



# ADVENTURERS LEAGUE™

## THE WAYDOWN

The recent discovery of an entrance to the Underdark has set local leaders on edge. In a display of initiative, the First Lord of Hillsfar has ordered the construction of defensive structures surrounding what locals have begun to call “The Waydown.” You have been charged with escorting an emissary back to his home in the Underdark without alerting the Red Plumes. A four-hour adventure for 5th-10th level characters.

**Adventure Code: DDEX3-9**



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# EXPEDITIONS™

Debut: October 23, 2015

Release: November 1, 2015

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# INTRODUCTION

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

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

The adventure is set in the Moonsea region of the Forgotten Realms, near the city of Hillsfar.

# THE D&D ADVENTURERS LEAGUE

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

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

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

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

# PREPARING THE ADVENTURE

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

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

# BEFORE PLAY AT THE TABLE

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

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

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

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

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

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

## ADJUSTING THE ADVENTURE

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

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

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

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

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

## DETERMINING PARTY STRENGTH

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

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

## DUNGEON MASTERING THE ADVENTURE

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

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

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

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

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

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

## DOWNTIME AND LIFESTYLE

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

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

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

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

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

## SPELLCASTING SERVICES

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

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

### SPELLCASTING SERVICES

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

### ACOLYTE BACKGROUND

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

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

## CHARACTER DISEASE, DEATH, AND RECOVERY

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

## DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

## DEATH

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

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

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

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

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

## ADVENTURE BACKGROUND

About a half-day's travel from Hillsfar is a hundred-foot-deep sinkhole caused by rainfall and geographical anomalies stemming from the recent events in Mulmaster. Called the Waydown by locals, this sinkhole raised alarm among surface dwellers after soggy horrors began creeping up from its subterranean depths. To allay fears of inhuman invasion, the First Lord of Hillsfar recently ordered a Garrison built around the Waydown to secure it.

Unbeknownst to most citizens of Hillsfar, the troubles of the surface world are mere hints at the horrendous evils occurring in the depths of the Underdark. Spurred on by the demon lord Graz'zt, a horde of demonic fire giants besieged and captured the drow city of Szith Morcane. Beleaguered by this relentless assault, the drow quickly dispatched emissaries to the surface world in search of aid. Among these was the drow smuggler Arrizz, who was able to procure a shipment of supplies from the Zhentarim and now seeks a way to safely deliver them to the Underdark. His main hope lies in getting the supplies through the Red Garrison at the Waydown and shipping them downriver.

Of course, this plan hinges on finding a way through the Garrison, and a corrupt Red Plume Captain named Maggarl Helck who has replaced Guard Commandant Vuhm Yestral as commander of the garrison. Over the last thirty days, Helck has taken to allowing smugglers in and out of the Waydown. The movement of illicit goods has made him quite rich. He is beginning to re-think this plan, however, as eight days ago a giant octopus attacked a river expedition and drug away two mercenaries.

This attack was orchestrated by twin cambions named Gattash and Rashara. Originally members of Graz'zt's court, the twins were recently expelled for a minor slight and placed in charge of a backwater region of the Underdark as punishment. Since that time, they have managed to infiltrate a tribe of primitive kuo-toa and install themselves as twin gods of sinful excess. After moving their tribe to the comfort of an ancient kuo-toa temple, the twins now plot to overthrow the Red Plumes Garrison and regain Graz'zt's favor.

## OVERVIEW

This adventure is divided into five sections; an Introduction and four parts.

**Introduction:** The characters meet Felratha and Arrizz who present an offer of employment and a plan to infiltrate the Waydown Garrison.

**Part 1: The Dinner Performance.** In order to gain entry to the Garrison, the characters pose as minstrel performers. To avoid suspicion, they participate in a large dinner feast and serve as entertainment for the evening.

**Part 2: The Red Plume Garrison.** After the festivities are over, the characters are locked in the dinner hall for the night. This is their chance to sneak through the Garrison and find a way down the sinkhole. Along the way they may have to deal with wandering patrols, drunken guards, and maybe even secret admirers.

**Part 3: Down the Waydown.** The characters procure a boat and make their way down the subterranean river. During this journey they deal with river hazards, including a massive wave and kuo-toa attack.

**Part 4: The Shrine of Twofold Sin.** The characters arrive at the ruined temple, only to discover that kuo-toa fanatics captured the drow caravan intended to help carry the supplies back to Szith Morcane. They venture through the slimy shrine to rescue the captive drow from the kuo-toa cult and their demonic masters.

### PACING THE ADVENTURE

The adventure is designed for **4 hours of play**. Use the table below to budget your time, adjusting the pace as necessary to keep on schedule. In a large public event, you'll need to keep an eye on the clock.

### ADVENTURE PACING

Stage	Playing Time (Highlights)
Introduction	20 min
The Dinner Performance	30 min
The Red Plume Garrison	60 min
Down the Waydown	30 min
The Shrine of Twofold Sin	90 min

## ADVENTURE HOOKS

The adventure begins outside Hillsfar, a mercantile city where non-human residents have been outlawed. Use one of the following hooks to draw the players into the story, or devise your own.

