



ADVENTURERS LEAGUE™

SZITH MORCANE UNBOUND

With allies gained from denizens of the Underdark, the former drow enclave of Szith Morcane is on the precipice of being retaken. During the battle for Szith Morcane, secrets of the drow community are revealed. What will you do with this knowledge, and how will it affect the outcome of the conflict? A four-hour adventure for 5th-10th level characters.

Adventure Code: DDEX3-15



CREDITS

Adventure Design: Robert Adducci

Development and Editing: Claire Hoffman, Chris Tulach, Travis Woodall

Organized Play: Chris Lindsay, Chris Tulach

D&D Adventurers League Wizards Team: Mike Mearls, Chris Lindsay, Chris Tulach

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick



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INTRODUCTION

Welcome to *Szith Morcane Unbound*, 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 Underdark in and around the drow outpost of Szith Morcane.

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

The factions have been helping the drow of Szith Morcane since the fire giant of Maerimydra displaced them. With the drow pushed away from their homelands, nothing will soon stand between the Graz'zt-maddened fire giants and Hillsfar itself.

In an effort to keep the fire giants away from Hillsfar the factions have decided to enlist adventurers to retake the drow outpost of Szith Morcane—giving both the factions and the drow a base from which to lay siege to Maerimydra. To that end, adventures have also been rallying some denizens of the Underdark to their aid, including the myconids of Sporedome and the mindflayers of Ryxyg. If so rallied, these allies will be of use—focusing their resources on taking Maerimydra back has stretched the factions thin. The characters must decide if they can set aside their prejudices and accept aid from the various outsiders.

Once the characters recruit local allies and gather information about the current state of Szith Morcane, scouts must be overtaken or evaded, soldiers must be distracted or defeated, and finally the forgepriest, Dengor, must submit or at least be deposed.

OVERVIEW

This adventure is divided into four parts.

Part 1. As the characters search for various groups that might be willing to ally themselves with the factions in their desire to reclaim the drow outpost of Szith Morcane. As they do, they participate in a number of random encounters.

Part 2. Once aid has been secured, the characters scout out the various locations of Szith Morcane and identify potential weaknesses.

Part 3. Here, the characters locate and engage with the various groups; including a group of drow refugees that are resisting the fire giant occupation.

Part 4. Once scouted and their allies have been mustered, the characters assault the outpost itself and depose the fire giant Dengor Bloodheart.

ADVENTURE HOOK

Before the adventure: Ask the players which of the following adventures they've played and the associated questions.

- **DDEX3-11 *Quest for Sporedome***. Did the characters get help from the mind flayers?
- **DDEX3-12 *Hillsfar Reclaimed***. Did the characters get help from the myconids in Sporedome?

"The time has come my friends. We have rallied our allies and through the actions of brave adventurers like yourselves, we have the braincap mushroom, which pushes the madness of Graz'zt away. Despite these successes, we have heard grave news.

The fire giants that control Szith Morcane are nearing completion of their work in Szith Morcane and their eyes are now on the surface, the Dalelands and Hillsfar. We cannot let them reach the surface and spread their madness here. We beseech you to travel to Szith Morcane with your allies and meet the drow resistance. The drow wizard Murssvayas Dhuurniv has returned to his people to ready them for your arrival.

Travel to Szith Morcane, pushout or destroy the fire giants for the people of the Moonsea and stop Graz'zt's madness before it overcomes the people of Faerûn!"

The characters also receive a message from an agent of their faction via magical telepathy.

"Szith Morcane is near an abundance of Faerzress, a magical radiation that spreads madness and has strange effects on some magic. As such, we cannot teleport you into Szith Morcane or particularly near it. When you are ready we will get you as close as we can"

The factions have received intelligence that the fire-giants are going to attack the surface from the outpost of Szith Morcane within a couple of weeks' time, the characters are contacted to make sure that does not happen.

The factions have been helping the displaced drow of Szith Morcane that offer resistance to the fire giants. They have previously sent supplies and other help to the drow resistance. Their main contact was Murssvayas Dhuurniv a drow wizard, but he returned to the Underdark. The factions asked that the characters seek out the drow resistance before assaulting the outpost. See ***The Coalition of Darkness: Drow Resistance***, below.

TREATED BRAINCAP MUSHROOMS

Each character is given one small, treated braincap mushroom. Unlike an untreated mushroom, the treated mushroom acts as a *greater restoration* when consumed as an action. Characters that consume an enhanced braincap also receive advantage on the next Wisdom (Madness) saving throw that they make within the next hour. The braincap mushrooms are potent, however, and if you consume more than one per adventure, you immediately gain 1d4 levels of madness (no saving throw). The enhanced mushrooms lose their potency when the adventure ends.

SPECIAL MISSION: ORDER OF THE GAUNTLET

Bronze Shadows. The Order of the Gauntlet wish to find a long lost friend. Some time ago, the drow archmage Solom Ned'razak captured an ally of the Gauntlet—a bronze dragon by the name of Messanth. Characters that are members of the Order of the Gauntlet faction and Rank 2 or higher are contacted and asked to perform a special mission: find and return the bronze dragon, Messanth. See ***The Coalition of Darkness: Drow Resistance*** and ***Bronze Shadows***, below.

You are visited in your dreams by a magnificent being, a regal soul. You do not recall what they looked like, but you remember being in awe. A deep, resonating voice addresses you, "I have heard you carry the torch of the Order of the Gauntlet throughout your adventures—I now ask you to do so again. I ask that you search out my progeny Messanth. He was captured some time ago by Solom Ned'razak, the archmage of Szith Morcane."

The regal voice belongs to Regilastadar, an ancient bronze dragon and friend to the Order of the Gauntlet. No doubt, any Order of the Gauntlet member has heard Zern Xerkstil tell tales of the time he met the great ancient being.

KEEPING PACE

This adventure is designed to be run in a 4-hour session. As long as the DM is aware of the adventure's flow, this shouldn't be a problem. Play for longer and allow the characters to experience more if time is not a concern. However, in either case, the characters cannot receive more than the maximum XP award.

In order to complete the adventure within the normal 4-hour session, the characters should encounter only the Drow Resistance and one additional group in Part 3, below. Doing more than this can cause the adventure to run longer than anticipated.

PART 1. THE UNDERDARK

The outpost of Szith Morcane lies within striking distance of the surface of Faerûn. In the past, the drow have used it to conduct raids on the Dalelands. However, Solom Ned'razak sealed off the easily accessible tunnels over a hundred years ago. The factions are keen to see this mission to completion and to support the characters, the factions teleport them as close to the outpost as they can. Due to the *faerzress* in the area, it is impossible to teleport into the outpost.

The characters must scout out the outpost and search for allies, including the drow resistance, and potentially the characters's myconid and mindflayer allies. Four successful DC 15 Wisdom (Survival) checks in a row allows the characters to do so. Each check constitutes about 4 hours of searching (see Random Encounters below).

GENERAL FEATURES

The Underdark near Szith Morcane has the following general features:

Light. There is little light in the tunnels and caves surrounding Szith Morcane. Occasional glowing crystals or shimmering *faerzress* casts dim light.

Sound. The quiet is deafening.

Faerzress. *Faerzress* saturates this entire region of the Underdark. Any character that takes a long rest within an area of *faerzress* must, at the end of the rest, succeed on a DC 10 Wisdom saving throw or gain one level of madness. The dreams of those foreign to the area are plagued with visions of giant many legged reptiles descending upon them in a flash of light.

FAERZRESS

An unusual magical energy--which the drow call *faerzress*--permeates much of the Underdark. The origin of this mysterious arcane power is unknown. Legend claims it is an ancient elven magic dating back to the time when the dark elves were first exiled from the world above. The drow and other Underdark creatures use the properties of areas suffused with *faerzress* to protect their settlements.

Areas suffused with *faerzress* can range in size from a few dozen feet across to several miles in diameter, and feature the following effects:

- Areas suffused with *faerzress* are always filled with dim light.
- A creature in an area suffused with *faerzress* has advantage on saving throws against any divination spells. If a divination spell doesn't allow a saving throw, the caster must succeed on a DC 15 Constitution saving throw to cast the spell. Failing this save means the spell is wasted and has no effect.
- Any creature attempting to teleport into, within, or out of a *faerzress*-suffused area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 1d10 force damage and the teleportation attempt fails. Even if the save succeeds, the teleportation attempt can suffer a mishap as if the destination was known only by description, regardless of how familiar the destination actually is. See the table in the teleport spell for more information.
- Areas suffused with *faerzress* have become tainted by the chaos of the demon lords. When a spell is cast in a *faerzress*-suffused area, the caster rolls a d20. On a roll of 1, the spell has an **additional** effect, determined by rolling on the Wild Magic Surge table in chapter 3, "Classes," of the *Player's Handbook*.

Though *faerzress* can't be *dispelled*, its effects are temporarily suppressed in the area of an *antimagic field*.

RANDOM ENCOUNTERS

Every 4 hours that the characters are near Szith Morcane roll a 1d20 and consult the following Szith Morcane Random Encounters table to determine what, if anything, they encounter. Once a result of 11-14 is rolled treat subsequent rolls of that number as "No encounter."

SZITH MORCANE RANDOM ENCOUNTERS

d20	Type of Encounter
1-9	Rendezvous with Old Allies (Mindflayers or Myconids)
10	Escaped Slaves
11	Galeb Duhr
12	Renegade drow
13	Escaped Slaves
14	The Hidden
15-16	Slavers
17-18	Warden Patrol
19-20	Terrain effect & Encounter

ESCAPED SLAVES

A small group of mixed races, although primarily duergar, looks to have just overcome a group of azer slavers. The group consists of 1d6 **drow**, 1d4 **quaggoth**, and a number of **duergar** equal to the number of drow and quaggoth combined. The escaped slaves scavenge the slavers bodies and tend to wounds from the battle.

