Throw** at DC 15 or take 28 fire damage, half on a successful save. The shatter spell will break the ruby without needing to hit the damage threshold.

They may also attempt to dislodge the ruby from the ceiling with magic that either moves earth, or by breaking the stone around it. The shatter spell will work for this method as well. The ruby is scalding hot to the touch but can be cooled slowly or simply handled by someone with fire resistance. Physical contact with the ruby results in 3 points of fire damage regardless of saves and the person holding it must succeed on a **Constitution Saving Throw** at DC 15 at the start of each round they try to hold or carry it. On a failure the person holding the ruby takes 6 fire damage. On a success the person holding the gem only takes 3 fire damage. The Mage Hand spell is immune to the contact damage with the ruby and it will not damage a Bag of Holding or Portable Hole if placed inside.

Part 4

Putting Worries to Rest

The players can make their way back to the surface after their encounter with the cultist. Depending on the events and choices the party made during the adventure they have a few options once back above ground.

The party can speak to the Council on behalf of the wererats in the sewers if they did not fight them, ignore their request, or convince them to leave. A lieutenant of the city guard takes their statement at the

Council building when they arrive. Alternatively, the characters can tell the Council there are wererats hiding in the sewer and let the council deal with it. Unless the party is specific to the Council that the wererats mean no harm, the Council will run them off and the wererats will resentful them. Convincing the Council to let the wererats stay or work on their behalf requires a **Persuasion** skill check at DC 15. On a success the Council is willing to discuss terms with the wererats. On a failure they are alarmed at what they perceive is a new threat to the city.

The party can go and meet with Merrick to obtain their payment for their completed mission. Merrick will have many questions about the events that happened under the city. Let the characters tell their story first while Merrick listens intently. If during the story they mention the cultist had one eye, Merrick states that he knows it was a Vecna cultist.

RP Points for Merrick Blackwood

- Merrick will already know they have sealed the scar due to his connection being severed.
- “Who performed the ritual?”
- “Can you mention anything specific about the person casting ritual?”
- “What kind of creatures did you encounter beneath the city?”
- “Is it all clear now? Do you believe the danger to be past?”
- “Did you locate anything special or noteworthy?”
 - If the party mentions the ruby Merrick requests to see it. The ruby is now cool and bereft of all previous magic it carried, but Merrick does mention that it is still a massive gem and worth at least 5000 gold pieces. The players can split its worth amongst themselves if they wish as Merrick is willing to purchase it from them. If a player opts to keep it, he must give equal value in gold to the other players who participated in the adventure.
- As their conversation comes to an end, Merrick pays them for their services in individual bags of coin and makes one final statement: “Something must be done about these Vecna cultists. More seem to appear every day... Something greater must be at play. Perhaps, Dyson was only the beginning of something worse... a signal maybe. The city must be on its guard, I will talk with the Pansophical as soon as I am able and formulate a plan. Our allies in the Council will also want to know this information. And just maybe our other allies in the Clasp can root them out with their spy network. There is work to be done. Farewell.”
- Cawrl ushers the party out so Merrick can rest.

Experience Summary

- **Social:** For role play with Merrick and/or avoiding a fight with the Wererats award the party 1000XP
- **Exploration:** Dealing with the environmental effects and the elemental ruby award the party 1000XP
- **Combat:** For killing the Cultist award the party 1500XP

Magic Item Rewards:

- Cape of the Montebank

Wondrous Item, rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the dimension door spell as an action. This property of the cape cannot be used again until the next dawn. When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the one you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

This cape looks to be made of very thin, deep red leather. Engraved arcane runes adorn the cape, outlined in gold stitching are all along the edges of the cape. The stitching glitters like real gold thread when light hits it.

Handing out magic items: If the players can decide between themselves and no one has any objections, this method of hanging out items is allowed. If not, the first step is to ask players for their item counts. If multiple people have the same count you may check their logs to confirm. The person with the lowest item count gets the item. If 2 or more people are tied, they roll a d20 and the highest roll gets the item. The person receiving the magic item can determine the type of weapon and it must be logged immediately

GM Rewards: 1750XP, 1 Honor (2 if they successfully assist the wererat den), 10 Off Hours, 1000gp

Enemy Stat Blocks

Efreeti

Large elemental

AC 17, HP 200, Speed 40 ft., Fly 60 ft.

STR 22 (+6), DEX 12 (+1), CON 24 (+7), INT 16 (+3), WIS 15 (+20), CHA 16 (+3)

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

Damage Immunities: Fire

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Ignan, Common

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

ACTIONS

Innate Spellcasting: The Efreeti's innate casting ability is Charisma (spell save DC15, +7 to hit with spell attacks) It can innately cast the following spells, requiring no material components.