**The Joydancer's Alliance.** When Arrizz reached the surface, one of the first groups he encountered was a minstrel band led by a Joydancer of Lliira named Felratha. This proved a fortuitous meeting, as she is well connected with all five factions and sympathetic to the plight of non-humans in Hillsfar.

Arrizz convinced her that the troubles of the surface-world are merely a reflection of deeper evils occurring in the Underdark, so Felratha has called in a host of favors to bring aid to Szith Morcane. Members of the Emerald Enclave, the Harpers, the Lord's Alliance, and the Order of the Gauntlet each receive a letter from their faction asking them to meet at Felratha's camp outside Hillsfar. If you choose this hook, hand each character a copy of the "Letter from Felratha" handout.

**Experts for Hire.** If any characters are not strongly motivated by their factions, they could instead simply be hired for their expertise. Characters with the Charlatan, Entertainer, or Sailor background prove especially useful on this expedition and could be hired directly by Arrizz.

**Faction Assignment: The Zhentarim Agent.** The Zhentarim also agreed to help Felratha, although their terms are less benevolent. They provide much-needed supplies to an unknown broker in the company of a traveling minstrel named Felratha. This person has promised to broker a favorable trade deal with Szith Morcane in return. Characters that are members of the Zhentarim are given a supply wagon and told to make sure both it and the broker safely reaches its destination.



# INTRODUCTION: THE MINSTRELS MEETING

The adventure begins a few hours before dusk in the woods outside Hillsfar.

## FELRATHA'S MERRY MINSTRELS

A painted covered wagon rests near a small campfire in this copse of trees. Glass baubles, paper decorations, and a neatly painted sign reading "Felratha's Merry Minstrels" hang from the awnings of the wagon. Two hooded figures sit around the campfire in silence.

Felratha (**commoner**; Charisma 16; Perform +5, Persuasion +5) is sitting by the fire beside a second hooded figure. Felratha rises to greet each character and, when everyone has arrived, she introduces her companion.

### ROLEPLAYING FELRATHA

Felratha is a bubbly red-haired woman with a kind heart. She is greatly disturbed by the recent treatment of non-humans in Hillsfar. A look of deep sadness fills her eyes whenever she sees a non-human in chains. She carries a lute strung over her shoulder at all times and frequently uses it to play a lively tune whenever things grow dull.

*Quote: "I feel there is little room left for joy in Hillsfar. I aim to change that."*

Hesitantly, the figure draws back his hood revealing a drow with skin mottled by what appears to be colorful fungus. This is **Arrizz** (DDEX3-1 *Harried in Hillsfar*). Arrizz has been on the lam for a while now and has been hiding amongst this minstrel caravan for the past two tendays. Any character who participated in Mission 2 of DDEX3-1 *Harried in Hillsfar*, and was able to rouse Arrizz from the ravages of his infection is recognized by the drow.

### ROLEPLAYING ARRIZZ

Although a closed-lipped, Arrizz doesn't hesitate to criticize foolish or weak behavior. Since becoming ill, he has developed a great distaste for normal food; preferring a diet of mushrooms and fungus, which he frequently munches on. He is at the end of a rather nasty streak of bad luck and is eager to leave the Moonsea region far behind. He has been promised great rewards if his mission is successful. And although he is willing to work with others, he is still evil and abhors weakness. If his former lover, Deriel, is mentioned, Arrizz becomes cold and distant; he adamantly refuses to speak of her.

Though he managed to fight off the infection that plagued him in DDEX3-1 *Harried in Hillsfar*, it left its mark on his body and he is plagued with odd, colorful scars and a phlegmy, wracking cough.

*Quote: "I was weak once. Never again."*

### FELRATHA'S REQUEST

Felratha provides the following information:

- Although Hillsfar is in dire straits, a greater war rages below. Fire giants have captured Szith Morcane and the retreating drow are the last bastion of resistance against the giants. To protect the surface world, escort Arrizz and a wagon loaded with supplies to Szith Morcane.
- Through a deal with the drow archmage of Szith Morcane, Solom Ned'razak, the factions have allied with the drow against the giant threat.
- The nearest entrance to the Underdark is through the Waydown sinkhole, which is guarded by a garrison of Red Plumes. Felratha's band of minstrels are well-known there and perform for the Garrison often. Disguise yourselves as members of my troupe and, after night falls, we can sneak through the Garrison to the Waydown.
- Once through the Garrison, there lay an abandoned temple eighteen miles down the Waydown River. A drow caravan will meet us there and escort us the rest of the way to Szith Morcane.
- This mission relies on discretion. Captain Maggarl Helck is a corrupt man who is likely to happily hide a minor incident at the Garrison to keep safe his position. If a major battle breaks out, however, he has no other option that to report the disturbance to his superiors. He will no doubt blame it on local non-humans which, in turn, may lead to more violence against those in the area.

## OF MASKS AND MEN

Once the mission has been explained, give the players some time to discuss their disguises and infiltration plans.

