

# BENEATH GLIP DAK



**D&D**  
**ADVENTURERS**  
**LEAGUE**<sup>™</sup>

A Two-Hour Adventure for 1st-4th Level Characters

**CCC-GLIP-01-02**

William Beers, Ian Pace, & William Murakami-Brundage





# Beneath Glip Dak

A series of unusual heists has both the thieves' guild and city guard scrambling to uncover the culprits before the burglaries destabilize the thriving trade within the city, threatening the budding kingdom the Kroth Magg have fought and died to forge.

Tier 1 CCC-GLIP-01-XX can be played in any order.

*A Two-Hour Adventure for 1st-4th Level Characters*



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## Introduction

Welcome to *Beneath Glip Dak*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place in the ruins underneath the hobgoblin trade fort of Glip Dak. Glip Dak is located in eastern Thar, just north of the Troll Hills.

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

## Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

## Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc).

## Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

**You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

**Challenge Your Players.** Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

**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. Watch for stalling—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.

# Adventure Primer

"I smell a rat."

-Thomas Middleton

## Adventure Background

In the ruins-turned sewers beneath the trade city of Glip Dak resides a tribe of xvarts. For many years, these creatures were content to squabble amongst themselves, stealing whatever ornate objects they could get their little blue hands on. Occasionally they will capture a resident of Glip Dak (mostly goblins, as they put up the least resistance) and sacrifice the creature to Raxivort, their god, who they often believe is angry with them.

A year ago, an ambitious xvart warlock named Uublix devised a plan to seize control of the tribe. The plan was simple—start a whisper campaign against Slobar, the tribe's speaker, questioning his loyalty to Raxivort. And bribery. Uublix bribed his fellow warlocks to stand with him against Slobar.

The plan worked. Uublix exiled Slobar a few tendays ago, banishing him to the sewers beneath Glip Dak. Now firmly ensconced as the tribe's new speaker, Uublix craves more power, and has enacted a plan to summon the xvart god. He has commanded an increase in the tribe's efforts to "acquire valuables" with which to compel an appearance of Raxivort. Glip Dak is a bazaar of the bizarre, and Uublix knows that eventually the tribe will amass enough treasure to lure their demigod out of hiding.

Unfortunately for the tribe, the increased pace of theft in the fortress market has alerted not only the hobgoblin constabulary, but the local thieves' guild as well.

### Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

**Grat Nying (GRAT NY-ing).** "Night's Gift" is a goblin thieves' guild in Glip Dak.

**Grimyton (GRIM-hy-ton).** The name of the xvart village. No one can remember who named it, but everyone agrees it is appropriate.

**Hrogar (ROW-gar).** Hobgoblin captain of the guard. HE may potentially hire the adventurers to stop a string of thefts.

**Rattus (RAT-tuss).** Big and dumb, Rattus is an abnormally large rat-beast who serves as the xvart tribe's strong-arm.

**Raxivort (RACK-see-vort).** The god of this the xvarts. He only appears to his worshippers long enough to claim their offerings.

**Slobar (SLOW-bar).** Slobar is the ousted speaker of Grimyton and is eager to find allies to help him reclaim the leadership of his tribe.

**Strenkl (STR-ehn-cull).** Strenkl is the "face" of the Grat Nying, a thieves' guild in Glip Dak. He may potentially hire the adventurers to investigate the thefts.

**The Bronze (BRON-zz).** The city guard of Glip Dak, so called because of their blue enameled bronze armor.

**Uublix (OOB-lix).** Warlock of Raxivort and speaker of the xvart tribe of the Glip Dak sewers.

**Ghukuliak.** Native language of goblinoids.

## Adventure Overview

The adventure is broken down into three parts:

**Part 1. Rats!** The adventurers witness some rats dragging a coin purse down into the sewer. Later, depending on party composition, they are offered work by either the thieves' guild or the local law enforcement. The adventurers are asked to go beneath Glip Dak and investigate the thefts.

**Part 2. Down We Go.** The adventurers follow the trail of thieving rats into the sewers of Glip Dak. They encounter a gelatinous cube that the xvarts refer to as "Old Sticky," and rescue the ousted xvart speaker Slobar in the process. Slobar presents them with an interesting offer.

**Part 3. Showdown!** The adventurers arrive in Grimyton to witness the culmination of Uublix's plan. Based on the choices the adventurers make, this could be resolved through diplomacy, or it could go really sideways!

## Adventure Hooks

This adventure is part of a set of adventures located in the trade city of Glip Dak in the steppes of Thar. The Tier 1 GLIP adventures (CCC-GLIP-01-XX) are not part of a sequential storyline and can be played in any order.

Your players may recognize some of the NPCs or places from the other adventures. While that can give them a sense of familiarity with the locale, it won't spoil any surprises!

**Fresh Off the Road.** You have recently arrived at Glip Dak having come overland from Rashemen. The caravan master, Bomilcar Kustantina, has sold his shipment of *jhuild* (firewine in Common), and subsequently paid his guards.

**Paying the Ransom.** Several tendays ago, you set out from Hulburg with a mission to pay the ransom on Elias Vandover. Now that that mission is accomplished, you've been cooling your heels in Glip Dak, hoping to find a way back to Hulburg that doesn't involve you footing the bill.

**Down Here at the Pawn Shop (Harper Assignment).** Randyll Blackalbuck, while working at

the family's store, Blackalbuck's Swap Shop, in Melvaunt, accidentally sold something he shouldn't have. Randyll sold an ornate box to a trader bound for Glip Dak. He belatedly realized it was the access key for the Melvaunt Harpers repository of knowledge (in a *secret chest*), and he has been frantically trying to get it back ever since. Despite offers of coin ranging from reasonable to exorbitant, Randyll has had no luck getting the box back. He has called in for assistance! Give Harper players **Player Handout 1**.

### Running this adventure at a convention (or anywhere with only 2 hours)

There is a lot to do in Beneath Glip Dak, but if you happen to be running it on a tight timeline, you will probably have to streamline it. Use the Adventure Summary on page 3 and the Story Beats for each part as a roadmap, and consider the below suggestions for running this adventure when you only have a 2-hour slot.

- **Part 1:** Have an NPC (Hrogar or Strenkl) give more of an info dump up front, and/or volunteer extra information during the roleplay encounter. If Harpers are in the group, give them the extra information that Strob was burgled, and no longer has the box.
- **Part 2:** Omit 2C. Have Slobar give more of an info dump up front, and/or volunteer extra information during the roleplay encounter.
- **Part 3:** Omit 3D.

# Hobgoblin Society

## Who are the Kroth Magg?

A decade ago, six hobgoblins adventurers discovered a Netheril ruin in the tip of the northern Troll Hills. What they found within caused a schism in the band. A brief battle ensued, resulting in the victors exiling two of their former comrades. The remaining four turned to the worship of the true hobgoblin deities. From there, they used treasure obtained through their explorations and sellsworlding to begin constructing a fort above the massive complex below.

This activity attracted Maelizarra, a curious blue dragon, who sought the secrets the ruins held. She saw potential in these hobgoblin adventurers and offered her wealth to back their endeavors if they swore fealty to her before their gods. They accepted and the Kroth Magg was born with the completion of their fort, Glip Dak.

The Kroth Magg rose to prominence quickly, attracting many hobgoblins to their banner. With the dragon's secret guidance, they secured local resources and began to guard and tax the trade roads along the northern Moonsea.

Glip Dak is controlled by Maelizarra through her overlords, the remaining adventurers: Supreme General Korgoth Bayn, Iron Shadow Grand Master Kahl, Devastator Lord Balroth Sicar, and High Priestess Drakkla the Red. There are rumors of a fifth overlord, but such stories are violently refuted.

While powerful, the Kroth Magg have much to hide. They are apostates who have freed themselves from the leash of Maglubiyet and returned to the worship of Nomog-Geaya, their god of stoicism and conquest, and Bargrivyek, their god of duty and discipline. This they keep secret as such information would unite the goblinoids against them in a holy war, for Maglubiyet is ruthless and cruel and demands the same of his followers.

While the upper levels of the ruins have been opened to Glip Dak to serve as sewers and prisons, Maelizarra and her overlords continue to jealously guard the secrets held deeper below, sealed by both gate and magic to all but themselves.

## Glip Dak

- Glip Dak is a lawful evil goblinoid trade city controlled by the highly disciplined and militaristic Kroth Magg. In reality, the dragon Maelizarra and her four overlords are studying ancient ruins far beneath the city, using Glip Dak's military and wealth to guard and fund their research.
- At the trade gate, there is a wooden sign in Common, Giant, Goblin, and Orc that says: "Glip Dak - Kill not; Steal not". Below the sign is a pile of humanoid skulls and severed hands.
- Outside the trade gates are stocks, manacles, and cages wherein criminals are punished. The

gallows, dunking vats, and other public 'spectacles' are near the market square.

## Glip Dak Citizens

- Glip Dak citizens include many races, from goblins to drow, but the Kroth Magg hobgoblins squarely control the city, at least ostensibly.
- Monstrosities, lycanthropes, oozes, and undead are considered vermin.

## Justice and the Law in Glip Dak

- Breaking the laws of Glip Dak is punishable by lost downtime or a fine, but it does not end the adventure, nor does it prevent playing other Glip Dak modules.
- Some Glip Dak-specific story awards can cause social shifts during other Glip Dak modules – the adventurers are raising suspicions, have caused problems, or are decorated allies.

## The Heinous Crimes of Glip Dak

- Killing Glip Dak citizens or non-citizens.
- Being caught stealing from a merchant or citizen.

## Decorations in Hobgoblin Society

- **Vadd Narkoz**, "Strong Warrior". In this public proclamation, the hobgoblins of Glip Dak acknowledge outsiders as worthy allies.
- **Lozz Nying**, "Pony Gift". In this public ceremony, a pony, bridle, and riding saddle are bestowed upon those that earned Lozz Nying.
- **Fezik Melko**, "Worthy Accord". A parade occurs, and those given the Fezik Melko are rewarded with a silver dagger.
- **Pakk Vit**, "Shield Bearer". Saving the life of a hobgoblin creates a blood debt. Until that debt is repaid, the hobgoblin that owes the debt is known as the Pakk Vit (shield bearer) to their rescuer.

