



DURLAG'S TOWER

East of Beregost, nestled in the outskirts of the Wood of Sharp Teeth, Durlag's Tower has intrigued and yet stymied adventurers for decades. Stuffed full of mechanical traps and arcane wards, and rumored to be inhabited by fiends, very few have managed to extract any REAL treasure from the former home of Durlag Trollkiller. However, a powerful item in the ancient fight against the giants is said to be housed there, and the cloud giant Baron Rajiram has committed significant resources toward recovering it. After a pleasant tea in her garden, SEER calls upon you to beat him there and put a stop to his efforts!

A Four-Hour Adventure for 11th – 16th level Characters



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Version: 1.0

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INTRODUCTION

Welcome to *Durlag's Tower*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

This adventure is designed for 11th through 16th-level characters, and is optimized for five 13th-level characters. Characters outside this level range cannot participate in this adventure.

This adventure begins in Beregost, but swiftly takes changes location to Durlag's Tower, east of the Wood of Sharp Teeth.

THE D&D ADVENTURERS LEAGUE

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.

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 at:

www.dndadventurersleague.org

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 running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.

- 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:

- 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, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she 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 or see the need to do so, 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. Alternatively, 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, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the

adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 13th-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.

RUNNING THE ADVENTURE

As the Dungeon Master 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. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in

improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level 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. Everyone should have the opportunity to shine.

Mind the Time. 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.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

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.

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 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
<i>Resurrection*</i>	3,000 gp
<i>True Resurrection*</i>	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

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.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

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

DEATH

A character who is killed 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 experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Durlag "Trollkiller" was a dwarven hero of old, from even before the fall of Delzoun. As he grew close to the sunset of his days he and his most loyal allies sought out a rocky space near the Wood of Sharp Teeth and raised a mighty tower. He and his team laced this tower with complex arcane traps and many mechanical hazards, as he was a brilliant inventor as well as a formidable weapon master. Upon his death, his tower was laced with *hizagkuur*, a special enchanted stone from the Great Rift far to the east.

Over the centuries that followed many adventures, robbers, and monsters sought to break into Durlag's Tower and steal the treasures from within. Rumor has it that nobody has successfully plundered the tomb, but legend also has it that many powerful demons, devils, and undead now inhabit that place – as if the magical wards allow them to come close but they can never leave.

Now, SEER has learned of a plot by the storm giant Baron Rajiram to access the lower levels of the tower. While she is unsure of what the Baron seeks, she knows that it must be powerful indeed if the Baron is to lead this attack himself.

ADVENTURE OVERVIEW

SEER summons the adventurers to a Lords' Alliance meeting house in Beregost. There she offers them what little she knows of the impending attack by Baron Rajiram, stressing that whatever dwarven artifacts may be located in the lower reaches of the tower must be powerful indeed.

She warns them that she has heard of a contract being written and delivered to Bahldrak and Bellegia Slagspit, twin dwarf assassins from Neverwinter. As former Zhentarim agents, their prowess is legendary and their cruelty the stuff of legend; they are tasked with clearing the land around the Tower of “malcontents, nay-sayers, and other small-minded personages that would prevent, alter, or otherwise impede in any way the grand progress of Baron Rajiram”. She fears that the dwarves are already near the Tower. In the hopes of preventing the dwarves from interacting with the characters, SEER teleports the characters to the Tower without delay.

Upon their arrival, the characters quickly find that the Tower is indeed formidable, and that the lands surrounding it are filled with foul creatures and magical traps. During their explorations and interactions with the creatures, the dwarf assassins attack and aim to strike deep, lasting wounds – just in time for the characters to open the front gate of Durlag’s Tower and find the true threat to the area: a starving nalfeshnee and his quasit “familiar”.

The characters must then choose: do they continue down into the lower reaches, or do they return to SEER and recuperate, thereby risking the arrival of Baron Rajiram in their absence?

ADVENTURE HOOKS

This adventure sees the characters delivered to the area surrounding Durlag’s Tower by SEER, as she has little time to waste. However, some characters may have some deeper connections with this material:

Emerald Enclave. The lands surrounding Durlag’s Tower are said to be overrun with demons, undead, and worse. These menaces are to be eliminated, so that dwarven pilgrimages can return once more.

Harpers. Word has reached the Harpers that a Lords’ Alliance agent named SEER has information on how to breach Durlag’s Tower, a place of dwarven heritage and pilgrimage. It has long been rumored to hold treasures – but more importantly, lore. Go now, little dove, and ensure that those secrets do not fall into the wrong hands.

Secret Mission: Lords’ Alliance. SEER has a somber mission for you: find Bitter-root, a former ally of the Lords’ Alliance, and restore her mind. She was last seen in the vicinity of Durlag’s Tower. See the notes in Part 1 about Lords’ Alliance members.

Order of the Gauntlet. Despite the recent incidents of giant incursions along the Sword Coast, the town of Beregost has remained mostly secure – thanks to the efforts of enigmatic agent known as

SEER. Though she is affiliated with the Lords’ Alliance, she has worked with the Order before and has asked for assistance on a matter “of grave importance”.

Secret Mission: Zhentarim. Word has reached you that two disgraced Zhentarim have struck out on their own; these dwarf assassins have left a trail of bodies a mile long, including more than a few notable personalities, celebrities, and politicians. Your instructions are clear: Return the twins to the Beregost—dead or alive—and inform the Zhentarim of where you found them.

Races of Stone. The contents of Durlag’s Tower have never been disclosed, and although it is known to be the final resting place of a great dwarven hero, it is also a great challenge to your people. Cracking it open and returning with proof of your victory will likely curry great favor among your people!

PART 1. THE LONG, DARK TEA TIME OF THE SOUL

"WHAT LIES WITHIN COMES FROM MY EXPLOITS, MY PLIGHTS, AND MY BLOOD, SWEAT, AND TEARS. You're gonna have to t'earn your way in, youngblood".

—Durlag "Trollkiller", Dwarven Hero

Expected Duration: 30 minutes

The characters have amassed no small amount of experience and wealth, and their exploits have not gone unnoticed by SEER. The spymaster seeks to employ the characters to recover an item of power from a dwarven heritage site; Durlag's Tower, east of Beregost and nestled in the outskirts of the Wood of Sharp Teeth.

NOTE: This adventure is quite trap-heavy. While it is not suggested that you tell your players this at the start of the session, be careful to observe their reactions—if they are not acclimated to this style of play, be prepared to give them hints and tips. Simply replacing the traps with additional creatures is not a suggested modification to this adventure, as Durlag's Tower has a dedicated fan base within the Forgotten Realms.

WELCOME TO BEREGOST

The characters have been summoned by SEER to a private room in the Red Sheaf Inn and Tavern in Beregost. SEER, a female Shou mage of no small talent, has taken up temporary residence in this high-cost traveler's sanctuary, far from the relative safety of Baldur's Gate but still very much under the watchful eyes of both her Lords' Alliance employers and the Flaming Fist—the organization tasked with keeping law and order in Beregost. SEER is an agent of the Lords' Alliance, but it is obvious that she only truly answers to herself.

The meeting begins in the late evening.

"Visitors, ah, yes, good. Very good."

A wizened Shou woman enters this private meeting room and makes her way around the long ebony table. With a grace that would defy her apparent age, she seemingly at once takes a seat and makes a silver platter with a steaming tea pot and eight delicate cups appear. The room instantly smells of a heavy mix of mint and cinnamon.

She motions to the tea cups, which are all somehow immediately filled. "I am SEER. But more importantly, I am interested in you lot and what lies before us. As we begin, might we all share some pleasantries?"

Allow the characters a few moments to introduce themselves. SEER nods as they speak; respectfully listening to their exploits but giving no sign of being unimpressed—though, if anyone mentions their exploits against the recent giant activities in the area she does seem to perk up.

She doesn't tolerate violence, and has a vast array of magical abilities and trinkets to ensure that the discourse remains civil.

If any of the characters comment on her age, she simply responds with "It is not polite to speak of the *apparent* experience of your allies. Not all is as it seems." She concludes with a knowing, playful wink.

Any character that samples the tea she has offered finds it to be minty and quite refreshing; she claims that the recipe is an ancient family secret, from far off to the east and beyond the Hordelands. Those that refuse her tea find that they have disadvantage on all Charisma ability checks involving SEER for the remainder of the adventure.

ROLEPLAYING SEER

This Shou woman is a spymaster for the Lords' Alliance. As a powerful mage and operative, she changes her appearance nearly as often as she recruits new junior agents. She always seems to know the general goings-on for an area, and the true extent of her power lies well outside of this adventure. Simply put: SEER has interests and motivations far removed from the matters that concern the characters and possibly even the Realms.

She is a stickler for proper etiquette and respect, and offers exactly one admonishment before labeling someone as a lout or cretin.

Quote: "Hm, yes, that is interesting. Please: go on."

ROLEPLAYING HSING

A pseudodragon that serves as the ally of a Lords' Alliance spymaster, codenamed SEER. He was stuck blind by lo himself (or so he claims), and though this malady is incurable he wears it as a badge of pride—as if this broken sense has somehow empowered him. Whatever the truth may be, Hsing is a font of historical facts. He prefers to spend his time curled up around someone's shoulders, or in front of a roaring fire while atop a luxurious rug.

Quote: "Zzzzzzzzzzzzz..."

After introductions have been made and tea has been shared, SEER presses forward.