**Costumes.** Felratha's Troupe is known for their outlandish masks and outfits during their performances. Felratha is quite gifted with theatrical outfits and can use stilts, cloaks, and masks to disguise non-human characters. While wearing one of her outfits, any non-human attempting to present themselves as human make the check with advantage. Since the outfits look normal from afar, these checks are generally unnecessary unless a non-human character gets into a close conversation with someone or act in a manner that would otherwise give an observer cause to question the disguise.

Players should be encouraged to create a fun persona and performance for the character to fit into the minstrel group.

Arrizz is given a rather lion mask, complete with a golden cloak and gloves. He names himself Lioneth the Sword Juggler for the show (he learned to juggle knives as a child in Szith Morcane; a skill he demonstrates by juggling a few shortswords).

## THE PLAN

Felratha's Merry Minstrels generally arrive at the Garrison in two wagons just before dusk and put on a show for the Red Plumes during dinner. After this they are treated to free meals and are allowed to stay the night inside the feast hall of the Garrison. Arrizz proposes to wait until most of the Garrison is asleep before sneaking out of the hall and finding the Waydown.

Arrizz is quick to remind the characters that the mission requires escorting an entire wagon of supplies through the Garrison in addition to sneaking through themselves. Bribing Red Plumes, posing as them, or causing a distraction may be necessary. For her part, Felratha plans to depart from the Garrison with the other wagon during the night to avoid any fallout from Arrizz's activities. If all goes according to plan, both the characters and Felratha are be gone come morning with the garrison none-the-wiser.

Felratha has been to the garrison before, but only in the feasthall. She does, however, know that the troops reside in halls toward the rear of the garrison, while the captain's quarters are nearer the front.

## SECRET MISSION: THE ORDER OF THE GAUNTLET

Felratha loathes Captain Maggarl Helck, and is currently working with the Order of the Gauntlet to bring the corrupt man to justice. At some point during the evening, she approaches members of the Order of the Gauntlet with an offer.

During her last visit to the Garrison, Felratha learned that Captain Helck and his family are rumored to be involved in smuggling illicit goods into Hillsfar. The Order of the Gauntlet has promised her that if she can locate proof of Captain Helck's illegal activities, they shall ensure that he is brought to justice

Felratha asks members of the Order of the Gauntlet to investigate the captain's quarters to locate any proof of criminal activity. A character that is a **member of the Order of the Gauntlet rank 2 (Marchon)** who recovers this evidence from the captain's desk earns **one additional renown point**.



# PART 1: THE DINNER

## PERFORMANCE

It is a short ride to the Red Plume Garrison at the Waydown, and the characters arrive just as dusk begins to fall. When the garrison guards see Felratha's wagons, they open the gate and beckon the travelers inside. Captain Helck has given them orders to hurry the minstrels into the feast hall, so they don't bother searching any of the characters or wagons. If any characters openly display weapons, they are asked to remove them and leave them by front gate. The characters may try to conceal or otherwise sneak a weapon in if they wish, however. A character may conceal a one-handed weapon using with a successful DC 15 Dexterity (Sleight of Hand) or even try to convince the guard that the weapon is simply part of their costume with a successful DC 15 Charisma (Deception) check. The DM may impose advantage or disadvantage on this check depending on the weapon and the costume.

### MINSTREL SHOW

In the aftermath of a recent encounter with a subterranean monster, Captain Helck is eager to raise the morale of his men stationed at the Garrison. When he received word that Felratha's Merry Minstrels were in the area, he ordered an immediate performance.

Upon their arrival, the characters are brought to the feast hall and thrust into the center of the room.

The wooden tables of this dining hall have been pushed against the walls. As you enter the room, dozens of Red Plumes soldiers stand and give a rousing cheer. A mustached man wearing a more elaborate uniform raises his hands to silence the crowd.

He smoothes his mustache and calls out, "Red Plumes, your Captain speaks! In light of recent tragic events, I felt that an extra helping of good cheer was in need. I give to you Felratha's Merry Minstrels! As you make sacrifices for me, I too will make great sacrifices for you!"

The Captain claps his hands and beckons for the show to begin.

Felratha starts the show by performing a bawdy drinking song while Arrizz juggles his shortswords, to tremendous applause. After warming up the room, she announces each of the characters one by one and gives them a chance to perform their own acts. She oversells and

embellishes their skills as much as possible.

Each character should give a brief description of their performance before they roll their dice. In general, most performances require a Charisma (Performance) check, but unusual acts could call for a different roll. A strongman act might require a Strength (Athletics) check, or a wizard might make an Intelligence (Arcana) check in conjunction with a cantrip or two to sufficiently wow the audience, for example. Let the players guide the show here. Consult the following table to adjudicate the results of each adventurer's performance.

### Performance Results

Roll	Result
9 or lower	A canny sergeant grows suspicious and interrogates the character during dinner. See the "The Gig is Up!" section below for more details.
10 to 14	A few polite claps fill the performance hall.
15 or higher	Rousing cheers! The character has advantage on Charisma (Persuasion) checks to influence members of the Red Plumes for the rest of the adventure.

### XP AWARD

If more than half of the characters get a result of 15 or higher on their Charisma (Perform) check, award each character 150 XP.

