



Oozing Hunger

A Greasy Snitches Adventure



The people of Phlan are in dire need of help! The town's water supplies have mysteriously turned a sickly green! Buildings and trees have been secreting slime! Creatures in the area have been going mad! Can the adventurers solve this slimy mystery?

A Two-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

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ADVENTURE PRIMER

Being a lord of part of the Abyss is like being the biggest maggot on a dung heap.

—Mordenkainen, *Mordenkainen's Tome of Foes*

BACKGROUND

Something strange has been going on in the town of Phlan. Over the past few months, the town's water supplies have been turning into a strange green. Lately, however, the water has become more viscous than before and slowly corrodes almost any material that comes into contact with it. A variety of oozes have also been spotted spawning from the stone wells of Phlan and attacking the townsfolk. The people of Phlan have requested for help from their town hero **Zaramir**, powerful Drow sage, he has not been heard from since this all started. The **Emerald Enclave** has sent **Meirra Errie** to lead the investigation on the Drow's whereabouts.

What nobody knows is that **Zaramir** built a portal in the basement of his mansion, near **Stojanow River**, and frequently uses it to travel different planes for his research. His last destination was Shedaklah. An Alkith managed to sneak past the portal when the Drow mage arrived and embedded itself on the portal's archway, leaving the portal active and allowing the corruption and madness of Jubilex to seep into the Material Plane. The Drow mage tried to solve this issue quietly, to avoid people finding out about his dangerous expeditions, but succumbed to the madness of Jubilex.

The adventurers learn of Zaramir's last whereabouts from **Meirra Errie** and are dispatched to find the Drow mage. The adventurers also learn of what transpired in Zaramir's mansion from his notes and from the Drow mage himself.

EPISODES

The adventure's story is spread over **three episodes** and takes approximately **two hours** to play. The adventure begins with the Call to Action scene.

If you're playing the entire adventure all at once, you only need to introduce the Call to Action episode once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Something Brews.** The adventurers are instructed by Meirra Errie to travel to Zaramir's mansion near Stojanow River and find the missing mage. This is the **Call to Action**.

- **Episode 2: The Missing Mage.** The adventurers follow Meirra's directions and go to Zaramir's Mansion by Stojanow River with relative ease. There they investigate his mansion, find pieces of notes scattered around, his journal, and the Drow mage himself, who is reduced to a maddened state. This is **Story Objective A**.

- **Episode 3: Oozing Arrival.** The adventurers learn of the incoming threat that is the Faceless Lord, Jubilex. The adventurers must close the portal and prevent Jubilex from entering the Material Plane. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Even the Wine?!** The Laughing Goblin's innkeeper, Sot, sent one of his barmaids to check the wine cellar and find what's spoiling the wine, but hasn't come back up yet. Sot asks the adventurers to go check on the barmaid to make sure if she's alright.
- **Bonus Objective B: A Bloated Mess.** On the way to Zaramir's mansion, the adventurers run into a maddened Pernerth, Zaramir's pet Young Black Dragon, engorging herself on sludge and slime. In her brief moments of clarity, she pleads the adventurers to help her stop.

EPISODE SEQUENCE

The adventure should approximately take two to four hours to play.

HOW WILL YOU PLAY?

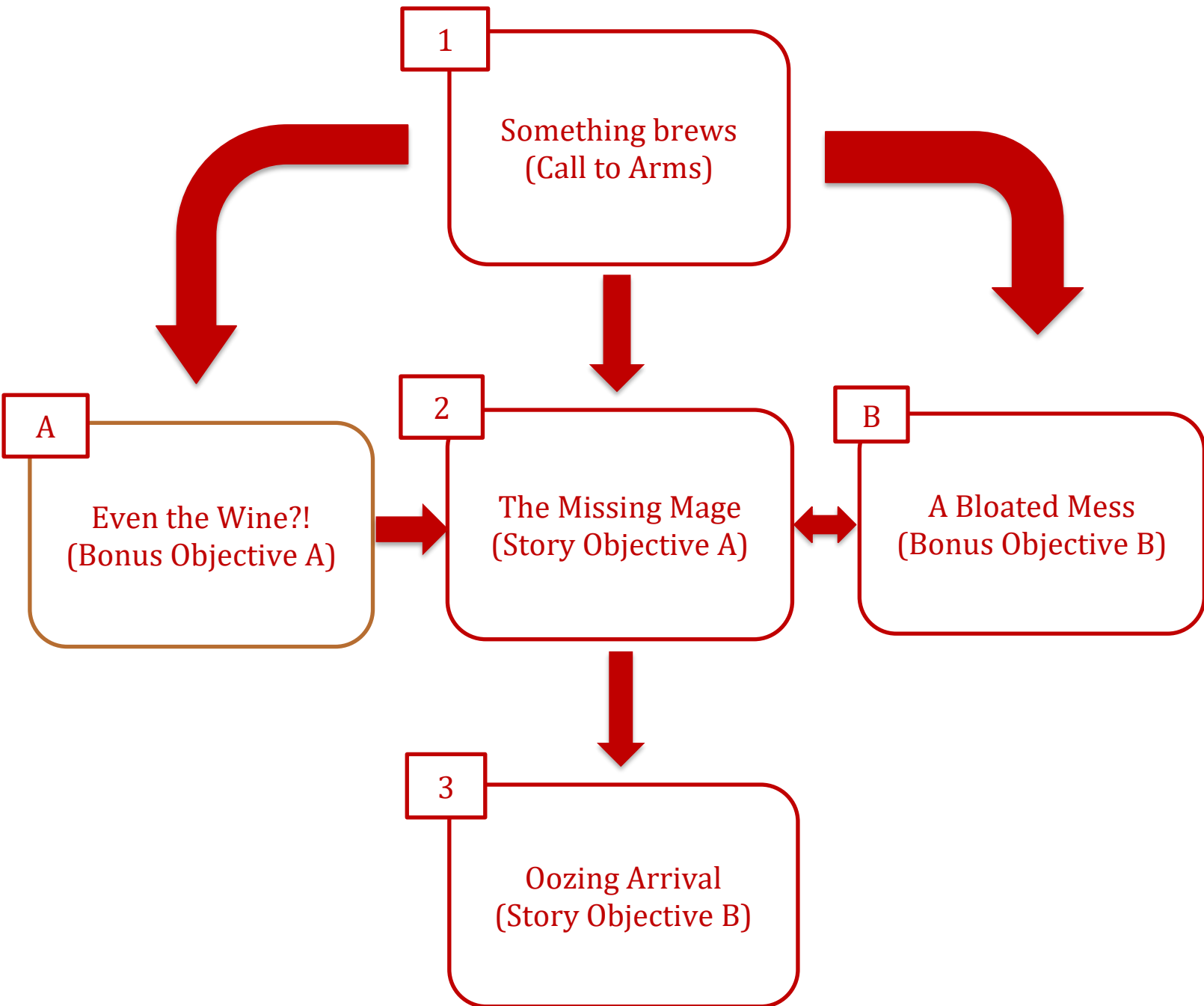
The duration of your session depends on how much of the adventure is used. The adventure should last at least two hours, but can be played longer if the adventurers pursue the bonus objectives.

Story Objectives Only. To accomplish both Story Objectives A and B, the characters must play from episode 1 to 3 in order.

Bonus Objectives. Adventurers have the option to pursue the bonus objectives in this adventure, lengthening the time of play. **Bonus Objective A** can be accomplished after the Laughing Goblin Inn scene after Episode 1. **Bonus Objective B** may occur during the adventurers travel to Zaramir's mansion or at the very beginning of Episode 2.

EPISODE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: SOMETHING BREWS (CALL TO ACTION)

Estimated Duration: 15 minutes

SMELLING THE CORRUPTION

In this section, the adventurers meet with Merrai Errie in the Laughing Goblin Inn. Merrai informs the adventurers of the current state Phlan is in. She requests that the adventurers seek out Zaramir. *Perhaps he knows something.*

The adventure begins with the adventurers arriving in Phlan in the morning. Even before the adventurers arrived they could already smell a foul stench coming from Phlan's direction. This foul smell becomes stronger the closer the adventurers approach the town. But once the adventurers arrive in Phlan the stench becomes almost unbearable—the wind carrying the scent of what smells like the unholy mix of decaying flesh and goblin refuse. The townsfolk can be spotted wearing all sorts of clothing and masks to cover their faces, shielding themselves from the putrid smell.

The adventurers then arrive at the Laughing Goblin Inn where they meet with Merrai Errie. There she briefs them on the current situation Phlan is in.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The Laughing Goblin isn't the best inn Phlan has to offer, but it is one of the busiest places in town. It can hold up to 40 patrons on its busiest day. The inn is also known for their house special: pork and cabbage soup. There is a closed stone well right in front of the Laughing Goblin Inn that emits the same putrid stench the adventurers encountered when entering the town.

Lighting. The place is brightly lit during both day and night due to torches with the continual flame casted on them. The flames burn a dark purple during the day and a bright orange during the night.

CREATURES/NPCs

Merrai Errie, an agent of the Emerald Enclave, is here in the Laughing Goblin Inn waiting for the adventurers alongside **Sott**, the inn's proprietor. Since the Laughing Goblin Inn is one of the busiest inns in Phlan, Sott is always in the loop of whatever news or gossip goes around town. Aside from the two, there are a handful of **commoners** being served by the new head barmaid **Betsy**.