- These slaves freed themselves and were about to escape.
- They were slaves in the Forge—sent to look for more ore in the area. They have tools to help them in that endeavor—picks, pry bars, wedges, buckets etc.
- The slaves can tell the characters about the Forge of Surtr, see **Scouting Szith Morcane: The Forge of Surtr, The Main Cavern, or The Chasm and the Web**, below.
- The slaves were going to meet with member of the Drow Resistance, see **The Coalition of Darkness: The Drow Resistance**, below.

THE IMPERFECT GALEB DUHR

The characters hear the sound of grinding of stone ahead of them. As they approach, they see a rocklike being—a **galeb duhr**. The right half of the creature has been carved to resemble a beautifully rendered stone giant face, albeit with a shattered nose. The other half is rough-hewn, unfinished stone.

This is Grek, a galeb duhr exiled from the stone giant Lodge of Faces. He is also the source of the noise. A character succeeding at a DC 13 Wisdom (Insight) realizes that the galeb duhr appears to be in distress. If the character succeeds by 5 or more, or if they succeed at a DC 15 Intelligence (Nature) check, they realize that the sound of grinding stone is the sounds of the creature mourning. Additionally, a successful DC 10 Intelligence (Arcana) or Wisdom (Insight) check reveals that it is odd for an elemental being such as the galeb duhr to be concerned about his appearance. This is a manifestation of its madness.

If approached peacefully, Grek relates his tale to the characters.

- The stone giant elder Daitya exiled Grek for being imperfect.
- The stone giants of the Lodge were once an honorable and noble folk, but have succumbed to obsession with their stonework. They have even begun ignoring the trespasses of the fire giants of Maerimydra in pursuit of their work.
- Grek laments that he will never again bask in the glory of the face of the Stone Father. The Stone Father is a perfect carving of Skoraesus Stonebones,
- Grek is willing to direct the characters to the Lodge of Faces if should they wish to go. See **The Coalition of Darkness: The Lodge of Faces**, below.

THE RENEGADE

Coming into a small chamber with rocks piled up along one side a lone female drow is putting a last stone on the pile. Finishes a prayer, she whispers, “Rest well my love, I'll return when I can and return you to the embrace of our lady of vengeance.”

Asala is a **drow acolyte** of Kiaransalee. She plans to return to this spot, where the body of her love is buried and kept intact with a *gentle repose* spell, until such a time that Asala can raise her to free-thinking undeath. She grows angry and attacks if any of the characters disturb the cairn.

- The drow wears a symbol of a drow hand with numerous silver rings—the holy symbol of Kiaransalee. A DC 15 Intelligence (Religion) check identifies the symbol.

KIARANSALEE, THE REVENANCER

Kiaransalee is the drow goddess of vengeance and the undead whose faithful operate secretly in small cells within drow communities and encaves.

Worshippers of Kiaransalee slew all of the Lolth-worshipping survivors from Maerimydra within in Szith Morcane, and claimed the outpost for themselves until they In turn were defeated by Solom Ned'razak.

- Asala tells the story of how her love was slain by a hell hound and a squad of azer as they were making their way through the area. She wishes to see the fire giants and their servants dead.
- The drow quickly realizes that the surface dwellers may be able to help her mistress, Velasta T'sarran, overthrow Dengor and offers to take them to her. If asked about Velasta, Asala says she is a powerful priestess and wishes to see the giants overthrown as well. See **The Coalition of Darkness: The Revengers**, below.

THE LONE DROW

As the characters prowl the tunnels of the Underdark, they hear the sounds of combat before them. In a small cave, a lone drow appears to have just dispatched two azers and two hellhounds. The drow is quite injured.

If the characters save the drow, he is reluctant to talk to surface dwellers. If they have a race that hails from the Underdark or if one of the Szith Morcane drow escorts the characters, the drow is much more amicable. Whether through diplomacy or interrogation, they can learn the following:

- The drow is Kâras—a member of the Hidden. The Hidden are a band of drow who hope to overthrow the fire giants of Maerimydra and Szith Morcane. Kâras is a follower of Vhaeraun, the drow deity of thievery.

VHAERAUN, THE MASKED GOD OF NIGHT

Vhaeraun is the drow god of thievery, drow males, and surface raiding. Although the two were opposed to one another, Vhaeraun resided in the Demonweb Pits in an area bestowed upon him by his mother, Lolth. He is also opposed (and was at one point slain) by his sister, Eilistraee.

Due to their persecution by the predominate priestesses of Lolth, the faithful of Vhaeraun are loosely organized and operate covertly.

- Kâras knows that the fire giant, Dengor Blood Heart has fallen to the madness of Graz'zt and believes the Underdark to be his rightful domain. Using slaves, he is building a palace suitable to his greatness in the largest cavern within Szith Morcane.
- Kâras offers no additional information, but can arrange a meeting with Hamadh the Unseen, leader of the Hidden. See **The Coalition of Darkness: The Hidden**, below.

SLAVERS

A group of slavers made up of 1d4+2 **azers** and 1d4 **hell hounds** are escorting a mixed group of slaves. The slaves include, drow, duergar, derro, and quaggoths. There are two slaves for every azer and hell hound.

- The azers are gathering slaves for the palace Dengor builds in the Main Cavern.
- If freed or interrogated, the slaves also mention that there are drow about that might be able to assist the characters. They offer a few suggestions on where they can be found—granting advantage on the next navigation check.
- The slavers and slaves can tell the characters about the Forge of Surtr, the Chasm and Web or the Barracks, see **Scouting Szith Morcane: The Main Cavern, The Chasm and the Web**, or **The Barracks**, below.

WARDEN PATROLS

Once near the outpost, there is a chance that the characters might stumble upon patrols of Szith Morcane. The patrols are under orders to bring back captives to work as slaves to complete Dengor's palace. Roll on the Warden Patrols table to determine what the characters encounter.

The patrols can tell the characters about the Forge of Surtr, see **Scouting Szith Morcane: The Forge of Surtr** or **The Main Cavern**, below.

WARDEN PATROLS

d20	Type of Encounter
1-10	1d4+2 azers
11-15	1d4+2 azers , 1d4+1 hell hounds
16-19	1 fire giant , 1d4+1 azers
20	1 fire giant , 1d4+1 azers , 1d4+1 hell hounds

TERRAIN

Reroll on the Szith Morcane Random Encounters table, rerolling rolls of 19-20, the resulting encounter takes place in the terrain effect rolled on the following Terrain table.

TERRAIN

d20	Type of Encounter
1-4	Gorge
5-8	River
9-11	Fungus Cavern
12-14	Ruins
15-18	Webs
19-20	Maddening Cries

Gorge. The characters run into a gorge that is 1d6 x 100 feet deep. How this affects the encounters is up to the DM. Any non-player characters might be in a predicament needing help, such as hanging from the gorge or on a rickety bridge. Conversely, the players could be trapped on a bridge.

River. The characters find an underground river. It is 2d4 x 5 feet wide and 2d6 feet deep. How this affects the encounter is up to the DM. Any non-player characters might be in a predicament needing help, such as being stuck in fast moving water. Conversely as the characters are crossing the river hostile characters may appear.

Fungus Cavern. The characters find a fungus-filled cavern. The cavern is 1d10 x 50 feet long and half as wide. This cavern could be a place of respite or danger. Signs of a recent skirmish might reveal burned fungi or a group of fire giants may have recently captured slaves here, depending on the encounter rolled.

Ruins. What once was a small drow outpost has been somewhat recently destroyed when the fire giants rushed into to control the area. A successful DC 15 Intelligence (Investigation) check reveals 1d10 x 10 ep hidden away in a cubby hole as well as an old map of the region. Using the map the explore the area grants advantage on Wisdom (Survival) to find Szith Morcane and points the way toward an entrance to the Main Cavern.

Webs. Spanning a cavern or tunnels are numerous sticky spider webs. The characters can avoid the webs by moving at half speed through the area.

Maddening Cries. The Underdark is mostly silent, but the characters hear a terribly, wailing sound that seems to last for more than hour. At the end of the hour, any character hearing the sound must succeed on a DC 15 Wisdom save or suffer one level of madness.

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."

PART 2. SCOUTING

SZITH MORCANE

This section is for scouting the following locations. If the characters wish to assault or sneak into the locations, see *Szith Morcane Unbound*, below.

This Part provides only a brief summary of the locations. Further detail is provided in Part 4, below.

1. THE CHASM AND THE WEB

From the top of the chasm, a steep drop-off plunges 600 feet to a raging torrent of dark water. The characters can also enter the chasm via the river.

GENERAL FEATURES

The chasm and the web have the following general features:

Terrain. The chasm's walls are sheer; the web is the primary means of traversing its depths.

Light. The chasm is completely dark. Burning braziers provide dim light throughout the interior of the outpost, but the light doesn't penetrate too far into the chasm.

Sounds and smells. The echoes of stones falling far away. Skittering insects. Faint coal smoke and rot.

The Web. The web created by the fiendish monstrous spider who previously guarded the chasm, is still there and can be traversed. The primary web pathways between cavern entrances are not sticky, however since the spider no longer maintains it, it has frayed in some places. Each time a creature climbs the web they must move nimbly. A character that fails on a DC10 Dexterity (Acrobatics) check steps on a frayed strand of web which breaks, sending the character falling into the chasm. A falling character plunges 1d6 x 10 feet before landing on and becoming entangled in another part of the web. An entangled character must succeed on a DC15 Strength (Athletics) check to free themselves from the web. The web can be destroyed by dealing any amount of fire damage to it or if it takes more than 5 points of damage from a single attack.

Combat on the wall and webs is dangerous. Any character without a climb speed suffers disadvantage on attacks and creatures with a climb speed have advantage on attacks against them. Any time a character without a climb speed takes damage, they must succeed on a DC 15 Strength saving throw or fall (as above).

