



ADVENTURERS LEAGUE™

THE MALADY OF ELVENTREE

An escaped duergar slave stumbles into the village of Elventree. With her she brings a malady that grips the small settlement in a bout of madness that seems unshakable. Can you find the source of the madness and save yourself and the village's inhabitants? A four-hour adventure for 5th-10th level characters.

Adventure Code: DDEX3-8



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INTRODUCTION

Welcome to *The Malady of Elventree*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Rage of Demons™ storyline season.

This adventure consists of five mini-adventures, and is designed for **three to seven 5th-10th level characters**, and is optimized for **five 8th level characters**. Players with 4th level characters may spend twenty downtime days to level up to 5th level. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms, in the village of Elventree and journeys into the Underdark.

THE D&D ADVENTURERS LEAGUE

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

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

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

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers](#)

[League home](#).

PREPARING THE ADVENTURE

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

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

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

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

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will 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 XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

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

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, 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 THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

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

This adventure is **optimized for a party of five 8th level characters**. To figure out whether you need to adjust the adventure, do the following:

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

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

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

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

DUNGEON MASTERING THE ADVENTURE

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

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

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

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

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

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

DOWNTIME AND LIFESTYLE

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

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

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

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

expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

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

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

Faiths that can call upon spellcasting services in and around Hillsfar include the following: Chauntea, Lliira, Mielikki, and Tempus.

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

DEATH

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

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

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

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

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is not available.

ADVENTURE BACKGROUND

Graz'zt, one of the most powerful demon lords in the Abyss, has been forcefully removed from his home and now rules a portion of the Underdark beneath Elventree and Hillsfar. He seeks to populate his ever-increasing realm with hordes of mad creatures who are unable to control their lust, self-indulgence, and narcissism. His influence is spreading throughout the Underdark and has begun seeping into the surface world.

Hledh, ruler of the Underdark city of Maerimydra, is a half-fiend fire giant and descendant of Graz'zt. With her cooperation, Graz'zt was able to disseminate powerful magical objects that infect large populations with his particular form of madness.

One of these objects, a finely crafted samovar fashioned in the shape of a marilith, was taken in a raid of Maerimydra by Laird Daleen Duerna, the duergar leader of the Underdark town of Zortagra. Since then, almost the entire settlement has succumbed to the madness.

The adventure begins four days after a female duergar from Zortagra wandered to the surface where she finally collapsed in the town of Elventree. She was delirious and has since been unable to communicate, but she displayed amazing skill with her sole possession—an unusual fiddle. The clerics of Mielikki took her in and treated her, but are unaware of the true nature of her madness and the threat that she poses.

OVERVIEW

This adventure is divided into four parts, with each part taking place in a different general location.

Part 1. Hall of the Unicorn. The group arrives in Elventree and attends a celebration at The Hall of the Unicorn, the local temple to Mielikki. During the festivities, the attendees begin to display some rather unusual behavior; eventually driven to violence.

The characters are sent into the Underdark to learn more about the female duergar and the strange instrument she carries.

MIELIKKI, THE FOREST QUEEN

Mielikki is the neutral good goddess of the forest. Her symbol is a golden-horned, blue-eyed unicorn's head. Her temple in Elventree is called the Hall of the Unicorn.

This adventure begins during Second Feast (summer solstice), one of the holy rituals of Mielikki which include all of the Four Feasts of the solstice and equinox nights. They are occasions for holy rituals and revels, wherein all Mielikki's faithful are expected to celebrate the sensual side of existence and sing praises to the Lady in forest depths wherever possible.

Part 2. Investigating the Waydown River. The map leads the group to the Waydown River. The characters encounter kuo-toa or a group of umber hulks and eventually a mind flayer with some slaves that have succumbed to madness.

Part 3. The Duergar of Zortagra. Through these encounters, the characters learn about Zortagra. While entering through outpost, the group encounters svirfneblin fleeing from slavery. Inside Zortagra the group encounters hedonistic and confused duergar who are eventually driven to violence. They also encounter a succubus disguised as a svirfneblin that begs the characters for their aid and leads the group to the leader of the town, who is stationed inside the Temple of the Sundered Skull.

Once inside the temple, the group meets a female duergar—commanding that her people drink from an unusual samovar. The duergar—obviously suffering from madness—claims to be the reincarnation of the duergar goddess Deep Duerra. After a pitched battle with some denizens of the outer planes, the group determine that the samovar may be the source of Zortagra's madness.

DEEP DUERRA, AXE PRINCESS OF CONQUEST

Deep Duerra was the lawful evil duergar demigoddess of psionics, conquest, and expansion. She was killed by Clangeddin in 1383 DR and is no longer worshipped in the Realms. Although accounts differ, she is credited with leading the duergar in a slave rebellion against their mind flayer overlords. She is also credited with stealing mind flayer psionic power and transferring it to her people.

A NOTE OF CAUTION

Roleplaying madness can be very difficult. It requires a delicate hand to not upset the balance of play. Instruct the player that the madness should influence their behavior, but it shouldn't prevent them from enjoying themselves or prevent others from doing likewise. It also does not give them permission to obstruct the group.

If a character gains a madness, be sure the players know that the expression of that madness needs to be tempered by the player's own judgment about what is and is not appropriate at the table.

ADVENTURE HOOKS

If the characters are part of the Adventurer's League factions, they can be drawn into the adventure by speaking with their faction contacts who are established at a camp outside the village of Elventree, on the edge of the Cormanthor Forest near Hillsfar. Characters can learn faction-specific information from their contacts.

Characters who are not already a member of a faction likely heard of the celebrations and the competitions of strength and skill that they frequently hosted.

FACTION SPECIFIC INFORMATION

The Harpers and the Emerald Enclave do not have any specific missions to accomplish, but they can be drawn into the adventure because the concert has special meaning to both groups. If there is a rank 2 or higher Zhentarim member in the party, see the section "Missions." Otherwise give them the information below.

Harpers. Elanil Elassidil is a very high-ranking harper, and publicly you are expected to show her respect by attending the concert in Elventree where she is performing. However, the real reason you have been directed there is to investigate reports of madness.

Emerald Enclave. You are attending an event in Elventree as the culminating event of the summer solstice festival in Elventree. It is a very holy day for most Emerald Enclave members because it brings into focus, even to the uninitiated, the importance of the natural cycle and how it brings harmony into our lives.

Faction Assignment: Order of the Gauntlet. Solonus Canathil, a half-elf cleric of Mielikki, has asked for aid from fellow Order of the Gauntlet members. Due to some unfortunate injuries last year, they must do what they are able to make sure that none of the party-goers are hurt. He doesn't foresee any problems, but asks that the characters keep an eye out and if things get out of hand, that they seek out non-violent means of resolution to any conflicts that might arise.

Secret Mission: Zhentarim. Members of the Zhentarim are given instructions to go to the festival and represent the Black Network. Chaab is rumored to be in the area and the characters should be on the lookout for further instructions.

PART 1: HALL OF THE UNICORN

IT'S PARTY TIME!

The adventure begins as the group arrives late for a concert outside of the Hall of the Unicorn, the temple to Mielikki in Elventree.

GENERAL FEATURES

The temple and is constructed within the interior of an immense tree. It has the following general features:

Light. The night is dark, but there are an abundance of torches around the area; the area is well lit.

Festhall. Nearly a hundred common folk fill the space outside the Hall of the Unicorn. Many of them are elves, but plenty of humans, half-elves, dwarves, and halflings are also present. Dozens of long tables have been arranged around the area; each with dozens of short stools. The center of the area is empty and is filled with dancing people.

Refreshments. A number of outdoor bars are arranged around the clearing, serving drinks and snacks. Prices range from a copper piece to a few gold pieces. All of these bars are operated by representatives of either the Swaying Bough or Tree Spirits; the local inn and tavern in Elventree, respectively.

Elventree Guards. A half dozen Elventree guards (**veterans**) patrol the area accompanied by a gnome **mage**. The guards are polite and courteous; and are more likely to be seen dancing and drinking (lightly) with the other party goers than not.

Stage. A 50-foot-wide semi-circular stage has been erected on the far side of the area.

Landing. The second floor landing is 30 feet above the clearing. A number of chairs have been arranged on the landing. A number of well-dressed (and rather bored-looking people) sit in the chairs watching the festivities below. Any creature that falls from the landing takes 10 (3d6) bludgeoning damage.

Dancing. The middle of the area is filled with dancing people and is considered difficult terrain.