OBJECTIVES/GOALS

Sott and **Merrai Errie** are both sitting in one of the booths waiting for the adventurers to arrive while **Betsy** is busy tending to the patrons' complaints (even the wine seems to have gone bad).

What do they know? **Sott** and **Merrai**, like all of Phlan's townsfolk, are unaware of **Zaramir's** whereabouts and the cause of the ongoing corruption. Sott, however, suspects that the Drow mage may have something to do with what's going on in Phlan since it all started when Zaramir disappeared.

CALL TO ACTION

Nobody knows where Zaramir is or what happened but Sott does know where his mansion is. Merrai believes that if Sott's suspicion is true, then finding Zaramir is of top priority.

Water and Wine

The water supplies in Phlan have been corrupted by a mysterious force. The water in town has now turned green and viscous. Characters who order water in the inn notice that it emits a foul stench. If they smell it they must succeed a DC 10 Constitution Saving Throw or become poisoned for 1 hour on a failed save. If characters still choose to drink the strange liquid they take 4d6 acid damage and must succeed a DC 10 Constitution Saving Throw or become poisoned for 1 hour.

Adventurers who order the wine notice that even the wine has spoiled. This may lead to **Bonus Objective A: Even the Wine?!** If the adventurers don't order the wine and you wish to implement the Bonus Objective into the adventure, have one of the patrons order the wine instead and complain about it being spoiled. This will prompt Betsy to go check the wine cellar, leading to Bonus Objective A.

EPISODE 2: THE MISSING MAGE (STORY OBJECTIVE A)

Estimated Duration: 60 minutes

A MANSION IN RUINS

In this section, the adventurers arrive at Zaramir's mansion after 2 days of travel with relative ease. They will find the mage's mansion in ruins and covered in a thin film of slime. Here the adventurers will explore the Drow mage's mansion, finding clues to what had transpired in the form of scattered notes, his journal, and samples he collected from his travels. Adventurers will also encounter hostile ooze monsters and several dangerous artifacts.

PREREQUISITES

The adventurers begin this episode after meeting with **Sott** and **Merrai Errie** in Episode 1.

STORY OBJECTIVE A

Finding Zaramir and learning what happened to him is **Story Objective A**.

The Mansion has several areas the adventurers can investigate. This episode is divided into two scenes: **Scene A: The First Floor**, and **Scene B: The Second Floor**.

Zaramir has notes lying around the mansion, and his journal can be found in his study. Zaramir himself can be found in his bedroom, up in the second floor, huddled up in a corner, afflicted with the madness of Jubilex.

MANSION LOCATION SCENES

Scene A: The First Floor

A1	The Foyer
A2	The Living Room
A3	The Dining Hall
A4	The Study
A5	The Corroded Armory

Scene B: The Second Floor

B1	The Hallway
B2	The Guest rooms
B3	The Master Bedroom

BONUS OBJECTIVE A

This bonus objective (**Appendix 3**) occurs before the adventurers depart from the Laughing Goblin Inn in Episode 1.

BONUS OBJECTIVE B

This bonus objective (**Appendix 4**) can occur between Episode 1 and 2 as the adventurers travel to Zaramir's mansion.

AREA INFORMATION

The area has the following information:

Dimensions and Terrain. Zaramir's mansion isn't the grandest of places, especially when compared to most nobles' estates. All the more now, since it looks as if it hasn't been maintained for a few months. But aside from the lack of maintenance the mansion's structure also secretes the same slime seen on the trees and stone wells of Phlan. The grass in front of the mansion is unkept and weeds grow wildly in random places.

The interior is what most would suspect, rickety and unstable floor boards and walls covered in slime. Most of the furniture have gone rotten from the long exposure to moisture from the unworlly slime the house excretes and what isn't covered in slime is covered in dust.

The foyer is full of rubble from the collapsed roof. Bones of different creatures lay scattered across the floor (mostly remains of pests such as rats and snakes). In the center, however, is a large puddle of black slime that ripples with each step that is made inside this hall. Up ahead is a wooden staircase that leads to the second floor and resting on it are what remains of a Halfling, who appears to have been partially digested and covered in slime.

To the left of the foyer is the dining room. And to the right is the living room and a small hallway that leads to the mage's study and the armory.

Lighting. Otherwise stated, the whole mansion is dimly lit, although in green light, as sunlight can still peer through the slime covered windows.

Slime. Almost the entire mansion is covered in a thin film of green slime. They secrete from the walls. If any adventurer comes into contact with the slime they take 1d6 of Acid Damage.

All the doors inside the mansion, except for the main entrance and the master bedroom's door, have been reduced to puddles of slime, as if they have melted off, and its frames drip with a blackish-green ooze. If the adventurers attempt to enter a room through the dripping doorframes, they must make a DC 10 Dexterity Saving Throw or take 3d6 acid damage as the acidic ooze-like substance drips on them.

SCENE A1. THE FOYER

When the adventurers arrive at the mansion, they'll find that the main door is already partially open and covered in slime—its frame dripping with acidic ooze. Here they will find the remains of Zaramir's Halfling apprentice and a large puddle of black ooze pooling in the center of the foyer.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The foyer, once grand and full of decor, is now a pile of oozing mess. The crystal chandelier lies broken in the middle of the room on top of a puddle of black ooze. The furniture in the room have gone rotten due to the moisture from the slime being secreted by the mansion. Skeletal remains of small critters (rats, snakes, and even small birds) lay scattered all over the floor partially covered in slime (a successful DC 15 medicine check reveals that the critters were partially digested by the slime).

To the right of the Foyer is a hallway that leads the dining hall, and to the left is the living room, untouched by slime, and a hallway that leads to Zaramir's study and armory. North of the foyer is a grand staircase with the remains of a partially digested Halfling resting on it.

Lighting. The foyer has several large windows 10 ft. above. Normally the room would be naturally bright from the sunlight peering through but with the thin film of slime covering the windows the foyer is only dimly lit.

CREATURES/NPC

The large puddle of black slime in the middle of the foyer is actually made up of 3 **black puddings** waiting for prey to pass by.

Objectives/Goals. The black puddings are mindless creatures, just waiting to strike when unknowing prey pass by. Adventurers who succeed

on a DC 12 Perception check notice pseudopods peeking out of the black puddle. The black puddings immediately attack adventurers who wander too close to it or when attacked.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Remove one **black pudding**.
- **Strong or Very Strong:** All the black puddings have maximum HP.

PLAYING THE PILLARS

COMBAT

Adventurers will encounter three hostile **black puddings** waiting to ambush them in the middle of the foyer. A successful DC 12 Perception check reveals small pseudopods peeking out of the black puddle.

EXPLORATION

Adventurers will find the remains of Zaramir's Halfling apprentice. A successful DC 12 Medicine Check reveals that he was slowly digested by something.

SOCIAL

Adventurers may attempt to communicate with the black puddings but will most likely end up with a mouth full of black acidic ooze.

SCENE A2. THE LIVING ROOM

Adventurers will find the living room clean and untouched by the slimy corruption that has befallen Phlan. There are no clues on what had transpired in the mansion but adventurers will find several books Zaramir had collected throughout his travels and a dangerous artifact.

AREA INFORMATION

The area features:

Dimensions and Terrain. The living room, unlike the rest of the mansion, the living room remains clean and untouched by the slimy corruption. The floor is covered in red velvet. There are two large cushioned seats placed in front of a burning gold brazier. Behind the brazier is a stone pedestal with a statuette of a handsome horned being on it. There are also two book shelves in the room, one on each side.

Lighting. The living room is brightly lit, the source being the burning brazier. The fire on the brazier is magical and can only be dispelled via **dispel magic**.

Mysterious Shrine. Collectively, the golden brazier, stone pedestal, and the statuette serve as a shrine. A successful DC 15 Religion or Arcana check reveal that the statuette is made in the likeness of Asmodeus. There is an inscription on the stone pedestal written in Infernal. Those who can understand the language read:

'Leave all virtue behind and pay tribute to the Lord of the Ninth. Join the Great Dance and the Lord of Nessus shall bless you with chance'

Any offerings made to Asmodeus should be tossed into the golden brazier.

Adventurers under any *good* alignment who toss any of their offerings into the brazier incur the wrath of Asmodeus. The brazier erupts into flames as a level 5 Fireball spell is casted centered on the brazier (DC 15 Dexterity Saving Throw).

Adventurers with any *neutral* or *evil* alignment who toss their offerings into the brazier gain a point of *inspiration* as they are blessed by The Lord of Nessus himself.

Bookshelves. Most of the books in the shelves were collected for casual reading. Some of the titles are very familiar to the adventurers such as *Volo's Guide to Monsters* and *The Adventurers Guide to the Sword Coast*. A successful DC 12 Investigation check reveals that one book (*Volos Guide to Planar Travels*) was returned incorrectly. Adventurers who skim through the book notice several pages involving the Abyss have been folded. This should somewhat serve as a clue as to Zaramir's recent destination.