2. THE BARRACKS

This level is where most of the **azer** dwell. A total of 4d6 azer and 1d6 hell hounds reside here. At any given point, 1d6 **azer** are present in a given room.

3. THE INVERTED TOWER

Although Dengor and his priests forced the wizards from the Inverted Tower, the many powerful wards that guard the tower have prevented ingress. The characters see no movement in the entryways.

4. THE RUINS OF THE BAZAAR

This cavern used to be a bazaar for the folk of Szith Morcane. However, the fire giants have little use for it currently and have allowed the behir to create a lair here. If the characters are able to navigate the area without alerting the **behir**, they find a heavy, iron gate barring further passage into the outpost. Bending the bars requires a successful DC 30 Strength (Athletics) check and unlocking them requires a set of thieves' tools and a successful DC20 Dexterity.

If the behir is not engaged with Messanth, the characters must succeed on a DC 15 Dexterity (Stealth) group check to avoid alerting the behir to their activities.

THE BEHIR

Slavers or slaves, if interrogated, relate that a monstrous behir guards the cavern. The behir attacks anyone except the fire giants who have pressed the beast into service. Any character succeeding on a DC 15 Intelligence (Nature) check identifies the behir for what it is—a powerful foe.

At any given time, there is a 1-in-3 chance that the behir is sleeping in its lair and does not notice trespassers unless a loud noise echoes through the chasm (such as a character falling from the walls). When not in its lair, the behir stealthily crawls about the floors, walls, and ceilings of the cavern.

In order to avoid the behir's attention while it is outside of its lair, each character must exceed the behir's passive Perception score on a Dexterity (Stealth) check. Any character that falls from the webs (see, above), automatically fails this check.

5. THE COMMONER'S LEVEL (MAIN CAVERN)

The characters can see two entrances into the outpost. There are no guards as the fire giants are confident that the behir is capable of making short work of any interlopers.

Additionally, with a bit of searching or word from the drow resistance (see Part 2, above) the characters are able to locate a third entrance from the Underdark. This third entrance is how the fire giants initially gained access to the main cavern.

Two patrols of **azer** and **hell hounds** guard this third gate (from behind it) at all times (see the **warden patrol** in Part 1, above and double the encounter, but never use more than one fire giant). A heavy, iron gate bars entrance into this level of the outpost. Bending the bars requires a successful DC 30 Strength (Athletics) check and unlocking them requires a set of thieves' tools and a successful DC 20 Dexterity check.

Captured Slavers or freed slaves relate the following:

- The giants have reconstructed the cavern from when the drow controlled it. They have more slaves and work has begun on a lavish palace for Dengor Bloodheart.
- Dengor and the other giants live in the back of the cavern, while the slaves live in the middle and the front is where the mushroom fields and rothé pastures are.
- The rear part of the palace is fully constructed and Dengor often disappears into it for hours at a time.
- Warden patrols watch the main rothé pastures, mushroom fields, and the slaves that work them.
- There are approximately 200 slaves, 100 azer, a kennel full of hell hounds, and 10 fire giants.

6. THE FORGE OF SURTR (FORMERLY THE FANE OF LOLTH)

There is no direct entrance to the Forge of Surtr from the chasm. The only entrances are from rubble-strewn halls of the old House Morcane level or from Dengor's palace in the Main Cavern.

Gaining access to the forge or through word from escaped slaves the following can be learned:

- Dengor, the priest of Surtr and ruler of Szith Morcane has transformed the former Fane of Lolth into a forge for his god Surtr.

- Slaves have been busy at work excavating the old fane to make room for the giants and the forge.
- Dengor has acquired the aid of a pair of salamanders that keep his forge lit. Slavers mention that Dengor's believes them to be loyal pets, while the slaves relate that they the creatures appear to not be able to leave the boundaries of a magic circle on the ground.
- Several azer toil within praying and making weapons and armor, usually 6.
- Dengor himself can be found in the forge or in the main cavern, in his own cave or overseeing the construction of the palace.

PART 3. THE COALITION OF DARKNESS

The fire giants of Szith Morcane are powerful and their fortified location makes them even stronger. If the characters hope to rout the giants back to Maerimydra they must enlist the help of other denizens of the region.

Dengor and his cohort have the following forces that must be overcome or circumvented:

- There is a monstrous behir that lives in the chasm. Messanth, the young bronze shadow dragon can make short work of the behir and allow the characters to enter through the chasm.
- There are approximately 100 azer spread across patrols inside and the surrounding area, the barracks, the forge, and palace. Between avoidance and help from the drow resistance, The Hidden, and the Kiaransalee followers, the Azers can be mitigated.
- There are approximately twenty-five hell hounds between the patrols, barracks, and the kennel. As above.
- Two salamanders are under Dengor's control. If characters can defeat the azer in the forge, the salamanders can likely be convinced to aid in defeating Dengor and the other fire giants within the outpost.
- Dengor and ten other fire giants spend most of their time working on palace improvements. Help from the Stone Giants of the Lodge of Faces, Kiaransalee's undead forces, and the drow resistance is required to fight all of the fire giants. The fire giants can however be circumvented if the characters wait in the Forge of Surtr and attack Dengor.
- There are approximately two hundred slaves—none of which have any love for the fire giants. If their leaders among them can be swayed, the slave force can be of value against the giants.

As charting out all of the possible outcomes of the Coalition would be excessive, the exact effects of the coalition are up to the DM. Do not let the coalition characters outshine the characters's actions, but let them enhance the story. Let the characters (players) make decisions and have the coalition groups follow their lead.

Previously, the characters may have had an opportunity to get aid from the myconids of Sporedome and the mind flayers of Ryxyg, and they could use the help of others. Again, it is up to the DM regarding exactly how the mindflayers and myconids can be of help. For example: The myconids could help calm the stone giants or some of the fire giants. The mindflayers could use their mind blasts to disable some of the warden patrols or use dominate powers on the fire giants.

If time is not an issue encourage them s to try and enlist the aid of at least two of the following (in addition to the Drow Resistance) groups, however, if the game must stick to a 4-hour slot, the aid of one group and the Drow Resistance is sufficient.

DROW RESISTANCE

Either by searching for them or being led by escaped slaves, the characters find the drow resistance in a side cave about a day's travel from Szith Morcane. They first encounter a small drow patrol. Once given a familiar name or if the characters participated in DDEX 3-9 *The Waydown*, in that instance the drow have heard of their exploits, they are led to the resistance.

Murssvayas Dhuurniv has been on the surface attempting to gain aid from the factions to help the drow drive the fire giants from Szith Morcane. While doing so the drow have fallen to in fighting, which began when Quil'bryn—a drow who had succumbed to madness—slew Solom Ned'razak, the deposed ruler of Szith Morcane. Murssvayas has since returned, but his control of the group is tenuous at best. Some want to abandon Szith Morcane and find another drow enclave to start lives anew. Others want to take back their homes.

DEVELOPMENT

The characters enter the cavern just as twenty or so drow are threatening to leave. Each drow is especially valuable since they know the layout of the outpost and the surrounding area and are the more combat-worthy among them. Murssvayas is obviously tired of arguing and near his wits end. The characters can step in and persuade the drow to stay and fight.

It is apparent to the characters that Quil'bryn suffers from a hedonistic madness. A DC 20 Charisma (Persuasion) check is needed to convince Quil'bryn to eat the treated braincap mushroom. This is a separate check from those below, but a successful check counts as 2 successes to make the drow stay. Award advantage to the roll if a character plays to the drow's hedonistic desires in some way. If Quil'bryn is convinced to stay

Quil'bryn is a burly drow who seems to have intimidated a good number of others into leaving. It's obvious that not all of the really want to leave. If the characters step in to persuade the drow to fight Quil'bryn replies with promises of comfort and prosperity or eventually threatens bodily harm from his allies. Character must make a total of 5 checks to persuade the drow to stay. Each check is against a DC of 15. Charismatic presentations and honeyed lies could convince the drow, along with threats of further violence. Drow characters make this check with advantage. As such any reasonable check a player would like to make could be used with the DM's approval. The results are as follows:

THE DROW RESISTANCE

Successes	Result
0	Sensing weakness, Quil'bryn (a drow elite warrior) and his guards (five drow veterans) attack the characters!
1	Quil'bryn, his twenty supporters, and ten other drow leave.
2	Quil'bryn and his twenty supporters leave.
3-4	Quil'bryn and half of his supporters leave. Ten of his supporters stay behind.
5	All of the drow, including Quil'bryn and his supporters stay behind to fight the giants.

Forge of Surtr. If the characters learned about the Forge of Surtr via Slavers or Warden Patrols and bring it up to Murssvayas, he offers that he and his fellow wizards can cast *Gaseous Form* on the party to enable them to sneak into the forge via the collapsed House Morcane level tunnels.

A Way In. Murssvayas can easily point the characters in the direction of the gate into the main cavern, although it is heavily guarded.

Bronze Shadows. Murssvayas is aware that the archmage had imprisoned a bronze dragon some time ago. Now that he is the leader of the Drow Resistance, he allows the characters to search for Messanth in Solom's chambers should they ask (See Bronze Shadows, below).

ROLEPLAYING QUIL'BRYN

Quil'bryn tells his would-be followers that they "will find a drow city and live as drow should, in comfort by the work of their slaves", while he absentmindedly strokes a piece of fur clothing. "Come, we will drink wine and enjoy life!"

If the characters fight and defeat Quil'bryn and his guard, the other drow stay.

THE LODGE OF FACES (OPTIONAL)

The characters are lead to the Lodge of Faces by Grek, the galeb duhr. Not wishing to anger Daitya, Grek does not go near the Lodge, but directs the characters toward a giant set of stairs that lead to two large, intricately carved stone doors. Carvings of a multitude of faces from various races across Faerûn cover the door.