### TONIGHT, WE DINE WITH HELCK!

After each character has performed and the show subsides, Felratha takes out a lap harp and begins to play some music. The soldiers quickly slide all the tables back into position so that dinner can be served. Cooks run back forth from the kitchen, delivering a feast of roast meat, mashed potatoes, and sauerkraut. Cheap wine and ale is served in plenty throughout the night.

The Red Plume set aside a small table near the back of the hall for the Felratha, Arrizz, and the characters. If no one in the group got a result of 15 or higher during the performance, the table receives no visitors during the course of the dinner. Otherwise, a stream of mercenaries visits the table to deliver free drinks and chat.

## THE RUMOR MILL

If any non-human characters decide to engage in conversation, have them each roll a Charisma (Deception) check opposed by the guards Wisdom (Insight) check to avoid letting their outfit slip in a minor way. If the character fails, the guard immediately grows suspicious and ends the conversation. If three or more characters fail their checks, a sergeant learns of the disturbance and comes over to investigate (see the “The Gig is Up!” section below for more details).

If the characters engage the soldiers in conversation, they may attempt a Charisma (Deception or Persuasion) check to attempt to learn information about the Garrison from the mercenaries. Use the following table to adjudicate the results of the roll.

### Garrison Information

Roll	Result
10	Captain Helck has the only key to open the door to the Waydown. Lately he has been organizing expeditions to explore the Waydown River.
15	The goal of these trips is to treat with some local denizens for goods that Captain Helck personally takes control of. On the last excursion, two soldiers were dragged into the water when a creature with giant, bone-white tentacles attacked the boat.
20	Only Captain Helck knows how to disable the golem. He keeps the passphrase given to him by the Mage’s Guild hidden underneath the mattress in his room.

After she finishes eating, Felratha picks up her lute and strolls around the room to play songs for the mercenaries. If any characters would like to make another attempt at their performances, they can also do so at this time.

### WHAT HAPPENED TO YESTRAL?

Some characters may have had previous dealings with Guard Commandant Vuhm Yestral who was in charge of the Waydown in DDEX3-3 The Sacking of Szith Morcane. If the characters ask after Yestral, they are told he has been assigned to Yûlash after the speedy completion of the garrison. A successful DC 13 Wisdom (Insight), notes that the Red Plumes here do not think highly of Guard Commandant Yestral. If pressed, many note that Yestral has not been very zealous in enforcing the Great Law of Humanity and his reassignment to Yûlash pushes him even further from the city.

### A NOT-SO-SECRET ADMIRER

At some point during the evening, a Red Plume soldier and aspiring performer named Conbert visits the table. During the evening’s show, the young mercenary has become totally enamored with one of the performing characters (likely whomever had the highest performance roll).

Although he joined the Red Plumes to earn a living, Conbert has always dreamed of performing for a crowded hall. After approaching the characters’s table, he grabs the nearest instrument or prop and does his best to imitate the target of his adulation. This loud and poorly-executed performance draws the attention of nearby guards, earning a great deal of laughter and jeers.

If allowed, Conbert sits next to the chosen character and asks a relentless stream of questions about living the life of a performer. Although harmless at first, his questions grow increasingly probing. If left unchecked, Conbert eventually catches on that the characters are hiding something.

A few intimidating words are all it takes to get Conbert to leave the table, but this is a temporary solution. A character must succeed a DC 20 Charisma (Deception, Persuasion, or Intimidation) check to persuade him to leave without him getting riled up. If unsuccessful, Conbert is dissuaded for the time being, but returns to bother the characters in Part 2 of the adventure.

### ROLEPLAYING CONBERT

Conbert is a star-struck young man that wants to learn everything there is to know about being a minstrel. He speaks very rapidly, and his voice gets high pitched when he is excited.

**Quote:** “One day, people will shout my name.”

### SECRET MISSION: LORDS' ALLIANCE

At some point during the feast, a Red Plume soldier named Lissa sits down to speak with characters belonging to the Lord's Alliance faction. She reveals that she is secretly an operative of the Lord's Alliance and has received word that the characters would soon be arriving at the Waydown Garrison. If any of the characters are members of the Lords Alliance and rank 2 (Marchon) or higher, Lissa outlines the following secret mission.

**Find the Missing Agent.** The Lords Alliance is searching for a wizard named Olon who descended into the Waydown months ago to gather information. He never returned, and the Lord's Alliance is concerned that he was captured by the Red Plumes or is still trapped underground.

Lissa was able to determine that Olon is not at the Garrison currently. She asks the characters to search the Waydown for signs of the lost wizard.

### COMBAT

If the characters massively fail their checks or somehow reveal themselves in an obvious way, combat could break out during the dinner feast. Although a total of forty Red Plume mercenaries and ten Red Plume sergeants are present in the room, most of them are unarmed. If combat erupts, a single war party (see the "The Gig is Up!" section) attacks the characters while the rest of the Red Plumes flee from the room to retrieve their weapons.

### EVENING LOCK UP

After several hours of entertainment and eating, Captain Helck rises from his chair and signals the end of the feast. The Red Plumes retreat back to their bunks or guard posts for the evening. Once the room is cleaned and empty, a sergeant bids good evening to Felratha before locking the north, east, and west doors of the room.