In Elventree, the festival of the Second Feast culminates in a night of music held to honor the goddess Mielikki. This party is not to be missed because Elanil Elassidil, the Moonsilver Herald, herself, is going to be performing.

As you approach the Hall of the Unicorn, four humans finish what must have been a fevered performance. The huge crowd is in tremendously good spirits.

THE GUESTS

The characters are recognized as heroes of the region and grateful party-goers engage them individually. There should be one commoner interacting with each character. The commoner should be tailored in such a way that each character finds them intriguing, or otherwise similar or familiar to the character. Details such as race and gender should be modified to suit the characters. Examples include:

The Enamored Dancer. This person might insist that the character join him on the dance floor. Once there, he insists that the character stay and have fun. "*Don't quit! We're just getting started!*"

The Would-Be Adventurer. A younger person with delusions of grandeur corners a character and boasts of his own prowess with weapons or magic. She might ask for the character to tell her stories of noteworthy accomplishments. "*As soon as the harvest comes in, I'm out of here.*"

The Drunk. A particularly intoxicated reveler offers a character drink after drink; making no indication of his intent to go to bed sober. He even manages to get most of his beverages into his mouth; the rest goes down the front of his shirt and, unfortunately, onto the character. "*Jusht...one more. Fer the road, ya know? ::hiccup::*"

The Sob Story. This party-goer has had no end of bad luck lately. His dog died. Followed by his horse. Then his prize pig. Thankfully, he isn't married. But wait, he's upset about that too. This person just needs a sympathetic ear. "*I honestly don't know how it could possibly get any worse...*"

The Troubled Youth. Pock-marked and broody, this young upstart is misunderstood by everyone. No matter his story, no one understands what he's going through. Maybe the character talking to him is able to give the young lad some insight. "*All these adults around here... They'll never understand what it's like to be young.*"

The Mourner. Whether a victim of bandits, monsters, or even a rogue group of Red Plumes, this person has recently lost someone near and dear to his heart. He hopes to meet someone new at tonight's festivities. Perhaps the character is that lucky someone. *"I sure do miss him. We was gonna get married. You're sure easy on the eyes, though."*

The Obnoxious Blowhard. This gal has done everything there is to do and has done it better, stronger, and faster than everyone else. She spends the entire night reliving her exploits and downplaying those of the character. *"Five whole goblins, huh? I guess the threshold for heroism has been lowered lately."*

The Bored Elitist. A woman with an obvious sense of self-importance might invite a character with the Noble or Guild Artisan background up to the second-floor landing. Once there, she spends her time with the character insulting the "rabble" that enjoy these sorts of events. *"I mean look at them, they're like savages down there."*

SPECIFIC GUESTS

In some circumstances, the characters themselves may be the revelers looking to engage with other attendees. There are a number of noteworthy persons in attendance that may pique the characters's interest.

Paelior Copperleaf. This bronze-skinned male elf is standing behind a bar handing out drinks. He spends most of the night fishing for complements.

Valantha Moonbreeze. A silver-haired female half-elf with a tremendous sense of humor. She sells finger food at the festivities but takes payment in jokes and funny stories as well as a coin or two.

Basil Grem. A flute player of impressive skill, this male gnome stands on the far side of the clearing from the stage playing his instrument with his hat on the ground before him. He accepts donations with an impressive grin.

Elisande and her Blind Goat. Sitting in one of the trees is a dirty teenage girl and a small black goat with milky white eyes. The girl is devouring a large plum pie; filling dripping from her chin and staining her dirty, tattered dress. The girl is enjoying the celebration and is particularly interested in the upcoming fiddler. *"Goat say she extra good. Goat sayin' I gotta ta hear the song before I meet da Dark Man. Eyes gon' love it!"* If questioned further, she says she cannot elaborate as the goat won't tell her. When fiddler actually takes the stage, Elisande is nowhere to be found.

Dark Linsa (Zhentarim). Members of the Zhentarim recognize this grey-skinned half-elf. Linsa is a member of the Welcomers (a thieves' guild in Phlan), and is working with the Zhentarim in the area for a short while. If any Zhentarim character is rank 2 (Wolf) or higher, Dark Linsa passes along a message.

"Should you find yourself in the vicinity of the Waydown, patrol the underground river. Someone or something has taken to damming it. This has made transporting wares and information to and from Sporedome bothersome and time-consuming. Learn who is doing this and make sure that it does not happen again. Destroy this note once you have read it.

--Chaab"

THE RUMOR MILL

While the characters interact with other party-goers, they may have the opportunity to hear some rumors about the goings-on in the Hillsfar area. Some examples include:

- Strange things are afoot in Cormanthor. For some reason, the Red Plumes have started leading expeditions into the forest and not coming back.
- A cousin who lived in Mulmaster came to live with me. She lost her home to a huge fire not too long ago.
- The farmers and locals who live around Hillsfar are becoming increasingly worried about a rash of kidnappings. Entire families are disappearing without a trace.
- Almost regretting coming to the festivities. This place is crawling with elves.
- Did you hear about the drow in the area! A band of dark elves were seen by a local girl while she was traipsing around the forest. They didn't see her, thankfully.
- Did you get a chance to go to Dr. Jubal's Carnival? It was great!
- The Red Plumes have been really active in the area lately. We've been seeing more and more of their armored caravans about.
- The Red Plumes are constructing a garrison in the middle of nowhere to the west. No idea why, though.
- Did you hear about Sojh? The old farmer went plum mad and killed all his hogs. Some folks went to check on him after they hadn't heard from him in a couple tendays. They found him stone dead; all strung up in his barn with strange symbols and the like carved into his skin. Worst thing of all was that he died holdin' the soddin' knife. Lookin' like he did it all himself.

XP AWARD

Each character should receive an XP award for their actions in this encounter. The amount that each character receives should reflect the amount of effort that they put forth in roleplaying the encounter. Each character's individual award should be greater than 50 XP, but should not exceed 250 XP.

THE FIDDLER

Once the group has had a chance to indulge in pleasant conversation (or otherwise, as the case may be), the tone of the party shifts.

The crowd begins to clap as a new performer walks hesitantly onto the stage. Dressed in shabby, tattered clothes, the new musician is a short woman; stout of build like a dwarf, but with dusky grey skin and stark-white hair.

The crowd grows silent as she drops her pack on the stage beside her, pulls a fiddle from within, and begins to play. Her music is sweet and light and fills the air with its energy. Whether it is the music or the woman playing it, the crowd seems to be enthralled by her performance.

The young duergar begins playing after a few tentative breaths. After a few moments of wide-eyed gawking, the party picks back up. A few songs in, however, the tone of the party changes. Each character observes some unusual behavior depending on their location. Any additional commoners the group may have encountered act with general narcissism or hedonism.

Elventree Guards. One or two of the armed and armored guards started using excessive force against a party-goer that they seem to believe has done something wrong.

Dancers. The dancing becomes frantic and almost violent. Characters in the dancing area must succeed on a DC 10 Strength saving throw or be knocked prone.

Violent Revelers. Some of the party-goers that are more prone to violence may lash out at a character that they believe has insulted them.

Balcony. One of the more well-to-do attendees listening to the character loudly yawns, stands up, and says loudly, "This simpleton bores me. Someone more interesting come entertain me."

Bar. A commoner takes the character's drink out of his or her hand and drinks it in one gulp. If asked, the commoner justifies it by saying that anything that brings happiness should be enjoyed immediately.

If the characters don't catch up on this, it becomes more and more apparent as time progresses. Something is driving the place into a frenzy—this much is obvious. A successful DC 11 Wisdom (Insight) check reveals that there is something is definitely at work here; these folks aren't acting normally. Characters using *detect magic* notice nothing unusual.

The duergar's music has reached a maddening crescendo and each character that can hear the duergar must succeed at an immediate DC 10 Wisdom saving throw or gain 1 level of madness (see Madness sidebar, below).

Just when it seems like the music's pace couldn't go faster, it rises to a fevered pitch. Most of the revelers stop what they're doing and stare in slack-jawed awe—their faces drenched in sweat as if they were exhausted on the fiddler's behalf. Some of them, however, snap from the strain and begin lashing out at one another.

The dancing area has become an all-out melee! A number of the more wild-eyed celebrants stumble from the brawl and head towards you.

Six rather rough-looking revelers (**four veterans** and **two spies**) break off from the dancing area towards the characters. Unless the characters act quickly, they attack the characters. All of the combatants have been driven mad by the music and exclusively use melee attacks.