As the door swings open the sound of metal striking stone can be heard echoing from within. The smell of unwashed beings and refuse wafts over you. An 18-foot tall male stone giant in dirty robes greets you with a warm noxious breath he says. "Greetings, I am Keld. Welcome to the Lodge of Faces."

The **stone giants** in the lodge have succumbed to Graz'zt's madness and they are all infatuated with their stone carvings. Keld acts very impatient—which is an odd trait for a stone giant (something revealed with a successful Intelligence (Nature) check). If asked, he indicates that he would like to return to his carvings. He does not want to be bothered by the characters. A character that succeeds on a DC 15 Charisma (Deception, Intimidation, or Persuasion) check convinces the giant to let them in. Characters who play to his impatience or voice an appreciation of stone carving make this check with advantage.

Once inside, the characters hear the sound of stone on metal—sometimes gentle taps, other times violent hammering. Faces adorn every surface, primarily serene faces of stone giants. Inside the lodge and its members are in a sorry state. In some places, unfinished statues that range from 2 feet to 20 feet tall are broken and strewn about, pieces littering the ground. Refuse is scattered about and the few stone giants the character see moving about each look and smell similarly to Keld, unwashed. However, most of the giants huddle around pieces of stone or crystal working them with tools, none paying more attention to the characters than a slight glance. It appears that while some giants are carving new pieces, others are modifying the walls, destroying the serene faces and turning them into dark visages.

In the center of this large cavern is a 25-foot-tall purple statue that glows with a soft light. Upon closer inspection, the characters realize that the statue has been carved from a single, large piece of crystal and resembles a perfectly rendered stone giant wielding a mighty greatclub. The statue is a thing of beauty and is likely the most beautiful thing any of the characters have seen. This is a statue of Skoraesus Stonebones, the primary stone giant deity.

SKORAEUS STONEBONES, THE KING OF THE ROCK

Skoraesus is a titan worshipped as a deity by stone giants throughout Faerûn. Unlike other titans, he holds no domain within the elemental planes. His holy symbol is a stalactite.

Next to the statue, a female stone giant works at a smaller piece of crystal, about the size of a human. Upon closer inspection it is an elf with near perfectly carved proportions, however, as the characters approach they see the face is contorted into a visage of hatred and loathing. The female stone giant is Daitya, the elder of this lodge. She is willing to speak with the characters, but does not look away from her work.

DEVELOPMENT

There are five Stone Giants in this cavern, but most do not pay the characters any attention.

All who spend more than 10 minutes in this cavern must attempt a madness save and succeed in a DC 10 Wisdom saving throw or suffer a level of madness. Those who have touched the smooth purple statue make the save at disadvantage. Characters that gain a level of madness here become obsessed with their appearance.

The characters do not have enough of the treated braincap mushrooms to treat all of the stone giants here.

The stone giants believe they are carving masterpieces that reflect the serenity of the Underdark. If a character says otherwise the giants become agitated, but eventually become distracted with their carving.

The Purple Statue. A successful DC 15 Intelligence (Arcana) check reveals that the statue of Skoraesus Stonebones is likely magical (something that *detect magic* confirms) and probably the cause of the lodge's madness. The statue has an AC of 15 and 50 hit points (immune to poison, psychic; resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons).

Should the characters attack the purple statue two **stone giants**—Keld and Daitya—attack the characters shrieking in rage. The other stone giants continue their carving, oblivious.

Immediately after the statue is destroyed the stone giants stop attacking and come out of their immediate madness, reeling in horror as they see the damage they have wrought to their lodge. After they recover Daitya is thankful, but most of the giants still suffer from the effect of madness. If characters offer their Braincap mushrooms, they are able to cure many of the giants, securing their aid.

TREASURE

For removing the maddening statue, Daitya offers 200gp of uncut gems.

REVENANCERS (OPTIONAL)

Asala leads the characters to what was once the crypts of the drow commoners of Szith Morcane. She is very wary as they travel telling them that azer patrols could be anywhere, but none are seen. Asala asks the characters to wait in a small section of passage where bones litter the ground. The bones appear to be of various creatures a DC 15 Intelligence (Investigation or Arcana) can identify the bones as a mix, some are drow, duergar and quaggoth, and some type of doglike creature (hellhounds), and there are what looks to be crushed and destroyed suits of dwarf sized armor (azer shells).

Asala says she must get Velasta, the leader of their group of renegades. The drow do not show the characters where the rest of the group is hiding.

If allowed to leave she returns a short while later with four drow. One is a female drow that looks to have seen better days. She has pallid skin that does not look living, but her eyes shine with the brightness of intelligence and she wears priest's robes and the symbol of Kiaransalee prominently. The other drow seem to be warriors of one sort or another.

DEVELOPMENT

Velasta T'sarran, is a revenant and seeks revenge on Solom Ned'razak for killing her and her sister in an act of betrayal long ago. Since the giants have taken over Szith Morcane and Solom hasn't been seen for some time. Velasta seeks to finish her mother's plans of long ago to take control of the drow outpost and establish a temple to Kiaransalee there once more (See City of the Spider Queen). Velasta has the patience of undeath, she is in no rush to attack the fire giants for she fears that Solom will then swoop in an attack her and her followers before they can get settled in.

Once she learns more of the characters plans she asks them if they know the location of Solom Ned'razak, feigning to (DC 20 Wisdom (Insight)) want to ally with him. If the characters had learned that Solom has been murdered she is pleased and agrees to aid the characters in attacking the fire giants while cursing that her vengeance has been stolen from her. She demands to know who killed her betrayer and then works to destroy them. If Quil'bryn is still alive Velasta then plans to kill him. If given enough time she finds and kills him and brings back any drow that left with him to her cause.

She listens to the characters's plans and if persuaded offers her 20 warriors and acolytes as well as "the blessed of Kiaransalee". She promises that she can turn the numbers of the fire giants and their minions against them through the blessings of her goddess. If pressed she confirms that she will raise those who die to help fight the fire giants.

Should the characters disagree with Velasta's state of being, her choice of goddess, or some other grave insult she then attacks (**Velasta Revenant Priestess**), three **drow veterans**, one **drow acolyte**, and four **skeletons** will rise from the nearby bones.

Velasta rises again if destroyed—unless a priest lays both her body and soul to rest.

TREASURE

Velasta carries 300gp worth of drow jewelry.

THE HIDDEN (OPTIONAL)

Kâras tells the characters he will return with news about the meet. At some point between the next two navigation checks, Kâras returns and informs the characters to meet Hamadh in four hours with directions to a small set of gnome ruins.

The ruins are easily found with Kâras's directions. They are little more than a small cave with a blasted in door, laying on the ground. Nothing of value is inside the shallow cave.

From a nearby shadow, an ebon-haired drow materializes before the characters's eyes. The drow, Hamadh, carries a greatsword and identifies himself as the leader of the Hidden. Hamadh and the rest of the Hidden have recently fled Maerimydra and are eager to remove the fire giants from Szith Morcane.

Hamadh truthfully tells the characters that he wants the drow to return to rulership in Szith Morcane and Maerimydra and that they have no interest in raiding the surface, should the topic come up.

DEVELOPMENT

Hamadh can offer ingress to the main cavern by way of a stream. In exchange he asks that one of his people go with the characters in to the cavern.

If the characters agree, Hamadh sends a young female drow with similarly dyed black hair to accompany the characters. This drow, named Echo, doesn't speak much; she is there only to direct the characters deeper into the cavern.

COALITION AID

The Hidden provide the characters with an alternate means of entering Szith Morcane (see Part 4).

FIRE WITH FIRE (OPTIONAL)

Should the characters be able to get into the former Fane of Lolth, now known as the Forge of Surtr they find four **azer acolytes** and two **azer priests** working the forge. Two **salamanders** are restricted to the forge area by way of a magical circle that they cannot leave.

The azer and salamander are in the middle of creating a magical warhammer for use by the head azer priest. The final enchantments have not been done on the warhammer and there is still much work to be done, but it can function for a time.

If the characters watch they notice that the salamanders stare at the azers with contempt, but do not attack them. Each Azer wears a magical pendant with markings similar to the magic circle that prevents the salamanders from attacking them. The pendants act as a *planar binding*, *protection from evil and good* and *sanctuary* for those who wear them against the salamanders and their attacks. A character who possess a pendant and succeeds on a DC 20 Intelligence (Arcana or Religion) check can use the pendant to free the salamanders from the magical circle.

DEVELOPMENT

Once the pendants leave the area of the Forge a character notices a lessening of the pendants powers, a successful DC 15 Knowledge (Arcana or Religion) reveals that the pendants power fades after 1 hour.

If the salamanders are freed to do as they will, they then rage into the main cavern, seeking out Dengor to punish him for binding them. If the characters use the pendants to control them, the salamanders do as they are told, but after 1 hour has elapsed and they no longer feel compelled, the salamanders attempt to kill the characters, then escape and kill Dengor if they have not done so already. A successful DC 15 Charisma (Persuasion) check can convince the salamanders that the characters wish Dengor dead as well.

TREASURE

The warhammer acts as a *flametongue* weapon (+2d6 fire damage), but the enchantment fades after 2 hours.

BRONZE SHADOWS (OPTIONAL)

At the behest of the Order of the Gauntlet, the characters seek out an old ally of the Gauntlet, a bronze dragon named Messanth, a dragon imprisoned by Solom Ned'razak long ago.

With Solom dead and Murssvayas now the leader of the Drow Resistance, the characters can get access to the archmage's quarters for all they have done for the drow. Murssvayas points the characters to Solom's chambers in the Inverted Tower if asked about Messanth. He asks the characters for their word that they will free the dragon only and leave all other valuables behind. If they agree, Murssvayas gives them Solom's arcane mark, a signet ring with a black jewel that glows slightly with its own inner light. He warns them that it can get them into the tower without triggering the arcane traps and will likely get them into the archmage's chambers, as long as they

also utter the magical work "Kur'ral" when entering, but he does not know where the dragon is kept (likely some extradimensional space) or what traps may be in the room. He advises the characters that once inside, they should make haste to the fourth level. The other levels still have their wards placed on them and without the arcane passwords to them, the characters shall be faced with the full wards of the tower. He advises that they need to levitate, fly, or climb to the top.