PLAYING THE PILLARS

COMBAT

Adventurers will not find anything hostile inside the living room

EXPLORATION

If explored thoroughly, adventurers can learn that the shrine dedicated to Asmodeus is actually magical and is perhaps the reason as to why the living room remains untouched by the slimy corruption.

SOCIAL

There are no living creatures inside the living room that the adventurers may talk to.

SCENE A3. THE DINING HALL

The dining hall lies west of the foyer. The adventurers can smell the stench of rotting food coming from its direction. When they arrive, they will find a large slime covered room with the dining table all set for a feast, except the food on the table is rotten and covered in slime.

AREA INFORMATION

The area features:

Dimensions and Terrain. The dining hall, like the rest of the mansion, is covered in a thin film of slime. Large portraits hang on the walls surrounding the dining hall. The images depicted on the portraits can no longer be identified as the slime has damaged them beyond recognition. Three of the portraits have messages traced on them. Each of the messages read the following respectively:

- ‘Drink and experience the wonders of the Faceless One’
- ‘Consume and succumb’
- ‘Bottoms up’

These messages refer to the rotten food prepared on the table and the silver chalices filled with ooze.

Lighting. The room is dimly lit as the two large windows on east side of the dining hall are covered in a thin film of slime.

The Dining Table. The dining table looks to have been set for guests. By who, nobody knows. The food, although rotten, have been prepared in a somewhat presentable fashion. There are silver chalices filled with ooze for each of the guests. Adventurers who drink the ooze from the chalice start to secrete a thin film of slime. The adventurers who drank the ooze from the silver chalices benefit from the effects of a **potion of acid resistance** but must make a DC 18 Wisdom Saving Throw or descend into a madness determined by the *Madness of Juiblex* table. The secretions stop when the effects of the *potion of acid resistance* ends.

Madness of Juiblex:

- **d100** Flaw (lasts until cured)
- **01–20** “I must consume everything I can!”
- **21–40** “I refuse to part with any of my possessions.”
- **41–60** “I’ll do everything I can to get others to eat and drink beyond their normal limits.”
- **61–80** “I must possess as many material goods as I can.”
- **81–00** “My personality is irrelevant. I am defined by what I consume.”

PLAYING THE PILLARS

COMBAT

Adventurers won’t find anything hostile inside the dining hall.

EXPLORATION

The food on the dining table is obviously rotten. Any adventurer that consumes any of the rotten food must make a DC 15 Constitution Saving Throw or take 4d6 Poison Damage or half on a success.

SOCIAL

At this point adventurers may talk amongst themselves and reflect on their recent life choices.

SCENE A4. THE STUDY

West to the foyer lies Zaramir's study and the mansion's armory. The Drow's study is surprisingly smaller and simpler than most sages' studies. The room is modest, with a simple wooden desk at the end. Adventurers will find Zaramir's journal lying on top of his desk.

AREA INFORMATION

The area features:

Dimensions and Terrain. The study is a simple 10x10 room with a stone floor and walls, unlike the rest of the mansion. There is an old empty book shelf east of the room and a simple wooden desk at the end of the room with a journal and loose pages scattered on it (*See Appendix*__). However, when the adventurers arrive in front of the study, everything in the room seems to be floating mid-air. A successful DC 15 Perception Check reveals that the whole room is occupied by a jelly like substance (**Gelatinous Cube**)

Lighting. The room is dimly lit. There are no windows inside or any sources of light.

Secret Passageway. Inside the small room is a secret passageway that leads to the basement of the mansion (This is where *'Episode 3: Oozing Arrival* occurs). On the west wall are arcane sigils drawn with chalk. An outline of a right hand can be seen drawn with chalk above the sigils. A successful DC 15 Arcana Check reveals that the wall will only slide open if the arcane sigil's creator's hand is placed on

the outline. Adventurers must find Zaramir and get him to activate the sigils (or retrieve his right hand if the Drow mage is dead).

CREATURES/NPCs

The small room is actually occupied by a **gelatinous cube**. It does not attack anyone standing outside the room, unless provoked, and waits for its prey to walk into it. A successful DC 15 Perception check reveals the presence of the gelatinous cube. When killed, the oozy remains seep back into the crevices of the stone walls and floor.

PLAYING THE PILLARS

COMBAT

The **gelatinous cube** waits for anyone to enter the room. It only strikes when spotted from the outside of the room and provoked. In combat it attempts to engulf its prey. It tries to position itself in a way that it can trap adventurers in the hallway.

EXPLORATION

The arcane sigils can be spotted easily since it's crudely drawn on the wall with chalk. The secret passageway can only be accessed with the help of Zaramir or by retrieving his right hand. Adventurers will also find loose notes from his journal scattered all over the room (See Appendix 5.1-5)

SOCIAL

The gelatinous cube is a mindless creature and will definitely not try and communicate with the adventurers.

SCENE A5. THE CORRODED ARMORY

The armory is a small room that was once filled with different weapons and armor. However, the adventurers will find that almost everything in the armory has been corroded by the slime being secreted by the walls. Adventurers will find that the only thing left untouched by the slime is a *mithral splint armor*.

Area Information

The area features:

Dimensions and Terrain. The room is slightly bigger than the armory. Many corroded weapons and pieces of armor lie scattered on the stone floor. The only thing that is left untouched by slime is a *mithral splint armor* set on display inside a glass case at the end of the room.

The green slime secreted by the mansion seems to thrive in this room more than others, however. It covers an inch of the floor and is more acidic than usual. Adventurers who step on the slimy floor must make a DC 12 Dexterity Saving Throw or fall prone. If adventurers fall prone on the slimy floor, any non magical metal armor they wear is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Lighting. The armory is dimly lit. There are no windows or any sources of light in this room.

TREASURE AND REWARDS

At the end of the room is glass case. Adventurers will find the following inside the glass case:

- *Mithral Splint Armor*

PLAYING THE PILLARS

COMBAT

The adventurers may fight amongst themselves to see who enters the room first.

EXPLORATION

When the players enter the armory, ask them for their marching order. The first person who enters the room and steps on the slimy floor must immediately make the Dexterity Saving Throw or fall prone.

SOCIAL

There are no creatures in this area that can be socialized with.

SCENE B1. THE NARROW HALLWAY

The grand stairway on the foyer leads to this long and narrow hallway. Adventurers will find several ruined portraits along this hallway and another of Zaramir's dangerous artifacts, an amulet with Demogorgon's symbol.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The hallway is narrow and long. It splits into two directions: the east leads to two guest rooms and a storage room, and the west leads to the master bedroom. There are a large number of ruined paintings mounted on the walls of the hallway, two suits of armors blocking the master bedroom, and a wooden pedestal with a glass case on top on the east side of the hallway.

Lighting. The area is dimly lit. There is a large circular window covered in a thin film of slime in the middle of the hallway where a bit of sunlight can bleed through.

The Glass Case. The glass case on display on the east of the hallway contains a silver amulet with a strange sigil on it. Adventurers who succeed a DC 15 Arcana or Religion Check recognize that the symbol belongs to **Demogorgon**. Whether they succeed or fail, adventurers who investigated the amulet must make a DC 18 Wisdom Saving Throw or descend into a madness determined by the Madness of Demogorgon table.

Madness of Demogorgon

- d100 Flaw (lasts until cured)
- 01–20 *"Someone is plotting to kill me. I need to strike first to stop them!"*
- 21–40 *"There is only one solution to my problems: kill them all!"*
- 41–60 *"There is more than one mind inside my head."*
- 61–80 *"If you don't agree with me, I'll beat you into submission to get my way."*

- 81–00 *"I can't allow anyone to touch anything that belongs to me. They might try to take it away from me!"*

CREATURES/NPCs

The two suits of armor are actually two **helmed horrors** assigned by Zaramir to prevent anyone (or anything) enter the master bedroom. When approached, the two suits of armor come to life and attack.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Reduce the two **helmed horror's** HP to half.
- **Strong or Very Strong:** Two of the ruined portraits come to life. Add two **guardian portraits**.

PLAYING THE PILLARS

COMBAT

The two **helmed horrors** will not stop attacking until the intruders have been killed.

EXPLORATION

Adventurers who investigate the amulet find out that the only magical property it has is the Madness of Demogorgon imbued in it.

SOCIAL

Adventurers who try to reason with the suits of armor will quickly realize that it is futile.

SCENE B2. THE GUEST ROOM

The mansion has two guest rooms. When the adventurers arrive, they will find that the ceiling of the guest rooms have collapsed, creating piles of slimy debris.

AREA INFORMATION

The area features:

Dimensions and Terrain. The ceiling of the guest rooms have collapsed due to the slime rotting the

the wood. All that's left of the guest rooms are piles of slimy debris. Adventurers may make a DC 15 Athletics check to clear most of the debris or take an hour in doing so. Once the adventurers clear the rooms, they may use them to take a short rest.

Lighting. The rooms are dimly lit. There are small windows covered in slime in both rooms where sunlight can bleed through.

SCENE B3. THE MASTER BEDROOM

Unlike the rest of the doors in the mansion, the master bedroom's door remains intact. Zaramir had enchanted the wood with magic and placed several protective spells on it to protect the door from physical damage. Adventurers will soon realize that forcefully opening this door with brute force is not the best way to enter the room.