“It has come to my attention that Baron Rajiram, a cloud giant of well-earned ill repute, has turned his vision in-land for once. While historically he has focused his attention on the Sword Coast and the ocean, the Baron has begun mobilizing his forces in an effort to breach Durlag’s Tower. The Lords’ Alliance, would like you to ensure that this does not happen—and we will reward you handsomely for it.”

As SEER speaks, a small, golden pseudodragon with milky, white eyes fades into view snuggled around her shoulders. They share a series of rapid facial muscle twitches, after which the beast wraps itself tightly around SEER’s shoulders and dozes off to sleep. SEER produces wax-sealed envelopes from the folds of her robe, and hands them to anyone in the party that claims membership in the Lords’ Alliance or Zhentarim.

“Hsing tells me that our situation is escalating, and our previous timeline is no longer correct.” She sighs, swirls her tea, and continues:

“I do so loathe it when they don’t respect the rules of the game. Giants. Psh. Impetuous, no matter what they say about us ‘small folk’.”

SEER and Hsing provide the following information to the characters. If time is not an issue, this encounter can be stretched out to better resemble a more formal tea service; displays of charisma and diplomacy is suggested.

- Durlag’s Tower is the tomb of an ancient dwarf hero, and is rumored to have never been sacked or even fully breached
- The tower is built of *hizagkuur*, a rare enchanted stone made by the dwarves of Earthheart--far to the east, on the edge of the Great Rift. *Hizagkuur* is thought to contain the spirits of great dwarf warriors and clerics, and to reflect magic back at its caster.
- SEER feels that there is “sufficient evidence” to indicate that a potent dwarven artifact lies below the tower—not above in its upper reaches. Hsing confirms this suspicion, but neither elaborates further.
- Hsing tells the characters of Bahldrak & Bellegia Slagspit (see sidebar, below), suggesting that they are already at the tower.
- SEER describes the forces of Baron Rajiram as consisting of the cloud giant, a contingent of oni, two airships, and “a whole mess of uncouth

vagrants, classless barbarians, and other indescribable miscreants from the Nelanther Isles.”

- The characters are urged to make haste to the tower, as the challenges surrounding that place are far simpler than facing the forces of the Baron.
- SEER isn’t certain about what the Baron seeks, but knows that Durlag’s Tower houses ancient lore and treasures—none of which should fall into the evil giant’s hands.
- Hsing relays that horrid demons and devils are plentiful in the area, and that proper precautions should be taken.
- They both comment that the upper reaches have been entered several times, but they are unaware of anyone entering the lower levels. As scrying magic does not pierce the tower’s protections, they feel that the Baron’s efforts are focused there.
- SEER says that she has encountered Baron Rajiram and his forces before, and that the encounter ended poorly for everyone—especially unlucky Bitter-root—who Hsing describes as an “erstwhile ally of the Lords’ Alliance, though she can be a bit salty at times. It’s best not to mention SEER around her if you meet her.”

BAHLDRAK & BELLEGIA SLAGSPIT

These vicious dwarf twins from Neverwinter (one male, one female) are known mercenaries and assassins. SEER does not have much information on them, but warns the characters that they are known to employ *invisibility* spells and seem to greatly enjoy inflicting pain and misery upon their victims prior to striking a killing blow—similar to a game of cat and mouse. They were once Zhentarim but struck out on their own in order to make more gold in less time.

Zhentarim characters that succeed on a DC 14 Intelligence (History) check know of them and recognize them as former Ardragons (rank 4 members) of the Black Network; they recall that the vicious twins were in charge of contracting Zhentarim mercenaries into the service of Thayan wizards.

SECRET MISSION: LORDS’ ALLIANCE

If any of the characters are members of the Lords Alliance, SEER asks them for a moment of their time—privately, and away from their allies.

SEER tells the Lords’ Alliance characters of an ill-fated expedition to Durlag’s Tower. While only she escaped that place, she fears that one of her allies may yet live: Bitter-root, a powerful elf druid. Bitter-root became possessed by some great force and in her final moments of lucidity begged for SEER to abandon her in a nearby copse. The characters are provided with Bitter-root’s former holy symbol: a triangle with three interlocking circles within,

marking her as a druid of Angharradh (the triple goddess of wisdom and protection in the elven pantheon). SEER feels that this may be the only way to convince her old friend that all is not lost.

DEVELOPMENT

Once SEER and Hsing have told the characters all they know, grown tired of them, or worse, have been offended, SEER deftly flips the silver platter over. Inscribed on the bottom is a magic glyph (a pictogram of a teacup) that, when read, instantly teleports the characters to the outskirts of Durlag's Tower.

Proceed to Part 2.

PART 2. ALL THESE LOCKS AND NARY A KEY TO BE SEEN

Expected Duration: 180 minutes

SEER's abrupt transportation methods pay off--the characters have a little time to explore the grounds surrounding the tower before Baron Rajiram's forces arrive. The characters should interact with no fewer than five features from this list, not including the tower doors themselves.

As the characters take stock of their situation, one of them (a wizard, preferably) finds that a specialized version of a *spell scroll of teleport* has been inserted into their packs. This version shows SEER's crest at the top, and seems to have some extra sigils in reference to piercing arcane protections. A note on the back says: "Once the elevator is secured, you can use this to return to me. I apologize for the abrupt nature of our discourse, but time is of the essence."

GENERAL FEATURES

The tower has the following general features:

Terrain. The lands that surround Durlag's Tower are littered with stones and collapsed buildings, many of which were hastily erected by would-be treasure seekers. The ground is easily traversable except where specifically noted.

Light and Visibility. It is late morning, with very little cloud cover.

Smells and Sounds. The air is cool and crisp, and wildlife can be heard in the distance. Every so often, a tumbling stone can be heard—perhaps kicked by an animal, or perhaps just the ongoing decay of the tower and the land surrounding it.

Hizagkuur. The tower is built from *hizagkuur*, a rare stone mined from the Deep Rift far to the east. This stone is considered by dwarves to be significant to their heritage, and possibly even quasi-sentient; many of the stout folk believe that some of their greatest fighters and crafters live on in spirit form inside the stone. *Hizagkuur* reflects spells back their caster—even non-damaging spells make for a potent deterrent. The stone is immune to physical damage, and can't be removed from the tower. It's been imbued with powerful magic and the dwarves and faithful of Moradin. Full details are in the sidebar.

HIZAGKUUR

Durlag had his tower constructed using *hizagkuur*, a very special stone enchanted by powerful priests of the dwarven pantheon. This curious stone cannot be made by non-dwarves, and loses its properties if removed from the area for more than an hour. It is quite powerful and has the following qualities:

Spell Reflection. Spells cast upon the stone reflect back upon the caster (target the caster instead of the stone).

Dimensional Shielding. The stones form a protective cocoon around the contents of the tower. If a spell or effect would cause a creature to teleport (including spells like *misty step* and *banishment*), that spell's effect is changed and the caster must succeed on a DC 16 Constitution saving throw for the spell to take effect. On a failed save, the caster takes 55 (10d10) force damage and the spell slot or resource has no effect (though it is still used).

Reality Anchor. Creatures are unable to phase through the stone, even if they are normally incorporeal.

Quasi-Sentience. Characters that use telepathy can feel the personalities of ancient dwarven heroes, priests, and people of great power contained within the stone. This is comforting for dwarves, but can be disconcerting for non-dwarves. Communication with these spirits is not part of this adventure, but you are encouraged to be creative!

Tough. *Hizagkuur* is immune to non-magical damage.

A. THE SHUTTERED GATES

The doors to the tower are sealed, and behind a gate hosting a curious locking mechanism. Two distinct layers of thick iron bars rise from the stone at the characters's feet and disappear into the stone overhead, but there is a one-foot wide gap in the middle of the gate, shaped roughly like a gear. The gate is sealed by an *arcane lock* spell.

Opening the Gates. The gates can be opened by inserting an affixed pair of specific holy symbols--the holy symbol of Moradin found in the Chapel area and the holy symbol of Silvanus found in the Wooded Copse area. Other holy symbols, even of those same deities, don't work.

However, intrepid adventurers may wish to pick the lock or somehow suppress it. Durlag was no fool and left many protections on his tower. Even though he is long dead, he has seen to it that potent enchantments would ensure that his legacy and treasures would only be gained by those who are truly worthy.

If the characters attempt to force entry, please refer to the Shuttered Gate Effects table for ramifications. The tower is built with special stone called *hizagkuur*; refer to the sidebar for full details.

SHUTTERED GATES STATISTICS

Hit Points 100 (per gate; 2 gates by default)

Damage Immunities damage from non-magical weapons; piercing, poison, psychic

Damage Resistances bludgeoning, slashing

Special Defenses multiple contingency spells (refer to the table above); adamantine (immune to critical hits); stone is *hizagkuur* (reflects spells; artifact-level magic)

The characters are not intended to open the gates upon their first arrival, though if they do that is fine-- they simply miss out on the treasure and rewards of the grounds surrounding the exterior of Durlag's Tower. Additionally, the dwarven assassins Bahldrak and Bellegia Slagspit are already lurking around the tower grounds (as per their contract with Baron Rajiram) and are watching the characters intently (they have used spell scrolls of *greater invisibility* and *silence* to mask their movements and presence). They are agents of the Baron, and plan to attack the party when the timing and situation is most advantageous. They aren't close enough to the gates for the characters to detect them at this point in the adventure, but the duo follow the characters through other exterior zones or even potentially into the tower itself as they prepare their attack. If they realize that they have been spotted, they will attempt to flee and hide when they are more confident that combat will go their way.