## Earning Decorations

The decorations may be earned by completing quests for the Kroth Magg, DM's discretion. They grant one of the following benefits:

- Advantage on Charisma (Deception, Intimidation, and Persuasion) checks with interacting with the Kroth Magg.
- A point of inspiration.
- A particular item or set of items, depending on the decoration.



# Part 1. Rats!

## Story Beat

The adventure begins as the characters are headed for their inn. They spot an enterprising rat, which will later lead to a job offer from either The Bronze, the city watch, or Grat Nying, the thieves' guild. Either group asks the adventurers to go beneath Glip Dak to investigate who is behind the recent robberies and to search for missing watchmen or guildmates.

**Estimated Duration:** 25 minutes

## General Features

The city is undergoing massive expansion and construction. Many buildings are webbed with gantries and scaffolding. Stone blocks have been piled near main thoroughfares to eventually lay solid streets, until then, the roads are muddy.

**Terrain.** The ground throughout has been churned into mud. Dry grass has been scattered on the main paths, but the clinging mud and constant foot traffic make the paths difficult terrain.

**Weather.** Thar is high plateau terrain, harsh and cold. It snows most of the year. Light snow covers the ground, piling into taller snowdrifts in less traveled areas. During the day, it is barely above freezing. At night, it is substantially colder.

**Light.** Every merchant or camp has some kind of fire going, which serves as a heat source, cooking method, and light.

**Smells and Sounds.** The pungent scent of horses and other animals mixes with the smell of rare medicinal herbs and exotic perfumes.

## A. Precocious Vermin!

It is late evening as the adventurers take an alley shortcut (see **Map 1**) on the way back to their inn. There is enough light to see giant rats dragging what is obviously a coin purse down a drain in the middle of the alley.

Read or paraphrase the following:

As you swing around the corner of the alley, you see, not more than 20 feet away, a pair of large rats the size of dogs, their teeth sunk into some poor beast they are dragging down the alley.

A second glance at the "poor beast" reveals it to be a rather full coin purse. It looks like the rats are trying to drag it to a drain in the middle of the alley. The drain's grating is ajar.

These two **giant rats** are busily dragging back the fruits of the day's labor. As the adventurers enter the alley, the rats' sense of urgency grows, and they begin to quickly wriggle toward sewer access.

Left alone, the rats will drag the purse into the sewer and not reappear.

If the adventurers intervene, one rat will stay and fight while the other uses its movement to go down the drain with the coin purse.

The drain is 2 feet wide and extends 5 feet down before opening in to a roughly circular room about 20 feet in diameter. The opening has rungs affixed to the side that continue into the open section. The light filtering in from above bathes the area in dim light. The only exit is a gated drain on the south side of the chamber, roughly 3 feet in diameter and set with iron bars. A Small creature can squeeze through the bars, finding itself in a lightless tunnel, 5 feet in diameter. A Medium creature will need to pass a DC 18 Strength (Athletics) test to open the bars enough to squeeze through. Adventurers who squeeze into this tunnel will find that it terminates 120 feet to the south in another circular chamber, a ladder leading back up to a surface grate. At the midpoint of the 120-foot long tunnel, a passage east extends 300 feet before it terminates opposite the stairs down from section 2A.

Two **swarms of rats** wait with a readied action to attack any hostile creature that comes down the drain. Five more **giant rats** wait here, also with readied actions.

## Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **swarms of rats** from the chamber.
- **Weak:** Remove one **swarm of rats** from the chamber.
- **Strong:** Remove two **swarms of rats** and two **giant rats** from the chamber. The remaining **giant rats** have been selectively bred for exceptional strength and savagery, treat as **giant hyenas**.
- **Very Strong:** Remove two **swarms of rats** from the chamber. The remaining **giant rats** have been selectively bred for exceptional strength and savagery, treat as **giant hyenas**.

## Tricks of the Trade

Consider the following guidance:

**Giant Rats.** Rats aren't particularly smart, though they know their teeth don't do as well against metal armor. They will use their Pack Tactics whenever possible. Given the chance, they will flee if reduced to half hit points or fewer, leaving behind the pouch.

**Swarm of Rats.** About even in the brains department with their rat-kin, a rat swarm will also flee if reduced to half hit points or fewer.

## Treasure

The coin purse contains 12 gp worth of various denominations of coin. If the adventurers search the chamber thoroughly (i.e. with a light source), they find an additional 10 gp worth of coins.

## Developments

Any character with passive Investigation or Perception of 11 who examines a giant rat body will notice that a crude brand in the shape of a hand wreathed in fire has recently been applied to the left haunch of the animal.

A successful DC 12 Intelligence (Religion) check will allow an adventurer to recall that the symbol of Azuth (LN, god of wizards) is a hand pointing up, outlined in fire.

If the Intelligence (Religion) check succeeds by 5 or more, that adventurer will recall that the xvirt demigod Raxivort's symbol is a fiery blue hand.

**Take a quick poll of your group: If you have a more law-abiding party, go to B. The Bronze. If you have a less law-abiding party, go to C. Grat Nying.**

## B. The Bronze

The hobgoblins of the Kroth Magg clan tolerate little lawbreaking in Glip Dak (see **Hobgoblin Society** in the **Adventure Primer**). What crime they do tolerate is petty theft toward outsiders. Any other criminal activity is ruthlessly punished by The Bronze.

For several tendays Glip Dak has been suffering a crime wave of burglaries, and The Bronze have not been able to solve it. As the adventures finish up their fight with the rats (or finish watching the rats disappear down the drain unchallenged), they hear a harsh voice from the mouth of the alley. Read or paraphrase the following:

“Oi! You lot! You see them pesky fat rats, eh? They are mighty mischievous, ya? I wonder if I could interest you in some rat-slaying and sewer jack work. Dirty and dangerous, but it can help you lot make a name for yourselves as dependable and not afraid to get yer hands dirty. What say you?”

You turn to find a hobgoblin in plate armor standing at the mouth of the alley, flanked on either side by six more hobgoblins, standing at attention. While none of them have their weapons drawn, they all carry stern expressions and watch you cautiously.

The hobgoblin in bronze-enameled plate eases his posture, “Look, I am not stopping you from going where ya want to go, but I could use some help and my own men are stretched thin tending to other matters, mostly related to these cursed thefts.”

The hobgoblin in plate armor is Hrogar, the watch captain, and he has a proposal for the adventurers. Hrogar has guards spread out watching for rats. Normally Hrogar doesn't trust the competency of outsiders, but the increase in thefts have left him tired and frustrated. Feeling that his back is to the wall, Hrogar is willing to trust mercenaries. It isn't that Hrogar is lazy, but he feels he can best serve the community by staying on the streets.

He knows the following:

- Roughly two tendays ago, burglary complaints in Glip Dak spiked, both from residents and non-residents.
- The stolen items are all on the small side—coins, gems, silverware, knick-knacks. Taken together though, it amounts to a small fortune.
- Some of the burglary reports included claims of large rats being the offenders, dragging the stolen goods away into the night. Servants at three burglarized homes were found bitten to death. Hrogar has not made this information public.
- At first, Hrogar thought that Grat Nying, the city's thieves' guild, might be responsible, but quickly dismissed the idea. The guild has a good racket going and avoids doing anything to jeopardize it. The dead servants and reports of large rats have confirmed the notion that Grat Nying is not involved.
- Even though he doesn't think Grat Nying is involved, he has been leaning on them for information, and threatening them with formal charges if they don't turn up anything.
- Hrogar sent a patrol into the sewers beneath Glip Dak two days ago with instructions to mark their path and to return in two hours. They never returned. He has not reported this to his superiors. He is not keen on making that report with nothing to show for it.
- Hrogar wants to find out what is going on with these rat-thefts and what happened to his patrol.
- The loss of the patrol has left him short-staffed. He can't afford to send any more of his guards into the sewers without failing to man some of the posts under his watch.



- To this end, Hrogar’s plan is to hire some competent non-residents to complete the investigation.
- Hrogar offers the party 50 gp each to find out what happened to his patrol, and to find out who is behind these thefts. He offers an additional reward of 10 percent of the value of all stolen goods recovered.
- Hrogar asks the adventurers to meet at The Bronze’s barracks with information before two days have passed.

Hrogar gives the adventurers directions to the sewer access and a key to open the sewer door.

### C. Grat Nying

Literally “Night’s Gift” in Ghukliak, Grat Nying is the local gang of thieves, consisting mostly of goblin burglars (though they have employed bugbears and drow on limited-duration contracts when the situation warrants muscle or magic). Members of Grat Nying mainly prey on the non-goblinoids of Glip Dak and stick chiefly to non-violent pursuits. They also occasionally serve as the eyes and ears for The Bronze. This practice has led to unspoken non-aggression pact with the stalwart city guard.

As the adventures finish their fight with the rats (or watch the rats disappear down the drain), they hear a whisper from deeper in the alley.

Read or paraphrase the following:

“Psst! Over here! Easy, easy! No need to get jumpy. I want to make you an offer.”

From the shadows steps a rather dapper goblin dressed in black silk. He bows, “Call me Strenkl, if you will. A funny name, I know, a moniker from my time as a street orphan. It keeps me humble, I like to think. Look, I need some help. Nothing dirty in the ethical sense I assure you, but it is dirty in the literal sense.

“A group of giant rats have been acting a bit odd, stealing valuables and murdering people before retreating to the old ruins below. We tried looking into this ourselves, at the behest of Hrogar, the guard captain, but about a dozen of my lads have gone down and not come back up, if you know what I mean. I can’t afford to send any more of my boys and gals down there as we are already suspected of committing the crimes and The Bronze knows the faces of my most reliable people, so,” he bows again. “I turn to you.”

The gang has a pair of watchers on this alley, waiting for signs of rats. One ran to fetch Strenkl when the

rats appeared. The leadership of Grat Nying has discussed hiring outsiders (see below) and Strenkl makes the split-second decision to offer the adventurers a job.