Adventurers will find Zaramir huddled in a corner in his room, engorging himself on slime and several potions, still afflicted with the Madness of Juiblex.

AREA INFORMATION

The area features:

Enchanted Door. Aside from having the two helmed horrors outside protect him, Zaramir enchanted this door with several protective spells to keep ooze monsters out. One of the spells was a Glyph of Warding spell (explosive rune dealing cold damage). A DC 15 Intelligence (Investigation) Check reveals the glyph at the center of the door. The Glyph of Warding can be dispelled.

Dimensions and Terrain. The bedroom is as large as the living room. It contains a large king-sized bed and a large wooden desk. There is a wooden trunk at the foot of the bed and a large closet to the right. The floor is littered with empty flasks and bottles. The room also remains untouched by the slimy corruption as Zaramir was able to seal this room of from the rest of the mansion via enchanted door.

Lighting. The room is dimly lit. All the drapes to the windows have been closed but a small lamp containing a violet flame sits on top of the large wooden desk, emitting a violet glow.

CREATURE/NPCs

Huddled in a corner is a mad **Zaramir (Abjurer)**, two bottles of green liquid in hand. His skin is covered in the same slime the mansion is covered in, his face appearing as if it were melting with the right side drooping off. When adventurers enter the room, Zaramir cowers and tries to defend himself if adventurers try to get close to him. Adventurers who succeed on a DC 15 Charisma (Persuasion, Intimidation, or Deception) Check are able to calm him down and temporarily snap some sense into him.

Objective/Goals. Zaramir locked himself in his room trying to figure out a way to seal the portal. He reluctantly admits to the adventurers that he was far too ashamed to send for help as this was all his doing and asks that the adventurers not share what they

learned with anyone in Phlan in exchange for his remaining stock of potions.

What does he know? Zaramir's latest destination of his routine planar expeditions was Shedaklah, realm of the Demon Lord Juiblex. The Drow mage travelled to that layer of Abyss to collect samples from the Slime Pits, but accidentally left the portal open long enough for something to slip through. Now whatever that thing is, it has attached itself to the portal and is keeping it open. Zaramir is unsure what this *thing* is but is aware that the longer the portal stays open, the worse the slimy corruption affecting the region will get. He also fears that if the portal stays open too long, Juiblex might be able to enter their plane.

When questioned about the Halfling's remains on the staircase, he reveals that the Halfling was his new apprentice/helper Flynn. The Drow mage explains that when both of them returned from the Abyss, Flynn started to show signs of madness and eventually succumbed completely and tried to kill him. Fortunately the black puddings in the foyer devoured him before the Halfling could do anything. A DC 10 Wisdom (Insight) Check reveals this to be true.

When questioned about the dangerous artifacts he collects, he simply says that he loves collecting exotic artifacts as a hobby. He believes that as long as he keeps it in his mansion then it shouldn't hurt anyone.

If adventurers agree to help Zaramir close the portal in the basement, he urges the adventurers to drink the cups of ooze in the dining hall before they descend. He explains that he drank one during his descent into madness and somewhat protected him from ooze monsters. If adventurers already drank for the chalices in the dining hall before finding Zaramir, they will find that the chalices have been magically refilled.

TREASURE AND REWARDS

If adventurers agree to help Zaramir, he opens the locked chest at the foot of his bed and gives the adventurers the following:

- Two *Potions of Healing*

WRAPPING UP THE EPISODE

Adventurers must find Zaramir and learn of what really happened in the mansion to complete the episode. Episode 3 begins with Zaramir opening the secret passageway to the basement. Zaramir stays behind to make sure none of the ooze monsters escape the mansion if ever the adventurers fail. Before the adventurers descend he warns them of the strange creature that had latched on to the portal.

EPISODE 3. OOZING ARRIVAL (STORY OBJECTIVE B)

Estimated Duration: 45 minutes

THE BASEMENT

In this episode, adventurers descend into the basement of Zaramir's mansion, where they must confront the creature that caused all this and close the portal before Juiblex is allowed into the Material Plane.

PREREQUISITES

Adventurers must find Zaramir and get him to open the secret passageway.

STORY OBJECTIVE B

Adventurers must close the portal and destroy whatever is keeping it open by any means necessary.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The basement is a massive space compared to the mansion itself, being 80 feet long and 80 feet wide with a ceiling of 30 feet. The stone floor is flooded ankle deep in green slime and counts as difficult terrain for non-ooze monsters or constructs. It seems to be flooding in from the open portal at the center of the room. If a non-ooze monster or construct starts its turn on the slimy floor, they must make a DC 10 Dexterity Saving Throw or fall prone.

The Stone Portal. In the center of the room is a large glowing stone archway, inside it a swirling portal leading to a sea of black and green ooze. A dozen glowing red eyes can be seen shifting and swirling with the sludge and pseudopods can be seen poking out of the portal, as if trying to break through. Adventurers who see this realize that Juiblex is already on the other side of the portal trying to break through.

A successful DC 15 Intelligence (Arcana) Check reveals that 5 successful DC 15 Intelligence (Arcana) Checks are needed to close the portal.

Lighting. The area is dimly lit. The open portal emits a sickly green glow lighting the whole basement.

Smell. The portal leading to Shedaklah emits a foul stench. Any creature that isn't an ooze creature that starts its turn inside the basement must make a

DC 15 Constitution Saving Throw or become poisoned until the start of the creature's next turn.

CREATURE/NPCs

Hiding between the cracks and crevices of the stone archway is the **Alkilith** that is keeping it the portal open. It waits to strike when any hostile creature comes within range of it.

As the adventurers enter the basement, two large slime constructs (**clay golems**) form from pool of slime flooding the floor. They try to block any hostile creatures from getting too close to the portal.

Juiblex is on the other side of the portal waiting for the portal to be completely open. He is unable to attack the adventurers as the portal has not yet been completely open.

Objectives/Goals. The Alkilith serves only one purpose: To create a large enough opening for Juiblex to pass through. The two slime constructs serve as the Alkilith's protectors, preventing anyone from getting too close to the portal.

The Portal and How to Close It

The portal has an Initiative of 20. During its turn, it spews a stream of acid at one random target in the dungeon, excluding the Alkilith, dealing 10d10 Acid damage on a failed DC 18 Dexterity Saving Throw, or half on a success. If it targets the clay golem, they choose to fail as it would heal them.

There are three ways the adventurers may close the portal. Getting rid of the Alkilith is one way. Another way is to succeed 5 DC 15 Intelligence (Arcana) Checks. Whether they pass or fail, adventurers who attempt to close the portal via Arcana Check are met by a gush of Acidic Slime, courtesy of the Demon Lord Juiblex. They must make a DC 18 Dexterity Saving Throw or take 10d10 Acid Damage or half on a success.

Adventurers may also attempt to destroy the stone archway itself. The stone archway has 200 hit points, is immune to all conditions, resistant to bludgeoning, piercing, and slashing damage from non-magical weapons, and vulnerable to Thunder Damage.

The Alkilith or slime constructs can't be banished back to its plane as it is currently rooted to the portal that leads to its home plane.

Adjusting the Scene

Here are some suggestions to adjusting the scene according to your group:

- **Weak or Very Weak:** The **clay golem** is only resistant to bludgeoning, piercing, and slashing damage from non-magical weapons.
- **Strong:** The **clay golem** have 196 hit points each.
- **Very Strong:** The **clay golems** have 196 hit points each and the Alkilith has 210 hit points.

WRAP UP. A DISASTER PREVENTED

After stopping the arrival of Juiblex, the adventurers regroup with Zaramir and report back of their success. Zaramir is thankful for the adventurer's intervention and hopes the adventurers do not tell the citizens of Phlan that he was the cause of their slimy predicament.

The adventurers then return to Phlan where they report back to Merrai Errie on their success and are free to either divulge everything they learned or lie about the cause, protecting Zaramir's reputation. Merrai then relays what the adventurers informed her back to the Emerald Enclave and chooses to stay and help the town of Phlan recover.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities. As follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

Story Objective A: The Missing Mage

Story Objective B: Oozing Arrival

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

Bonus Objective A: Even the Wine?!

Bonus Objective B: A Bloated Mess

PLAYER REWARDS

The characters who complete the adventure unlock: ***Mithral Splint Armor***. The set of splint armor was crafted with only the finest materials by dwarves for elves. However, despite the craftsmanship being near-flawless, the dwarves who forged the armor purposely made one design flaw as a prank: When struck, the armor emits the voice of the dwarves who forged the armor, berating its wearer.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for information about DM Quests.

APPENDIX 1: LOCATION AND NPCs

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and information relevant to the adventure

- **Merrai Errie (MER-RAY AIRY).** Merrai is a beautiful Wood-Elf Archdruid who works for the Emerald Enclave. She loves to wear flowers on her hair and woodland creatures enjoy her company. Despite her physical appearance, however, she does not show much emotion aside from distaste, and emits a gloomy aura.

Personality: *I prefer the company of animals than other people.*

Ideal: *We should all work towards the betterment of the world we share*

Bond: *I constantly work to maintain balance in our world.*

Flaw: *I tend to be condescending to most people*

- **Shedaklah (SHE-dak-LAH).** The 222nd layer of the Abyss and domain of both Demon Lords Juiblex and Zugtmoy. The surface of this layer of the Abyss is covered in all sorts of plant and fungal creatures, while the deep caverns are inhabited by the slims of Juiblex. Here in this layer, Juiblex and Zugtmoy fight over dominion.