WHAT WANDERS THESE GROUNDS?

The tower is far from abandoned. Strange howls, unearthly screams, and other sounds can all be heard. The echoes of what has come before can often be heard—as if in warning.

As the characters move from space to space and explore, they may find an additional threat. If their new space contains a combat encounter, roll a d20; on a 10 or higher, add a slaad to the combat. **Weak** and **very weak** parties encounter a **blue slaad**; all other groups encounter a **death slaad**. This only occurs once during the adventure. If the characters rest and have not yet encountered the slaad, it is guaranteed to arrive in their next combat encounter (which will likely be with Schvalt and K'nap, inside the tower itself).

Additionally, the twin dwarf assassins **Bahldrak** and **Bellegia Slagspit** are watching the characters and waiting for the most opportune time to strike. This may happen after a trap has been triggered or even inside another combat encounter. As the DM you have the responsibility to deliver a fun yet challenging game; though these dwarves are unmistakably evil, they do adhere to a strange code of honor. The implementation and execution of that code is entirely up to you. Be sure to carefully read section "H. Assassin Attack!" when the characters interact with the dwarves.

You are strongly encouraged to lead the characters from one site to another before they investigate the main tower. Much can be learned from this area!

SHUTTERED GATE EFFECTS

Condition or Character Action	Gate Effect
DC 20 Strength check	The bars glow red-hot; any characters in contact with the bars take 25 (4d10) points of fire damage. This counts as a success.
DC 20 Dexterity check (thieves' tools)	The character must succeed on a DC 16 Dexterity saving throw or find their thieves' tools ruined by acid. This counts as a success.
<i>Dispel magic</i> (DC 18)	The bars glow orange, then blue, then green as enchantments fade. This counts as a success.
<i>Knock</i>	The characters hear the frenzied sounds of gears as latent enchantments automatically recharge the <i>arcane lock</i> . Later castings of <i>knock</i> count as a success.
<i>Antimagic aura</i> (or similar effect) is used	An additional set of bars drops from the stone ceiling, as they were previously held aloft by a permanent <i>levitate</i> effect. This adds a third gate in front of the doors, and raises the total number of needed successes by one.
Melee or spell attacks are used	The bars are made of adamantine; their full statistics can be found in the sidebar. Additionally, the first character to make an attack against the bars is affected by <i>Otto's Irresistible Dance</i> . The characters earn a success for each gate destroyed.
Conjoined holy symbols are used (3 successes (or 4, if <i>antimagic aura</i> or similar effects were used))	The characters immediately unlock the gates. One of the gates sinks into the floor, and another gate rises into the ceiling. If a third gate is present, it also rises into the ceiling. The door beyond is unlocked, and leads into the tower.

B. HEARTHFORGE

The forge in this building has not been lit in many years, and the holy symbols proclaiming faith in Moradin have fallen to the floor. There are stylized hammers scattered across the room; the characters can quickly identify them as holy symbols of the dwarven deity. The building itself stinks of rotting meat and wet iron, and the walls are buckled in upon themselves as if the roof is too heavy to support. Lurking in the wreckage are two **tanarukk**, large fiends that are close to starving—they attack as soon as they realize that they are not alone!

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** no adjustments
- **Strong party:** Add a third **tanarukk**
- **Very strong party:** as **strong party**, and all the **tanarukk** begin the encounter hiding amongst the debris (Passive Perception 17 to spot) and will begin combat with surprise on the characters

DEVELOPMENT

As the **tanarukk** roar and attack, other creatures in the general area may be alerted to the events—including the **dwarven assassins** if they have not already been encountered (be sure to check “H. Assassin Attack!”, below for details). On initiative count 10, though, something truly awful occurs: the dust and debris is disturbed and explodes outward as the floating, distended body of a **beholder zombie** rises to join the fray. It acts immediately and fights to the death.

Treasure. Damaged holy symbols of Moradin dot the floor here, and one of them is encrusted with gems—this particular one is worth a fair amount of gold. Any character that succeeds on a DC 17 Intelligence (Investigation) check realizes that the holy symbols have small pegs on one side, as if they were designed to be attached to something. If the characters have already discovered the discarded holy symbols of Silvanus in the Wooded Copse, make a DC 15 Wisdom (Insight) check. If successful, the characters realize that the two holy symbols actually snap together.

C. WATCHTOWER EAST

Over the years, Durlag's Tower has seen numerous visitors. All vying for entrance into the dwarf's crypt, they often erect permanent and semi-permanent structures in order to better mark their territory. In some cases, later visitors have attempted to destroy those buildings – as is the case here. Thick chains were anchored into the stone and wrapped around the structure, and when pulled caused it to come crashing to the ground. Nothing but jagged foundations remain, and the rubble has been bleached by the sun.

There is very little of interest here on first a basic inspection, but if one of the characters is affected by *see invisibility* and also has a passive Perception of 18 or higher they can discover a small iron-bound crate. Why the original owner made it invisible is

outside the context of this adventure, but the lock is of superb quality and requires a DC 22 Dexterity check by a character with thieves' tools (and that can see invisible) in order to unlock; it is not trapped in the traditional sense.

The true menace of this invisible box becomes apparent when it is opened. The box initially appears to be empty, but on a DC 17 Intelligence (Investigation) check, two things happen:

- A false bottom is detected, and the characters discover the items located in the treasure section
- A weirdly-moving shape can be spotted inside the lid of the box, and as the Investigating character realizes that they see something, the glyph of warding's stored spell immediately manifests as a reverse gravity effect!

Characters affected by the *reverse gravity* spell—likely the entire party—may attempt a Dexterity check (DC 17) to grab one of the nearby chains so that they do not fly into the sky. Any character that cannot both *see invisible* and also possesses a passive Perception of 17 or higher makes this check at disadvantage, as they are not prepared. At the conclusion of the spell's effect, all affected characters and objects (including all the rubble, stones, and boulders) come crashing down to the ground—a hundred-foot drop, causing 35 (10d6) bludgeoning damage. Any character with a fly speed, *feather fall*, or some similar enchantment or effect does not crash down in this manner (note that *freedom of movement* has no effect here, as the character's speed is not reduced to 0).

For **very strong** parties, you are encouraged to play up the drama of the falling debris. One potential effect might be to have characters that fell to the ground make a DC 17 Dexterity saving throw or take an additional 18 (5d6) bludgeoning damage from the falling boulders, timbers, and flailing chains. Be careful to keep it fun and not make it feel like the party is being unfairly taxed or punished.

DEVELOPMENT

This would be a prime opportunity for the twin dwarf assassins to harass the characters, possibly even making a few ranged attacks. If they clearly have the upper hand, they will continue to attack (as they will have advantage against non-flying characters, and those characters will be at disadvantage on their own attacks due to the circumstances). If they cannot inflict serious harm inside of 2-3 rounds, they giggle and move on to

hide—the characters are safe to assume that the dwarves will be back.

Treasure. The invisible lockbox holds a number of valuable items, including a necklace of pink pearls, a significant number of octagonal coins from Old Delzoun (a long-dead dwarven empire), and a *potion of invulnerability* that is conveniently labeled in Common (it has a slightly chunky composition now due to the settling of the contents).

D. WATCHTOWER WEST

Huge chains encircle the remains of this watchtower, and the rubble scattered about this place seem to indicate that several sections have already been pulled down or have otherwise collapsed over the years. The wind yowls sullenly, and the barren rocks seem to be hiding legends of those that came before you.

If the characters spend more than a few moments here, three **chain devils** rise from the coils of chains—announcing their presence with *animate chains* (as there is no shortage of chains and chain segments here); any character with a passive Perception of 17 or higher is not surprised when the devils emerge from the chains. Characters that used *divine sense* or other similar abilities here are not surprised.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** delay the arrival of the **assassins** by one round
- **Very Strong party:** add a **chain devil**

DEVELOPMENT

The chain devils seek to eliminate all mortals, and are unconcerned about the reasons behind the characters's presence. The devils ensnare flying foes with the 100-foot long chains in the area, and focus on single, lightly-armored targets.

On initiative count 10 (losing ties) of the second round, the two **dwarf assassins** (Bahldrak and Bellegia) enter combat (unless previously defeated), enjoying advantage on their attacks unless the target can see invisible creatures as are both affected by *greater invisibility* having cast from scrolls just before combat began. Additional details about the vile twins can be found in "H. Assassin Attack!"

TREASURE

Bahldrak carries a *potion of speed* and one *spell scroll of greater invisibility*; Bellegia carries a *potion of superior healing* as well as a *potion of frost giant strength*.

E. CRAFTHALL

It is quite obvious that many dwarves have made pilgrimage to the Tower over the years—but this building really demonstrates this fact. Shattered barrels of dwarven stouts and potent spirits are scattered about the space. The wind whistles through the corpse of this building, even though the spirit of rowdy dwarven camaraderie can still be felt.

If the characters explore the room, they find evidence of old copper stills and piles of dehydrated hops (little more than dust) in the shallow cellar. A character succeeding on a DC 22 Intelligence (Investigation) check finds enough pieces of a still to begin reconstructing it; the characters may earn access to the **Vergadain's Firespirits** downtime activity if they also rescue Bitter-root (see *Wooded Copse*, below). Dwarven characters or characters proficient with brewer's supplies make this check with advantage.