At will: detect magic

3/day each: enlarge/reduce, tongues

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

Multiattack: The Efreeti makes two scimitar attacks or uses its hurl flame twice

Scimitar: Melee weapon Attack: +10 to hit, reach 5ft., one target, Hit: 13 slashing and 7 fire. (Critical 19 slashing and 10 fire)

Hurl Flame: Ranged Spell Attack: +7 to hit, range 120ft., one target, Hit: 17 fire. (Critical 25 fire)

Fire Elemental

Large Elemental, Neutral

AC 13, HP 102, Speed 50 ft.

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

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: fire, poison

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

Senses: darkvision 60ft., passive Perception 10

Languages: Ignan

Challenge: 5

Fire Form: The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 fire damage at the start of each of its turns. Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

ACTIONS

Multiattack: The elemental makes two touch attacks.

Touch: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 fire damage. (Critical 15 fire). If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 fire damage at the start of each of its turns.

Wererat

Medium Humanoid (Human, Shapechanger), Lawful Evil

AC 12, HP 33, Speed 30 ft.

STR 10 (+0), DEX 15 (+2), CON 12 (+1), INT 11 (+0), WIS 10 (+0), CHA 8 (-1)

Skills: Perception +2, Stealth +4

Damage Immunities: bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered

Senses: darkvision 60ft. (rat form only), passive Perception 12

Languages: Common (can't speak in rat form)

Shapechanger: The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. 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.

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

ACTIONS

Multiattack: (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite: (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 piercing damage. Critical 7 piercing damage. If the target is a humanoid, it must succeed on a Constitution saving throw at DC 11 or be cursed with wererat lycanthropy. (Character is retired at end of mod until this is fixed.)

Shortsword: (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 piercing damage. (Critical 7 piercing.)

Hand Crossbow: (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 piercing damage. (Critical 9 piercing.)

Cinderslag Elemental

Large Elemental, Chaotic Evil

AC 15, HP 102, Speed 20 ft., burrow 40ft.

STR 15 (+2), DEX 12 (+1), CON 20 (+5), INT 1 (-5), WIS 10 (+0), CHA 3 (-4)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: fire, poison

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

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Molten Form: The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 fire damage and must make a DC14 Strength saving throw, becoming restrained on a failure. When the begins its turn while restrained in this way, it takes 5 fire damage.

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

ACTIONS

Multiattack: The elemental makes two slam attacks.

Slam: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 bludgeoning damage plus 5 fire damage. (Critical 19 bludgeoning damage and 7 fire.) If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 fire damage at the start of each

of its turns.

Molten Gaze: Ranged Spell Attack: +8 to hit, range 30 ft., one target. Hit: 21 fire damage and the target must make a Constitution saving throw at DC 14. On a failure, one nonmagical item the target is carrying instantly melts or burns to cinders. (Critical 31 fire.)

Remnant Cultist

Medium Humanoid (any race), Neutral evil

AC 13 (16 with mage armor), HP 60, Speed 30 ft.

STR 10 (+0), DEX 16 (+3), CON 12 (+1), INT 18 (+4), WIS 8 (-1), CHA 8 (-1)

Saving Throws: Wis +3

Skills: Deception +7, Stealth +7

Damage Resistances: Psychic, Necrotic (fire in this case)

Senses: passive Perception 9

Languages: Common, Infernal

Spellcasting: The remnant cultist is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC16, +8 to hit with spell attacks). The cultist has the following wizard spells prepared:

Cantrips (at will): chill touch, message, minor illusion, prestidigitation, ray of frost

1st level (4 slots): detect magic, hideous laughter, mage armor, shield

2nd level (3 slots): detect thoughts, suggestion

3rd level (3 slots): counterspell, fear, vampiric touch

4th level (3 slots): greater invisibility, phantasmal killer

5th level (2 slot): dream, mislead

6th level (1 slot): circle of death

Unknowable Secrets: Any attempt to form a mental link with the remnant cultist, scry the cultist, or cast speak with dead on a cultist instantly fails, and the creature that initiated the attempt takes 6d6 psychic damage.

One-Eyed: The cultist has disadvantage on any attack roll made against a target more than 30 feet away.

ACTIONS

Dagger of Wounding: Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft., range 20/60 ft., one target. Hit: 5 piercing damage. (Critical 7 piercing). Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means. Once per turn, the cultist may choose to wound its target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time the cultist wounded it, and it can then make a DC15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

We value the feedback of our players and GM's. Your input is intended to have an impact on the story moving forward. While this part is not required, we do encourage it. Send responses to contact@livingtaldorei.com

Questionnaire

1. Did the party fight the wererats yes/no?
2. Did the party agree to help the wererats yes/no?
3. Did the party keep the ruby yes/no?
4. Was the party honest with Merrick about the ruby if they kept it yes/no?
5. Did they successfully speak for the wererats if they tried to yes/no?
6. Did anything of note happen in the session? (Please limit responses to 500 words or less. More will not be considered.)