By now, the characters have likely realized that the music is the source of the trouble. What happens next is largely up to them. They can fight the violent revelers or they can try and stop the music. There are many ways to stop the music, allow the characters to be creative. Some characters may use magic (such as *silence*, *calm emotions*, etc.), while others may use physical force (subduing the duergar, destroying the fiddle, etc.). The fiddler has an AC of 11 and 13 hit points. She does nothing but fiddle; even forgoing defending herself if attacked.

A successful DC 10 Wisdom (Insight) check suggests that while the fiddler has a mad glint in her eye, she does not appear malicious. The fiddle is AC 10, has 5 hit points, is resistant to piercing damage and is immune to psychic and poison damage. An attack made against the fiddle is made with disadvantage.

Faction Assignment: Order of the Gauntlet. Whatever they choose to do, if the fiddler is stopped without any of the characters using force against either her or the violent part-goers, members of the Order of the Gauntlet satisfy the requirements of their faction assignment.

MADNESS

At the best of times, the Underdark is a bizarre, alien, and inhospitable world, but the influence of the demon lords has transformed it into a domain of madness and chaos. *Faerzress* acts as a catalyst, spreading the demon lords' madness throughout the Underdark.

A creature's madness level starts at 0. When the creature fails a madness saving throw, its madness level increases by 1, and the creature immediately suffers the level's effect (as determined by rolling on the Short-Term Madness, Long-Term Madness, or Indefinite Madness table in the *Dungeon Master's Guide*, as appropriate). When the effect ends, the creature's madness level doesn't change. Any time the creature's madness level increases, it suffers the effect of the new level.

If a creature with level 3 madness fails a madness saving throw, its madness level becomes 1. In this way, characters can potentially accumulate multiple forms of madness. If a character accumulates a form of madness that they are already suffering from, reroll until a new result is reached.

Bouts of short- and long-term madness can be cured as described in the *Dungeon Master's Guide*. Given the demonic source of the madness, *remove curse* and *dispel evil* are also effective as cures. A *greater restoration* spell or more powerful magic is needed to cure indefinite madness and also resets a creature's madness level to 0.

In adventures set during *Rage of Demons*, madness is measured in three levels:

MADNESS LEVEL

| Level | Effect |
|-------|---|
| 1 | Short-term madness (lasts 1d10 minutes) |
| 2 | Long-term madness (lasts 1d10 x 10 minutes) |
| 3 | Indefinite madness (lasts until cured) |

INDEFINITE MADNESSES OF GRAZ'ZT

Graz'zt influence on the region has manifested itself in the different forms of madness that characters may develop. Upon reaching madness level 3, instead of rolling on the Indefinite Madness table on page 260 of the *Dungeon Master's Guide*, roll on the following table and the character gains the madness listed below. Have the player note it on his or her character sheet.

If the roll results in a madness already possessed by the character, reroll until a new result is reached.

| | |
|--------|---|
| 01-20 | Narcissism: "There is nothing in existence that is more important than me." |
| 21-40 | Megalomania: "Anyone who doesn't do exactly what I say does not deserve to live." |
| 41-60 | Infatuation: "I will not rest until I have made someone else mine, and doing so is more important to me than my own life or the lives of others." |
| 61-80 | Hedonism: "My own pleasure is of paramount importance. Everything else, including social graces, is a triviality." |
| 81-100 | Abomination: "The mores of society are a lie, meant to shackle free thinking people. I will revel in that which others find shocking or disgusting to demonstrate my rebellion." |

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 1 veteran and 1 spy.
- **Weak party:** Remove 1 veteran.
- **Strong party:** Replace 1 spy with 1 veteran.
- **Very strong party:** Add 1 veteran and 1 spy.

DEVELOPMENT

Once the fiddler has been stopped (or once she has been roused if subdued), read or paraphrase the following:

"Enough!" Elanil shouts in what can only be a magically amplified voice. She motions to a half-dozen of the armored peacekeepers. "Detain that fiddler!"

Once the music stops, the veterans and spies snap free of their madness and stop fighting. The duergar offers no resistance (especially if she was rendered unconscious or killed in the process of capturing her) and surrenders her fiddle. If she is unconscious, Elanil rouses her and orders that the Elventree guards take her into the Hall of the Unicorn. The duergar goes without complaint. Elanil follows quickly behind with the duergar's fiddle (or what remains of it). About halfway to the Hall of the Unicorn, Elanil turns around and asks the characters why they aren't accompanying her.

If the duergar was killed in the brawl, Elanil picks up her fiddle and invites the characters into the Hall of the Unicorn to discuss what has happened.

Any characters that were driven mad by the fiddler's music is also dragged into the Hall of the Unicorn. If necessary, they are restrained until they are able to control themselves.

WITHIN THE TEMPLE

Assuming the characters follow Elanil, she and the guards lead the characters into the Hall of the Unicorn to meet with Serinia the high priestess of Mielikki.

GENERAL FEATURES

The Hall of the Unicorn has the following general features:

Area. The main temple of Mielikki is perhaps fifteen feet across. The statue is easily five feet wide and twice as tall and supports the ceiling above like a pillar.

Light. Magical lanterns line the walls. The area is well-lit.

Doors. Aside from the door leading outside, there is only one other exit. A small (4-foot-tall) door leads to a small kitchen. Within is a small, iron stove and a pantry packed to the gills with various teas, herbs, and roots. A small stool with a comfy, pink cushion is pushed into a corner.

The interior of the Hall of the Unicorn is serene, a striking contrast to the celebrations occurring just outside its door. Passing through the doorway, the first thing you see is an immense statue of a unicorn, captured in flawless detail. A gnome in simple green robes dusts the statue, her short arms clutching a long broom in an attempt to get at the higher, less accessible bits.

"Serinia," Elanil gives the gnome a start as she and the guard burst in, "put the kettle on and get our guests some of the half-cakes that Falwan sent this morning. It's going to be a long night, methinks."

The duergar (or her body, if she was killed) is dumped on a bench along the temple's wall. She appears to be quite delirious; when either a character or Elanil approaches the duergar, she is utterly responsive. Even magical means such as *dispel magic* or *restoration* spells seem to break her from her delirium enough for her to mutter the words "*She returns*" and "*Stop the flayers*" in Undercommon. She is otherwise unable (or unwilling) to communicate.

A successful DC 10 Wisdom (Perception) check reveals a tattoo of a stylized squid split by a sword on the back of her neck. A character that succeeds on a DC 13 Intelligence (History) check recalls that duergar often have clan tattoos that honor the achievements of their ancestors. Dwarves make this check with advantage.

A character that succeeds on a DC 10 Wisdom (Insight) check realizes that the duergar seems to be suffering from the advanced stages of a mind-degenerating madness.

ELANIL'S EDICT

Noticing that the characters seemed the most resistant to the madness that overtook everyone else, Elanil would like them to figure out the best plan to move forward and cure those suffering. Through conversation with Elanil and Serinia, the group can learn the following information.

- A few folks were affected by the duergar's music more than others. Elanil intends to keep these exceptional cases locked up for the next week or until she has time to examine them herself.
- Serinia has been kind enough to grant us use of the Hall of the Unicorn to do so.
- The dozen or so people are being kept on the second floor of the Hall. They are in restraints for their own protection.
- While there is more to the fiddler than appears, it should take more than a spirited performance to inspire such behavior on otherwise normal people. She is concerned that the madness has somehow become contagious.
- The only consistent symptom of the unusual malady is that it seems to exacerbate feelings or beliefs that the afflicted already exhibits—narcissism, megalomania, and hedonism.
- Elanil suspects that the duergar fiddler doesn't truly understand the affect that her playing has on her listeners. She seems at least somewhat lucid. Since she began to play, however, she has become utterly incoherent.
- The duergar arrived in town four days ago. Since then, she has been playing her fiddle around town and started working at Tree Spirits; earning a few silver pieces in the process.
- Elanil suspects that while the duergar plays a large part in the effect that her music has, the fiddle itself is of rather unique construction.
- Closer examination reveals that the fiddle is constructed of what appears to be alchemically-treated hallucinogenic mushrooms. The strings are made of the hair of derro; an insane race of dwarf-like creatures from the Underdark. So while the fiddle is not magical, it is constructed of specific materials associated with madness. It is likely the instrument renders more potent effects that would inspire madness in its listeners.

- Elanil fears that this duergar is not in Elventree by mistake and that if her presumptions are true, the madness has become contagious and someone intends to use it like a weapon. She would like the characters to find out where the duergar and her fiddle came from and, if possible, find a potential cure to this madness.