THE INVERTED TOWER

A short tunnel leads from the chasm to an archway. Passing through the archway, you see glistening walls of black rock forming an octagonal room 20 feet across and 60 feet high. Every 15 feet or so on a different wall is an archway. There are four such archways, including one on this level. A subtle wind blows gently in the inverted tower.

Should characters go through any of the other arches other than the fourth level they trigger the wards of the tower this includes (saving throw DC 15):

- **Confusion.** All doorways and archways emit a *confusion* area adjacent to them.
- **Gust of Wind.** A powerful *gust of wind* blows down from the archway on the fourth level, preventing any Medium sized or smaller creatures from levitating or flying. This eventually pushes creatures into the chasm.
- **Fog Cloud.** Filling the areas beyond the archways quickly a bank of fog obscures the tower as *fog cloud*.

The Fourth Level. If the characters do not trigger the wards and get to the fourth-level archway they enter an audience hall.

A large throne dominates this audience chamber. Atop it is a weak-looking drow. Two doors exit this chamber to the right and left. Tapestries hang from each side of the throne.

Any character that has previously encountered Solom (a drow mage) recognizes him. The characters may believe that Quil'bryn and the other drow killed Solom. This appears to be untrue. Instead, Solom's powerful magic has recreated him upon this throne. Solom's new form is weak from the ordeal and he is not yet back to his full power. Should the characters attack Solom he activates the wards as above and summons demons.

DEVELOPMENT

Solom is weak, but he is not stupid. He may have dealt with these adventurers before if they played in DDEX3-3 *The Occupation of Szith Morcane*. The drow archmage talks to the characters and find out what they want, ignoring the fact that they have entered his domain unbidden. If they are honest, he allows them to visit the dragon Messanth and bring the dragon back in exchange for leaving him be to gain his full strength.

The Ring. If the characters agree with Solom, he asks them for the signet ring and tells them to gaze into its gem.

Moments later, you find yourselves in a similar room, but several times larger. Everything seems dark and fuzzy as if you are looking through darkened and frosted glass. Curled up in a corner of the room lays a bronze dragon, its eyes pop open as it senses you. The edges of its wings and tail seem to give off a dark smoke or whips of shadow. The dragon stands and roars. As it does, you notice its magnificent bronze scales have grown translucent and dark, like obsidian.

Messanth's time in this pocket dimension in the Shadowfell has changed this once noble creature.

Messanth is a young bronze shadow dragon and while not mad, lashes out at anything he sees.

Although Messanth initially lashes out in anger and despair, he is not beyond salvation. If the characters sufficiently remind him enough about his prior life, his rage subsides.

TRACKING MESSANTH'S RAGE

Place six tokens on the table to represent Messanth's rage. Each round a character succeeds on a DC 15 Charisma (Persuasion), remove one token. The characters may remove up to two tokens in this manner each round. For every 20 points of damage Messanth takes, add a token.

If the characters free Messanth from his rage without destroying him, the dragon agrees to help the characters in their fight against the fire giants.

Once the characters wish to leave, Solom returns them to the interior of the Inverted Tower—leaving a *potion of greater healing* at their feet and, if there are any obvious wizards among the characters, a small travelling spellbook.

If Messanth leaves with member of the Order of the Gauntlet, any such members satisfy the requirements of the secret mission.

COALITION AID

If the characters secure Messanth's assistance, the dragon engages with and slays the behir (see Part 4, Encounter 2, below), enabling the characters to enter the outpost unmolested via its lair.

TREASURE

Solom provides the characters with a *potion of greater healing*. If any of the characters profess or otherwise appear to be wizards, they also receive a small, traveling spellbook bound in spider-hide. It contains the following spells:

2nd level: *web, levitate, darkness*

3rd level: *gaseous form*

4th level: *Evard's black tentacles, arcane eye*

5th level: *passwall*

PART 4. SZITH MORCANE UNBOUND

After the characters have scouted the chasm and surrounding areas and established an uneasy coalition, they can choose how to assault Szith Morcane. The primary entrance is through the tunnel into the Commoner's Level or through the chasm entrances, however if the characters dealt with the Hidden they can also sneak through the stream. In addition, a small number of characters could come through the Forge of Surtr as well.

SZITH MORCANE GENERAL FEATURES

Szith Morcane has the following general features:

Light. There is a little light in Szith Morcane since the Azer shed light and the fire giants require it to see. In addition, there are ribbons of visual *faerzress* throughout the cavern, illuminating much of it.

Sound. The fungal growth throughout the cavern muffles sound quite a bit. The sound of rothé calling out to their herd. The sounds of overseers whipping slaves. The sounds of hammer against stone becomes more prominent as one nears Dengor's Palace.

Faerzress. Dengor has brought Graz'zt's madness with him and the *faerzress* has followed. Ribbons of light streak through the main cavern.

1. THE BARRACKS LEVEL

This area of the outpost is the uppermost caverns on the chasm wall. At any given time, there are a total of 4d6 **azer** and 1d6 **hell hounds** in the barracks with no more than 1d6 azers in any given room. The hell hounds are in the small rooms down the stairs.

TREASURE

Scattered in each room characters can find 50 gp in gems, 300 gp worth in total for the area.

2. THE BAZAAR RUINS LEVEL

The bazaar ruins are now the lair of the behir, which the fire giants feed with unruly slaves. All of the old warehouse rooms hold nothing of value.

A **behir** has claimed the largest, open area as its lair. It has destroyed or otherwise rendered inaccessible the other sections of this level.

At any given time, there is a 1-in-3 chance that the behir is sleeping in its lair and does not notice trespassers unless a loud noise echoes through the chasm (such as a character falling from the walls). When not in its lair, the behir stealthily crawls about the floors, walls, and ceilings of the cavern. The characters and the behir should make Dexterity (Stealth) and Wisdom (Perception) checks as needed to determine whether the behir notices the characters (or vice versa) or not.

TREASURE

Scattered about the cave characters can find 200gp in coins and gems.

DEVELOPMENT

A tunnel leads down from the behir lair to the Main Cavern (see Area 3, below) of Szith Morcane. An iron gate bars the tunnel; characters must succeed on a DC 20 Strength (Athletics) to bend or otherwise force the bars open. Alternatively, a character with a set of thieves' tools may unlock the gate with a successful DC 20 Dexterity check but must still succeed on a DC 15 Strength (Athletics) check to lift the gate.

If the characters secure the aid of Messanth, the shadow bronze dragon engages with the behir; freeing the characters to access the outpost. The dragon and behir destroy the gate in the throes of their battle.

3. THE COMMONER'S LEVEL (MAIN CAVERN)

This cavern is vast; it reaches 700 feet across and 1,400 feet long at its widest and longest. The ceiling is 30 feet high near the chasm entrance and rises higher from there. There are five terrace levels; each with a set of steps and pulley systems used to hoist up materials. The terraces differ in height and are between 5 and 10 feet tall.

Throughout the cavern mushrooms and other fungus grows, some in neatly cultivated rows, others haphazardly.

DENGOR BLOODHEART

When the characters enter the Commoner's Level, roll a 1d20 to determine where they encounter Dengor. A result of 1-5, Dengor is sleeping in Dengor's Cave (Area 3J), a roll of 6-15 puts him in Dengor's Palace (Area 3F), and a roll of 16-20 puts him in the Forge of Surtr (Area 4).

If the characters kill Dengor and bring proof to the other fire giants, they flee; they don't want to stay another moment in this small outpost, and would much rather be in Maerimydra--where life is more comfortable. Shortly after Dengor is killed the rituals that bind the azer to Faerûn shatter, returning the azer to their fiery homes.

A. TUNNELS TO THE BAZAAR RUINS LEVEL

An iron gate bars this tunnel; characters must succeed on a DC 20 Strength (Athletics) to bend or otherwise force the bars open. Alternatively, a character with a set of thieves' tools may unlock the gate with a successful DC 20 Dexterity check but must still succeed on a DC 15 Strength (Athletics) check to lift the gate.

If the characters secure the aid of Messanth, the shadow bronze dragon engages with the behir; freeing the characters to access the outpost. The dragon and behir destroy the gate in the throes of their battle.

If the behir is not engaged with Messanth, the characters must succeed on a DC 15 Dexterity (Stealth) group check to avoid alerting the behir to their activities.

B. FUNGUS FARMS

The first three terraced levels consist primarily of fungus farms. At all hours, slaves consisting of drow, quaggoth, duergar, derro, and a handful of other humanoid races, tend the fields of fungus. Enslaved drow and duergar overseers watch over the laborers.

Slaves do not immediately call for a patrol. If engaged, a character succeeding on a DC 10 Charism (Persuasion or Intimidation) check learns the following:

- The drow are willing to rise up; they wish their home back. About 50 drow are available and with time can be gathered. A drow named Rilira is organizing the slaves. She can be found in area E, the Slave Dwellings.
- Dengor, the fire giant is building a palace. It is rumored he consorts with demons.
- Three stone giant slaves reside here when not working the palace.

At each terrace access trail there are a group of overseers, which consist of two **drow** and two **duergar**. If they see the characters, the overseer cries out for a patrol, which arrives in five rounds.

There is a 1-in-10 chance that a **warden patrol** (see

Part 1, above) is nearby otherwise.

The stream between the farm area and the rothé pasture is 10 feet wide and only a couple of feet deep, however the water moves swiftly. A successful DC 10 Dexterity (Acrobatics) check is required to move across the stream without falling.