- Strenkl is the “face” of Grat Nying. He speaks roughly a dozen languages (all the standard languages as well as Undercommon and Draconic) and has a reassuring and polite manner.
- Recently, the gang has noticed a lot more rat traffic under Glip Dak than is normally the case.
- The first indication they had of potential competition was Hrogar (see **B. The Bronze**, above) rousting their members, accusing them of stealing from citizens and even of murder.
- After professing their innocence, Hrogar enlisted them to find out what was going on beneath Glip Dak.
- In the following days, Grat Nying sent more than a dozen of its members to the sewers and ruins beneath Glip Dak. They were to follow any rats, mark the path, and report back. None of them have returned.
- Strenkl mentions that after Hrogar’s visit, they observed that the increased rat traffic did include some large rats that stole pouches, candlesticks, silverware, and jewelry. He does not mention that Grat Nying has recovered some of this and plans to fence it far from Glip Dak.
- Hrogar is putting pressure on the gang for information and the goods. The leadership of the gang (including Strenkl) are at their wit’s end. They have lost a quarter of their gang with no results to show for it. With their strength depleted, they cannot afford to lose face, or another gang could topple them and take their place within the trade city.
- Strenkl offers nothing up front to find out what is happening beneath Glip Dak. However, he alludes to greater rewards: “Who can say what happened to all the stolen goods? I don’t think all of it is recoverable.” He winks as he says this, “if you know what I mean.”
- Strenkl is anxious to get Hrogar off his back. He asks the adventurers to make haste, and report back before two days have passed.
- If asked about his nickname, Strenkl sighs, “I get asked that a lot. I’ll tell you if you succeed.”

Strenkl gives the adventurers directions to the sewer access and a key to open the sewer door.

## Harper Faction Developments

Members of the Harper Faction may at this point want to track down Strob at the Pickled Crawler shop to steal back Randyll Blackalbuck's golden box. If they ask for directions, someone they encounter can point them to Strob's shop.

Mixed in with the market shops are more unusual vendors. One shop in particular has a jar with a pickled carrion crawler head on display in the window, along with desiccated humanoid body parts and a selection of crisp-fried skewered rats. The sign above reads *Strave Stek Macga*, and bears an image of a carrion crawler.

Inside you see a one-eyed duergar behind the counter. He looks up at you, squinting through a crystal monocle. "Eh, customers? How can old Strob help you all? Have you come looking for something?"

What Strob knows:

- He claims not to have the gold box anymore and says: "I should have sold it back! I'm out a small fortune on that dratted box!" If the adventurers are suspicious of Strob's claim, a successful DC 10 Wisdom (Insight) check reveals this to be true.
- If pressed, Strob will confess to his shop being burgled recently. He states the thieves stole only small things "that could easily be fenced somewhere else."
- After a few minutes of discussion, Strob will urge the adventurers to "buy something, or be on about your business!"



## Part 2. Down We Go!

### Story Beat

The adventurers follow the trail of thieving rats into the sewers of Glip Dak. Below the market fortress, they find strange and dangerous shrines. The adventurers encounter a gelatinous cube who the xvarts refer to as "Old Sticky, and possibly rescue the xvart Slobar in the process. There is also a barred passage to a deadly encounter.

**Estimated Duration:** 35 minutes

### General Features for under ruins area

Glip Dak is built upon an ancient Netherese ruin, incorporating and repairing part of the structure for their own needs. The bulk of the Glip Dak fortress is a Netherese temple.

The ruins seem to stretch endlessly below ground in a labyrinthine network of streets and crumbling buildings.

**Terrain.** The tunnels vary from wide to narrow, sometimes clogged with crumbled stonework, fungi, or corpses of strange things.

**Weather.** Quiet and damp.

**Light.** The underground sewers and ruins are dark.

**Smells and Sounds.** The slush and drip of running water fills the place. Despite being used as a sewer, it smells mostly of mold and damp earth.

### Players Gonna Play

Your players might decide to use the drain-chamber in the first alley, or any random drain, to gain access to the sewers.

In that case, consider DC 18 Strength (Athletics) checks to bend bars or lift gates, allowing them access to the ruins below Glip Dak. From there, start at Section B. Following the Breadcrumbs.

### A. The Way Down

Following the directions given to them by Hrogar or Strenkl, the adventurers make their way to another part of the market city where there is easier access to the sewer. See **Map 2**.

Following the provided directions leads you to the main sewer maintenance access, which is a stone building chipped and cracked from age. Neatly lettered on the iron-bound door in Common and Ghukliak are the words "Keep out or be eaten."

The provided key fits neatly in the lock, which is well maintained, opening easily and quietly. Inside the

15-foot squat building is a work bench built against one wall and a roped off area in the far corner.

On the workbench are various tools, nails, and scraps of wood and metal. Hanging on pegs above the work bench are a pair of bullseye lanterns.

As soon as the adventurers step into the building, they notice a set of spiral stairs descending into the dark below.

### Treasure

A thorough search of the room yields two bullseye lanterns (full), two flasks of lamp oil, and a set of mason's tools.



### B. Following the Breadcrumbs

The stairs down from the maintenance access building terminate at a 15-foot-wide passage of worked stone. Down the middle of the passage is a 5-foot-wide channel of effluent that flows west. A successful DC 10 Intelligence (Investigation) check reveals that the channel is relatively new, being carved from the much older surrounding stone. The channel is 2 feet deep.

At various intervals and heights, pipes jut out of the walls, aimed toward the channel in the middle. Occasionally, a slug of fluid will gout from a pipe, and splash noisily into the channel.

At the bottom of the stairs, scrawled on the opposite wall, is the symbol of The Bronze, and directly beneath it a chalk arrow. Beneath that, on



the stone floor, is another arrow pointing in the direction of the first.

Looking south down the tunnel (as far as darkvision or light sources allow), the adventurers can see arrows scrawled on the floor roughly every 30 feet.

After the adventurers have made their way approximately 60 feet down the tunnel, read or paraphrase the following:

Ahead, waist high on the wall, you can see the flicker of candles. As you get closer, you see that someone has fashioned a rough shelf of wet clay. On the shelf are a dozen lit candles surrounded by loose copper pieces. Painted in blue behind the shelf is a stylized humanoid creature, arms outstretched, and a halo of light emanating from its head. An arc of words in Common above the creature's head reads: "All hail the coming of Raxivort. Prepare his way with gold!" Other sentences are painted on the wall in a different language.

**The following messages are written on the wall in Abyssal:**

- "Uublix commands you! Gather treasure for our lord!"
- "Rat-wardens, send forth your beasts to collect offerings to Raxivort!"
- "The joyous day of Raxivort's return approaches! He will reward the faithful!"

A successful DC 12 Intelligence (Arcana or History) check will reveal the following about Raxivort:

- Raxivort is the god of the xvarts, and his symbol is a flaming blue hand.
- Raxivort is greedy to a fault, a trait his progeny, the xvarts, exhibit as well.

Succeeding on the Intelligence (Arcana or History) by 5 or more reveals the following additional information:

- Xvarts often kidnap humanoids to sacrifice to Raxivort.
- Raxivort can be summoned to a xvart tribe if they accumulate enough wealth, the weirder or more esoteric the better. Raxivort will appear and take all the tribe's loot before fleeing.

The shrine here is **trapped**. The coins are coated with a contact poison that paralyzes the victim.

## Poison Coins

*Simple trap (level 1-4, deadly threat)*

The Grimyton xvarts have built shrines to appease Raxivort, not to supply the greedy with spare change. By order of the Grimyton speaker, Uublix, the coins have been coated in a nasty poison.

**Trigger.** Any creature that touches the coins exposes itself to the poison.

**Effect.** The triggering creature must make a DC 15 Constitution saving throw. On a failed save, the creature takes 11 (3d6) poison damage and is poisoned for one minute. While poisoned this way, the creature is **paralyzed**. On a successful save, the creature takes half as much damage and isn't poisoned.

**Countermeasures.** A successful DC 15 Wisdom (Perception) check reveals a clear viscous slime coating some of the coins in the pile. A successful DC 12 Intelligence (Nature) check confirms the slime to be poison. Dousing the coins with water, wine, or other liquid will wash away the poison or dilute it such that it is no longer dangerous.

## Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

**Very Weak:** DC 13 Constitution save and Wisdom (Perception) check; 7 (2d6) poison damage.

**Weak:** DC 14 Constitution save and Wisdom (Perception) check; 7 (2d6) poison damage.

**Average:** Use default.

**Strong:** DC 16 Constitution save and Wisdom (Perception) check; 14 (4d6) poison damage.

**Very Strong:** DC 17 Constitution save and Wisdom (Perception) check; 17 (5d6) poison damage.

## Tricks of the Trade

**Reading Abyssal.** If no one in the party speaks Abyssal, can cast *comprehend languages*, or otherwise read the script in Abyssal, consider improvising an Intelligence skill check, or changing the script to another language.

## Treasure

The shrine to Raxivort contains 300 cp (3 gp).

## XP Award

**For detecting and defeating the poison coin trap, award each character 50 XP.**

## C. Deeper into Darkness

**If you have fewer than 80 minutes left to play, consider omitting this section. If playing in a 2-hour slot, omit this encounter.**

Eventually, the adventurers reach the end of the sewer system. See **Map 3**. Read or paraphrase the following:

After following the tunnel for hundreds of feet, ducking under and stepping over various pipes and sluices, you come to a junction. The chalk arrows turn east, away from the effluent passage, continuing down another 10-foot tunnel. This one has no channel carved out of it.

The tunnel with the effluent channel has been crudely walled off at this point. Rough-cut stones are mortared into a wall with bars set into it allowing the sewer muck to continue on its path. A large skull-and-crossbones has been painted on the wall, with what you presume to be a warning, written in Ghukliak.

The smell here is truly awful, a cloying heaviness of filth that is stifling and choking.

This wall, though crude, has been in place for some years. On the walls flanking the iron bars are painted skull-and-crossbones images. Lettered neatly underneath each is a warning, written in Ghukliak: “Do not go past this point. The garbage-eaters live beyond and eat everything!”