Before the doors are closed, Felratha tells the characters to bring their "sleeping gear" into the feast hall. This is an ideal time to smuggle the crates and bags of supplies from the wagon into the Garrison.

Once the doors are closed, Arrizz suggests waiting several hours for the Garrison to quiet down before sneaking out of the hall. The doors require a set of thieves' tools and a successful DC 15 Dexterity check to unlock. Alternatively, each of the Red Plume sergeants carries a key that unlocks the doors in this room, which could be acquired with a bit of Sleight of Hand (opposed by Perception, naturally).

### MOVING THE GOODS

All told, the wagon provided by the Zhentarim contains eight hundred pounds of supplies intended for delivery to Szith Morcane. Among other things, it includes large quantities of food, crossbow bolts, and oil—all sealed in watertight containers.

The wagon is 7-feet-wide and 10-feet-long and can fit down most hallways in the Garrison. Moving the wagon makes noise and grants disadvantage on Dexterity (Stealth) checks. Alternatively, magical transportation could be effective, or strong characters could divide up the goods amongst themselves and simply carry them by hand.

### THE GIG IS UP!

There are a number of opportunities for the characters's cover to be blown during this portion of the encounter. If they manage to raise the alarm, the Garrison organizes into four squads; each consisting of six **Red Plume soldiers** and one **Red Plume sergeant**. The squads search through the Garrison for intruders and attack discovered enemies en masse. Although each individual squad is an easy encounter for a group of 8<sup>th</sup> level characters, more than a couple squads attacking in unison could quickly turn the fight against the characters.

Luckily, there are many ways to avoid this dangerous scenario. First and foremost, be sure to give the characters a chance to make skill checks to fool suspicious guards and reward players that come up with clever lies. These Red Plumes are neither the best nor the brightest, so even a mediocre ruse could prove effective.

Additionally, a healthy culture of bribery exists in the Red Plumes. A suspicious Red Plume soldier might demand a bribe of 5 to 20 gp in exchange for not raising an alarm, depending on what he or she witnessed. Some mercenaries may even request a favor, such as intimidating another guard in the Garrison or stealing a barrel of beer from the kitchen. If time is not a concern, this is a good opportunity let the characters spread their wings and lead the story.

If all else fails and combat ensues, the Red Plumes do their utmost to ensure the characters are captured alive. If successful, Captain Helck orders that the characters be taken to the cages in Area 4. From there the characters could devise their own means of escape, or perhaps get rescued by Felratha or Lissa (the Lords Alliance agent).

The cages are locked and require a set of thieves' tools and a successful DC 15 Dexterity check. If captured, the characters's equipment is in the same room; locked in a different cell.

### **ADJUSTING THE ENCOUNTER**

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

- **Very Weak Party:** Remove 2 Red Plume soldiers from each squad.
- **Weak Party:** Remove 1 Red Plume soldiers from each squad.
- **Strong Party:** Add 2 Red Plume soldiers to each squad.
- **Very Strong Party:** Add 1 Red Plume sergeant to each squad.

## PART 2: THE RED PLUME GARRISON

As the night draws on the Garrison slowly grows silent. Several hours after midnight, Arrizz indicates that it is time to sneak out of the room and find the Waydown.

### RED PLUME GARRISON

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Established to protect the folk of Hillsfar from subterranean incursions, the Red Plume Garrison is overseen by a corrupt and inept man named Maggarl Helck. As a result, discipline at the Garrison is relatively lax.

#### GENERAL FEATURES

The walls of the Garrison are formed from gray masonry.

**Ceilings.** Ceilings are 10 feet high inside hallways, rising to 15 feet inside rooms.

**Doors.** Unless otherwise noted, the doors in the Garrison are all reinforced wooden doors that require a DC 20 Strength check to break open. Locked doors require a set of thieves' tools and a DC 15 Dexterity check to unlock.

**Light.** Due to a lack of windows, the Garrison is lit entirely by oil lamps, spaced every 15 feet along the walls. Wandering guard patrols ensure the lamps are lit at all hours. In such an illuminated area, the area is brightly lit. Otherwise, it is completely dark.

**Smells and Sounds.** The smell of burning oil fills the area, mingling with the smell of sweat, cooking, and the stables. During the day, the sound of talking, shouting, and daily life fills the garrison. By night, its silence is broken only by the occasional footfall of a patrolling guard.

**Murals.** A handful of murals cover the walls of the Garrison, each designed to inspire loyalty and a feeling of racial superiority in the Red Plumes rank-and-file. Most feature glorious depictions of First Lord Torin Nomerthal and the Red Plumes shackling rows of enslaved non-humans.

### 1. FRONT GATE

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Although the Garrison wasn't built to repel surface invaders, the front door is still well defended.

A large iron portcullis seals off this 10-foot entry hall. A single Red Plume soldier sits next to a gate lever inside the portcullis. Arrow slits line the walls of the room.