C. ROTHÉ PASTURES

Yak-like rothé graze the pasture of thick grass and fungus. Slave shepherds watch the herds, fending off giant spiders. The shepherds do not immediately call for a Warden Patrol unless attacked. A successful DC 10 Charism (Persuasion) or Strength (Intimidation) check reveals the following:

- Dengor has two flaming salamanders under his command and they help him make magical artifacts in his forge within the rear, finished part of his palace.
- Korkan, the leader of the fire giants's goblinoid minions, kill the drow in the slave dwellings (Area E) for entertainment.
- The fire giants keep a kennel of a dozen hell hounds in the northeastern most cave. The hell hounds love rothé meat.

D. GATED TUNNEL TO THE UNDERDARK

Two patrols of azer and hell hounds guard this gate (from behind it) at all times, see the **warden patrol** (see Part 1, above) above, doubling the result. An iron gate bars the entrance; characters must succeed on a DC 20 Strength (Athletics) to bend or otherwise force the bars open. Alternatively, a character with a set of thieves's tools may unlock the gate with a successful DC 20 Dexterity check but must still succeed on a DC 15 Strength (Athletics) check to lift the gate.

E. SLAVE DWELLINGS

There are many shacks in the area south of the bridge where the slaves eek out their miserable existence.

Within the slave dwelling area there are few patrols. The slaves mostly police themselves and it's relatively easy to move around.

Rilira. A former head of a noble house in Szith Morcane, Rilira hid her identity when the rest of the nobles were slaughtered. Now she organizes the drow as best she can. She helps the characters as much as she can. She can tell the characters the general layout of Dengor's Palace, when the fire-giants work on the palace, where Dengor's cave is, etc.

Korkan. This hobgoblin was once the highest rank slave, now the goblins are below the drow in slave status. He hates the drow even more now and wishes them dead. However, he hates being a slave and helps the characters, but as little as possible before he attempts to escape. He can point the characters to the stone giants.

F. DENGOR'S PALACE

Dengor the fire giant's been given visions in which he saw himself as the leader of an army of fire giants and he saw a magnificent palace as his home.

The main palace is still under heavy construction; the walls are being build and are still a remarkable sight in the cavern. Rock slabs, giant sized stairs, columns, stacks of construction materials and more dot the worksite, making it easy to hide. Two **fire giants** and a **hell hound** are here, watching over the numerous slaves that work around the site. Among the slaves are three **stone giants**—unsure if they are powerful enough to escape. The fire giants do not leave the stone giants alone during their time at the construction site. The characters can approach the giants during their off time, however. If the characters fight the fire giants, the stone giants do not participate in the battle. Instead, they take up rocks and tools as makeshift weapons and take up defensive positions far away from the fight.

The rear section of the palace, across a short bridge is mostly finished. However, it is still not complete and Dengor does not stay in it. There are a pair of huge finely crafted metal doors with the holy symbol of Surtr, the fire giant god of the forge emblazoned on them. These doors lead further into the Forge of Surtr. A **warden patrol** (see Part 1, above) guards these doors at all times.

Dengor. If the characters encounter Dengor here, the stone giants are in shackles. A character that succeeds on a DC 13 Wisdom (Insight) check realizes that the captive stone giants are struggling against their chains and seem eager to take vengeance against the fire giants.

In order to free a stone giant, a character may use a set of thieves' tools and a successful DC 17 Dexterity check to unlock the shackles and free the giant. Otherwise, at the end of each round, the stone giants attempt a DC 17 Strength (Athletics) check. If successful, they burst free from the chains and join the characters in battle against the giants.

Treasure. In the finished portion of the palace, characters can find 1,000gp worth of art objects—mostly items made of white gold, adamantine, and black diamonds.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove one fire giant; add two hell hounds
- **Weak party:** Remove one fire giant; add four hell hounds
- **Strong party:** Add two hell hounds
- **Very strong party:** Remove the hell hound, one of the stone giants aids the fire giants against the characters while the other avoids combat.

G. SECRET STREAM ENTRANCE

This is the secret entrance mentioned by Hamadh. The fire giants do not know about it and it is unguarded.

H. DWELLINGS

The fire giants live in the adjoining caves, the dwellings used to be for the few drow who lived here, but are mostly empty save for a few favored slaves. 1d3-1 fire giants are in any given cave.

The three stone giants live in one of the larger caves. The stone giants are not really a risk to escape so a lone hobgoblin slave watches them. The hobgoblin can be bribed relatively easily with a DC 10 Charisma (Persuasion) or convinced with a DC 15 Strength (Intimidation) check.

The stone giants are intelligent, but ignorant. They attack surface dwellers quickly unless given a reason not to. Korkan can convince them not to, or if the characters have any of the giants from the Lodge of Faces they listen.

I. HELLHOUND KENNEL

The **fire giant** here tends to 1d8 **hell hounds** kept in large metal cages in the kennels. A lever on the far wall holds the cages shut; they are otherwise unlocked.

J. DENGOR'S CAVE

This cave is rather lavishly appointed. A large desk, bed, armoire, armor and weapons racks fill this cave. Two **helmed horror behemoths** and one **helmed horror** stand guard over the cave and its contents. If Dengor is here, he is sleeping. A recently dug tunnel leads from this chamber directly into the Forge of Surtr (see Area 4, below).

The helmed horror behemoths use the helmed horror stat block, but their longsword attacks deal 13 (2d8 + 4) slashing damage on a hit, or 15 (2d10 + 4) slashing damage if used with two hands. Additionally, the helmed horrors behemoths are Large with 102 hit points (12d10 + 36) and are Challenge 5 (1,800 XP).

Adjust this encounter only if the characters encounter Dengor here.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove helmed horror and one helmed horror behemoth.
- **Weak party:** Remove both helmed horror behemoths; add one helmed horror.
- **Strong party:** Add a helmed horror
- **Very strong party:** Remove helmed horror; add two helmed horror behemoths

Treasure. 4,000gp worth of gold, gems, and pieces of art looted from House Morcane. The characters also find two *potions of firebreath* and a *ring of protection* in a small, onyx chest. The chest is neither locked nor trapped.

4. FORGE OF SURTR

The Forge of Surtr (formerly the Fane of Lolth) is accessible either from ruins of the House Morcane or directly from within Dengor's Palace. Once inside, the characters find four **azer acolytes** and two **azer priests** working a large forge while a **helmed horror** stands guard. Two **salamanders** are restricted to the forge area by way of a magical circle that they are unable to leave.

The azer and salamander are in the middle of creating a magical warhammer for use by the head azer priest. The warhammer has not received its final enchantments, but it functions for a time.

If the characters watch, they notice that the salamanders stare at the azers with contempt, but do not attack them. Each azer wears a magical pendant with markings similar to the magic circle that prevents the salamanders from attacking them. The pendants act as a *planar binding*, *protection from evil and good*, and *sanctuary* for those who wear them against the salamanders and their attacks. A character who possesses a pendant and succeeds on a DC 20 Knowledge (Arcana or Religion) check can use the pendant to free the salamanders from the magical circle.

Adjust this encounter only if the characters encounter Dengor here.

Dengor. Dengor is praying at the altar near the top of the shrine. The azers are not present, but the **helmed horror** and the two **salamanders** are. Upon Dengor noticing the characters, he roars in outrage and slams his greatsword into the magic circle, which erupts into flame and disappears, freeing the salamanders.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the helmed horror and one salamander.
- **Weak party:** Remove the salamanders; add a helmed horror
- **Strong party:** Add a helmed horror
- **Very strong party:** Add one helmed horror and one salamander

DEVELOPMENT

Once the pendants leave the area of the Forge a character notices a lessening of the pendant's powers, a successful DC 15 Knowledge (Arcana or Religion) reveals that the pendants's power will not last for more than an hour.

If the characters free the salamanders, they venture into the main cavern to seek out Dengor and punish him for binding them. The salamanders obey any characters that use the pendants to control them, but this compulsion lasts only one hour, after which the salamanders attempt to kill the characters. They then attempt to seek out and kill Dengor if they have not done so already. A successful DC 15 Charisma (Persuasion) check can convince the Salamanders that the characters wish Dengor dead as well.

TREASURE

The warhammer acts as a *flametongue* weapon, but the enchantment fades after two hours. The characters also find 1,000gp worth of ceremonial items, rare metals, and finely-crafted weapons (warhammers).

CONCLUSION

If the characters are able to defeat Dengor his fire giants flee and the azer tumble into a pile of inanimate metal.

The coalition that allowed for defeat of the common enemy seems on the verge of collapse if enemy groups are present. Depending on who was in the coalition, give the characters an opportunity to step in and calm the situation. Some of the conflicting personalities are as follows: Velasta wants control of Szith Morcane. She also wishes vengeance upon Quil'bryn and the characters for robbing her of vengeance against Solom. Hamadh wants control of Szith Morcane as well as Murssvayas, and Rilira.

REWARDS

Make sure note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran 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 are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Azer	450
Azer acolyte	450
Azer priest	1,100
Behir	7,200
Dengor Bloodheart	5,900
Drow acolyte	100
Drow mage	2,900
Drow	50
Drow, elite warrior	1,800
Drow, veteran	700
Duergar	200
Fire giant	5,000
Hell hound	700
Helmed horror	1,100
Messanth	5,900
Quaggoth	450
Salamander	1,800
Skeleton	50
Stone giant	2,900
Velasta, Revenant Priestess	5,900

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

TREASURE AWARDS

Item Name	GP Value
Stone giant gems	200
Revenancers jewelry	300
Azer barracks gems	300
Behir lair gold and gems	200
Dengor's palace, art	1,000
Forge of Surtr, items	1,000
Dengor's cave, gold, gems, art	4,000

RING OF PROTECTION

Ring, rare (requires attunement)

This ancient drow ring is made of cool black spider silk, when worn it causes the user to feel self-assured and over confident. A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF GREATER HEALING

Potion, rare

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

POTION OF FIREBREATH (POTION)

Potion, uncommon

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

SPIDER-HIDE SPELLBOOK

This small, traveling spellbook is bound in glossy, black spider-hide. It contains the following spells:

2nd level: *web, levitate, darkness,*

3rd level: *gaseous form*

4th level: *Evard's black tentacles, arcane eye*

5th level: *passwall*

RENOWN

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

Order of the Gauntlet faction characters who successfully freed Messanth receive **an additional renown point** and can note that they **completed a special mission** for their faction.