The bars are narrow enough that a Small creature can squeeze through. A successful DC 30 Strength (Athletics) check, or a cumulative strength of 50, is required to open the bars up enough for a Medium creature to squeeze through. Proficiency in mason’s tools finds a leverage point, granting advantage on Strength (Athletics) check or reducing the strength requirement by 5.

If the characters are foolish enough not to follow the chalk arrows and instead force their way past the bars, they will encounter an **otyugh** in a 30-foot by 50-foot chamber some ways down the passage. **This is a very dangerous encounter. Give the adventurers considerable warning of the threat.** A clever, and brave, adventurer can sneak into the otyugh lair to search for treasure. A DC 16 Wisdom (Perception) check finds 50 gp worth of valuables and a *scroll of fireball* in a waterproof brass case.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** The **otyugh** has 72 hit points
- **Weak:** The **otyugh** has 102 hit points
- **Strong:** The **otyugh** has 168 hit points
- **Very Strong:** Add an **otyugh**. Each otyugh has 114 hit points.

## Treasure

The otyugh lair holds 50 gp of valuables and a *scroll of fireball* in a waterproof brass case.

## D. Old Sticky

As the party heads deeper into the ruins beneath Glip Dak, they encounter another shrine to Raxivort, and their first real threat. See **Map 3**.

The farther you get from the sewer-tunnel, the more easily you find it to breathe. The stonework here appears to be very old, carved with glyphs you don’t recognize.

You soon come to another shrine, though this one is piled with silver pieces and has different writing around the image of the god.

Looking down the tunnel, no more chalk marks are visible.

### *The following messages are written on the wall in Abyssal:*

- “Slobar is outcast! He is denied fire and water within 100 miles of Grimyton!”
- “All hail Raxivort, lord-creator and holder of the blue flame!”
- “Give deeply to Raxivort, so that he may appear among us!”

The shrine here is **trapped**. The coins are coated with a contact poison that paralyzes the victim. See **Poison Coins in B. Following the Breadcrumbs**, above.

While the adventurers are examining the shrine, read or paraphrase the following:

There is a sharp cry down the tunnel. From around the corner, running toward you, is a small blue humanoid clad only in a loincloth. It glances back over its shoulder, then looks back at you and shouts in Common, “Look out, Old Sticky is right behind me!”

Looking behind the little blue creature, you can see the rough outlines of three or four armored shapes moving slowly down the passageway toward you.

The armored shapes that the player see are all that remains of Hrogar’s hobgoblin patrol. They have been consumed by Old Sticky, a **gelatinous cube**, and all that remains of them are their plate armor, shields, and swords. It has been a few days since Old Sticky ate something, and adventurers are tasty.

The running creature is the deposed **xvart speaker**, Slobar. He squeezes past the adventures to

put them between him and Old Sticky. If any of the adventurers are paralyzed from the poisoned coins, he chuckles under his breath.

### Role-Play Opportunity

**Fleeing Home.** Slobar is supposed to present a roleplay opportunity for the players. He isn't intended to be too annoying, but rather helpful by providing important information, possibly an item, and an alternate means to accomplish the adventure.

### Xvart Speaker

A xvart tribe has one speaker who serves as its leader. The speaker has the statistics of a normal xvart, except that it has an Intelligence of 13 (+1) and knows one additional language (usually Common or Goblin). In this case, Slobar knows Common.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Treat Old Sticky as a normal **gelatinous cube**
- **Weak:** Change Old Sticky's hit points to 100
- **Average:** Change Old Sticky's hit points to 120
- **Strong or Very Strong:** Change Old Sticky's hit points to 120 and the gelatinous cube has advantage when making melee attacks.

### Tricks of the Trade

**Reading Abyssal.** If no one in the party speaks Abyssal, can cast *comprehend languages*, or otherwise read the script in Abyssal, consider improvising an Intelligence skill check, or changing the script to another language.

**Gelatinous Cubes.** Literally mindless, the gelatinous cube just wants to consume. Have it use Engulf whenever possible. If the adventurers flee beyond range of its blindsight, have it wait there, blocking the tunnel.

### Treasure

After defeating Old Sticky, the players find 40 gp worth of various coinage. All the items save for a *shield of expression* bearing a smirking face are damaged beyond use or value.

The shrine contains 30 gp worth of silver pieces.

### XP Award

**For detecting and defeating the poison coin trap, award each character 50 XP.**

### Developments

Slobar is delighted that the adventures have saved him, though he is slightly sad to see the end of Old Sticky. When opportunity knocks, however, Slobar always answers, and opportunity has just landed a squad of sword swingers in his lap.

Read or paraphrase the following:

"Ah, from Glip Dak you've come? But not goblins, no, not goblins. Thank you for saving me from Old Sticky! I'm out here alone for the first time in a long time." He pauses for a second or two before continuing, "Glip Dak is the city of bargains, no? Why not make a bargain with Slobar?"

### Slobar's offer:

- Slobar has recently been deposed from his position of speaker and banished from the tribe.
- Uublix, chief instigator and usurper, has assumed the position of speaker for the tribe.
- Uublix has persuaded the tribe to amass a hoard of treasure in the hopes that Raxivort, the xvart god, would appear before them.
- Slobar argued against this, fearing repercussions from those that "dwell above." Slobar believes a meek existence stealing food from above is the safest way for the tribe to survive. Besides, Glip Dak owes the xvarts for setting traps to keep away the 'things from below,' great beetle creatures that walk on two legs.
- Slobar asks the adventurers to dispose of Uublix in whatever fashion they can, allowing Slobar to become the speaker once more. In return, he





offers to let them have half of the treasure that the xvarts have recently stolen.

Other things Slobar knows:

- The flaming blue hand is the symbol of Raxivort.
- At Uublix's request, the xvarts have been using giant rats to steal from surface.
- Slobar can demonstrate the xvarts' ability to speak with rats.

A DC 14 Wisdom (Insight) check reveals that Slobar is, despite trying to hide it, fearful and frustrated. If questioned about this, he unconvincingly denies it: "No, no-no. I can't be afraid. Not now. Too soon for that. I have my tribe to save from that filth-traitor Uublix."

Success also indicates that Slobar is hiding something, if pressed, he reveals that he knows the layout of the xvart tribe quite well but was hesitant to tell the adventurers earlier as he doesn't want that information used against him later. If the adventurers promise they will be good and not tell anyone, a DC 14 Charisma (Persuasion or Deception) check, he sketches a detailed map of the area in the grime on the floor.

This provides advantage to Dexterity (Stealth) and Wisdom (Perception) checks throughout the sewer complex.

Slobar offers the adventurers information and aid in exchange for gold. However, the adventurers may make DC 14 Charisma (Persuasion or Deception) checks to convince the disposed xvart speaker that by helping them, he increases their chances of removing the usurper. Good roleplaying should grant inspiration.

Per 30 gp payment or successful DC 14 Charisma (Persuasion or Deception) check, Slobar provides one of the following incentives:

- Provides tactical information on the layout, defenses, and patrol routes of the xvart village. This information provides advantage on initiative checks in **Part 3. Showdown!**
- Offers a *potion of healing*.
- He offers some insights into the ruins below Glip Dak, saying they are quite extensive and go deep underground. The ruins far beneath are in better shape than the ones on the upper levels, but strange and frightening creatures lurk there. The xvarts set deadly traps to keep them away. Glip Dak owes the xvarts, and that is why they take food. It is compensation.

- The Kroth Magg, rulers of Glip Dak, worship foreign gods. They don't worship the goblin god, even though they pretend to. He has seen the Kroth Magg fighting other hobgoblins, ones wearing horned masks who fight with their fists.

If the adventurers are friendly towards Slobar, or genuinely apologize for being rude, he also provides them with a *potion of healing* (in addition to the one potentially earned above).

## Role-Play Opportunity

**Fleeing Home.** Reminder, Slobar is supposed to present a roleplay opportunity for the players. He isn't intended to be too annoying, but rather helpful by providing important information, possibly an item, and an alternate means to accomplish the adventure. If the party kills him out of hand, it will be exceedingly difficult for them to learn what Slobar knew.

## Part 3. Showdown!

### Story Beat

The adventurers arrive in Grimyton to witness the culmination of Da'zol's plan. Uublix, in full regalia of a speaker, and standing before a mound of treasure, is completing a summoning ritual that should bring forth Raxivort. Unfortunately, Uublix gets the ceremony wrong and summons an evil fey creature. But the xvart god makes a brief appearance!

**Estimated Duration:** 45 minutes

### General Features for Grimyton

Grimyton is a dark, smelly warren in an ancient Netherese ruin. Above is the market city of Glip Dak.

The ruins seem to stretch endlessly below ground in a labyrinthine network of streets and crumbling buildings.

**Terrain.** The tunnels vary from wide to narrow, sometimes clogged with crumbled stonework, fungi, or corpses of strange things.

**Weather.** Warm and humid.

**Light.** Most of Grimyton is lit by oil lamps.

**Smells and Sounds.** The slush and drip of running water fills the place. Despite being used as a sewer, it smells mostly of mold and damp earth. In the occupied spaces of Grimyton, the discordant buzz of xvart speech can be heard.

### A. The Empty Guard Post

Slobar leads the adventurers the rest of the way through the ruins beneath Glip Dak to Grimyton, the xvart lair.

Read or paraphrase the following:

Ahead you can see pair of heavy, red-velvet curtains gaudily trimmed in gold embroidery. They are pulled back revealing a stone chamber lit by guttering torches spilling oily smoke.

"That's not right!" Slobar says. "There should be sentries on duty! Uublix is a fool." With that, he starts toward the curtained opening.

The chamber is 15 feet by 10 feet.

The room is empty save for a pair of spears leaning against a wall. A large, filthy tapestry covers the floor. It is impossible to tell what the tapestry used to depict.

If the adventurers ask, Slobar can provide the following information:

- There are normally two sentries on duty here at all hours.
- There should be a giant rat cadre here as well.