Icons of several dwarven deities can be seen around the room, but a few finely-detailed images of Vergadain can be seen to be more prominent than the rest.

VERGADAIN

Often referred to as “the trickster god”, Vergadain also champions wealth, merchants, and laughter. While many dwarf bards follow his teachings, others would curse him for his chaotic ways; he takes great joy in offering deals that are too good to be true just so that he can see what befalls those that are not wise enough to pass up the chance to effortlessly better their place in life. His holy symbol is that of a heavily stylized coin covered in Dethek (Dwarvish) runes.

Intelligence (Religion) DC 15. Vergadain delights misleading those that trust without questioning.

Intelligence (Religion) DC 20. Though once an exarch of Moradin, he became a deity in his own right.

F. WOODED COPSE

A small wooded area has been raised here through druidic magic. Despite the rocky, salt-laden terrain, the trees here are lush and vibrant, with strong, thick trunks. The soil here is marshy and full of water.

The trees soar nearly thirty feet overhead, with their lowest branches almost twenty feet off the ground. The canopy is tightly woven, and the entire wooded lot feels out of place for the rocky terrain surrounding Durlag's Tower—as if it were magically coerced into existence by a powerful druid.

Bitter-root (“Root” to her friends) has taken up residence here with her three **invisible stalker** allies. She hasn't seen other mortal creatures in a very long time, and has spent her time talking to the wind and rocks. As a result, she is quite far gone and borderline insane. She watches the characters for a while, but if they attempt to rest here or speak to her, she attacks first, screaming that they are “more of Schvalt's tricks!”

ROLEPLAYING BITTER-ROOT

Bitter-root arrived at Durlag's Tower decades ago, and watched her allies get slaughtered by Schvalt, a disgusting and morbidly obese nalfeshnee that would later be captured by the Tower itself. In time, she was able to secure this small wooded lot and weave certain protections into it. Her only friends now are the stones and the wind, though she has fashioned some invisible stalkers to assist her in mundane tasks where possible.

She has a long history with SEER and has encountered Baron Rajiram before. Mentioning these names in her presence (along with appropriate Charisma checks or skills checks as you deem appropriate) will certainly shake loose her memory and help restore sanity—though she is likely to be very, very angry. The full details of her involvement with SEER and Baron Rajiram is outside the context of this adventure, but it should be hinted that Bitter-root was betrayed and abandoned as a result of that encounter. In truth, she was possessed by a Nalfeshnee named Blelthnol and though she begged SEER to leave her, she harbors great resentment that nobody came back to rescue her. Her ongoing mental struggles to contain the demon have broken her sanity.

Quote: “Did the bees send you? Did they!?”

SECRET MISSION: THE LORDS' ALLIANCE

If any of the characters are members of the Lords' Alliance, they should have received Bitter-root's holy symbol from SEER. Showing the holy symbol to her is enough to cause her final mental defenses to crumble, and Bitter-root's form tears and ripples as the demon manifests. Use the **Nalfeshnee** stat block for this combat, and be sure to include the three **invisible stalkers**. Without the presence of her old holy symbol as given to the characters by SEER, her demonic possession cannot be cured in this adventure as the demon will never emerge.

If the characters incapacitate the demon, they may yet save Bitter-root's life. To successfully complete this secret

mission, the characters must either kill Bitter-root, or exorcise her of Blelthnol's presence by reducing her to 0 hit points and spending one use of Channel Divinity while sprinkling her with holy water.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** no adjustments
- **Strong party:** Add one **invisible stalkers**
- **Very strong party:** as **Strong party**, and Blelthnol has advantage on melee attacks made against any enemy that is not at their maximum hit points.

DEVELOPMENT

It should become apparent that Bitter-root is not a threat to the characters. Roll initiative as normal, though if the characters damage her she dies very quickly. Once slain, her **invisible stalker** allies immediately dissipate back into the wind. Instead, play up how she screams about the “fat one in the tower” and her knowledge of the lands surrounding the forest. If her insanity is cured, she shares a little information about Schvalt, including that he is a demon and his basic appearance. A character listening to the description that succeeds on a DC 18 Intelligence (Arcana) check finds that she is likely referring to a nalfeshnee. Unless there are Lords' Alliance members in the group, simply restoring her sanity may not be sufficient to “cure” her – in fact, it may actually lead to a powerful nalfeshnee escaping into the world without the knowledge of the characters!

If the characters interpret her issues and deploy a reasonable method of healing or intervention that restores her sanity, award them experience as if she and her stalkers were defeated. If her sanity is restored, she tells the characters about Schvalt—the demon that is captured within the tower (though she does not know what type of demon he is). She also warns the characters to beware of “*the cat's bite, it felt of poisoned lightning.*” This is in reference to the quasit K'nap, which Schvalt keeps wrapped up in a wig made of human hair so that it appears to be a cat. If the characters determine that she is harboring a demon within her, exorcisms and the like are outside the bounds of this adventure except as noted in the sidebar. They may wish to return her to SEER, but it is up to you to determine if Bitter-root will actually want to return to the side of a so-called friend that abandoned her so long ago.

TREASURE

Whether or not Bitter-root is alive, the characters find that all the leaves here have strange peg-like protrusions on one side. If fitted against one of the fallen holy symbols of Moradin from Hearthforge, they form the key to open the front gate. Each of the leaves here can serve as a holy symbol of Silvanus, though they crumble to dust at first light following their removal from one of these trees.

If Bitter-root is cured of her malady, she digs up a fist-sized chunk of malachite worth 250 gp from beneath an aspen tree; this treasure is otherwise unavailable. If the characters have already found the broken still in the Crafthall section, she gladly helps the characters with the ingredients list for Vergadain's Firespirits; characters that both cure Bitter-root and find the still gain access to this new downtime activity.

If left to her own devices, Bitter-root leaves this place and attempts to track down SEER.

SEER is grateful but distraught if Bitter-root does not accompany the characters back to Beregost, and deeply saddened if the druid died. Either way, SEER vows to stamp out such activities in the future before they can progress this far.

G. STABLES

The stables have not been used in many years, but the external structure still stands. If the characters hide here or take shelter for some reason, any Dexterity (Stealth) checks are made with advantage here due to the fallen timbers and wreckage. The dwarf assassins know this and use against the characters if this is where the attack takes place.

H. ASSASSIN ATTACK!

The dwarf assassins are cruel and haughty, and take advantage of the characters and their misfortune at every opportunity. If they haven't already attacked the characters as the party enters the tower, they do so here. Baron Rajiram has offered a 3,000 gp reward for the head of any “proven” agent of SEER—a handsome reward. As luck would have it, the characters likely still have SEER's custom teleport scroll marking them as her agents.

The twins carry a pair of logbooks. Contained inside the logbooks is a record of the events that led to their exit from the Zhentarim; some of the details refer to “subjects for the Red Wizards”, notes about the Thayans increased desire for living “specimens”, and a vile offer from the Red Wizards: to turn the twins into unliving killing machines by way of

undead grafts. The final entries detail their decision to flee the Black Network when evidence of their deeds became known; apparently the Zhentarim are not fond of their agents delivering other living Zhentarim into the care of a nation of necromancers.

SECRET MISSION: ZHENTARIM

If any of the characters are members of the Zhentarim, the dwarves immediately panic once in combat. This has a number of effects:

Panicked Attacks. Each melee weapon attack the dwarves make during their turns are made with advantage, and all attacks made against the dwarves are made with advantage.

Magic Resistance. The Red Wizards have been slowly grafting undead body parts onto the dwarves. Their panic here triggers a partial metamorphosis – the dwarves have advantage on saving throws versus spells and other magical effects.

Immutable Form. Another benefit of the undead grafts they have received is that the dwarves are now immune to any spell or effect that would alter their form.

The Red Wizards had slowly been converting the dwarves into flesh golems, and the Zhentarim leaders discovered this fact. Furthermore, the Red Wizards intended (as found in the logbook) to use the Slagspit twins as undead spies inside the Black Network for their own nefarious purposes.

During combat, be sure to describe the dwarves as being covered in surgical scars, having grey or greenish flesh (as if diseased or partially rotting), and so on. Their transformation is a slow one, and only triggers if one or more of the characters are members of the Zhentarim.

To successfully complete the secret mission, the bodies of the dwarves must be returned to Beregost at the end of the adventure. The characters may wish to capture the dwarves and not kill them, but this does not alter the reward. If anything, the dwarves will almost certainly attempt to escape and flee at their first opportunity—and read the text in the conclusion to any Zhentarim characters!

ADVANCING THE ADVENTURE

If the characters haven't already encountered the dwarven assassins, they are attacked as they attempt to enter Durlag's Tower; their treasure and tactics can be found in D. Watchtower West, above. The characters should be encouraged to complete at least two or three of the above areas before exploring the interior of the tower if they found some way to bypass the gate.

PART 3. GETTING IN ON THE GROUND FLOOR

Expected Duration: 45 minutes

The interior of Durlag's Tower isn't much safer. It is full of traps, and all manner of dangerous beasts have taken to living in here--largely because they have been unable to escape. As such, the place should have a feel that is equal parts menace and decay.

THE GRAND FOYER

Durlag's Tower extends above the characters, but they are more interested in the lower reaches. To get there, though, they will need to figure out how to activate the elevator that will descend into the earth.