DOWNTIME

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

DM REWARDS

You receive **400 XP, 200 gp** and **10 downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

AZER

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER ACOLYTE

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 46 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Ignan

Challenge 3 (700 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Spellcasting. The Azer Acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Azer Acolyte has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*
1st level (3 slots): *bles, cure wounds, sanctuary*

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER PRIEST

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 77 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Ignan

Challenge 4 (1,100 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): mending, sacred flame, thaumaturgy

1st level (4 slots): cure wounds, guiding bolt, sanctuary

2nd level (3 slots): lesser restoration, spiritual weapon

3rd level (2 slots): dispel magic, spirit guardians

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

DENGOR BLOODHEART

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 224 (18d12 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +7

Damage Immunities fire

Senses passive Perception 17

Languages Giant

Challenge 11 (7,200 XP)

Spellcasting. Dengor is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Dengor has the following cleric spells prepared:

Cantrips (at will): *blade ward, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *protection from energy, spirit guardians*

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 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 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

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

ACTIONS

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, 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.

DROW ACOLYTE

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Undercommon

Challenge 1/2 (100 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 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

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

Spellcasting. The drow acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The drow acolyte has the following cleric spells prepared:

Cantrips (at will): *chill touch, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

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.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 7 (2,900 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 innate 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)

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

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

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

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DROW VETERAN

Medium humanoid (elf), 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 darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 3 (700 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 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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 veteran makes two shotsword attacks.

Shotssword. *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.

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.

FIRE GIANT

Huge giant, lawful evil

Armor Class 18 (plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5
Skills Athletics +11, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 15
Languages understands Infernal but can't speak it
Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 30 ft.

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

Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite
Damage Immunities force, necrotic, poison
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages understands the languages of its creator but can't speak
Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

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

MESSANTH, YOUNG BRONZE-SHADOW DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +8

Damage Resistances necrotic

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons.

Shadow Breath. The dragon exhales shadowy lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

QUAGGOTH

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (–2)	12 (+1)	7 (–2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

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

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

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

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

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

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

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

VELASTA, REVENANT PRIESTESS

Medium undead, neutral evil

Armor Class 15 (chain shirt)

Hit Points 221 (26d8 + 104)

Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elven, Undercommon

Challenge 10 (5,900 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

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

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Divine Eminence. As a bonus action, the Velasta can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Velasta expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Velasta is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Velasta has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (3 slots): *animate dead*, *dispel magic*, *spirit guardians*

4th level (3 slots): *banishment*, *divination*

5th level (2 slots): *contagion*, *flame strike*

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:*

11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

DM APPENDIX: NPC SUMMARY

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

Asala (A-sal-a). Asala is a female drow worshiper of Kiaransalee. She wishes revenge on the giants for killing her lover.

Daitya (Deyt-ya). Stone Giant leader in the Lodge of Faces, she succumbed to Graz'zt's madness of infatuation after carving a piece of faerzress infused crystal.

Dengor Bloodheart (DEN-gohr). Dengor is a fire giant forgepriest of Surtr. He is megalomaniac and thirsty for power.

GreK (Grek). Greg is a Galeb Duhr rejected by the Stone Giants of the Lodge of Faces when a part of his face cracked while during his creation.

Hamadh (Ham-ahd). Leader of the Hidden, a group of drow thieves and rogues. Hamadh wishes to overtake Szith Morcane if possible.

Kâras (KAIR-us). A member of the Hidden. Kâras is a worshiper of Vhaeraun, the drow deity of thievery.

Keld (Keld). Stone giant in the Lodge of Faces and carver who smells bad.

Korkan (KOR-kan). – Hobgoblin slave boss. Wishes to see Rilira dead.

Messanth (Meh-santh). – Young Bronze-Shadow Dragon captured years ago by Solom and imprisoned in the Shadowfell where he slowly became a shadow dragon. Wishes to see Solom dead, but he can be reasoned with.

Murssvayas Dhuurniv (MERS-svi-yas). Drow wizard whom the characters may have met in season 2. Likely the leader of the Drow Resistance.

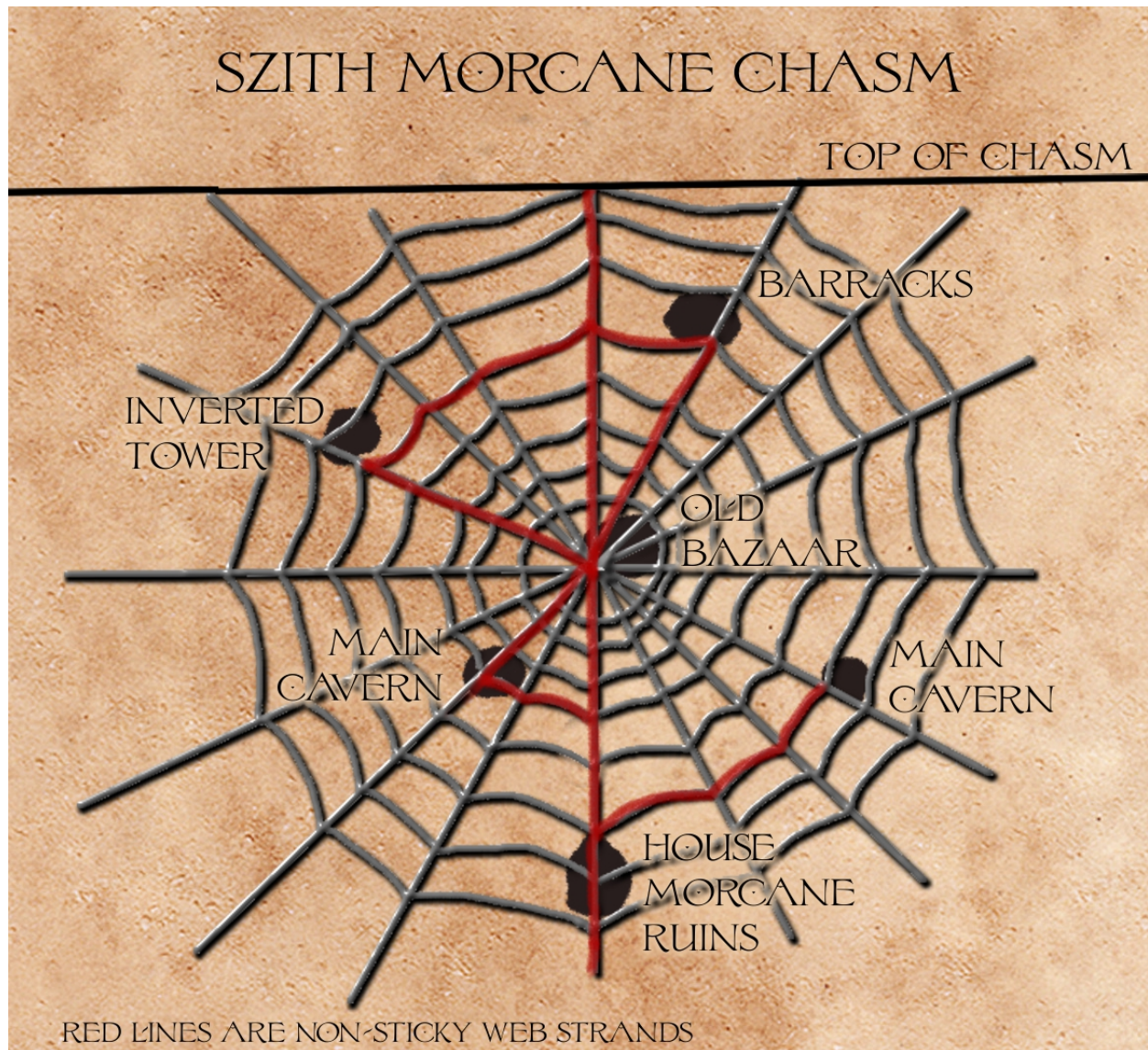
Quil'Bryn (KWIL-brin). Murderer of Solom Ned'razak. Overtaken by Graz'zt's madness of hedonism. He is sick of living in caves and wishes to be served by slaves!

Rilira (Ree-lee-ra). – A former head of a noble house in Szith Morcane. She wishes to return to power after the giants are ousted.

Solom Ned'razak (SOLE-um NED-rizz-ack). Archmage of Szith Morcane. He has nominally ruled for nearly a hundred years, until the giants came.

Velasta T'sarran (Veh-las-ta). – Revenant Priestess of Kiaransalee. She wishes to see Solom dead and Szith Morcane under the rule of Kiaransalee's priestesses as her aunt attempted to do over a hundred years ago.