### Developments

Slobar stomps around this antechamber for a few minutes, muttering about "amateurs!" then heads deeper into Grimyton. When he reaches the fork between areas B and C, he waits, listening to the chanting coming from C.

### B. Xvart Sleeping Chamber

This room is one of many xvart sleeping chambers in Grimyton. There is a 1 in 20 chance of this room being occupied by 1d4 sleeping xvarts; they are all supposed to be at the main chamber.

Read or paraphrase the following:

Behind a crude wooden door is a roughly shaped room hacked out of the surrounding stone. It smells of stale sweat and spoiled food. Filthy sleeping pallets lie haphazardly on the floor.

### C. Xvart Warlock Sleeping Chamber

This room is part of the ancient Netherese construction that makes up much of Grimyton. It is unoccupied, all the xvart warlocks are in the main chamber.

Read or paraphrase the following:

Ancient carved double doors open in to a worked stone room. Though less crowded than the other sleeping chambers, this one still smells of stale sweat and spoiled food. Filthy sleeping pallets lay haphazardly on the floor.



## D. The Speaker's Chamber (Optional)

**If you have fewer than 30 minutes left to finish, omit the Speaker's Chamber combat encounter. If playing in a 2-hour slot, omit this encounter.**

The Speaker's Chamber lies just south of the passage leading from the guard post (**Area A**). Please read or paraphrase the following:

Heavy gold-colored curtains close off the room at the end of the hall.

Through a slight tear in the fabric, you can see this chamber is sparsely furnished, save for a massive four-poster bed that dominates the room. Pegs on a wall hold a few sets of gold robes, and a stack of what appear to be stilts leans nearby. Next to the bed, on a three-legged stool, rests a small gold box.

Listening outside reveals no sound from inside the chamber.

The gold box is the one that Randyll Blackalbuck is so anxious to recover. Uublix is using the box to store some of the choicest pieces of jewelry stolen by the tribe.

### Development

Jealous like all xvarts, Uublix has cast an *alarm* spell on this box, which will trigger a mental alarm if anyone but Uublix touches it, or if it is *dispelled*. Uublix is busy with the summoning ceremony (**section C**), but will dispatch a patrol to investigate.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Two xvarts and a **xvart warlock of Raxivort**.
- **Weak:** Four xvarts and a **xvart warlock of Raxivort**.
- **Average:** Four xvarts and two **xvart warlocks of Raxivort**.
- **Strong:** Five xvarts and three **xvart warlocks of Raxivort**.
- **Very Strong:** Six xvarts and four **xvart warlocks of Raxivort**.

### Tricks of the Trade

Consider the following guidance:

**Slobar.** If Slobar is present with the adventurers, it is possible he can command the patrol to stand down with a successful DC 15 Charisma (Persuasion or Intimidation) check. Failure by 5 or more will cause the patrol to "kill the traitor!"

**Xvarts.** Craven fighters, the xvarts will team up on the weakest looking adventurer. They will use their Low Cunning ability to Disengage whenever possible. They flee if more than half their number go down.

**Xvart warlocks of Raxivort.** Only slightly less cowardly, the xvart warlocks will barrage enemies with fire, most likely *burning hands*, but possibly *scorching ray*. They will then switch to cantrips, leaving their remaining spell slot for *expeditious retreat*, which they will cast if necessary. The warlocks flee if more than half the xvarts go down.

### Treasure

Secreted under the giant bed is pouch filled with 150 gp worth of various coins. A successful DC 15 Intelligence (Investigation) or Wisdom (Perception) reveals its hiding place in the bed's supports.

Retrieving the gold box completes the Harper Faction Assignment and nets the adventurers a 50 gp reward.

## E. Raxivort, Arise!

In the main chamber of Grimyton, speaker Uublix (a **warlock of the Archfey**) is finishing the final steps in casting *conjure fey*, mistakenly thinking he will cause Raxivort to appear.

Read or paraphrase the following:

In the main chamber, some two dozen xvarts are watching a tall, gold-robed xvart standing atop a mound of coins, silverware, rugs, and the like, intoning words of power.

Before him is a censer with scented smoke wafting towards the ceiling. Behind the xvart, partly concealed in the shadows, is the hulking figure of a giant rat-beast.

You see the xvart lurch to the left suddenly, reaching down to grab his side. It is at this point you realize that he is standing on stilts, obscured by gaudy gold robes.

If Slobar is present, read or paraphrase the following:

Slobar strides into the chamber imperiously, puffed up to his whole 3-foot height, interrupting the ceremony.

"Uublix, your greed would be the downfall of our whole tribe if not for me!" Slobar cries. "Those who dwell above have sent a powerful force to destroy us, but I, Slobar, can save us all! I have turned enemies into allies, I have turned woe into weal! Uublix, your doom is upon you!"

A stunned silence fills the chamber. Uublix, and many other xvarts, look as though they are seeing a ghost. Slobar pauses a few more seconds, and then turns to look towards where you are, surreptitiously waving you forward.



"I said, Uublix, your doom is upon you!"

If Slobar is not present, and the adventurers do nothing to stop the ceremony, read or paraphrase the following:

As the chanting reaches a crescendo, the gold-clad xuart thrust his hands directly out to his sides, and then swiftly brings them together over his head with a sharp clap. Echoing the clap is faint pop from the censer as a gout of smoke emerges and coalesces into something decidedly xvartlike.

## Uublix

Add the following abilities Uublix's statblock:

**At will spells.** *alarm*.

**Low Cunning.** The xuart can take the Disengage action as a bonus action on each of its turns.

**Overbearing Pack.** The xuart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xuart's allies is within 5 feet of the target and the ally isn't incapacitated.

**Raxivort's Tongue.** The xuart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

**At this point, the party likely has a chance to negotiate or fight.**



## Negotiate

Slobar wants to reclaim his place as the tribe's speaker; Uublix likes the status quo.

If Slobar is not with the adventurers, negotiating a peaceful conclusion will be much more difficult; Uublix has advantage on any Charisma checks made. Consider the following guidance:

**Negotiating Tactics.** The adventurers may use threats, non-verbal intimidation, the knowledge that they've been sent by those on the surface, or other ideas to make their arguments. For a good argument, grant them advantage on the check. For a particularly good argument, reward them with inspiration.

**The Negotiation.** Uublix and the party's negotiator will make three opposed Charisma (Persuasion) checks over the course of the negotiation. Two successful checks will win the negotiation. See Appendix A for some of Uublix's favorite lines.

**The Crowd.** The xuart tribe is fickle and can tell which way the wind is blowing. Each successful Charisma check grants Uublix advantage on the next as the crowd hoots and hollers. Each failed Charisma check imposes disadvantage on the next as the crowd grows quieter and fidgety.

**Winning.** If the adventurers win the negotiation, the tribe tears him down from the pile of treasure, strips him of his robes, and chases him from the chamber with kicks and howls.

**Losing.** If the adventurers lose the negotiation, Uublix gives Slobar an evil smile, "I should have killed you last time. I won't make that mistake again." He tells the adventures they have until the count of ten before he unleashes "his mighty horde upon them!"

## Roleplaying Uublix

Uublix has unwittingly made a warlock pact with an unknown otherworldly being but assumes the patron is really Raxivort. As speaker of the xuart tribe, Uublix has "supreme authority over Grimyton", and loves to let the other xvarts know it.

**Quotes:** "I am invincible!"

"Bow down before your new master!"

"You'll pay for this treachery!"

"Speaketh not the name of Raxivort!"

"Feel the wrath of Uublix the Mighty!"

## Fight

If the party arrives at the xuart main chamber without Slobar, and doesn't stop the summoning ceremony, a fight is inevitable as Uublix cries out for his tribe to "destroy the intruders!"

If they do stop the ceremony, see the Negotiate section above.

At the completion of Uublix's ceremony, he casts *conjure fey*, believing he is summoning the xuart god. A number of things happen:

- A fey creature is summoned to the chamber. See "Adjusting the Encounter" below.

- If they haven't noticed them already, at this point, a few of the xvarts notice the adventurers and cry out in Abyssal): "intruders, flee!" and "intruders, get them!".
- Slobar joins the "intruders, flee!" crowd, encouraging his fellow xvarts to run away.
- The xvarts crying "intruders, get them!" flee as well, hoping that some of their fellow will indeed try and get the intruders, giving the rest a better chance of escape!

The ritual participants:

- **Uublix, warlock of the Archfey.** If he moves more than half-speed, he cannot cast spells with somatic components. His pride is such that he won't get off the stilts. However, if he is involuntarily removed from the stilts, he won't get back on them during the battle.
- **Rattus, rat-beast.** Rattus uses either the **ogre** or **half-ogre** stat block, depending on the party strength. Remove any ranged attacks and languages.
- Summoned fey creature could be a **meenlock**, **redcap**, or **yeth hound**, depending on the party strength.
- Two dozen non-combatant **xvarts**, who flee as soon as possible.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Uublix, **warlock of the Archfey**, has 25 hit points. Rattus, **half-ogre**, has 15 hit points. Summoned fey is a **meenlock**.
- **Weak:** Uublix **warlock of the Archfey**, has 35 hit points. Rattus, **half-ogre**, has 20 hit points. Summoned fey is a **meenlock**.
- **Average or strong:** Uublix, **warlock of the Archfey**. Rattus, **ogre**. Summoned fey is a **redcap**.
- **Very Strong:** Uublix, **warlock of the Archfey**. Rattus, **ogre**. Summoned fey is a **yeth hound**.



### Raxivort Appears!

In the middle of the battle or negotiation, read or paraphrase the following:

An audible pop sounds from just behind the mound of treasure. A nine-foot-tall xvart bedecked in jeweled trinkets wearing a crown too small for him appears out of thin air. He stands beside the pile, looking down at the treasures, licking his lips.

He looks up momentarily and notices the confrontation in the chamber. His eyes go wide and he drops the sack he was carrying.

Despite Uublix's incompetence, Raxivort did appear to collect the treasures amassed for him. Upon seeing the conflict, he will *plane shift* away on initiative count 20.