A successful DC 20 Strength (Athletics) check is required to lift the portcullis. Alternatively, a creature can use their action to spend the round ratcheting the lever inside the entry hall which slowly lifts the portcullis and allows access to the Garrison. The portcullis rises completely after three rounds of ratcheting.

A single **Red Plume soldier** stands inside the front door at all times and speaks to visitors through the portcullis. Since the characters were already welcomed into the Garrison, the guard sees little reason to stop them from coming and going during the night as long as they don't do anything suspicious. When the characters decide to sneak further into the Garrison, Felratha comes to the front gate and asks to go outside for a bit fresh air. She then hitches up her wagon rides away.

If the guard senses that something is amiss, he shouts to get the attention of the guards in Area 2, who in turn fetch a **Red Plume sergeant**. The sergeant arrives in 5 rounds.

### 2. GUARD ROOMS

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These two rooms have arrow slits that look outside the Garrison and into Area 1. Three **Red Plume soldiers** are stationed in each room at all times, with heavy crossbows near at hand. A weapon rack with longswords rests against one wall and two barrels full of crossbow bolts sit near the arrow slits. The guards generally play cards or tell bawdy tales around the table, only occasionally rising to look around.

### 3. FEAST HALL

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Red banners bearing the symbol of the Hillsfar hang from the ceiling of this large hall. Rows of sturdy dining tables are laid out over a floor scattered with straw. The smell of stale beer permeates the air.

The Red Plumes eat their meals in this room in small groups throughout today, but gather as a large group for nightly dinner. This is largely so Captain Helck can make announcements and "inspire" his soldiers. Any visitors are housed in this hall at night, and the north, east, and west doors are locked.

## 4. STABLES AND KENNEL

The double wooden doors in the southwest corner of this room are typically kept open during the day to air out the stable aromas, but at night they are sealed tight.

The smell of hay and dung mark this room as a stable. A set of wooden cages on the eastern wall holds a pack of slumbering hounds, and four pens on the north wall each contain a riding horse. Piles of hay fill the center of the room.

A young stable boy named Tod (a **commoner**) oversees the stables and sleeps in the hay piles at night. There are also four cages in the room. One of the cages currently hold eight **guard dogs**. If roused from slumber, the dogs immediately begin barking and howling, which draws the attention of a pair of **Red Plume sergeants** from Area 7 to the north, who arrives after 5 rounds.

Tod can quickly calm the dogs to avoid waking the sergeant, but he is unlikely to do so for strangers. A successful DC 15 Charisma (Deception, Persuasion, or Intimidation) check is necessary to win him over. A character offering a bribe may make this check with advantage. Due to the number of horrible stories he has heard about non-humans, any non-human characters attempting to intimidate him make their check with advantage. If the check fails by 5 or more, Tod runs to a lever on the wall and pulls it. This releases all of the dogs.

### ADJUSTING THE ENCOUNTER

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

- **Very Weak Party:** Reduce sergeant's hit points to 45
- **Very Strong Party:** Add one sergeant

## 5. CAPTAIN'S QUARTERS

Rich furnishings adorn this pentagonal room and a white bearskin rug covers the center of the floor. A desk on the east wall is covered with a disorganized mess of official looking papers. A caricature of Helck in a gold frame sits on the desk.

A shining example of the benefits of nepotism, bootlicking, and the achievement of being born human, **Captain Maggarl Helck** is doing quite well for himself. He gained his position as the Garrison Commander due largely in part to his father; a wealthy merchant in the city of Hillsfar. Helck relies on his sergeants to handle most garrison affairs and likes to think of himself as a "big

picture" Captain. He occasionally wanders through the Garrison to knit-pick small breaches in military code and to give rousing motivational speeches to the mercenaries (usually with poor results).

Helck usually sleeps in until early afternoon. After consuming too much wine at the feast the evening prior, the captain is dead asleep until nearly dinner time. The only key in the Garrison that can open the Waydown chamber is still attached to the key ring on his waist.

Additionally, if the characters search under the mattress, they are able to find the secret command word that disables the clay golem written on a sheet of paper.

Pilfering the key or sliding the note out from beneath the mattress requires a successful DC 10 Dexterity (Sleight of Hand) check for each. The golem password is the name "*Has'than zann Queh*", which means "Blessed by Birth" in Elvish (likely a sneaky bit of political commentary by a member of the Mage's Guild that apparently disapproves of the city's views on non-humans).

If a character fails either check by more than 5, Captain Helck wakes up from his sleep with a high-pitched scream. If he is outnumbered, or if he takes any damage at all, the captain immediately surrenders and begs for his life. He offers to open the door the Waydown for characters if they promise to let him go. Of course, as soon as he is within earshot of the Garrison's troops, the Captain raises the alarm.

### ROLEPLAYING CAPTAIN MAGGARL HELCK

Captain Helck is a pompous man who places great stock in appearances. He has a well-groomed handlebar mustache that he likes to twirl while he speaks. Helck always does his best to steer conversations toward his own accomplishments and is adept at stealing credit for the successes of others.