If the characters failed to discover the duergar's tattoo, Elanil reveals it and likely indicates that the duergar's clan must have encountered mind flayers in the past, and likely still resides near them. After consulting a map, Elanil suggests the duergar settlement of Zortagra as the most likely candidate due to its proximity to a mind flayer enclave. Any character that succeeds at a DC 15 Intelligence (History) check recognizes the name Zortagra as the name of a small svirfneblin outpost that fell to duergar not long ago. Svirfneblin characters make this check with advantage.

Elanil provides a map with a rough sketch of the area surrounding Yulash. On it, Elanil has placed a large, red "X" with the caption "Entrance to Waydown River". Characters that succeed on a DC 10 Intelligence (History) check notice that the "X" is in the vicinity of Yulash. On the back side is a hand-drawn series of lines. In the center is a circle that has two root system extending from it. Toward the bottom of the image, the lines become thicker and there is a waterfall with the symbol of a skewered squid on it. Toward the top of the image, the lines remain thin and there is the symbol of a crayfish. This is a map of the Waydown River and its tributaries and distributaries.

PART 2: GOING DOWN THE WAYDOWN

The group is easily able to follow the map to the Waydown River via Yulash, which is approximately two days's journey from Elventree.

THE WAYDOWN RIVER

Due to recent developments at the Waydown, the characters access the Waydown River (and the Underdark) using a narrow chimney found in near Yulash.

The descent is a harrowing experience. The only thing more suffocating than the walls of the narrow chimney is the crushing darkness that quickly envelops you. Before long, you arrive at the bottom. Water rushes around the island of jagged stone you are standing on towards the northeast.

A successful DC 15 Wisdom (Survival) check allows the character to remember that underground tunnels carved out by water tend to be narrower upstream. A successful DC 10 Intelligence (Nature) check reveals that this river is likely a far-off distributary of the River Tesh.

SECRET MISSION: ZHENTARIM

The river flows to the northeast. This is the direction that Elanil suggested that the characters go. However, if any of the characters are members of the Zhentarim and accepted the secret mission, they have been instructed to head upstream; to the southwest.

If this is the case, skip Encounter 1A. Kuo-Toa Ambush and proceed to Encounter 1B. The Waydown be Dammed!, below. Otherwise, if there are no members of the Zhentarim, run Encounter 1A and skip Encounter 1B.

Whether the characters complete 1A or 1B proceed to Encounter 2: Mind Flayer Chain Gang.

If the group takes the northern tunnel, proceed to the section "Kuo-toa Ambush." If the group takes the southern tunnel, which they should to accomplish the Zhentarim secret mission, proceed to the section "Dam Trouble."

1A. KUO-TOA PATROL

Use this encounter if none of the characters are members of the Zhentarim or are otherwise ineligible for the secret mission.

GENERAL FEATURES

These are the general features of the Underdark tunnel system the group must traverse. Follow these guidelines unless otherwise indicated.

Light. Complete darkness. The only light that exists is that which the characters bring along with them.

Ceiling. Ten feet high.

River. The river varies from 10 to 20 feet in width and 5 to 10 feet in depth. The water is difficult terrain and creatures moving through the water must succeed on a DC 13 Strength saving throw or be knocked prone and swept 30 feet downstream.

Webs. Spider webs occasionally obstruct some sections of the tunnels. If characters travel via the water, they can duck under most of the webbing. Otherwise, passage along the Waydown River is slow-going as the characters must hack and chop their way through the sticky strands. Read or paraphrase:

You travel along the edge of the stream, noticing that the amount of spider webs slowly increases. In a particularly dense area of webbing the tunnel veers to the right.

Spider webs are obscuring this entire area—including the foot path. But if characters travel via the river, however, the spider webs are not obstructive.

A successful DC 10 Wisdom (Perception) check reveals a large net strung across the tunnel; cleverly hidden amongst the webs. A character that succeeds on a DC 8 Wisdom (Survival) check reveals that the net is part of a mechanical trap that hasn't been set up yet. A successful DC 15 Wisdom (Perception) check reveals voices coming from down the tunnel.

As the character progress down the river, read or paraphrase the following:

Rounding the bend, you see the scaly posteriors of a group of kuo-toa as they lean over a barricade fence of root and rock. Their attention appears to be focused downstream.

There are **two kuo-toas, a kuo-toa whip, two kuo-toa monitors, and a kuo-toa archpriest** busy keeping watch for any mind flayers who may come down the tunnel. The kuo-toa are not expecting enemies from their rear, so the group may sneak up if they don't make noise and if they make a successful DC 13 Dexterity (Stealth) **group** check.

The kuo-toa would prefer to not fight as combat will prevent them from keeping a watch out for mind flayers. However, they fight to the death if attacked.

The kuo-toa whip, a male named Shoolpop, is the son of the kuo-toa archpriest Shagah. He has learned from his mother how to speak halting common.

If the group is friendly, the kuo-toa archpriest, a female named Shagah, can speak to them in Undercommon or very rough Common (through Shoolpop). The kuo-toa would normally be aggressive, except they are trying to conserve strength and fortify their dwelling because they expect a mind flayer attack. Shagah offers safe passage if the assist in fortifying her home. . If the party does not agree, she gladly orders the kuo-toa to attack. If the characters do agree to help, they work with the kuo-toa for a few hours building traps, walls, and other defenses as appropriate. The DM is encouraged to have the players describe how each character is helping and have them roll an appropriate skill check (DC 15) to judge the overall usefulness to the effort.

If the characters agree, she shares information with them. Shagah is able to provide the following information:

- Mind flayers have recently set up an enclave downriver.
- Many years ago, the kuo-toa were captured by the mind flayers and forced into slavery. They fear that that might happen again.
- Scouts have spotted mind flayers in the tunnels in the area with duergar, drow, and svirfneblin slaves in tow.
- Two weeks ago a duergar envoy from the town of Zortagra met with Shagah to form an alliance to drive back the mind flayers, at the time Shagah refused because of previous bad blood between the duergar and her people. Besides any mind flayers would have to come through the Duergar to attack the kuo-toa.
- Most duergar from Zortagra have a tattoo of a squid being split by a sword.
- The kuo-toa can describe the quickest and safest route to Zortagra.
- A character that succeeds at a DC 15 Intelligence (History) check recognizes the name Zortagra as the name of a small svirfneblin outpost that fell to duergar not long ago.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove kuo-toa, kuo-toa whip, and 1 kuo-toa monitor; increase kuo-toa monitor's hit points to 91; kuo-toa monitor gains a +1 to hit.
- **Weak party:** Remove kuo-toa and 1 kuo-toa monitor
- **Strong party:** Replace kuo-toa with 1 kuo-toa whip; add 1 kuo-toa monitor
- **Very strong party:** Remove kuo-toa and kuo-toa whips; add 3 kuo-toa monitors.

TREASURE

If the characters agreed to help build fortifications and more than half of the characters succeeded in a DC 15 skill check, Shagah is pleased and awards the characters her bracelet as a sign of friendship.

If slain or otherwise defeated, the kuo-toa whip is wearing a gold ring set with turquoise that is worth 200 gp. The archpriest wears a gold bracelet worth 200 gp and carries a small gold statue of a female human with a crayfish head worth 600 gp.

1B. THE WAYDOWN BE DAMMED (SECRET MISSION: ZHENTARIM)

Characters who are trying to complete the Zhentarim secret mission should follow this path. In their case, the Waydown River has been dammed upstream.

GENERAL FEATURES

These are the general features of the Underdark tunnel system the group must traverse. Follow these guidelines unless otherwise indicated.

Light. Complete darkness. The only light that exists is that which the characters bring along with them.

Ceiling. Ten feet high.

River. Due to the umber hulks's dam, the river is more a stream than anything now; it is only a foot wide and a few inches deep. Once the dam is destroyed, it resumes its normal flow (after an initial surge of water).

Webs. Spider webs occasionally obstruct some sections of the tunnels. If characters travel via the water, they can duck under most of the webbing. Otherwise, passage along the Waydown River is slow-going as the characters must hack and chop their way through the sticky strands. Read:

The Waydown has been reduced to little more than a trickling stream. And travelling along the edge of the trickling stream for just shy of an hour, you see the culprit; a dam built of river rocks blocks your progress.

The tunnel in this area is thirty feet tall and fifteen feet wide. The dam is about 15 feet tall. Water flows from a few small openings at the top of the dam. **Three umber hulks** dammed the river as a means of gathering fish to eat. They excavated the area on either side of the river beyond the dam and used the stones in its construction.