If an adventurer manages to wound Raxivort with an attack (AC 20), steal from him with a successful DC 17 (Dexterity (Sleight of Hand) skill check, or scare him further with an DC 10 Charisma (Intimidation) skill check, he drops a trinket worth 100 gp before vanishing with an even louder pop.

### Tricks of the Trade

Consider the following guidance:

**Warlock of the Archfey.** Uublix is completely insane and has made the broad leap that since he summoned an ally instead of his god, he must be a god! He is still a craven god, however, and will use his magic, outside of cantrips, mainly to keep away from danger by using *misty step*. The first time he takes damage, he will use *Misty Escape*. For offense, he uses *eldritch blast*.

**Half-ogre/ogre.** Rattus is a large, not-at-all-bright brute. Unbidden, he will attack the nearest creature that is not blue (Wild Magic sorcerers who have recently surged and rolled a 23-24 will find this to their advantage!)

**Meenlock.** The meenlock will attack as Ublax commands. It will make use of Shadow Teleport as much as possible, mainly to get out of melee. If Uublix loses concentration, the meenlock will target him solely.

**Redcap.** The redcap will attack as Ublax commands. Given the chance, it will use Ironbound Pursuit, otherwise it will use its Wicked Sickle. If Uublix loses concentration, the redcap will target him solely, taking special delight if it can knock the xvart off his stilts.

**Yeth hound.** The yeth hound will alternate using its bay and its bite, attacking as Uublix commands. If Uublix loses concentration, the yeth hound will target him solely.

**Xvart.** Adventurers have stormed their home, and the speaker has summoned a monster instead of their god; the xvarts want to flee. They use their action to Dash, unless their way is blocked. In that case, they use Overbearing Pack to try and push a way through.

**Xvart warlock of Raxivort.** Adventurers have stormed their home, and the speaker has summoned a monster instead of their god; the xvarts want to flee. They use their action to cast *expeditious retreat*, trying to put as much xvart-fodder between themselves and danger as possible.

## Treasure

The pile of treasure that was gathered to summon Raxivort has the following value, depending on which NPC the adventurers worked with.

**The Bronze:** 1200 gp

**Grat Nyng:** 400 gp

Near the pile lies an empty *bag of holding*, left there by a terrified Raxivort.

If the adventurers missed section 3D, add that treasure here.

## Conclusion

**The xvarts.** If it came to a fight, the xvarts, led by Slobar (if alive), fled deeper into the ruins under Glip Dak. They will eventually return to claim their lair, but not for many tendays.

**The Bronze.** Hrograr allows the adventurers to keep a 10 percent finder's fee (120 gold) as promised in addition to the 50 gold each.

Hrograr is pleased that the mystery of the missing goods and guards has been solved. The players have earned the story award **The Bronze**.

**Grat Nyng.** When the adventurers report back to Strenkl, they find that the goblin is quite relieved. Rather than ask for a cut of the loot, he offers to fence the goods for no fee, allowing the adventurers to walk away with pure coin. The players earn the story award **Grat Nyng**.

**Harper Faction Assignment.** If the adventurers recovered the gold box, Randyll Blackalbuck is grateful and gives a reward of 50 gp. If the

adventurers missed that section due to time constraints, include the treasure from 3D with that from 3E.

## Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

## 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.

### Combat Awards

Name of Foe	XP Per Foe
Gelatinous Cube (Old Sticky)	450
Giant Hyena (Mutant Giant Rat)	200
Giant Rat	25
Half-Ogre (Rattus)	200
Meenlock (Summoned Fey)	450
Ogre (Rattus)	450
Redcap (Summoned Fey)	700
Swarm of Rats	50
Xvart	25
Xvart Speaker (Slobar)	25
Xvart Warlock of Raxivort	200
Xvart Warlock of the Archfey	1,100
Yeth Hound (Summoned Fey)	1,100

### Non-Combat Awards

Task or Accomplishment	XP Per Character
Avoiding the poison coin trap	50

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the "target XP" award. Only epics may grant the "maximum" amount.

The **minimum** total award for each character participating in this adventure is 450 **experience points**.

The **maximum** total award for each character participating in this adventure is 600 **experience points**.

## Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as



evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

## Treasure Awards

Item Name	GP Value
Gold Box	50
Giant Rat's Coin Purse	12
Old Sticky's Contents	40
Payment (The Bronze)	50 (each)
Raxivort Shrine (Copper)	3
Raxivort Shrine (Silver)	30
Reward (The Bronze)	120
Reward (Grat Nying)	400
Sewer's Loose Coinage	10

**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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

## Bag of Holding

*Wondrous Item, uncommon*

This bag has an interior space considerably larger than its outside dimensions. This item can be found in **Player Handout 4**.

## Shield of Expression

*Armor (shield), common*

The front of this shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression. This item can be found in **Player Handout 4**.

## Potion of Healing

*Potion, common*

This item can be found in the *Player's Handbook*.

## Scroll of Fireball

*Scroll, uncommon*

This item can be found in the *Dungeon Master's Guide*.

## Story Awards

---

During the course of this adventure, the characters may earn the following story award:

**The Bronze.** Hrogar, a captain in The Bronze, is pleased with the work you did for him. Your timely intervention has allowed him to put an end to the rash of burglaries in Glip Dak and allowed Hrogar to save face at the same time.

In future adventures in Glip Dak, characters with The Bronze story award will make any Charisma checks with goblinoids in Glip Dak at advantage.

More information can be found in **Player Handout 2**.

**Grat Nying.** You have done Grat Nying a favor, and you can expect one in return. Strenkl, one of the elders of Grat Nying has given you the location of a safe house in Glip Dak that you can use sometime in the future. "Only one time mind you!" he admonishes you.

More information can be found in **Player Handout 3**.

## Renown

---

Each character receives **one renown** at the conclusion of this adventure.

**Members of The Harpers** that recover Randyll Blackalbuck's missing gold box receive **one additional renown point**.

## DM Reward

---

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

## Appendix A. Dramatis Personae

The following NPCs are featured prominently in this adventure:

**Grimyton (LOW-rum IP-sum).** The name of the xvart village. No one can remember who named it, but everyone agrees it is appropriate.

**Hrogar (ROW-gar).** Hobgoblin captain of the guard. May potentially hire the adventurers to stop a string of thefts.

**Rattus (LOW-rum IP-sum).** Big and dumb, Rattus is an abnormally large rat-beast who serves as the xvart tribe's strong-arm.

**Raxivort (RACK-see-vort).** The god of the xvarts, Raxivort is a demigod who gained his status by stealing the Infinity Spindle from the demon prince Grazzt. This proved a bad career move for Raxivort, as Grazzt's minions now pursue him across the cosmos.

**Slobar (SLOW-bar).** Slobar is the ousted speaker of Grimyton, and is eager to find allies to help him reclaim the leadership of his tribe. Slobar is intelligent for a xvart, and very cunning. He is loyal to his tribe and will cut a deal with anyone to get back in power.

**Strenkl (STR-ehn-cull).** Strenkl is the "face" of Grat Nying, a goblin thieves' guild in Glip Dak. May potentially hire the adventurers to investigate the thefts.

**Uublix (OOB-lix).** Warlock of the Archfey (though he believes it to be the xvart god Raxivort) and speaker of the xvart tribe of the Glip Dak sewers.

# Appendix. Monster/NPC Statistics

## Gelatinous Cube (Old Sticky)

Large ooze, unaligned

**Armor Class** 6

**Hit Points** 84 (8d10 + 40)

**Speed** 15 ft.

---

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

---

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

**Senses** blindsight 60 ft., passive Perception 8

**Languages** --

**Challenge** 2 (450 XP)

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

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

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

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

### Actions

---

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

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

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

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

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

## Giant Hyena (Mutant Giant Rat)

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

---

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

---

**Skills** Perception +3

**Senses** Passive perception 13

**Languages** --

**Challenge** 1 (200 XP)

**Rampage.** When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

### Actions

---

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

## Giant Rat

*Small beast, unaligned*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

---

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

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

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

### Actions

---

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



## Half-Ogre (Rattus)

Large giant, any chaotic alignment

**Armor Class** 12 (hide armor)

**Hit Points** 30 (4d10 + 8)

**Speed** 30 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

---

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Giant

**Challenge** 1 (200 XP)

### Actions

**Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

### Creature Modifications

Rattus understands Abyssal (instead of Common and Giant) but can't speak. Omit the javelin attack.

## Meenlock (Summoned Fey)

Small fey, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 31 (7d6 + 7)

**Speed** 30 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
7 (-2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

---

**Skills** Perception +4, Stealth +6, Survival +2

**Condition Immunities** frightened

**Senses** darkvision 120 ft., passive Perception 14

**Languages** telepathy 120 ft.

**Challenge** 2 (450 XP)

**Fear Aura.** Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

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

**Shadow Teleport (Recharge 5–6).** As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

### Actions

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target must succeed on a DC 11 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 itself on a success.

## Ogre (Rattus)

Large giant, chaotic evil

**Armor Class** 11 (hide armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

---

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

### Actions

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

### Creature Modifications

Rattus understands Abyssal (instead of Common and Giant) but can't speak. Omit the javelin attack.