**Quote:** *The burden of this command would crush a normal man. Luckily for this garrison, I am not a normal man.*

### SECRET MISSION: ORDER OF THE GAUNTLET

A quick look through the paperwork on top of the desk uncovers evidence that Helck is turning a profit smuggling untaxed goods into Hillsfar. Members of the Order of the Gauntlet that retrieve these documents satisfy the requirements of their faction assignment.

### TREASURE

The rug on the floor is made from the pelt of a polar bear and worth 60 gp. Helck keeps an emergency supply of 40 gp and a *scroll of greater restoration* hidden in the top drawer of his desk. The caricature of Helck is worth nothing, but the gold frame that holds it is worth 100 gp.



## XP AWARD

If the characters successfully accomplish the secret mission, award each character 200 XP.

## 6. KITCHEN

---

The door to this room is kept locked at night.

The scent of herbs and salted meat wafts through the air of this room. Two tables in the middle of the room are covered with knives, baking utensils, a several piles of folded clothes. A few dozen casks of beer are stacked up on the south side of the room. Red embers still faintly glow in the large oven on the north side of the room.

A group of four cooks (**commoners**) work this kitchen. During the daylight hours they are busy hustling around to prepare food for the garrison. At night they sleep with the other troops in Areas 7. To avoid getting their uniforms dirty, the cooks typically change into a second set of cooking clothes when they arrive in the morning. Normally they change back at the end of the day, but this evening all the cooks were exhausted and went to bed in their cooking clothes. As a result, four clean uniforms are neatly folded up on the tables of this room.

Two dozen casks of cheap beer are stacked against the south wall of the room. Under the orders of Captain Helck, the cooks keep a close eye on the beer supply to prevent guards from overindulging. This makes a stolen cask of beer a particularly effective bribe for many of the mercenaries in the Garrison. Because they are so highly sought-after, though, the cooks have a strung a chain through a metal hoop at the top of each keg which is then locked onto itself—effectively locking all of the kegs together in a great big, heavy mess. Unlocking the shoddy padlock requires a set of thieves' tools and a DC 13 Dexterity check.

## TREASURE

Any character that specifically states they are searching the cupboards in this room and succeeds on a DC 15 Intelligence (Investigation) finds a secret compartment in one of them. This compartment conceals the treasure that the cooks have managed to accrue without Helck's knowledge. Inside are 2 bottles of exquisite brandy and 3 boxes of hand-made cigars from the Dalelands. Each of item in this stash is worth 40 gp, for a total of 200 gp for the lot.

## 7. BUNK ROOMS

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At full capacity, each of these rooms houses eighteen Red Plume soldiers and two Red Plume sergeants.

The sound of gentle snoring echoes through this room. Ten bunk beds line the walls, but it seems only half of them are occupied by sleeping figures. Each bunk in the room has two small trunks stowed away underneath it. The bunk bed nearest the door is painted bright red.

To help prevent gambling, the mercenaries of the Garrison aren't allowed to keep loose coins on them while stationed at there; their pay is held for them in Hillsfar. For this reason, most trunks only contain a spare Red Plume uniform and a few minor trinkets of little value.

The sergeants share the red-painted bunks in each of the two bunk rooms. Each red bunk has two pegs on it, which the sergeants use to hang their keys while they sleep (each red bunk currently only has one key hanging from it). These keys unlock all the doors in the Garrison, except for the door in Area 5.

Since many Red Plumes are currently stationed around the Garrison or out patrolling the countryside, each of these rooms currently only has six **Red Plume soldiers** and one **Red Plume sergeant** sleeping within it. If the alarm is raised, they can rouse from sleep and be ready for combat after one minute (which they spend donning their armor and shield). If encountered here, they retrieve their weapons and their shield, but not their armor. In this case, their AC is 10 (12 if they spend an action donning a shield).

## 8. THE WAY DOWN TO THE WAYDOWN

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These doors always remain closed and require a successful DC 20 Dexterity check or Captain Helck's key to open.

Double iron doors are set into the wall at the end of this hall. Etched into the front of the doors is a depiction of a colossal man standing astride the city of Hillsfar. He has a stern look on his face and his shield is raised in a protective manner.

A successful DC 10 Intelligence (History) check reveals that the image on the door is a romanticized version of First Lord Torin Nomerthal, the current ruler of Hillsfar.

In addition to being locked, these doors also have a **poison spray trap**. The trap serves both as a deterrent for meddlesome guards as well as protection from anything that might come up from the Waydown itself. If the door is opened without the trap being first disarmed, poisonous mist shoots from the doors lock into both the room and the hallway. Each creature within 10 feet of the door must succeed on a DC 15 Constitution saving throw or take 22 (4d10) poison damage. The trap resets after ten minutes.

The trap is detected with a successful DC 15 Intelligence (Investigation) check and is disabled with a set of thieves' tools and a successful DC 15 Dexterity check.

The doors to this room are quite thick and when closed they fully muffle the sound of combat inside. Read:

A 20-foot-wide by 40-foot-wide hole fills the center of this room from which echoes the sound of rushing water. A wooden treadwheel crane is built next to the sinkhole. On the far side of the hole, a partially-finished earthen statue stands surrounded by carving utensils.

