

NECROMANCER OF ZHENTIL KEEP

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pg. 5 Background, Phlan. Reclamation Day was misspelled.

pg. 51 Archer

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

SEASON 9 ADVENTURERS LEAGUE

In accordance with S9 guidance, characters will gain one level after completing each Episode (Binder's Torment, Zhen-tarim's Lament, and Necromancer's Ascent). In this case, adding more than the minimum Encounters during Necromancer's Ascent adds more gameplay without increasing XP gained for AL play.

The stat block for Doran Parzifel was missing.

Doran Parzifel

Medium undead, lawful good

Armor Class 20 (plate and shield)

Hit Points 178 (21d8 + 84)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 12

Languages Common

Challenge Rating 11 (7,200 XP)

With rotted skin and tissue pulled taught over his bones, Doran is a grizzly sight dressed in his ornate plate armor.

Spellguard Shield. While holding his shield, Doran has advantage on saving throws against spells and other magical effects, and spell attacks against him are at disadvantage.

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

Spellcasting. Doran is a 13th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +8 to hit with spell attacks). He has the following paladin class spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*

2nd level (3 slots): *aid, branding smite*

3rd level (3 slots): *blinding smite, dispel magic*

4th level (1 slot): *staggering smite*

Actions

Multiattack. Doran makes three attacks with his longsword.

Longsword. *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+4) slashing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

Doran exudes magical menace. Each enemy within 30 feet of him must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from Doran, the target can repeat the saving throw, ending the effect on itself on a success.