GENERAL FEATURES

As with the exterior, the stonework here is constructed entirely of *hizagkuur*. Discretion is recommended.

Terrain. Durlag's Tower was well-constructed, and the craftsmanship is easily apparent. Dwarven stonemasons have left their mark here, and the interior is in very good condition.

Light. There is no light on the tower's first floor.

Smells. Stale air and dust, with the occasional sniff of hot rocks.

Four statues dominate a large open space. While you can plainly see staircases on the far side of the room, you are reminded of SEER's request: secure passage to the basement and proceed as quickly as possible--the agents of Baron Rajiram cannot be far behind!

Though the characters may assume that there are staircases in the corners, they have been closed off by additional *hizagkuur* bricks (as their content lies outside the context of this adventure). The four statues are seemingly crafted from solid bronze and have silver nameplates along their bases:

- **The Shorn.** This bald dwarf lacks all hair; he has neither beard nor eyebrows nor coif. He holds a massive flagon and sports a look of bemusement. (flagon) [beard]
- **The Hunter.** This stout dwarf is crouched down, as if prepared to pounce on his prey. He wields a wickedly curved dagger in each hand. (one dagger) [replace dagger with flagon]
- **The Delver.** Bedecked with maps, pouches, a spyglass, and other gear typically found on

explorers, this dwarf sports a wild beard and a fist full of parchments. (beard) [insert hammer into hand]

- **The Crafter.** Wearing thick goggles, this dwarf seems to have scorch marks over his face. He holds a heavy hammer in one hand, and his forge apron sports the holy symbol of Moradin. (hammer) [replace hammer with dagger]

The characters quickly realize that the statues are all facing each other across the open room. Characters succeeding on a DC 13 Intelligence (Investigation) check realizes that each statue has a removable piece, as indicated in parentheses () in the statue's description; and that each statue has small scrapes around some portion of the sculpture as indicated in the brackets []. Once the characters discover the removable pieces, a bit of simple trial-and-error should help them determine where each piece should fit.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this encounter. Once a statue's trap has been triggered, it will not trigger again for ten hours or until the next sunrise, whichever is longer.

- **Strong or very strong party:** all the removable pieces appear to be mountable on every statue. Each character may make a single DC 17 Wisdom (Insight) check in order to determine what piece goes where. Improperly attaching a piece triggers the appropriate trap:

The Shorn. The statue glows red-hot, causing all creatures within 10 feet to make a DC 15 Constitution saving throw or take 24 (4d10) fire damage and gain 1 level of exhaustion; a successful save results in half damage and no exhaustion.

The Hunter. There is a sudden and distinct whooshing noise as the statue sucks in all the air in a 10-foot-radius sphere around it. Any living, breathing character in this zone must make a DC 15 Constitution saving throw or else gain 1 level of exhaustion as they struggle to refill their struggling lungs.

The Delver. The parchments flare with arcane light and tiny force missiles leap out to surround the statue. Each character in a 10-foot-radius sphere around the statue takes 32 (8d4 + 8) force damage from the *magic missile* barrage. Any character damaged in this way also receives 1 level of exhaustion.

The Crafter. The statue opens its mouth and issues a high-pitched metal-on-metal shrieking noise. Every creature within 100 feet of the statue must succeed on a DC 15 Constitution saving throw or else take 24 (4d10) thunder damage and be rendered deaf for 1 hour. Succeeding on the saving throw results in half damage. Any character damaged by this event gains 1 level of exhaustion as their equilibrium is thrown off.

After each statue’s puzzle has been solved, the center of the floor separates and a 20-foot-square platform rises up from the depths. Upon it is a violently fat wolf/ape hybrid demon with what appears to be a spike-covered second chin. The creature stinks of cheap liquors and spiced, salty sausages. It is lounging on an ottoman, and strokes a very shaggy cat as it rises into view.

A gigantic, bulbous demon cradles a tiny long-haired cat atop its sweaty belly. It grins, causing both sets of horribly obese chin-horns to dribble beads of brown saliva.

“Adventurers! It’s been so long since Schvalt has had company!”

The cat yowls and spews forth a stream of bile onto the demon’s chest, causing the rotund demon to toss the pathetic creature unceremoniously across the room. It quickly becomes apparent that the “cat” was merely a quasit in a disguise made of hair as a tiny, scaled demon crawls out of the messy pile. It takes a few faltering steps before fading from view.

“Excuse K’nap; it does not know its place. You, though...” he rubs his belly in a fairly disturbing manner. “You know where you’re going to end up.”

Schvalt and **K’nap** are both ravenously hungry and do not desire to parley with the characters, though they will use every advantage they can think of during the fight—including but not limited to feigning insanity, emitting “purring” noises or horrific blasts of bodily gas, and so on.

HUMOR & HORROR

These two demons have been in close quarters for a very long time, and as such have developed a close bond. While this encounter should be terrifying in regards to the stats and attack methods, you are strongly encouraged to play up some of the more humorous aspects of their relationship and interactions during the combat. Given a chance to escape, both of the demons will pursue it—and they’re not afraid to beg for it if it becomes clear that the characters have them outclassed.

TACTICS

As soon as Schvalt tosses him aside, K’nap uses *invisibility*. He knows that he is much weaker than Schvalt, but wields the *staff of thunder and lightning*—if he can get a clear shot on one of the characters, he will attempt to use the staff’s *thunder* ability as soon as possible.

Schvalt, on the other hand, is not nearly as crafty—though he is a fairly powerful demon. He

summons demons on initiative count 20 (losing ties) during the first round of combat. He attempts to snack on characters with low defenses first, and he prefers warlocks “because they’re saltier”. He cackles about the treasures he has uncovered from the tower’s depths, including *spell scrolls of glyph of warding* (true), *potions of healing* (true), and rooms full of wondrous items (untrue). He even tempts any clerics in the party with promises of glory should they swear subservience to him. Due to the time has spent bound to the tower, Schvalt has developed a strange, mutually-beneficial relationship to it:

SCHVALT’S LAIR

The obese nalfeshnee has spent many years trapped within the confines of Durlag’s Tower. In that time, he has learned to communicate with the stone, and for some reason the enchantments in the stone respond to him as if he were an extension of those very materials. As such, this has become his home plane—if targeted by a spell or effect like *banishment*, he simply grins and lets loose a horrific laugh, his two chins and pot belly jiggling madly.

If Schvalt would be affected by a spell, he can spend his reaction to be treated as if he were made of *hizagkuur*. This means that spells will reflect upon their casters. This ability recharges on a 5 or 6, or when he scores a critical hit against an enemy. Schvalt does not have to be specifically targeted by a spell to use this reaction.

On initiative count 10 (losing ties) of the first round, reinforcements may emerge from the gate to assist the demons—or maybe just to check out the noise. If the party is very strong, a **death slaad** enters the fray; otherwise, add a **blue slaad**. These creatures act immediately. Do **NOT** add the slaad here if the characters faced it previously.

ADJUSTING THE ENCOUNTER

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

- **Very weak:** Schvalt summons a **vrock**, and does not have the **Schvalt’s Lair** reaction
- **Weak party:** Schvalt summons two **vrocks**, and **Schvalt’s Lair** only recharges after a rest
- **Strong party:** Schvalt summons a **glabrezu**, and **Schvalt’s Lair** recharges every turn
- **Very strong party:** summons two **glabrezu**, and **Schvalt** has scribed a *glyph with flesh to stone* on it in the center of the room in a 10-foot-square area; this glyph is triggered by the first humanoid creature that steps on it. Additionally, **Schvalt’s Lair** recharges every turn.

DEVELOPMENT

This is intended to be a cinematic, absurd, and panic-filled encounter. As written this is a very deadly

encounter for most characters, so you are encouraged to practice restraint. Remember that demons are chaotic by nature, and that slaadi rarely work with anyone other than members of their own kind. If the characters are having a tough time, feel free to have the slaadi turn on the demons to “keep things even.” Ultimately the characters should be able to eke out a painful but well-earned victory here, even if that involves one or more of their opponents fleeing outside the Tower.

Schvalt and K’nap fight to the death, but the summoned demons may be inclined to flee if the opportunity presents itself. The slaadi serve only themselves, and while they are powerful opponents they are not above pleading for their lives—only to betray the characters shortly thereafter.

NOTE: It is strongly suggested that the Schvalt and K’nap are assigned spots in the initiative order if you feel that the characters are overly-prepared or if their damage output is significant enough to require this sort of action; this combat should be a story worth re-telling.

Treasure. K’nap carries a *staff of thunder and lightning*. Additionally, Schvalt has a very fine jade dagger attached to a silver chain around his neck. The blade is inscribed with SEER’s personal crest and is worth 500 gp—a reward that SEER happily provides in exchange for the dagger.

CONCLUSION

Once the elevator has been secured and Schvalt has been dealt with, the characters can proceed to DDAL05-09 *Durlag’s Tomb* or return to SEER with their findings. Intrepid characters may comment on the absence of Baron Rajiram’s forces. While this is an astute observation, they can be assured that the mad giant is surely not far behind them.

THE CHARACTERS RETURN TO SEER

The characters can use the spell scroll provided by SEER in conjunction with the teleportation circle in this room if they wish to return to safety; this teleportation circle is designed to bypass the Tower’s defenses. If they do, this adventure is over and the characters should be made aware of their next options (see DM Appendix. Completing the Experience, below). In addition, read the following:

SEER seems pleased at your return, and offers to a generous cup of mint tea. She takes a long sip of her drink, deep in contemplation.