Destroying the dam using force is difficult, the umber hulks are skilled enough to have used boulders and stones of varying size—allowing them to fit the stones together tightly. A 5-foot-section of the dam has an AC of 20 and 200 hit points. It is immune to poison, and psychic damage and resistant to cold, fire, and lightning damage. Magic is a much easier means of destroying the dam. Spells such as *shatter* and *stone shape* are highly effective.

During each round where the characters noisily attempt to destroy the dam, there is a 1-in-4 chance that the umber hulks hear the commotion and come to investigate. If this happens, they venture into the water, and destroy the dam themselves from the other side in an attempt to wash the characters away; confident that they can easily rebuild the dam. Once this happens, the umber hulks retreat to their lair. If followed into their lair, they defend it to the death.

Otherwise, if the characters destroy it without alerting the umber hulks in the process, the umber hulks can be found in their lair.

Destroying the Dam. If the dam is destroyed, the water containing it bursts forth. Each character up to 60 feet downstream of the dam must succeed on a DC 15 Strength saving throw or take 22 (4d10) bludgeoning damage, be knocked prone, and be washed 60 feet downriver. Any creature that succeeds takes half damage and is neither knocked prone nor washed away.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 1 umber hulk, increase umber hulk's hit points to 119; each umber hulk gains a +1 to hit.
- **Weak party:** Reduce umber hulks's hit points to 76.
- **Strong party:** Increase umber hulks's hit points to 119; each umber hulk gains a +1 to hit.
- **Very strong party:** Add 1 umber hulk

DEVELOPMENT

In the umber hulks's lair, the characters find a half-consumed duergar with a tattoo similar to that which the duergar fiddler wore; a squid split with a sword. The duergar carries a crude map of the area with the word

“*Zortagra*” written in Dwarvish above an area to the south. A character that succeeds at a DC 15 Intelligence (History) check recognizes the word as the name of a small svirfneblin outpost that fell to duergar not long ago.

In order to succeed at the secret mission, the dam must be destroyed and the umber hulks slain.

TREASURE

Within the umber hulk lair, the characters are able to find a gold ring set with turquoise that is worth 200 gp, a gold bracelet engraved with dancing kuo-toa worth 200 gp, and a small gold statue of a female human with a crayfish head worth 600 gp.

XP AWARD

As the umber hulks inevitably rebuild the dam if it's destroyed, the characters must both destroy the dam and slay the umber hulks that built it in order to satisfy the requirements of the Zhentarim secret mission. If this is accomplished, award each character 200 XP.

2. MIND FLAYER CHAIN GANG

The Waydown turns sharply, and the area opens into a large cavern. About halfway into the cavern, you hear screaming. It appears to be an ambush!

The **mind flayer**, Galuum, currently seek cover behind the stalagmites in the area while the **five duergar** attack. Prior to the characters's arrival, each of the five duergar turned *invisible* and used their *enlarge* ability. In combat, Galuum saves his daily use of *dominate monster* until someone has been seriously wounded and are less likely to survive an attempt to extract their brain.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 4 duergar; increase duergar's hit points to 39; duergar is wearing plate armor and a shield (AC 20); increase mind flayer's hit points to 82.
- **Weak party:** Remove duergar, add 1 drow elite warrior
- **Strong party:** Remove duergar, add 1 mind flayer; mind flayers begin the encounter invisible.
- **Very strong party:** Replace 1 duergar with 1 drow elite warriors

DEVELOPMENT

The duergar attack without concern for their own well-being.

Galuum, however, surrenders if all of the duergar are slain or if he is reduced to 25 or fewer hit points. Via telepathy, he offers a truce in return for information and valuables. If combat ensues and he is able to afterwards, he readies his action to cast *plane shift* should the characters continue to attack him. The group can learn the following information from Galuum.

- Galuum did not intend to attack the group, but rather sought to send the mad duergar into battle so that they would die.
- Yesterday Galuum captured the duergar on the main road out of Zortagra. He intended to use the duergar as slaves. However, shortly after capture, they began arguing with each other about which one of them was the true god. Soon they began to kill each other. He deduced that his slaves were under a demonic madness and that they were therefore useless to him. He was getting ready to destroy them when Galuum heard the characters coming.
- He can describe the path to Zortagra.
- A successful DC 15 Charisma (Deception) check convinces the dwarves that the characters are pilgrims or converts to the worship of Deep Duerra. In which case the grey dwarves are willing to lead the party to Zortagra.

The group can interrogate the duergar in Dwarvish or Undercommon after battle, but it is difficult due to the extent of their madness. They can learn the following information from the duergar.

- The duergar come from Zortagra and can lead the group back.
- They have matching tattoos to the duergar found in Elventree. They wear the tattoos of clan Duerna, a symbol that celebrates Deep Duerra's defeat of the mind flayers.
- They are all suffering from madness and offer redemption to those who worship Deep Duerra and death to those who do not.

TREASURE

Galuum possesses a carved ivory statuette of a peryton worth 200 gp, a *potion of superior healing*, and a scroll of *lesser restoration*. If the characters deal with Galuum, he gives the characters these possessions. Otherwise, the characters find them on his body.

JOURNEY TO ZORTAGRA

Each of the encounters has described the way to Zortagra. The duergar can journey with the group, and if a particularly good impression has been made with the kuo-toa, one may be persuaded to lead them to the town.

If the group does not find directions to Zortagra, they can make a successful DC 10 Wisdom (Perception) check to hear the roar of rushing water down a nearby passage. Once they reach the waterfall, they can easily find a trail leading over the falls marked with the painted images of a squid being split by a sword (as indicated on the map).

PART 3: THE DUERGAR OF ZORTAGRA

The group reaches Zortagra after ten hours of travel.

1. THE BULETTE GATE

This gate is the main entrance to Zortagra. The tunnel is forty feet tall by forty feet wide.

GENERAL FEATURES

Unless otherwise noted, these are the general features of Zortagra

Light. The area is well-lit through the use of torches and bioluminescent fungi.

Ceiling. Sixty feet high.

Tunnel. Zortagra is a city of tunnels. The width of most tunnels are 20-feet-wide, except near monumental carved structures, like the Bulette Gate or Temple of the Sundered Skull.

Read:

The tunnel appears to end at a 40-foot-tall statue of a bulette bursting out of the stone it was carved from. Its eyes and jaws are closed. In its right claw hangs a huge bronze gong.

The group can get through this gate by convincing the gatekeeper to let them in (once he appears by Ringing the Gong), by breaking the locking mechanisms in the eye and climbing through, or by breaking the locking mechanism in the mouth. There is no way to climb behind the statue or to destroy the magically reinforced stone.

A successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) is needed to climb the statue. The mouth is 30 feet off of the ground and the eyes are 35 feet off of the ground. A character succeeding on a DC 15 Wisdom (Perception) check realizes that the eyes and mouth are likely to be mechanically operated. A character using *detect magic* that succeeds on a DC 10 Intelligence (Arcana) check reveal that the stone is imbued with abjuration magic.

GETTING THROUGH THE GATE

If the group tries any other methods or are otherwise unsuccessful, continue to the section "Flight of the Svirfneblin."

Ringing the Gong. A character using *detect magic* that succeeds on a DC 10 Intelligence (Arcana) check reveals that the gong is imbued with transmutation magic. There is no mallet available. If anything even touches the gong slightly, it rings unusually loudly.

A sonorous, resonant tone echoes through the tunnel. You hear three clicks and the right eye of the bulette statue bursts open. Inside you see the balding head of an elderly duergar with an eye patch. He looks at you, shakes his head, and moves his eye patch to the other eye. "This better be good," he says.

The **duergar** claims to be Laird Shant Duerna, although his outfit, poorly fitting purple scale mail, bespeaks common birth. Shant is in the thrall of the madness disease, and all he wants in this world is something to entertain him. He doesn't mind letting the group in through the bulette mouth, as long as they entertain him. A character must succeed on a DC 20 Charisma (Performance) check in order to be allowed entrance. If the characters are in the company of the Duergar from Part 2, they are no help and demand that the characters perform for them as well!

If the group attacks Shant, he tries to close the eye and escape. If he is killed or captured, read or paraphrase the following.

An arrow hits the duergar in the back of the neck. A female svirfneblin dressed in rags and carrying a shortbow runs to the dying duergar and catapults off his back. She flies through the eye hole and into the tunnel you came from. A mechanical clanking of gears reverberates in the tunnel.