MAP: SZITH MORCANE



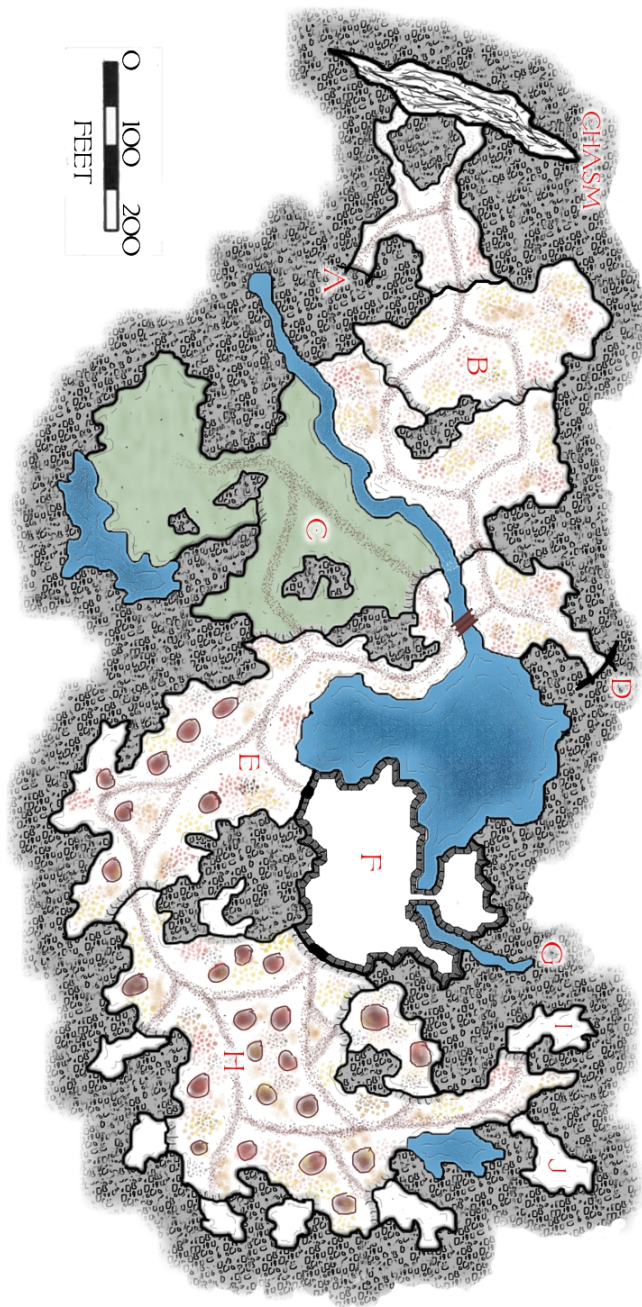
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MAP: BAZAAR LEVEL

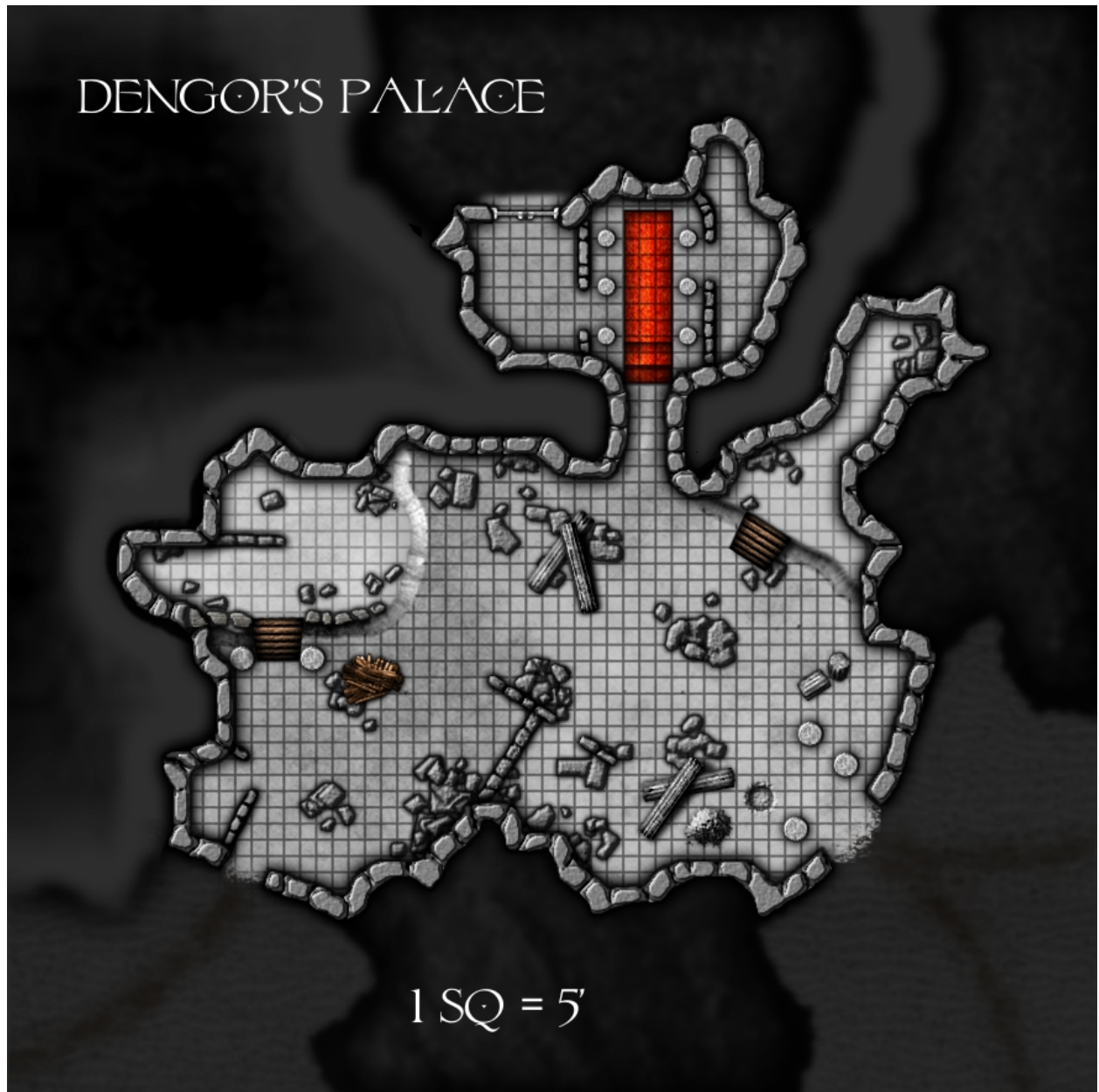


MAP: SZITH MORCANE MAIN CAVERN

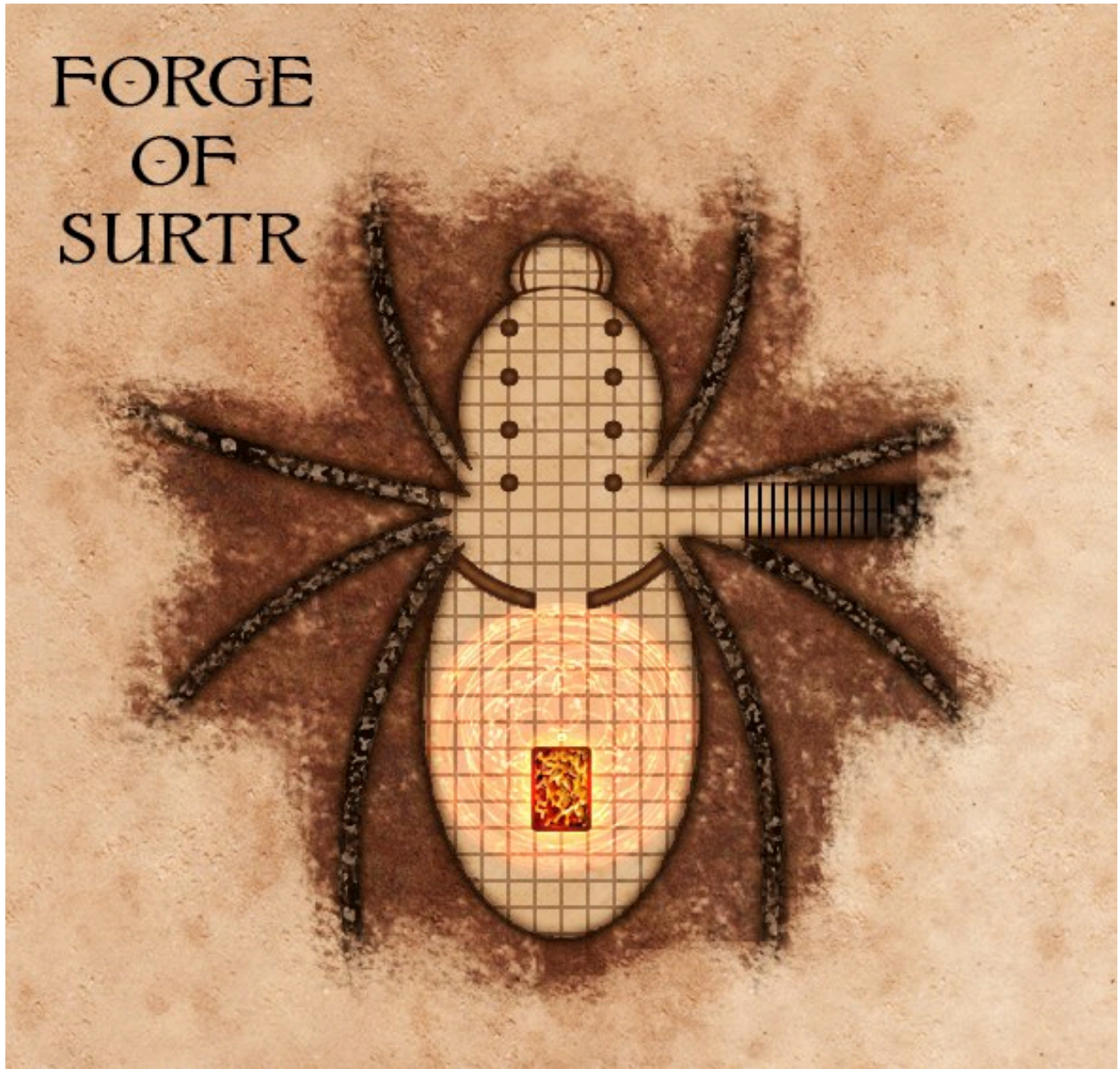


SZITH MORCANE MAIN CAVERN

MAP: DENGOR'S PALACE



MAP: FORGE OF SURTR



RESULTS CODE: FEBRUARY-MARCH 2016

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

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