“Rest well, honorable adventurers. Your services are going to be required again, and soon. The mysteries of Durlag’s Tower are only beginning to be revealed.”

THE CHARACTERS CONTINUE TO PART 2

The characters should be presented with the option to take a long rest. If they choose to forego this benefit, they must record this option on their logsheet as it may become important during their adventure in DDAL05-09 *Durlag’s Tomb*.

Read the following when the characters are ready to proceed:

Outside, the shadows grow long. Two airships draw close to Durlag’s Tower, and as you gather your equipment the front gate leaps to a life of its own: the gates reset, the locks spin back into locked positions, and a magical aura sizzles to life around the adamantine bars. Long fluttering banners on the prow of both ships proclaim the arrival of Baron Rajiram.

Perhaps the Tower somehow knows that dark times are coming, or perhaps it is simply luck... but the dungeons beckon.

IF THE ZHENTARIM SECRET MISSION WAS SUCCESSFUL

This assumes the characters returned to Beregost to recuperate. Modify the text as you see fit; a wandering minstrel would certainly suffice!

As you sit at a table in the Red Sheaf Inn and Tavern, a pleasantly inebriated bard pours himself into an open seat nearby. As he regales his tablemates with a tale of high heroics, explosive magics, and derring-do you can pick up on certain elements: Red Wizards crafting terrible monsters by grafting undead body parts onto living hosts, sleeper agents that were triggered by a remote ritual as performed by a certain giant of ill repute... Baron Rajiram.

His tale ends with the disintegration of the two premiere test subjects, vile dwarf assassins that were betrayed by those Wizards after they themselves had betrayed the Black Network. He closes the tale with:

“A morality play, to be sure. Loyalty is expensive and forever, where gold is only good for measuring the wealth of mortals – and we are all heroes; we desire to be LEGEND!”

REWARDS

Make sure players note their rewards on their adventure logsheets. 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
Tanarukk	1,800
Beholder Zombie	1,800
Elf Druid	450
Invisible Stalker	2,300
Dwarf Assassin	3,900
Schvalt (Nalfeshnee)	10,000
K'nap (Quasit)	200
Glabrezu	5,000
Vrock	2,300
Death Slaad	5,900
Blue Slaad	2,900

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Paying off the assassin's contracts	1000

The **minimum** total award for each character participating in this adventure is **10,300 experience points**.

The **maximum** total award for each character participating in this adventure is **13,800 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
Necklace of pink pearls	2500
Delzoun coins (lockbox)	1500
Gem-encrusted holy symbol	250
Chunk of malachite	1500
Jade dagger and silver chain	500

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

POTION OF SUPERIOR HEALING

Potion, rare

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

POTION OF INVULNERABILITY

Potion, rare

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

POTION OF SPEED

Potion, very rare

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

SPELL SCROLL OF GREATER INVISIBILITY

Scroll, very rare

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

STAFF OF THUNDER AND LIGHTNING

Staff, very rare (requires attunement)

This aspen staff shines brightly in direct light. The staff is almost perfectly smooth with a crown of silver lightning bolts atop it which cradle gleaming sapphire. A description of this item can be found in the **Player's Handout 2**.

--OR--

QUASIT'S ESSENCE

Optional rule, unique (requires attunement by a warlock with a quasit familiar)

The quasit K'nap, long trapped in Durlag's Tower with the obese and foul nalfeshnee Schvalt, demonstrated a greater-than-average ability to perform autonomous actions. You have retained a bit of his fleeting essence, and may choose to bolster your own quasit familiar using a powerful ritual that requires the destruction of a powerful magic item. If you perform this ritual (see sidebar, below), your quasit familiar grants you access to the Variant: Quasit Familiar rule from the *Monster Manual*.

QUASIT FAMILIAR RITUAL

If you defeated K'nap, you gain access to a special ritual. By spending five downtime days destroying the *staff of thunder and lightning* and mixing its arcane components with the essence of the quasit, you gain access to the Variant: Quasit Familiar rule as described on page 63 of the *Monster Manual*. Gaining the benefit of this variant rule uses one of your attunement slots. In addition, the destroyed staff permanently counts against the number of permanent magic items you possess, and can't be traded—even if you later forfeit the benefit of this ritual. If you ever choose to “unattune” from the benefit of this ritual, the attunement slot is once more available, but the *staff of thunder and lightning* and the benefit of the ritual fueled by its destruction are forever lost, never to be reclaimed.

RENOWN

All faction members gain one renown point for completing this adventure.

Members of the Lords' Alliance that are rank 2 (Redknife) or higher that successfully restored Bitter-root by purging the demon Blelthnol gain **one additional renown point** for their efforts. This counts as the completion of a secret mission.

Members of the Zhentarim that that are rank 2 (Wolf) or higher that also successfully delivered the bodies of both Slagspit twins to Bereghost receive **one**

additional renown point. This counts as the completion of a secret mission.

DOWNTIME ACTIVITY

Characters have the opportunity to earn the following downtime activity during this adventure:

Vergadain's Firespirits. Vergadain, a dwarven deity of wealth and trickery, was known for his favored drink; as clear as water and smelled of honey and cane sugar, but was in truth an incredibly potent liquor that put standard dwarven spirits to shame. He would sometimes challenge unknowing humans and elves to drinking contents, where he would slyly swap in sweetened water while his opponent would down drink after drink of this highly-flammable liquid. It rarely ended well for them. And now you have the recipe!

You may spend 60 downtime days to craft one barrel of firespirits. Each batch requires special sweet herbs from Bitter-root's copse near Durlag's Tower and 100 gp worth of other materials, including aged dwarven spirits blessed by a dwarven priest. If you find yourself in possession of campaign documentation that bestows ownership of a distillery, this time and gold cost is reduced by half.

Each barrel contains approximately 30 gallons of firespirits, and can be sold for 1,000 gp. Alternately, as this is a rare elixir; it may be worth a significant amount to Fai Chen, certain high-ranking lords, or other purveyors of such fineries. Additionally, if you give a nip of firespirits (just a wee one) to a dwarf, all Charisma (Persuasion) checks made with them are made with advantage for the next hour.

STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

Traitor to Your Faction. Lords' Alliance and Zhentarim faction members that falsified evidence of their missions or failed their missions suffer a terrible blow to their reputation. After this adventure, the character must forfeit the next two renown points that they would gain; once this forfeiture is complete, strike out this story award.

Favor of SEER. If the characters choose to not sell the jade dagger, they may instead turn it over to SEER. If they do, they all earn her admiration, as this very dagger was lost during an expedition that, in her words, “went poorly”. The blade is a family heritage item and all that remains of her long-lost uncle, whom she refuses to name directly. SEER is willing to provide a character that has this story

award with one spell scroll of second level or lower. If the character is a member of the Lords' Alliance, they can instead choose a spell scroll of up to third level. If the character is a member of the Lords' Alliance and is rank four or higher, they may instead choose a spell scroll of level 3 or lower and also receive a *potion of heroism*. Any spell chosen for this reward must be on the wizard spell list and cannot be a ritual. Once a reward is chosen, strike out this story award.

DOWNTIME

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

DM REWARDS

You receive **3,375 XP**, **1,688 gp** and **ten downtime days** for running this session.

DM APPENDIX. NPC SUMMARY

Below is a list of NPCs that appear in this adventure.

SEER. Female Shou. SEER is merely a codename for a Lords' Alliance operative. This Shou woman is of curious origin, as in some situations she may appear as a wizened old woman and in others a spry woman in her early 20s. She has great command of the Art, and her spells serve her well as she recruits junior operatives and pursues agendas that blur the line between the Lords' Alliance, her own inscrutable goals, and the safety of the entire Sword Coast. May have history with Baron Rajiram.

Hsing (SING). A golden pseudodragon that serves as the familiar, friend, and herald of the Lords' Alliance spymaster, SEER.

Bahldrak Slagspit (BALL-draak SLAG-spit). Male shield dwarf; former Zhentarim enforcer. Bahldrak and his twin sister Bellegia were last seen in Neverwinter. They have a long history of cruelty and aggression, and although they are in the employ of Baron Rajiram now they have a significant bounty on their heads – and it is worth more to return them dead than alive to the Zhentarim.

Bellegia Slagspit (BELL-edge-EE-ah SLAG-spit). Female shield dwarf; former Zhentarim enforcer. As with her brother above, she is wanted for crimes against both the Zhentarim and the population of Neverwinter. Cruel beyond words.

Schvalt (SHH-vault). Nalfeshnee demon. Grossly obese and foul even among his own fellow demons, Schvalt finds that fear “spices the meat just right” and likes to savor his meals one still-living bite at a time. A bully, he lashes out at every opportunity.

K'nap (kuh-NAP): Quasit demon. A captive of Schvalt, K'nap has been forced to wear a cat costume. The costume is crudely made, and composed of human hair. Bitter, vile, and very cowardly.

Baron Rajiram (BAH-ron rah-JEER-am). Male cloud giant. Ambitious cloud giant and pirate lord that has turned his attention from the Sword Coast to locations of power in-land. Desires a powerful object from the depths of Durlag's Tower. NOTE: Baron Rajiram is not present in this adventure, but his shadow looms over all of these events. May have history with SEER and Hsing.