Continue to the section "Flight of the Svirfneblin."

Breaking the Eye. If a character successfully climbs or flies up to one of the eyes of the statue, which is 35 feet off the ground, it sounds hollow when tapped upon and the character can bash it open with a successful DC 20 Strength (Athletics) check. With thieves' tools, a character can open the eye with a successful DC 20 Dexterity check.

When the eye opens, read or paraphrase the following.

A duergar stands at the other side of the eye, swinging an ax, ready to meet the invasion. An arrow whistles through the air and pierces the back of the duergar's neck. A svirfneblin female, dressed in rags and carrying a shortbow, emerges from behind. A mechanical clanking of gears reverberates in the tunnel.

Continue to the section "Flight of the Svirfneblins."

Breaking the Mouth. If a character successfully climbs or flies up to the mouth of the statue, which is 30 feet off the ground, they can bash it open with a successful DC 20 Strength (Athletics) check. With thieves' tools, a character can open the mouth with a successful DC 20 Dexterity check.

If the group is successful, they hear the clanking of gears. Continue to the section "Flight of the Svirfneblin."

FLIGHT OF THE SVIRFNEBLIN

The mouth of the bulette statue slowly opens. Once there is a foot of space, twenty sooty, skinny svirfneblin faces peek out. A small male with slate-colored eyes shouts out, "Freedom." Emaciated bodies surge forward, pushing against each other, trying to emerge from the statue's maw. Their clothes are ragged and torn. Most don't carry weapons, but a few have picks, axes, and bows. Jumping out of the still-opening mouth, they run toward you.

Twenty svirfneblin **commoners** are trying to escape from their captivity in Zortagra. They run past and even over the group. Characters must succeed a DC 15 Strength saving throw or be knocked prone and take 11 (2d10) bludgeoning damage from the trampling stampede.

The svirfneblin do not stay to chat unless a character grapples or otherwise restrains them. The female svirfneblin with the bow is the mostly likely to stay and talk. Her name is Tanglehair. The group can learn the following information from Tanglehair or one of the other fleeing svirfneblin.

- The svirfneblin were captured by the duergar five years ago and forced to work in the main smeltery of Zortagra. They have been treated poorly and only given a handful of mushrooms to eat once and awhile
- Deep Duerra is strengthening the duergar against an impending mind flayer attack. By drinking her brew, their minds are strong against intrusion. Tanglehair worries that the deep gnomes within Zortagra won't be as strong.
- Five days ago their duergar overseers started acting strangely.
- Four days ago all work in the smeltery ceased as all the duergar who worked there started killing the svirfneblin and each other for minor reasons.
- Three days ago, in the midst of the chaos, the svirfneblin managed to escape their cages and hid in the smeltery's inactive kilns.

- Today when they peeked out of their hiding place, they noticed most of the duergar had collapsed into some kind of delusional stupor. They took a chance and made a run for it.
- A few duergar are still conscious, but the bulk of the town has succumbed to madness.

Once Tanglehair has provided the characters with all of the information above or when the characters are ready to move on, she leaps up onto the gate and climbs out into the Underdark.

2. MAIN STREET

When the group passes through the Bulette Gate, they emerge on the main street of the town. There are no spaces between the buildings as each is carved directly into the rock.

DANCING IN THE DARK

You emerge on a narrow street lit by torchlight. The smell of burning coal is mixed with something sickeningly sweet. Buildings on your left and right are carved into the green-brown stone and have rock-cut monumental façades that feature up to four levels of unadorned balconies.

Several duergar have collapsed in the middle of the road. A young female with a fishtail braid in her long, white hair dances and twirls toward you, leading a group of several others stumbling from nearby buildings.

The eight **duergar** dance towards on the characters uttering: "*Our goddess Duerra has returned to save us from the mind flayer incursion. Come join us in our drunken revelry*" in Dwarvish.

Seven more duergar emerge from the surrounding buildings, each stumbling through a chasse dance step. These duergar are suffering from the disease and it manifests itself through displays of hedonism. The duergar attempt to grapple the characters; forcing them to dance and outright attacking any who refuse. Halfway through the encounter, a female svirfneblin, who is really a **succubus** in disguise, runs up and aids the group in dispersing the dwarves.

In addition to her entry in the appendix, the succubus has the below attack that she uses while in the guise of a svirfneblin. Surreptitiously, she attempts to charm one of the characters during the battle, but issues no orders or otherwise indicates that she has been successful if the target fails the saving throw.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

ASHROOT

Ashroot is a fiendish servitor of the demon lord Graz'zt sent to Zortagra to spread madness amongst the duergar and their svirfneblin slaves. Using her *shapechange* ability, she has assumed the shape of a svirfneblin dressed in the same tattered rags as the other denizens of Zortagra.

Once the duergar have been slain, Ashroot approaches the group.

The thin female svirfneblin who joined you in battle uses her dress to wipe the blood off her ax. She then hails you, saying, "You helped the others escape. The duergar have taken my family to the Temple! They plan to feed them to Deep Duerra!"

If Ashroot successfully charmed one of the characters, she deals primarily with that character. Otherwise, she insists on the urgency, claiming that her family members must be saved. She runs off, beckoning the group to follow her. Any character that succeeds on a Wisdom (Insight) check opposed by the succubus's Charisma (Deception) check realizes that Ashroot is lying. Any charmed character must obey her request. If attacked, Ashroot enters the ethereal plane and flees towards the Temple of the Sundered Skull.

A character that succeeds on a DC 12 Intelligence (Religion) check recalls that Deep Duerra is the duergar demigod of conquest and expansion. The duergar credit her with freeing them from the captivity of the mind flayers.

If the group does not follow Ashroot, they should easily hear the sounds of music from the nearby Temple of the Sundered Skull.

TREASURE

Each duergar is carrying a triangular coin worth 25 gp. If they stop to search nearby buildings, they find a star ruby worth 1,000 gp.

3. TEMPLE OF THE SUNDERED SKULL

The Temple of the Sundered Skull was formerly a temple devoted to Callarduran Smoothhands. When the duergar took over Zortagra, it was converted for use in the worship of Deep Duerra. Above the entry, an unusual skull hangs from iron chains. Without the tell-tale tentacles it is difficult to tell, but a character that succeeds on a DC 18 Intelligence (Arcana) check identifies the skull as that belonging to a mind flayer.

THE CAVERN

The cavern has the following general features:

Area. The cavern is nearly 160-feet in diameter and just as tall.

Light. The area is dimly lit by the light of permanent faerie fire; pale green, purple, and blue flames flicker throughout the area.

Smells and Sounds. The area is thick with the smell of blood. The loud sound of celebration is drowned out only by the sound of fiddling.

The street opens up to an immense, circular cavern. Two, wide columns of intricately carved stone frame the 30-foot-wide entry way. The columns have been extensively defaced. Within, an impressive pyramid of smooth-hewn stone, the peak of which touches the exact center of the cavern's ceiling. Water cascades down the walls of the pyramid, collecting in a shallow "gutter" that rings the pyramid just above the structure's entryway. The gutter channels the water towards the entryway, where it falls in a sheet in front of it.

A handful of duergar dance ecstatically in front of the structure amongst the mangled bodies of duergar and svirfneblin, alike. Through it all, the sound of frantic stringed music can be heard within the structure.

If Ashroot is with the group, she leads the approach to the structure and walks directly through the wall of water (which dispels her *shapechange*; though the sheet of water prevents the characters from seeing her true form from the other side of the water).

The **duergar** (30 in total) are close to exhaustion and the group can see them dropping to the ground one by one if they choose to begin combat or if they choose to linger. The duergar do nothing to defend themselves.

Magical means aside, the entryway (and through the curtain of water) is the only entrance into the pyramid. A character using *detect magic* that succeeds on a DC 10 Intelligence (Arcana) check notices that the water is imbued with powerful abjuration magic.

Cleansing Water Trap. Any creature whose skin touches the water is subjected to a *dispel magic* (+5 to the dispel check). The unusual water maintains its liquid state; boiling and freezing it render it either extremely hot or cold. It can be diverted, though. If removed, the water loses any magical properties. The water automatically extinguishes normal torches and magical light of 3rd level or lower.

THE PYRAMID

The pyramid's interior has the following general features:

Area. The ceiling of the pyramid slopes gently inward to a height of 100 feet. The central room is 80-feet- by 60-feet-wide with a single door on the wall opposite the entry.