- **Sott (SOT).** Sott is the middle-aged human proprietor of the Laughing Goblin Inn. Although not the best of cooks, he is well known by the townsfolk for his pork and cabbage soup.

Personality: *I happily welcome customers of all kind.*

Ideal: *You learn a couple of things from a man after he's had enough to drink*

Bond: *The Laughing Goblin Inn may not be the fanciest place, but it's my home.*

Flaw: *I am suspicious of people of different races and am distrustful of them.*

- **Zaramir (ZAH-ruh-MIR).** Ever full of confidence (or arrogance as most of his past apprentices believe), the tall, young and, handsome Drow mage travelled to Phlan, offering his services, and somewhat became popular among the desperate townsfolk. The Drow mage enjoys travelling different planes and collecting exotic artifacts. His arrogance and recklessness, however, make him forget that such activities have certain consequences.

Personality: *I jump at the first opportunity to learn something new*

Ideal: *Sharing knowledge is the best way to get to know someone*

Bond: *I refuse to stop learning, no matter how taboo the topic*

Flaw: *I often forget that most of my actions have possible consequences*

APPENDIX 2: CREATURE STATISTICS

Alkilith

Medium Fiend (Demon), Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 157 (15d8 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	22 (+6)	6 (-2)	11 (+0)	7 (-2)

Saving Throws Dex +8, Con +10

Skills Stealth +8

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

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 11 (7,200 XP)

Amorphous. The alkilith can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the alkilith is motionless, it is indistinguishable from an ordinary slime or fungus.

Foment Madness. Any creature that isn't a demon that starts its turn within 30 feet of the alkilith must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check.

If the saving throw against Foment Madness fails by 5 or more, the creature is instead subjected to the confusion spell for 1 minute (no concentration required by the alkilith). While under the effect of that confusion, the creature is immune to Foment Madness.

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

Actions

Multiattack. The alkilith makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) acid damage.

Annis Hag

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d10+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +5

Skills Deception +5, Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft.

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

3/day each: disguise self (including the form of a Medium humanoid), fog cloud

Actions

Multiattack. The annis makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6+5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6+5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10+30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius)

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Catoblepas

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft.

Challenge 5 (1,800 XP)

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

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

Actions

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 21 (5d6+4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

Clay Golem

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10+56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft.
Languages understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Elder Oblex

Huge ooze, lawful evil

Armor Class 16

Hit Points 115 (10d12 + 50)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	21 (+5)	22 (+6)	13 (+1)	18 (+4)

Saving Throws Int +10, Cha +8

Skills Arcana +10, Deception +8, History +10, Nature +10, Perception +5, Religion +10

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 15

Languages Common plus six more

Challenge 10 (5,900 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: charm person (as 5th-level spell), detect thoughts, hold person

3/day each: confusion, dimension door, dominate person, fear, hallucinatory terrain, hold monster, hypnotic pattern, telekinesis

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 2d6 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

Actions

Multiattack. The elder oblex makes two pseudopod attacks and uses Eat Memories.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 17 (4d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 18 Wisdom saving throw or take 44 (8d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the greater restoration or heal spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except any saving throw proficiencies.

Gelatinous Cube

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius)

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Guardian Portrait

Medium construct, unaligned

Armor Class 5 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft.

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

Damage Immunities poison

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

Senses darkvision 60 ft.

Languages Common, plus up to two other languages

Challenge 1 (200 XP)

Constructed Nature. An animated object doesn't require air, food, drink, or sleep.

The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.

Antimagic Susceptibility. The portrait is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the portrait must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

3/day each: counterspell, crown of madness, hypnotic pattern, telekinesis

False Appearance. While the figure in the portrait remains motionless, it is indistinguishable from a normal painting.

Helmed Horror

Medium construct, unaligned

Armor Class 20 (plate, shield)

Hit Points 60 (8d8+24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (0)	10 (0)	10 (0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius)

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal, and lightning bolt.

Actions

Multiattack. The helmed horror makes two longsword attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Young Black Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10+45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft.

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

APPENDIX 3: EVEN THE WINE?! (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

SCENE A: EVERYTHING'S FINE

During the meeting between Sott, Merrai, and the adventurers during **Episode 1**, one of the patrons of the Laughing Goblin Inn (or one of the adventurers, if they order any of the wine), notices that even the wine has gone bad. The patron's complaint will prompt Sott to send one of his barmaids down to check the wine cellar. The barmaid comes back up after an hour, acting differently, and asks one of the adventurers for assistance in the cellar.

PREREQUISITES

This scene can occur anytime during **episode 1**. Adventurers who order the wine can trigger this scene to begin. If none of the adventurers order the wine then have one of the patrons complain about the spoiled wine, leading to this scene. This scene can't be run after **episode 2** begins.

BONUS OBJECTIVE A

Finding what's causing the wine to spoil is **Bonus Objective A**.

CREATURES/NPCs

While Sott and Merrai brief the adventurers on what's going on, one of the patrons complains about the wine going bad, prompting Sott to send one of his barmaids to go down the cellar and check on their supply. Betsy the barmaid (**commoner**) may have went down to the wine cellar but what returns is actually the simulacrum of Betsy that's linked to an ooze monster made of wine (**Elder Oblex**). The slimy corruption of Juiblex had apparently granted sentience to a casket of wine in the cellar. The sentient wine monster started to feed on rats and other pests in the cellar, causing the wine to spoil. It eventually managed to eat something much bigger: Betsy the barmaid.

Objectives/Goals. Sott wants to find out what's going on with their supply of wine.

Don't Split the Party!

The simulacrum of Betsy will definitely try and split the party. It will lie, saying that there's a rat infestation in the cellar. It will insist that only one person comes with it as the cellar would be too tight for several people at the same time. An adventurer may make a Wisdom (Insight) check against the

Elder Oblex's Charisma (Deception) check to deduce whether the simulacrum is acting suspicious. A successful DC 13 Wisdom (Perception) Check reveals that *Simulacrum Betsy's* shoes are soaking wet in a red liquid that leaves a trail running along the gaps of the floor boards, and that *Simulacrum Betsy* smells of spoiled wine.

If the elder oblex realizes that the adventurers are suspicious, it will give up trying to convince the party to send one person and attempt to hide inside one of the wine caskets, waiting to ambush them when they come down to check the cellar. The elder oblex will not attack the adventurers in front of everyone as it would attract too much attention.

SCENE B. DOWN THE CELLAR

The adventurer/s follow the simulacrum of Betsy down the wine cellar.

AREA INFORMATION

This area has the following features:

Dimensions and Terrain. The entrance to the wine cellar is through a trap door behind the bar. There is a ladder that goes down 30 feet into the cellar.

The Wine Cellar is 30x35 feet, containing 4 large caskets of wine. The room is dark with no lighting whatsoever—the room damp and the floor wet. If any of the adventurers have darkvision or have any source of light, they notice the stone floor is completely dry... or so it seems. The floor is actually soaking wet with wine leaking from the caskets. The sentient wine monster (**elder oblex**)—who is hiding under the mess of spilled wine—casted *Hallucinatory Terrain* to make the floor appear dry, concealing itself and the mess. An adventurer who succeeds on a DC 18 Intelligence (Investigation) Check is able to disbelieve the illusion and see through it.

Lighting. The room has no source of light as it is 30 feet below the bar. If anyone who enters the wine cellar leaves the trap door open, the room is then dimly lit.

Wine Caskets. There are 4 wine caskets arranged inside the cellar, three still sealed and one completely empty. The empty casket is where the sentient wine monster originated from. After it consumed Betsy, it managed to break through the casket, creating a huge mess on the floor. A

successful DC 13 Intelligence (Investigation) Check reveals that the casket burst open from the inside. A successful DC 15 Intelligence (Investigation) Check reveals teeth and hair in the remains of the floating casket (These are what remains of Betsy).

Smell. The room has a pungent smell of something putrid (something like spoiled milk mixed with sewer water). It is nearly impossible to tell where the stench is coming from but it is actually coming from the sentient wine monster hiding on the floor. While in the casket, the newly born creature fed on rats, cockroaches, and other critters that lurked too close to its casket. This caused the taste (and smell) of the wine to change.

It Waits

While undetected, the sentient wine monster hides under the illusory terrain it created. It tries to convince the adventurers to return to the bar while one stays behind to help investigate the mess through *Betsy's Simulacrum*. If the adventurers follow its instructions, the sentient wine monster reveals itself and attempts to consume the unfortunate person. If the adventurers persist on investigating the wine cellar, the sentient wine monster waits for the right opportunity to strike. When it does, it attacks through *Betsy's Simulacrum*, as her face and torso tear open, revealing countless red ooze-like tentacles flinging wildly at whoever is near it.

Adjusting the Scene

Here are some suggestions for adjusting the scene:

- **Very Weak to Weak:** The sentient wine monster (**elder oblex**) is unable to cast its innate spells aside from *Hallucinatory Terrain*
- **Average:** The sentient wine monster (**elder oblex**) can use its At-will spells and *Hallucinatory Terrain* only.
- **Strong to Very Strong:** The sentient wine monster (**elder oblex**) can use all of its innate spells.