APPENDIX: NPC/MONSTER STATISTICS

BAHLDRAK & BELLEGIA (ASSASSIN)

Medium humanoid (mountain dwarf), neutral evil

Armor Class 15 (studded leather)

Hit Points 90 (12d8 + 36)

Speed 25 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Thieves' cant, Common, Dwarvish

Challenge 8 (3,900 XP)

Dwarven Resilience. The twins have advantage on saving throws against poison.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing

damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BEHOLDER ZOMBIE

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10+33)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech and Undercommon but can't speak

Challenge 5 (1,800 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. *Disintegration Ray*. If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

BITTER-ROOT (DRUID)

Medium humanoid (wood elf), neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Medicine +4, Nature +3, Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Druidic, Common, Elvish

Challenge 2 (450 XP)

Fey Ancestry. Bitter-root has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

BLUE SLAAD

Large aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 7 (2,900 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a *wish* spell can reverse the transformation.

CHAIN DEVIL (KYTON)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magical Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes two attacks with its chains.

Chains. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until the grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, providing that the chains aren't being worn or carried.

Animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature on its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

DEATH SLAAD

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages Slaad, telepathy 60 ft.

Challenge 10 (5,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*
2/day each: *fear, fireball, fly, tongues*
1/day each: *cloudkill, plane shift*

Magical Resistance. The slaad has advantage on saving throws against spells and other magical effects.

Magical Weapons. The slaad's weapon attacks are magical.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

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

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

At will: *darkness, detect magic, dispel magic*
1/day each: *confusion, fly, power word stun*

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

ACTIONS

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

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can only grapple one target.

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

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTIONS

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

K'NAP (QUASIT)

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft., fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back to its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Claws (Bite in beast form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

TANARUKK

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the tanarukk can move up to its speed toward a hostile creature that it can see.

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

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

SCHVALT (NALFESHNEE)

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Magic Resistance. The nalfeshnee has advantage on saving throws against spells and spell effects.

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5-6). The nalfeshnee magically emits scintillating, colored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: two with its beak and one with its talons.

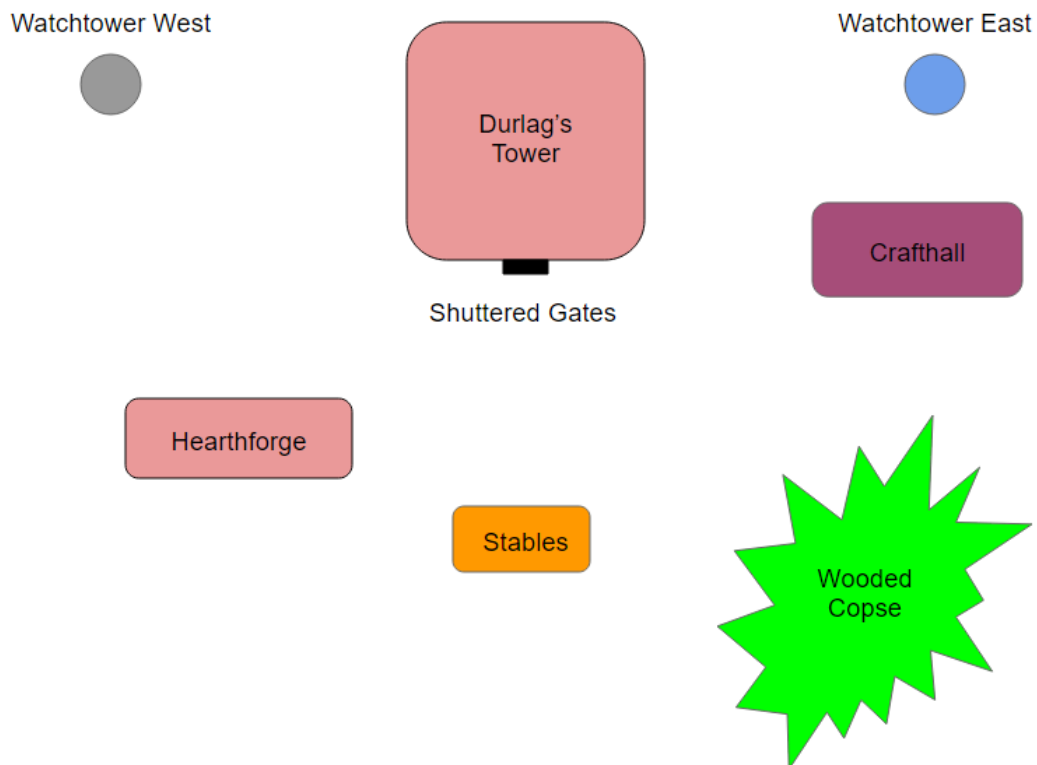
Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage.

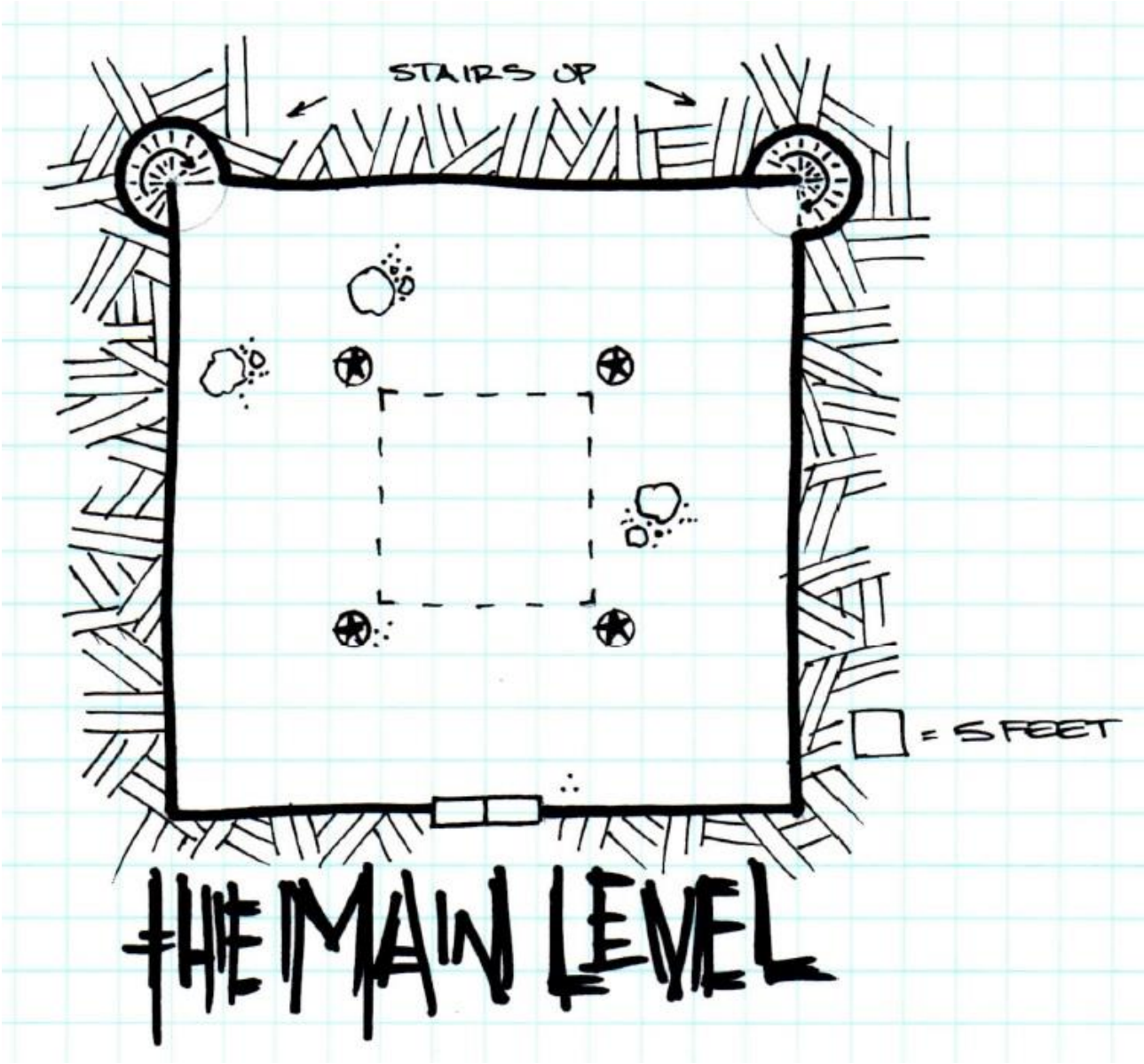
Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in the area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

APPENDIX. DURLAG'S TOWER AND ITS SURROUNDS MAP



APPENDIX. MAIN FLOOR MAP



PLAYER HANDOUT 1. THE SLAGSPIT TWINS WANTED POSTER



PLAYER HANDOUT 2. STAFF OF THUNDER AND LIGHTNING OR QUASIT ESSENCE

STAFF OF THUNDER AND LIGHTNING

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage.

Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

Lightning Strike. You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

Thunderclap. You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

Thunder and Lightning. You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one. This item can be found in the *Dungeon Master's Guide*.

This aspen staff shines brightly in direct light. The staff is almost perfectly smooth with a crown of silver lightning bolts atop it which cradle gleaming sapphire.