Light. The entire area is dimly lit by the light of permanent faerie fire; pale green, purple, and blue flames flicker throughout the area.

Smells and Sounds. The area is thick with the smell of blood. The loud sound of celebration is drowned out only by the sound of fiddling.

Marilith-Shaped Samovar. A creature who drinks from the samovar (a device used to brew and dispense tea) must succeed on a DC 18 Wisdom saving throw or gain 1 level of madness. In addition, each character that drinks from the samovar receives the story reward "**A Taste of Madness**".

A female duergar sits atop a plinth playing a lute with reckless abandon.

A dozen or so duergar and svirfneblin dance wildly around the room while a dozen more are lined up in the back of the room. There, a duergar pours liquid from a huge samovar--fashioned in the shape of a six-armed woman with the lower limbs of a snake--into a large, clay mug.

The creatures in turn drink from the mug and then move to join their peers in the center of the room; dancing and cheering with eyes burning with madness.

Daleen Duerna (a **duergar**) is dispensing strong mushroom tea. She genuinely believes that she is Deep Duerra as a successful Wisdom (Insight) checks indicates. Any character that speaks Undercommon hears the duergar say: "*The maddened mind is bitter and ill-tasting to the illithid! Drink deeply and defend yourself against them!*" to each person as they drink. If attacked, she dives under the table and cowers.

Ashroot, the **succubus**, is here, curled lazily in a chair near the samovar. Should the characters refuse to drink from the samovar, she calls for the shadow demons to attack. Four **shadow demons** are in the room beyond the far wall. They move through the wall and engage the players. Due to the lighting in the room (remembering that any torches or magical light of 3rd level or lower was dispelled if the characters passed through the Cleansing Water Trap, above), they may hide as a bonus action (unless the characters create more light).

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 shadow demons; increase shadow demons's hit points to 88; each shadow demon gains a +1 to hit.
- **Weak party:** Remove 1 shadow demon
- **Strong party:** Add 1 incubus
- **Very strong party:** Replace 3 shadow demons with 1 glabrezu (see below).

THE GLABREZU

If adjusted for a very strong party, the music comes to a jarring halt at the end of the first round (or if the lute player is killed earlier).

The music still rings in your ears; seeming to echo and bounce around inside of your skull until it becomes a cacophony of senseless noise.

The lights dim in the room and the air fills with the stench of brimstone and excrement. Something is in the room that was not there before...

A **glabrezu** joins the fight in the second round; a gift from Graz'zt. Any character that fails the saving throw against the glabrezu's *confusion* or *power word: stun* spell must succeed on a DC 16 Wisdom saving throw or gain 1 level of madness.

DEVELOPMENT

If the characters spare Daleen, she insists that she is Deep Duerra herself--come to spare the duergar of Zortagra from the mind flayer menace. The group learns the following information.

- Deep Duerra is, in fact, a goddess, and as such does not demonstrate her godly powers at the request of mortals.
- Deep Duerra realized she was the reincarnation of the goddess after drinking from the marilith-shaped samovar.

- A month ago Duerra's consort was captured and put into slavery by the fire giants of Maerimydra.
- Two tendays ago Duerra led a raid on Maerimydra to rescue her consort, who was being held in one of Hledh's lairs.
- Though she was unable to save him, Deep Duerra stole many treasures from Hledh's lair, including the marilith-shaped samovar.
- The fire giants of Maerimydra are amassing a great many weapons and engines of war, as if they are preparing to march. Oddly they also had a pile of everyday items made for Medium and Small sized creatures. Some like the samovar and a fiddle were quite pretty and the grey dwarves helped themselves to them.

A character using *detect magic* that succeeds on a DC 10 Intelligence (Arcana) check detects the aura of faint enchantment and transmutation magic on the samovar. An *identify* spell reveals that the samovar creates an unlimited amount of a liquid that tastes remarkably like tea, but has seemed to react in an unusual way with the *faerzress* and Graz'zt's proximity to the area. As a result, those that drink from it are frequently stricken mad.

ROLEPLAYING "DEEP DUERRA," DALEEN DUERNA

"Deep Duerra" (actually named Daleen Duerna), became laird of Zortagra fifty years ago after she murdered her father, the pervious laird. Therefore she has taken it upon herself as leader to learn Common in addition to Undercommon and Dwarvish commonly taught to grey dwarves.

Daleen has a beauty that belies a fragility uncommon to her race, with bone structure that is thin and pointed. Her green cape has emblazed upon it the same symbol as the clan tattoo. Duerra speaks with the lilting musicality of a harp, until it occasionally cracks, revealing a much darker and deep tonality. Her movements are fluid and her usually present smile occasionally breaks into a scowl before quickly returning.

TREASURE

If the characters afford her the appropriate amount of deference, "Deep Duerra" bestows upon them an *alchemy jug* made of thin metal strips bolted together. It is covered in dwarven runes in the form of night sky constellations. She must be convinced to part with the samovar, however. In order to convince her to allow them to leave with it, the characters must succeed on a DC 20 Charisma (Deception or Persuasion) check. A character that mentions protecting others from mind flayers or having slain one themselves makes this check with advantage.

If she is slain, the characters may retrieve it from her possessions.

CONCLUSION

The journey back to Elventree takes the better part of three days; between the trek up the Waydown and climbing up the narrow chimney into Yulash is grueling. Two days after seeing the sun once more, they arrive in town. Elanil meets the group at the entrance to Elventree and takes them to her quarters. If the group brought back the samovar or information about the samovar, Elanil assures them it will be quite helpful in learning more about the madness that plagues the area. In time, Elanil discovers that the samovar and the fiddle both originated in Maerimydra and from her research (coupled with some guess-work), appear to have been crafted by Graz'zt himself. Madness, indeed.

XP AWARD

If the characters returned to Elventree with the samovar, award each character 500 XP.

REWARDS

Make sure the players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you can wait and give the rewards for all missions played at the end of the session.

EXPERIENCE

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

COMBAT AWARDS

| Name of Foe | XP per Foe |
|--------------------|------------|
| Veteran | 700 |
| Mage | 2,300 |
| Spy | 200 |
| Kuo-toa | 50 |
| Kuo-toa whip | 200 |
| Kuo-toa monitor | 700 |
| Kuo-toa archpriest | 2,300 |
| Umber hulk | 1,800 |
| Duergar | 200 |
| Drow elite warrior | 1,800 |
| Mind flayer | 2,900 |
| Succubus | 1,100 |
| Shadow demon | 1,100 |
| Glabrezu | 5,000 |

NON-COMBAT AWARDS

| Task or Accomplishment | XP per Character |
|------------------------------------|------------------|
| Roleplaying during the celebration | 50 to 250 |
| Complete Zhentarim secret mission | 200 |
| Return with the samovar | 500 |

The minimum total award for each character participating in this adventure is **4,500 experience points**.

The maximum total award for each character participating in this adventure is **6,000 experience points**.

TREASURE

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

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

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

TREASURE AWARDS

| Item Name | GP Value |
|------------------------------|----------|
| Gold Ring Set with Turquoise | 200 |
| Large Gold Bracelet | 200 |
| Small Gold Statue | 600 |
| Star Ruby | 1,000 |
| Ivory statuette of a peryton | 200 |
| Duergar triangular coins | 25 |

SPELL SCROLL: LESSER RESTORATION

Scroll, uncommon

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

POTION OF SUPERIOR HEALING

Potion, rare

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

ALCHEMY JUG

Wondrous item, uncommon

This jug is made of a thin metal strips bolted together. It is covered in dwarven runes in the form of night sky constellations. A description of this item can be found in the *Dungeon Master's Guide*.

DOWNTIME

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

RENOWN

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

Order of the Gauntlet characters earn **one additional renown point** for avoiding the use of violence in quelling the brawl during the duergar's performance.

Zhentarim characters of rank 2 (Wolf) or higher who destroy the magical dam each earn **one additional renown point** and should **note the completion of a special mission** on their log sheet.

STORY REWARDS

The characters have the opportunity to earn the following story reward during the course of play.

A Taste of Madness. You drank from the marilith-shaped samovar. The tea was strong and earthy, and just as it warmed your body, it has also awoken something within the darker recesses of your mind. Your sleeping thoughts are haunted by dark whispers and the caresses of a six-fingered hand...

DM REWARDS

You receive **400 XP**, **200 gp**, and **ten downtime days**.