APPENDIX 4: A BLOATED MESS (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

SCENE A: FEED ME!

On the way to Zaramir's mansion, the adventurers run into **Penerth**, a morbidly obese and bloated young black dragon suffering from the effects of the Madness of Jubilex. The young black dragon offers the adventurers information on Zaramir in exchange for one of the cows being raised by an old woman nearby.

PREREQUISITES

This scene occurs in-between **episode 1** and **episode 2**, while the adventurers travel to Zaramir's mansion.

BONUS OBJECTIVE B

Obtaining one of the old woman's cows mentioned by Penerth to exchange for information is **Bonus Objective B**.

CREATURES/NPCs

Penerth, a morbidly obese and bloated **young black dragon**, is hauled up inside a small cavern just next to the road, resting on a pile of animal carcasses. Penerth sniffs out the adventurers passing by and calls them over, attempting to intimidate them, threatening to devour them all if they don't bring a sacrifice to the cavern. This empty threat becomes obvious to the adventurers when nothing happens if they simply walk past the cave. If they do so, the young black dragon's tone quickly changes, trying to bargain for anything to eat instead. When the adventurers see the young dragon's current state and share their purpose of travel, Penerth offers information on Zaramir in exchange for one of the cows of an old woman who lives up on a hill 3-hours west from the cavern.

What does she know? Penerth was once Zaramir's pet. She was raised by the drow mage from when she was just a wyrmling. Zaramir, however, abandoned the dragon when she grew too big. Clearly bitter over being abandoned, Penerth shares no love for her former master. Penerth knows that

Zaramir is extremely reckless when it comes to his experiments and thinks very highly of himself. Penerth also knows of his planar travels as he used to take the young dragon with him back when she was just a wyrmling. The young black dragon explains that the portal he uses to travel different planes is in the basement of his mansion, but only Zaramir can access it.

Objectives/Goals. Penerth suffers from the Madness of Jubilex. She is compelled to gorge on anything (or anyone) she can find. Due to her immense girth, however, she is unable to move. Now all she wants is a good meal. She cleared out the area of all living animals and the only thing that can temporarily satisfy her hunger is one of the cows being raised by an old woman on a hill not too far off to the west of the cavern.

Scene B: These Old Bones

The adventurers travel 3-hours west of Penerth's cavern and up a hill where the old woman lives. There they meet Old Olga Bonechewer, a hag who lives in solitude.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The hill is completely void of life. All the trees in the area are withered and dead. The faint laughter of children can be heard occasionally. There are no traces of slime or ooze in this area. Up on the hill is a small shack decorated with wind chimes and trinkets made of animal bones. On the front porch is an old rocking chair where Old Olga sits and watches her cattle.

Cow Pen. In front of the Old Olga's shack is her cow pen. The cow pen is large enough to hold 5 large cows.

Lighting. The area is dimly lit. Despite being located on a hill, sun doesn't seem to penetrate the clouds in this area. The effect almost seems magical.

CREATURES/NPCs

When adventurers arrive at the top of the hill, they find an old woman sitting on the porch of her small shack, watching over what seems to be a cow-like creature (**catoblepas**). The old woman, also known as Old Olga, is actually an **Annis Hag** in disguise. If she sees the adventurers she welcomes them with open arms, even offering them what's left of her cheese. If adventurers share the true reason of their visit and kindly ask for her "cow" she reluctantly agrees on the condition that the adventurers stay the night with her. She explains that she has grown extremely lonely and only wants the company of 'youngins' to make her 'feel young again'.

Adventurers will find stealing the "cow" to be near impossible since Old Olga is watching over the pen. If adventurers, however, find a way to separate Old Olga or distract her, the "cow" resists being taken by the adventurers and attacks them.

Debauchery!

If adventurers agree to stay the night, Old Olga lets the adventurers set up camp behind the shack and offers them her 'special brew' to start the night. Adventurers who drink *Olga's Special Brew* slowly start to hallucinate—hearing the faint sound of music and seeing colorful orbs of light dancing around them. Adventurers who drank *Olga's Special Brew* also find that their senses are slowly being altered, as if they were intoxicated. As this is all happening, ask each player how he/she entertains Old Olga and make them roll for a DC 15 Charisma (Performance) Check. The DM may grant advantage to the players if he so wishes, depending on what the players' creativity. If majority of the party succeeds on the checks, Old Olga is entertained and gladly gives the adventurers her last cow the next day.

At the end of the night, adventurers who drank *Olga's Special Brew* must make a DC 15 Constitution Saving Throw or take 8d6 Psychic Damage and gain one level of exhaustion as they slowly succumb to the brew's side effects. Anyone who fails this saving throw also do not benefit from a long rest.

APPENDIX 5.1: SCATTERED NOTES (PLAYER HANDOUT)

I may have bitten off more than I could chew. The portal remains open but I don't know why. Nothing I know off had breached the portal... or at least I hope. Whatever this is, I need to figure out how to close it before anything big comes through.

APPENDIX 5.2: SCATTERED NOTES (PLAYER HANDOUT)

It's been three days since my trip to the Ooze pits. It's been three days and I still haven't been able to close the damn portal. Every single attempt thwarted by that damn buzzing. Every time I get too close the buzzing noise in my head makes it impossible to focus. Something is definitely wrong and I'm afraid it is all my fault.

APPENDIX 5.3: SCATTERED NOTES (PLAYER HANDOUT)

Eyes! A hundred—no, thousands! I see its horrible eyes staring back at me! It's almost here! I managed to seal off the basement off but I'm sure that won't be enough to stop such a demon of its caliber. Tymora, what have I done?

APPENDIX 6: MAGIC ITEM

Characters completing this adventure's objective unlock this magic item.

Armor of Insults (Mithral Splint Armor)

Armor (Heavy) Uncommon

A Description of this item can be found in *the Dungeon Master's Guide* with the following changes; This set of splint armor was crafted with only the finest materials by dwarves for elves. However, despite the craftsmanship being near-flawless, the dwarves who forged the armor purposely made one design flaw as a prank: When struck, the armor emits the voice of the dwarves who forged the armor, berating its wearer.

APPENDIX 7: STORY AWARD

Characters completing this adventure may receive this story award if the condition apply.

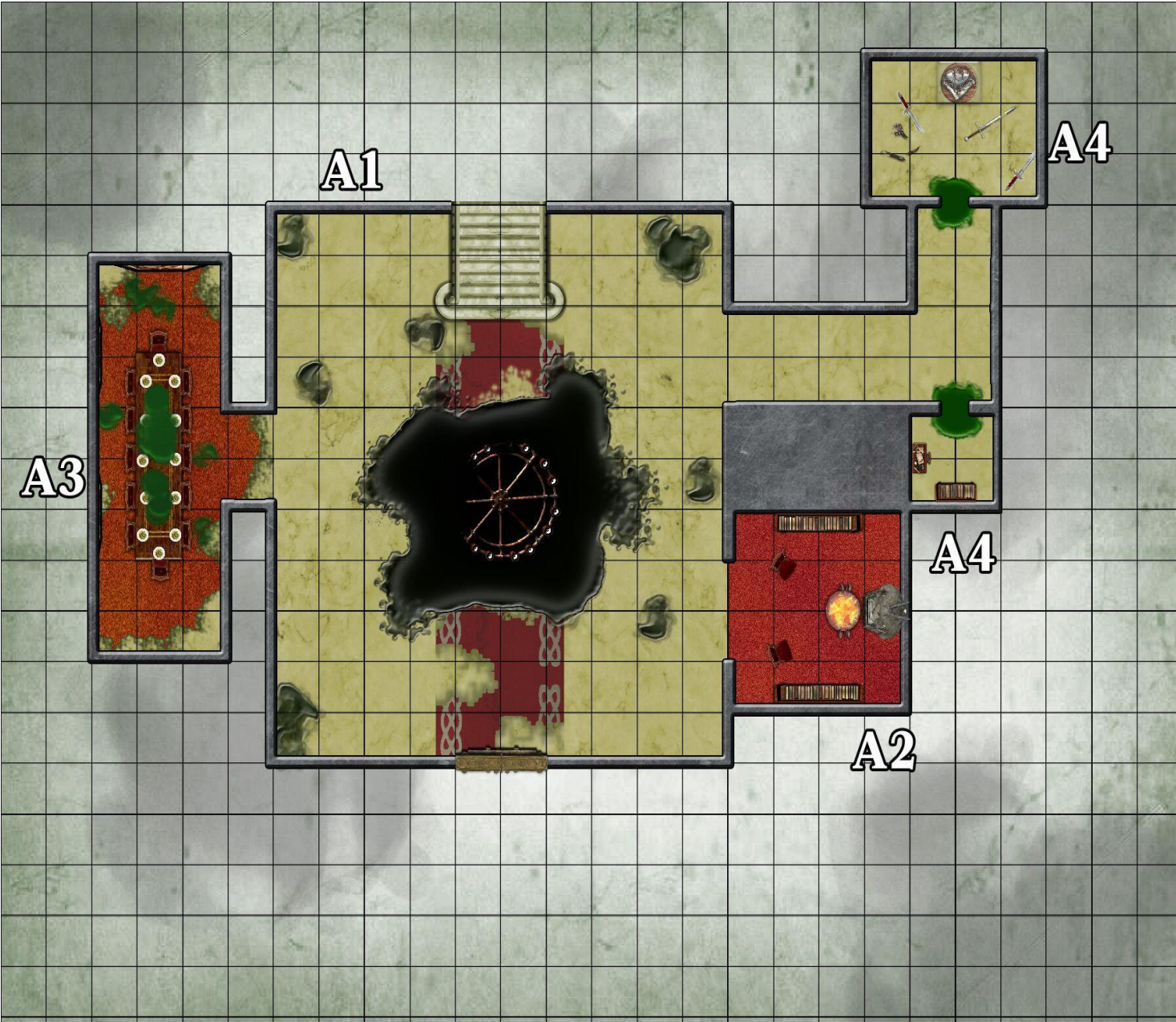
Juiblex's Gift

The encounter with Jubilex has left you 'changed'. If you took any damage from an ooze or slime in the basement you gain this story award. A sentient ooze-like creature latches on to you. The creature is harmless and hides inside your body during combat but seeps out of your pores and slithers all over your body. The sentient ooze can speak to others verbally, forming a mouth to do so, and to you telepathically, and tries to impose its own unnatural hunger for living flesh on you, giving you an additional flaw:

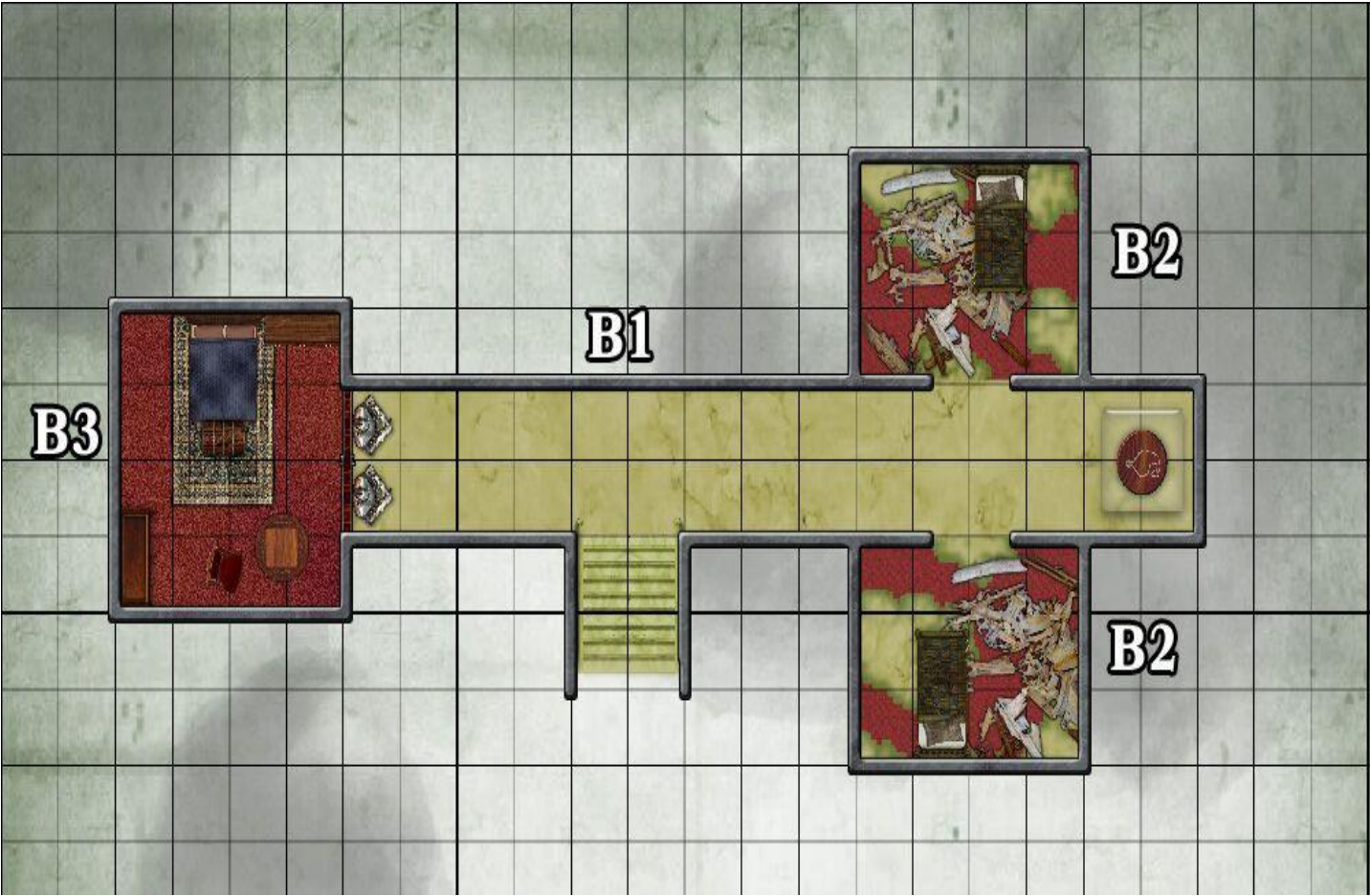
Hunger. *I constantly crave for living flesh*

The sentient ooze creature can be destroyed via a *Remove Curse* spell.