QUASIT'S ESSENCE

Optional rule, unique (requires attunement by a warlock with a quasit familiar)

The quasit K'nap, long trapped in Durlag's Tower with the obese and foul nalfeshnee Schvalt, demonstrated a greater-than-average ability to perform autonomous actions. You have retained a bit of his fleeting essence, and may choose to bolster your own quasit familiar using a powerful ritual that requires the destruction of a powerful magic item. If you perform this ritual (see sidebar, below), your quasit familiar grants you access to the Variant: Quasit Familiar rule from the *Monster Manual*.

QUASIT FAMILIAR RITUAL

If you defeated K'nap, you gain access to a special ritual. By spending five downtime days **destroying** the *staff of thunder and lightning* and mixing its arcane components with the essence of the quasit, you gain access to the Variant: Quasit Familiar rule as described on page 63 of the *Monster Manual*. Gaining the benefit of this variant rule uses one of your attunement slots. In addition, the destroyed staff permanently counts against the number of permanent magic items you possess, and can't be traded—even if you later forfeit the benefit of this ritual. If you ever choose to "unattune" from the benefit of this ritual, the attunement slot is once more available, but the *staff of thunder and lightning* and the benefit of the ritual fueled by its destruction are **forever lost**, never to be reclaimed.

PLAYER HANDOUT 3. DOWNTIME ACTIVITY

Characters have the opportunity to earn the following downtime activity during this adventure:

VERGADAIN'S FIRESPIRITS

Vergadain, a dwarven deity of wealth and trickery, was known for his favored drink; as clear as water and smelled of honey and cane sugar, but was in truth an incredibly potent liquor that put standard dwarven spirits to shame. He would sometimes challenge unknowing humans and elves to drinking contents, where he would slyly swap in sweetened water while his opponent would down drink after drink of this highly-flammable liquid. It rarely ended well for them. And now you have the recipe!

You may spend 60 downtime days to craft one barrel of firespirits. Each batch requires special sweet herbs from Bitter-root's copse near Durlag's Tower and 100 gp worth of other materials, including aged dwarven spirits blessed by a dwarven priest. If you find yourself in possession of campaign documentation that bestows ownership of a distillery, this time and gold cost is reduced by half.

Each barrel contains approximately 30 gallons of firespirits, and can be sold for 1,000 gp. Alternately, as this is a rare elixir; it may be worth a significant amount to Fai Chen, certain high-ranking lords, or other purveyors of such fineries. Additionally, if you give a nip of firespirits (just a wee one) to a dwarf, all Charisma (Persuasion) checks made with them are made with advantage for the next hour.

PLAYER HANDOUT 4. STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

TRAITOR TO YOUR FACTION

Lords' Alliance and Zhentarim faction members that falsified evidence of their missions or failed their missions suffer a terrible blow to their reputation. After this adventure, the character must forfeit the next two renown points that they would gain; once this forfeiture is complete, strike out this story award.

FAVOR OF SEER

If the characters choose to not sell the jade dagger, they may instead turn it over to SEER. If they do, they all earn her admiration, as this very dagger was lost during an expedition that, in her words; "went poorly". The blade is a family heritage item and all that remains of her long-lost uncle, whom she refuses to name directly. SEER is willing to provide a character that has this story award with one spell scroll of second level or lower. If the character is a member of the Lords' Alliance, they can instead choose a spell scroll of up to third level. If the character is a member of the Lords' Alliance and is rank four or higher, they may instead choose a spell scroll of level 3 or lower and also receive a *potion of heroism*. Any spell chosen for this reward must be on the wizard spell list and cannot be a ritual. Once a reward is chosen, strike out this story award.

DM APPENDIX. COMPLETING THE EXPERIENCE

A new development with Season 5, *Storm King's Thunder*, is dividing the Tier 3 (levels 11 to 16) and Tier 4 (levels 17 to 20) adventures into multiple parts. Our players, DMs, convention organizers and store owners have all been very vocal about how they want to be able to interact with higher-level content, and we want to make sure that as many of our players as possible can experience these adventures.

These higher-level adventures used to be 8 hours long, and many people made two things clear to us:

- There is not enough Tier 3 and Tier 4 content
- Eight hours cannot be easily accommodated in the common public play locations (conventions and stores)

In response, we've moved to creating a series of linked four-hour adventures for these higher-level characters... but the adventures can be played independently! These adventures are as follows:

DDAL05-08 *Durlag's Tower*
DDAL05-09 *Durlag's Tomb*

If a character plays the first adventure, they can certainly proceed through and play the second adventure immediately (or in a future session). A character can jump in and play the second adventure with only a little catch-up; this information can be found in the "Background" section of the adventure. A character can play the second adventure, then play the first (though this may be a tad confusing on some story elements). There are some specific rules for this, though...

TWO-PART ADVENTURES

Characters are NOT required to play both halves of this two-part adventure.

Characters may level up normally if they have enough experience to do so between "Part 1" and "Part 2" unless the adventure indicates otherwise. They may also participate in downtime activities as they desire.

Characters may temporarily "bank" their rewards from the "Part 1" adventure. If they do this, they must record their downtime, XP, gp, and renown awards on their logsheet but they may elect to delay the actual receipt of those awards until they complete "Part 2". If the character participates in any

other adventure prior to playing in "Part 2", they immediately gain the previously-delayed rewards as indicated on their logsheet.

NOTE: this may cause the character to be unable to participate in other adventures in this tier, including "Part 2" at a later date.

PERMANENT MAGIC ITEMS

The D&D Adventurers League will be continuing our tradition of including a permanent magic item in every adventure. This means that players may have access to more adventures—and therefore permanent magic items—than any previous season.

DM APPENDIX. TRAPS & EFFECTS

FINDING TRAPS

If the characters are searching for traps, the general order of checks and effects is as follows:

- Wisdom (Perception) checks to find a trap
- Intelligence (Investigation) to determine how best to interact with or disable a trap
- Once the disabling method has been determined, Intelligence (Arcana) for magic traps or Dexterity checks for mechanical traps (if the character has thieves' tools)

If a character is using thieves' tools and fails to disable a trap by a result of 5 or more, their tools will break. As Durlag's Tower is very trap-heavy, if the characters break their tools you should modify any additional traps in this adventure as if the party was one step weaker (see the APL table near the beginning of this document) than they actually are.

CUSTOMIZING TRAPS

While the Dungeon Master's Guide may not present a lot of options for traps, there are a few simple things you can do to customize the options as presented in this adventure (and of course in the DMG!) in order to make this experience more memorable for your players. If you know that one or more of your players has already played this adventure one or more times previously, you are strongly encouraged to exercise a little DM empowerment and adjust the challenges using any of the following tips in this section.

As always, remember that adjusting traps – much like adjusting monsters – should be done carefully and with forethought. Adding new damage dice or damage types may make some challenges insurmountable for our heroes, and cause players to lose interest in the face of adversity. Proceed boldly but carefully! Adding additional effects to a trap or a trap encounter will almost certainly turn that trap into a complex trap, which means that you will need to roll initiative (for an example of this, refer to the “rolling sphere” suggestions later on). If you adjust the traps in this adventure, please use the following outlines to modify the saving throws and damage output in order to keep things balanced:

TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
11th – 16th	4d10	10d10	18d10

FIRE-BREATHING STATUE

Magic trap

These traps are almost always primed to fire when pressure plates receive the appropriate amount of weight. You can very easily change damage types, though, in order to keep players on their toes. If a statue belches out a cloud of poison gas, or spits a bolt of lightning... it is the charm of the unexpected! You can also easily exchange a damage-dealing magic trap for one that casts *bestow curse* instead.

PITS

Mechanical trap

If ever there was a “default” trap for a dungeon or battlefield, it would be the pit trap. However, these classic traps can be customized by adding oil or ice on top of them, coating the tips of a spiked pit trap with poison, or even adjusting a locked pit trap to deposit the hapless character into a watery tomb.

POISON DARTS

Mechanical trap

The easiest way to modify a poison dart trap is to simply change the effect of the poison. You could lower the damage done but have characters make Constitution saving throws or fall unconscious, or even adjust to one of the other “injury” poison types as listed in the Dungeon Master's Guide. Remember that “inhaled” and “ingested” poisons are not suitable for this type of trap, though a contact poison combined with a large number of tiny objects may create quite a stir!

ROLLING SPHERE

Mechanical trap

If you are seeking to dramatically raise the danger of a rolling sphere trap, you may choose to place pit traps or fire-breathing statue traps along its path. This can bring about immediate reactions from characters that otherwise believe that they are safe from this rolling death machine. Another option is to coat the sphere in the remains of a black pudding,

the corpse of a gelatinous cube, tar, or some other acidic, flammable, or poisonous substance. Should a character find themselves bowled over by the sphere, the worst part may have yet to come!

Be aware that adding additional damage types on top of the damage of the sphere, or by adding additional traps, you are raising the overall difficulty of the adventure as a whole. Combining traps in this way should only be used for **very strong** parties.

SPHERE OF ANNIHILATION

Magic trap

The Sphere of Annihilation trap is not suitable for Adventurers League play at this level.

SYMBOL SPELLS

Magic trap

Glyphs and symbols are part of everyday life for arcane casters and dungeon explorers, but sometimes those elements are dangerous. The *symbol* spell should be used carefully; once characters read (and therefore trigger) a glyph, they are unlikely to fall for it again. Change the triggering conditions or even the symbol's effect to one of those samples listed in the Player's Handbook for maximum impact on the characters!

RESULTS CODE: DECEMBER – JANUARY 2017

If you are DMing this adventure during the months of December – January 2017, 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.