APPENDIX: MONSTER/NPC STATISTICS

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 13 (+1) | 14 (+2) | 10 (+0) | 11 (+0) | 10 (+0) |

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, shocking grasp, prestidigitation*
1st level (4 slots): *shield, mage armor, magic missile, false life*
2nd level (3 slots): *mirror image, blur, see invisibility*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, stoneskin*
5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

SPY

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 15 (+2) | 10 (+0) | 12 (+1) | 14 (+2) | 16 (+3) |

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

KUO-TOA

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor, shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 13 (+1) | 10 (+0) | 11 (+0) | 11 (+0) | 10 (+0) | 8 (-1) |

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

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

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

REACTIONS

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

KUO-TOA WHIP

Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 10 (+0) | 14 (+2) | 12 (+1) | 14 (+2) | 11 (+0) |

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*
1st level (3 slots): *bane*, *shield of faith*

ACTIONS

Multiattack. The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Pincer Staff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

KUO-TOA MONITOR

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 10 (+0) | 14 (+2) | 12 (+1) | 14 (+2) | 11 (+0) |

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 3 (700 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kuo-toa makes one bite attack and two unarmed strikes.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

KUO-TOA ARCHPRIEST

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

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

Skills Perception +9, Religion +6

Senses darkvision 120 ft., passive Perception 19

Languages Undercommon

Challenge 6 (2,300 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *detect magic, sanctuary, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*
3rd level (3 slots): *spirit guardians, tongues*
4th level (3 slots): *control water, divination*
5th level (2 slots): *mass cure wounds, scrying*

ACTIONS

Multiattack. The kuo-toa makes two melee attacks.

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 13 (+1) | 16 (+3) | 9 (-1) | 10 (+0) | 10 (+0) |

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages UMBER HULK

Challenge 5 (1,800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 14 (+2) | 11 (+0) | 14 (+2) | 11 (+0) | 10 (+0) | 9 (-1) |

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DROW ELITE WARRIOR

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 18 (+4) | 14 (+2) | 11 (+0) | 13 (+1) | 12 (+1) |

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The drow makes two shortsword attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

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

MIND FLAYER

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 12 (+1) | 19 (+4) | 17 (+3) | 17 (+3) |

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

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SUCCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 17 (+3) | 13 (+1) | 15 (+2) | 12 (+1) | 20 (+5) |

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 17 (+3) | 12 (+1) | 14 (+2) | 13 (+1) | 14 (+2) |

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 15 (+2) | 21 (+5) | 19 (+4) | 17 (+3) | 16 (+3) |

Saving Throws Str +9, Con +9, Wis +7, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fly*, *power word stun*

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

ACTIONS

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

DM APPENDIX: NPC SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Paelior Copperleaf (PAY-lee-ore). Male elf. The bronze-skinned, copper haired bartender in the southeast bar in the concert venue of the Hall of the Unicorn who loves compliments.

Valantha Moonbreeze (vah-LAHN-thuh). Female elf. The pale, silver-white haired bartender in the southwest bar in the concert venue of the Hall of the Unicorn. She loves a good joke or quip more than most things.

Elanil Elassidil (EL-uh-kneel uh-LASS-ih-deel). Female elf. Bard extraordinaire and member of the Harpers. Sends the characters into the Underdark to learn more about the strange duergar woman.

Elisande (ELL-ih-sand). Human female. A young and thoroughly disquieting girl. Introduced in DDEX1-3 *Shadows over the Moonsea* and appeared in DDEX-10 *Tyranny in Phlan*. Elisande is seldom seen without her goat.

Goat (GOTE). Male goat. Goat eat food. Food goat food. Food.***Shagah (SHUH-guh)***. Female kuo-toa. Archpriest and leader of the kuo-toa outpost in the Waydown River.

Galuum (guh-LOOM). Male mind flayer. Sent by the elder brain of Ryxyg, a mind flayer enclave, to capture duergar to use as slaves.

Ashroot. Succubus disguised as a female svirfneblin. An agent of Lord Graz'zt, she was sent to Zortagra to ensure that the marilith-shaped samovar is used. During the course of the adventure she attempts to lead the group to the Sundered Skull Pyramid, where her allies, the shadow demons, stand ready to oppose any who threaten

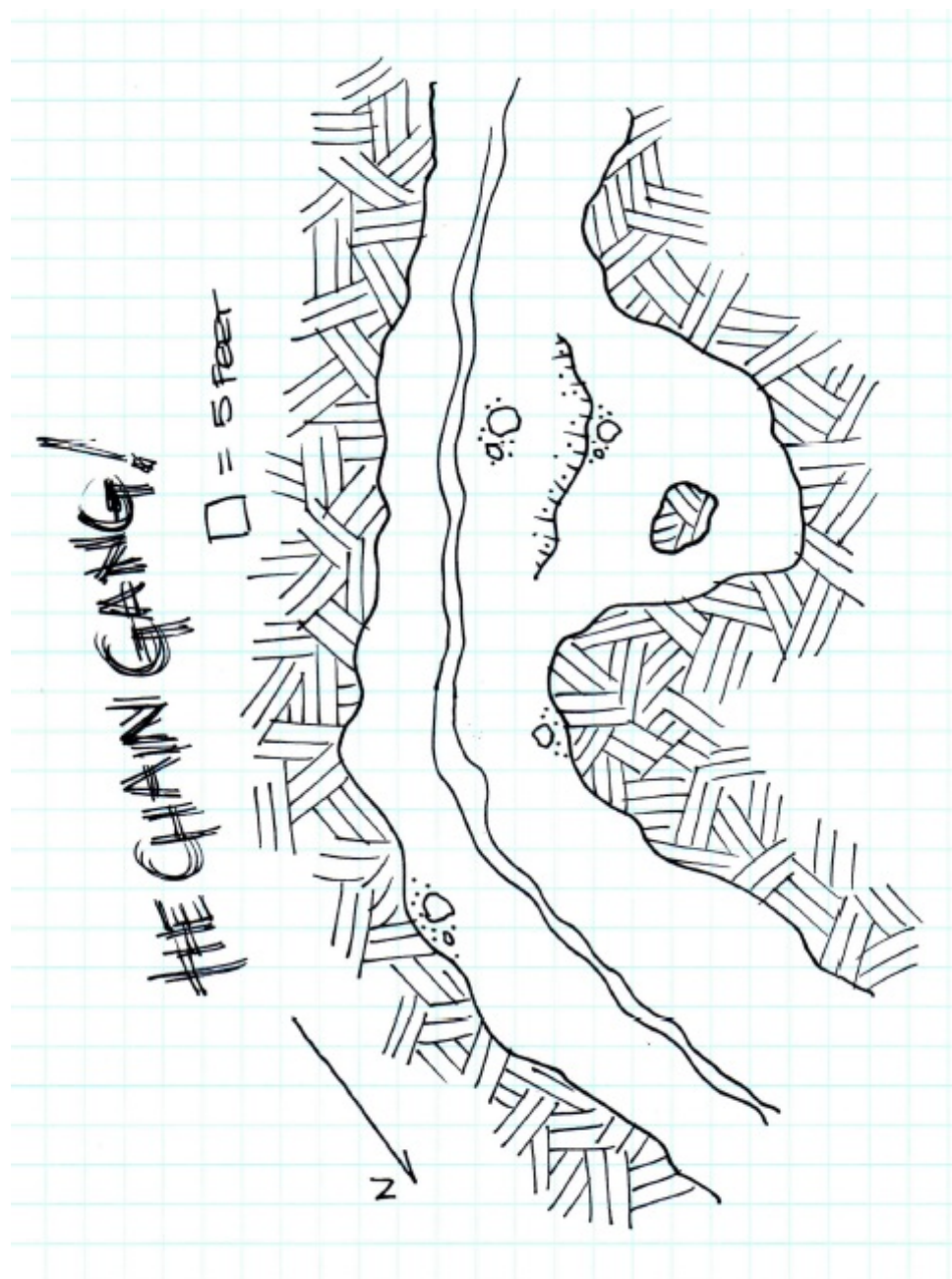
Graz'zt's plan.

Daleen Duerna (duh-LEEN DWAIR-nuh). Female duergar. She is Laird of Zortagra. Three weeks ago she stole the marilith-shaped samovar during a failed attempt to rescue her consort from captivity at the hands of the fire giants of Maerimydra. She has been driven mad after drinking from the samovar.

MAP: THE WAYDOWN BE DAMNED



MAP: THE CHAIN GANG



RESULTS CODE: OCTOBER–NOVEMBER 2015

If you are DMing this adventure during the months of October or November 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

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