## Redcap (Summoned Fey)

Small fey, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d6 + 24)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

---

**Skills** Athletics +6, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

**Iron Boots.** While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

**Outsize Strength.** While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

### Actions

**Multiattack.** The redcap makes three attacks with its wicked sickle.

**Wicked Sickle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Ironbound Pursuit.** The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

## Swarm of Rats

Medium swarm of tiny beasts, unaligned

**Armor Class** 10

**Hit Points** 24 (7d8 - 7)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (+1)	2 (-4)	10 (+0)	3 (-4)

---

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** --

**Challenge** 1/4 (50 XP)

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

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

### Actions

---

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

## Xvart

Small humanoid, chaotic evil

**Armor Class** 13 (leather armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

---

**Skills** Stealth +4

**Senses** darkvision 30 ft., Passive Perception 8

**Languages** Abyssal

**Challenge** 1/8 (25 XP)

**Low Cunning.** The xvart can take the Disengage action as a bonus action on each of its turns.

**Overbearing Pack.** The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

**Raxivort's Tongue.** The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

### Actions

---

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

## Xvart Speaker (Slobar)

*Small humanoid, chaotic evil*

**Armor Class** 13 (leather armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	7 (-2)	7 (-2)

---

**Skills** Stealth +4

**Senses** darkvision 30 ft., Passive Perception 8

**Languages** Abyssal, Common

**Challenge** 1/8 (25 XP)

**Low Cunning.** The xvart can take the Disengage action as a bonus action on each of its turns.

**Overbearing Pack.** The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

**Raxivort's Tongue.** The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

### Actions

---

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

## Xvart Warlock of the Archfey (Uublix)

*Small humanoid, chaotic evil*

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 49 (11d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

---

**Saving Throws** Wisdom +3, Charisma +6

**Skills** Arcana +2, Deception +6, Nature +2, Persuasion +6

**Condition Immunities** charmed

**Senses** Passive perception 11

**Languages** Abyssal, Common

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

*At will:* *disguise self*, *mage armor* (self only), *silent image*, *speak with animals*

*1/day:* *conjure fey*

**Spellcasting.** The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

*Cantrips (at will):* *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

*1st–5th level (3 5th-level slots):* *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

### Actions

---

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

### Reactions

---

**Misty Escape (Recharges after a Short or Long Rest).**

In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.



## Xvart Warlock of Raxivort

*Small humanoid, chaotic evil*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	12 (+1)

**Skills** Stealth +3

**Senses** darkvision 30 ft., passive Perception 10

**Languages** Abyssal

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The xvart's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage armor* (self only)

**Spellcasting.** The xvart is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*, *prestidigitation*

1st–2nd level (2 2nd-level slots): *burning hands*, *expeditious retreat*, *invisibility*, *scorching ray*

**Low Cunning.** The xvart can take the Disengage action as a bonus action on each of its turns.

**Overbearing Pack.** The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

**Raxivort's Tongue.** The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

### Actions

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

## Yeth Hound (Summoned Fey)

*Large fey, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., Passive perception 11

**Languages** Common, Elvish, Sylvan understands but can't speak

**Challenge** 4 (1,100 XP)

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

**Sunlight Banishment.** If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

**Telepathic Bond.** While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

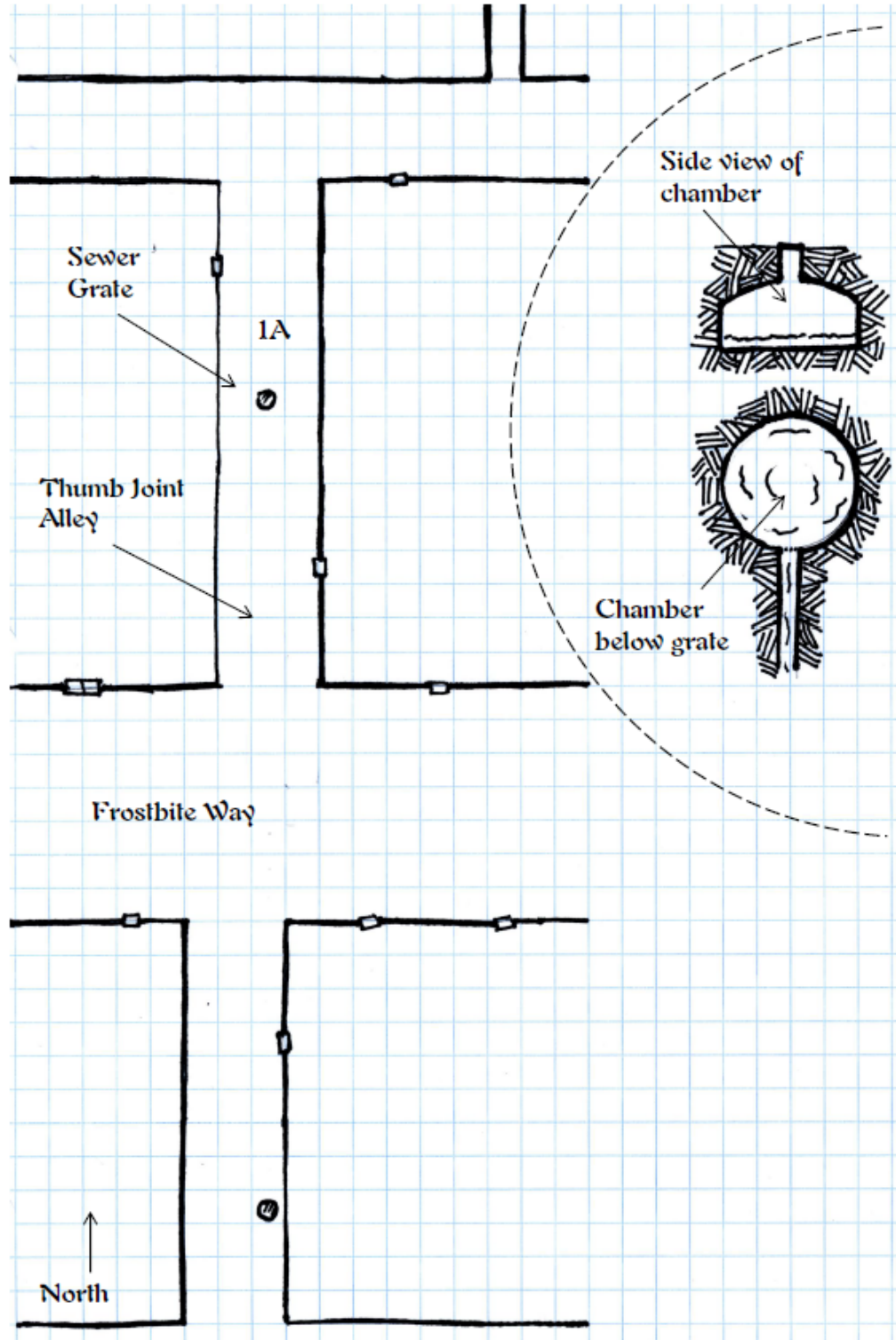
### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

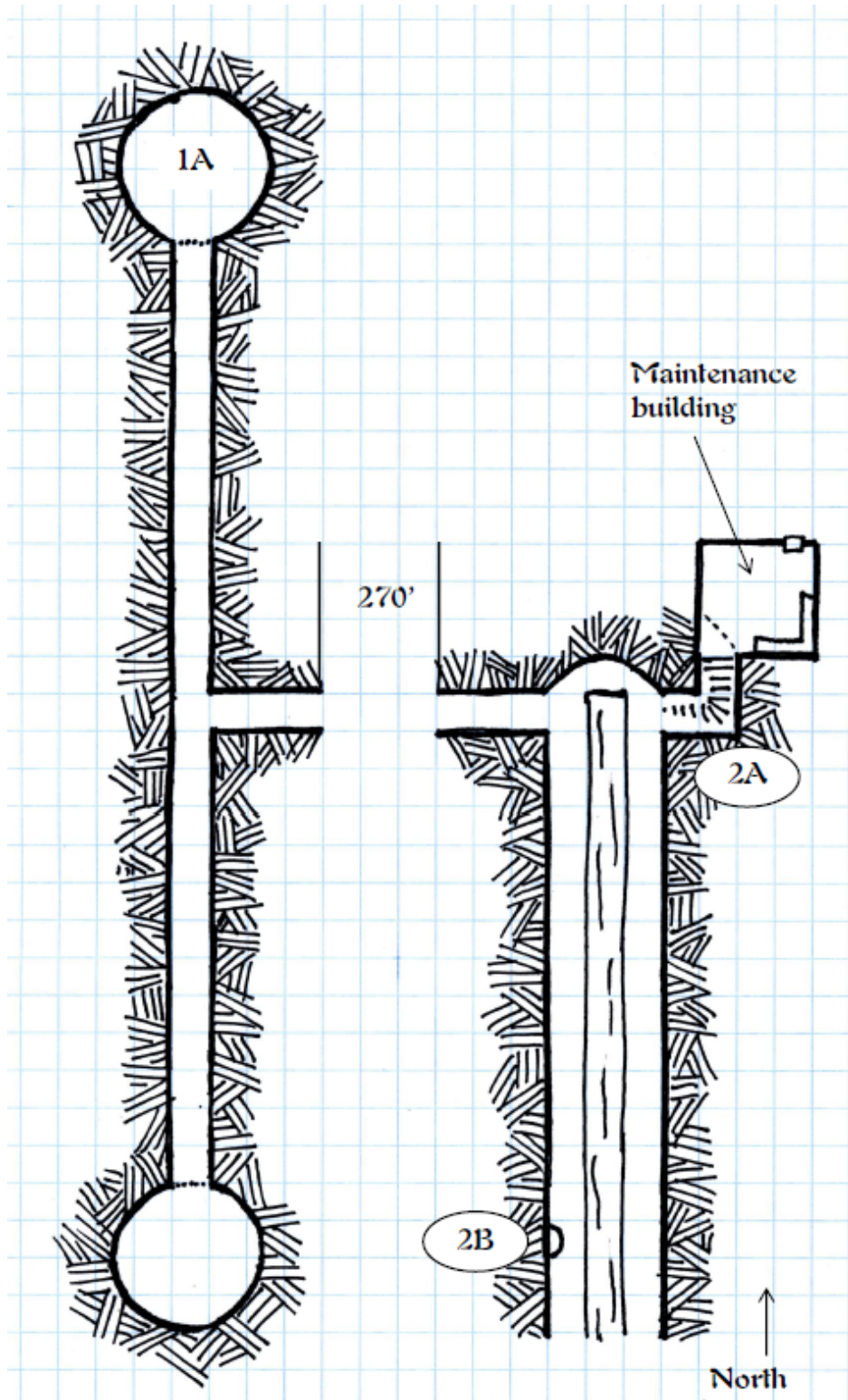
**Baleful Baying.** The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking

an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

# Appendix. Map 1

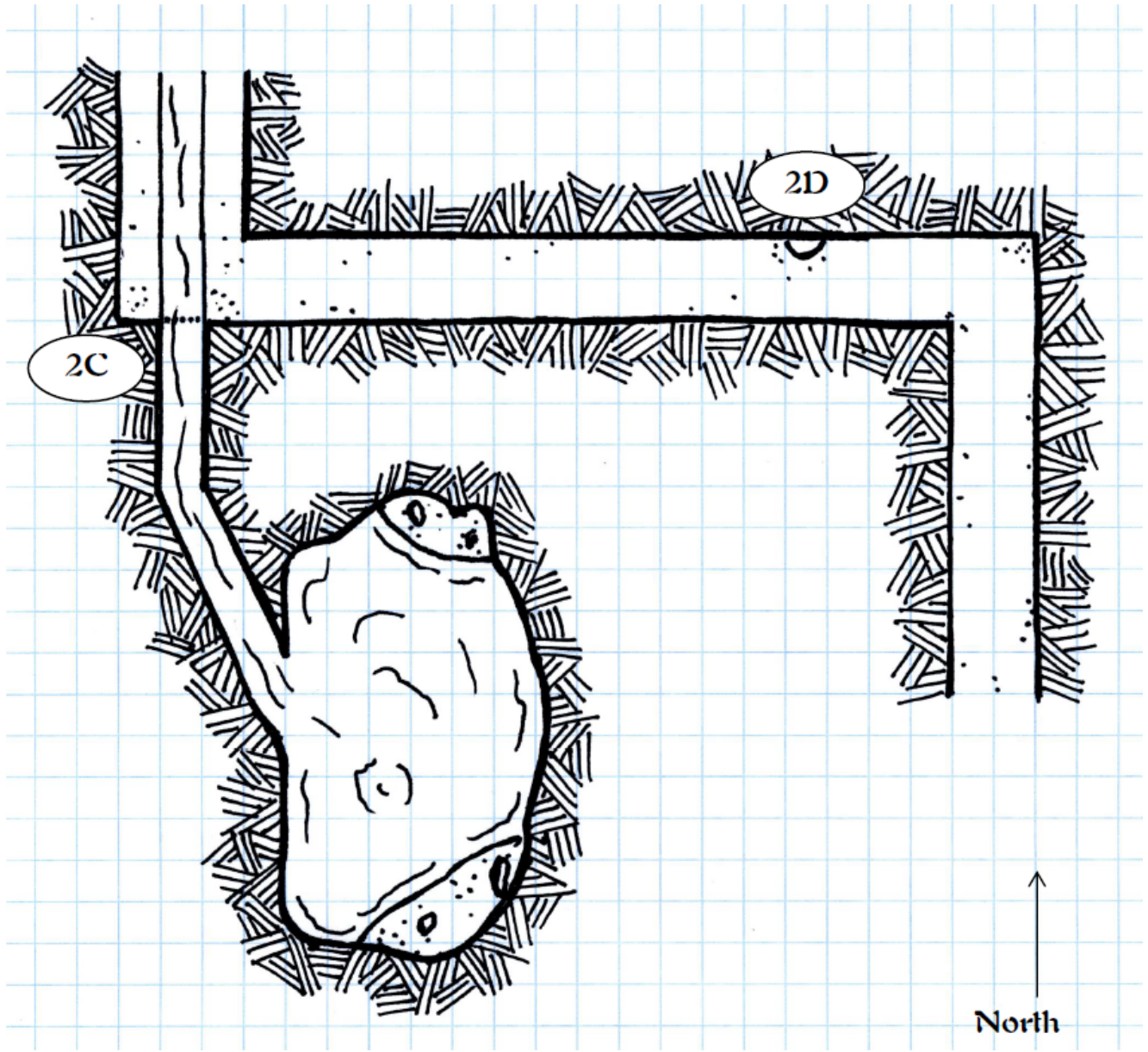


# Appendix. Map 2

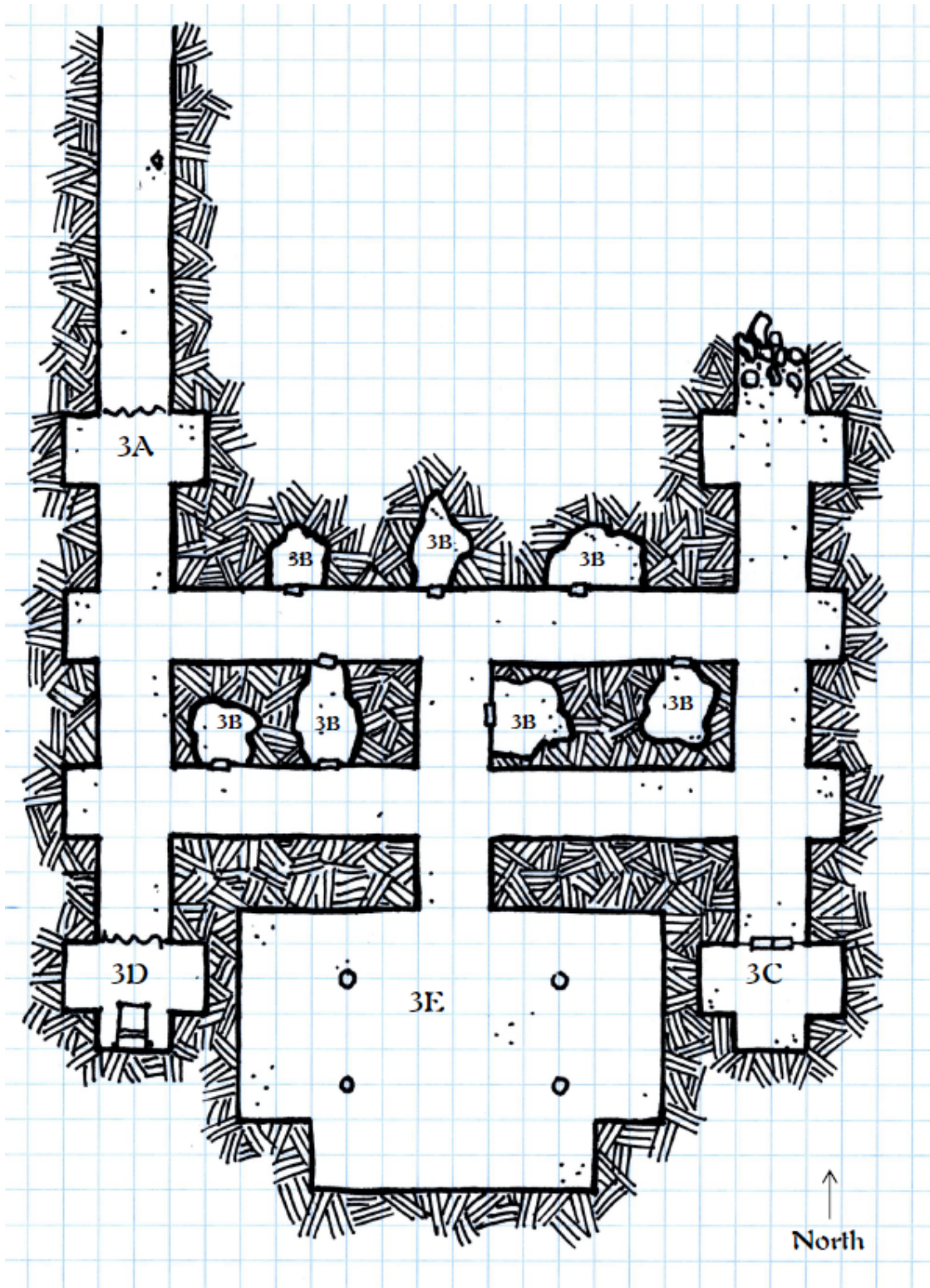




# Appendix. Map 3



# Appendix. Map 4





## Player Handout 1. Harper Faction Assignment

*Friends,*

*I am in need of some discreet assistance with a matter of great import. Recently, I sold a small, ornate gold box to a trader bound for Glip Dak, a trading outpost in southern Thar. Shortly after the sale, I discovered that the box functions as an access key to the Melvaunt Harpers library of knowledge.*

*I must get it back! I have tried, through intermediaries, to buy it back from Strob, the duergar proprietor of The Pickled Crawler in Glip Dak, with no success. I fear he senses I am desperate and refuses to sell it. I AM desperate! Please retrieve the box and bring it back to Melvaunt, and I will reward you.*

*-Randyll Blackalbuck*

Friends,

I am in need of some discreet assistance with a matter of great import. Recently, I sold a small, ornate gold box to a trader bound for Glip Dak, a trading outpost in southern Thar. Shortly after the sale, I discovered that the box functions as an access key to the Melvaunt Harpers library of knowledge. I must get it back! I have tried, through intermediaries, to buy it back from Strob, the duergar proprietor of The Pickled Crawler in Glip Dak, with no success. I fear he senses I am desperate and refuses to sell it. I AM desperate! Please retrieve the box and bring it back to Melvaunt, and I will reward you.

-Randyll Blackalbuck

## Player Handout 2. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

### The Bronze

---

Hrogar, a captain in The Bronze, is pleased with the work you did for him. Your timely intervention has allowed him to put an end to the rash of burglaries in Glip Dak and allowed Hrogar to save face at the same time.

In future adventures in Glip Dak, characters with The Bronze story award will make any Charisma checks with members of the Bronze in Glip Dak at advantage.



## Player Handout 3. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

### Grat Nying

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You have done Grat Nying a favor, and you can expect one in return. Strenkl, one of the elders of Grat Nying has given you the location of a safe house in Glip Dak that you can use sometime in the future.

In future Glip Dak adventures, characters with this story award can receive free healing and care at a Grat Nying safehouse (as per the acolyte background), though the character must provide any material components needed for spells.

## Player Handout 4. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

### Bag of Holding

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*Wondrous Item, uncommon*

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extra-dimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

This item can be found in the *Dungeon Master's Guide*.

## Player Handout 5. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

### Shield of Expression

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*Armor (shield), common*

The front of this shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression.

This item can be found in *Xanathar's Guide to Everything*.

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