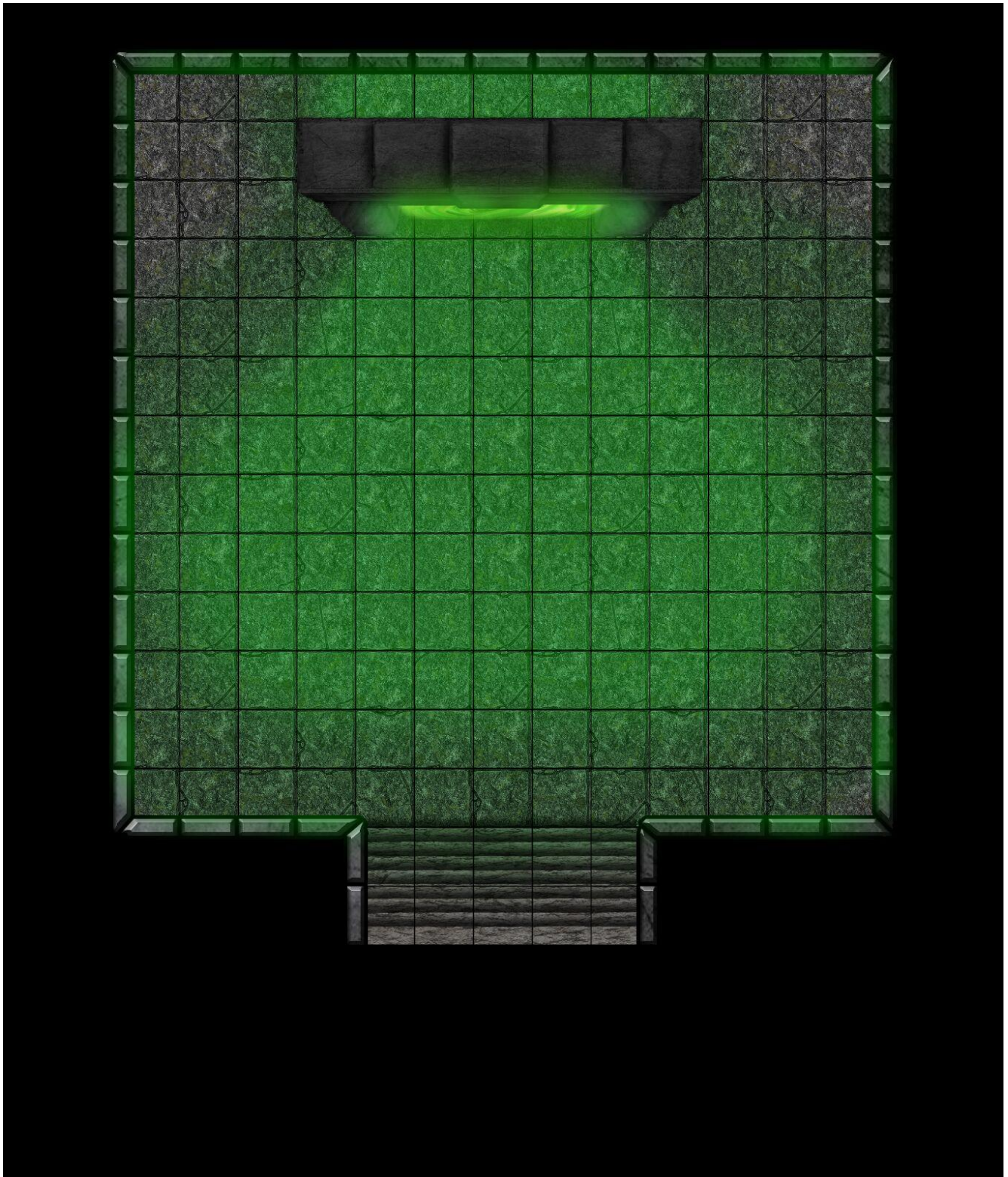
APPENDIX 8.1: MAPS



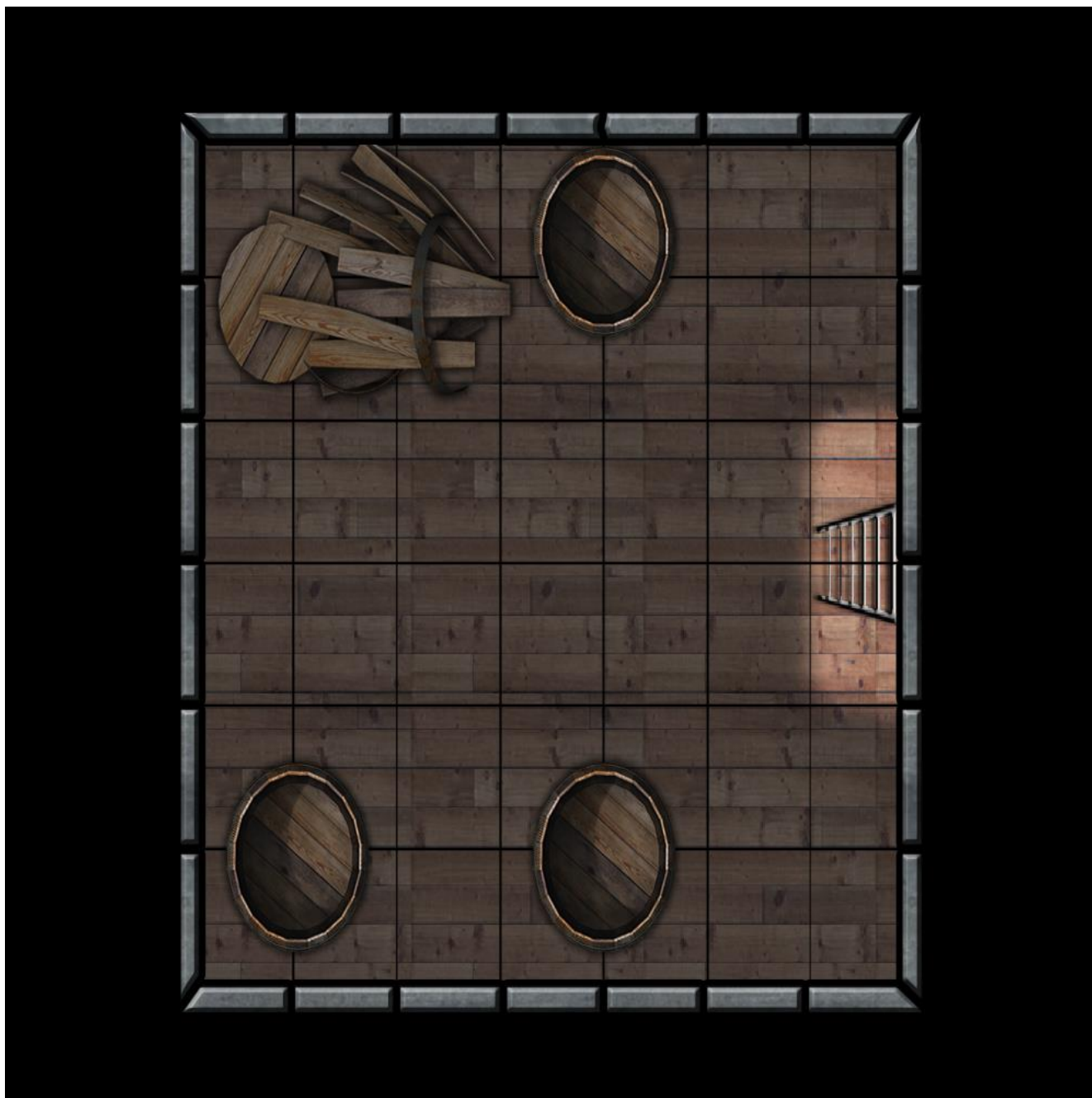
APPENDIX 8.2: MAPS



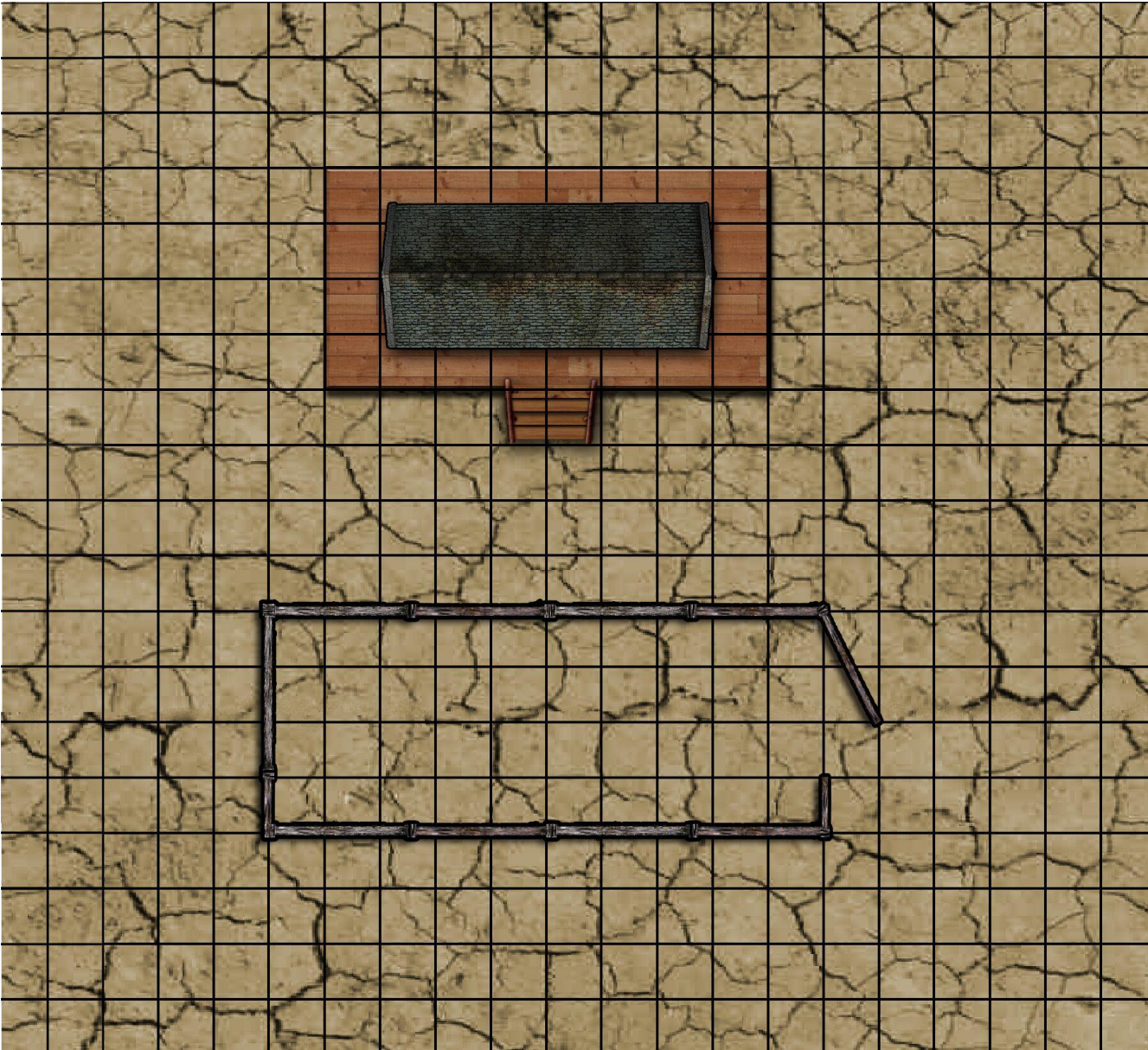
APPENDIX 8.3: MAPS



APPENDIX 8.4: MAPS



APPENDIX 8.5: MAPS



APPENDIX 9: DUNGEON MASTER'S TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to Being the Dungeon Master?

<http://dndadventurersleague.org/storylineseasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.

Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.

Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated 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 Players 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, or 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 THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

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

GREASY SNITCHES: ABOUT US

WHO ARE WE IN THE REAL WORLD?

We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to a mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

HOW TO REACH US

Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: <http://www.greasysnitches.com/>

Facebook: <http://www.facebook.com/greasysnitchespresents>

Instagram: [@GreasySnitchesPresents](https://www.instagram.com/GreasySnitchesPresents)

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Mikel Alexander Barrenechea - [@MundaneArcane](https://twitter.com/MundaneArcane)

Kristoff Alejo - [@PapaKAlejo](https://twitter.com/PapaKAlejo)

GREASY SNITCHES ADVENTURES

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CCC-GSP01-02 Brotherhood by Paul Gabat

CCC-GSP-PHIL01-02 The Murmuring Hollow of the Flooded Forest by Lanz Frago

CCC-GSP-PHIL01-03 The Whispering Shadows of the Eldest Ruins by Niccolo Estrella

CCC-GSP-FEAR01-01 Beneath the Bleeding Tree by Kristoff Alejo

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CCC-GSP-OOZE01-01 Oozing Hunger by Nicholas Noel Cavada-Guillermo