In order to reach the Underdark, the characters must travel down the 100-foot-deep sinkhole in this room. The sinkhole is not unguarded, however. The partially finished statue is actually a **clay golem** that was sent to the Garrison for extra protection.

Opening the door triggers a second simple trap; an iron ring driven into the top of the door has a long string tied to it which, when the door is opened, breaks and releases a **burlap sack full of pots and pans** clattering to the ground. This draws the attention of the Red Plume guard patrols (below) if the characters have not dispatched both of them. One of the patrols arrives in three rounds to investigate the noise. The other arrives three rounds after that. Without a means to see inside or otherwise enter the room without opening the door, the trap is impossible to detect.

To prevent any accidental mercenary casualties, the golem waits one full minute before moving to attack intruders. When the Red Plumes need to work in this room, they call in Captain Helck to deactivate the golem. He does so by entering the room alone and saying "*Has'than zann Queh*". This pass phrase makes the golem docile until it is spoken again. Only Captain Helck knows the secret password to disable the golem, but is foolish enough to keep it written on a scrap of paper hidden in his mattress.

The treadwheel crane in this room is used to raise and

lower supplies from the sinkhole. It can lift up to one thousand pounds at a time. One creature must operate the treadwheel to lower or raise the crane.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter.

These are not cumulative:

- **Very Weak and Weak Party:** Reduce clay golem's hit points to 114.
- **Strong Party:** Increase clay golem's hit points to 152
- **Very Strong Party:** Add second clay golem

#### XP AWARD

If the characters bypass the poison spray trap, award each character 100 XP. Additionally, if they discover the golem's passphrase and use it to get past it, award each character an additional 250 XP. Finally, if the characters manage to escape the garrison via the Waydown without engaging in combat, award each character an additional 1,000 XP.

## EXPANDING THE GARRISON ENCOUNTERS

Since the characters are free to explore the Garrison in any way they see fit, some flexibility is required to run this section of the adventure. Provided below is a list of possible encounters that could occur while the characters are in the Red Plume Garrison. If the mission is running too smoothly, feel free to throw a few of these curveballs at the players. The DM should be mindful of how much time these additional encounters will add if this adventure is played in a limited time environment such as a convention.

#### RED PLUME GUARD PATROL

The Red Plumes are well aware that strange and magical creatures live within the Underdark, so they take special precautions to keep the Garrison safe. At night two patrols wander throughout the building to keep an eye out for trouble. Each patrol consists of a **Red Plume sergeant**, four **Red Plume soldiers**, and a **guard dog**. If danger is spotted, the guards avoid combat and instead try to raise the alarm.

### CONBERT'S RETURN

If the target of Conbert's adoration did not successfully let him down softly during Part 2 of the adventure, he sneaks out of his room at night to seek out the characters again. He wanders up to the characters while they are sneaking around the garrison and asks to be included in their skullduggery.

If the characters accept his offer, he can provide the basic layout for the entire Garrison. When it comes to the art of stealth, however, Conbert is a poor companion. He is prone to speaking too loudly and often stops sneaking to practice bits of his performance routine. It should be clear to the characters that if Conbert is around when a patrol draws near, they will most certainly be spotted.

Conbert is tired of life in the Garrison and is willing to desert the Red Plumes to travel down the Waydown with the characters. Arrizz warns the characters that this will almost certainly result in Conbert's death. Nevertheless, the drow is still supportive of the idea since Conbert will likely briefly distract whatever monster ends up eating him.

A DC 20 Charisma (Persuasion) or Charisma (Intimidation) check is required to get Conbert to go back to bed.

### DRUNKEN REVELERS

A group of four **Red Plume soldiers** have pilfered a cask of beer from the kitchens and are now sitting in a quiet corner of the Garrison enjoying their spoils. The guards are too inebriated to realize that the characters should still be locked in the feast hall and do not raise an alarm unless attacked. Instead, they call the characters over and demand an encore performance. If a character makes a successful DC 10 Charisma (Performance) check, the guards invite the entire group to sit down and share beer with them.

## PART 3: DOWN THE WAYDOWN

After successfully traveling through Garrison, the characters must now lower their supplies down the sinkhole and navigate the Waydown River.

### NAVIGATING THE RIVER

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A small cave at the bottom of the sinkhole houses a half dozen **keelboats** that the Red Plumes use for river exploration. The boats are currently unguarded.

The Waydown River moves slowly, so the journey takes eighteen hours if the characters just float with the current. A character succeeding on a DC 10 Wisdom (water vehicle) check manages to squeeze a bit more speed out of their boat and reduces the total journey length to ten hours. Much of the journey takes them through an area permeated with *faerzress*.

Characters that have traveled the river before note that they are taking a distributary off the main river; they won't end up in Sporedome as they may have in past adventures.

#### SECRET MISSION: LORDS ALLIANCE

If the characters accepted the secret mission, any of them that succeed on a DC 18 Wisdom (Perception) check notice the word "*Olon*" painted on the walls of the cavern. Each word has a small arrow under it, pointing further downstream.

### THE WAGES OF SIN

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As the characters drift down the river, they encounter several signs of the kuo-toa threat lurking ahead. A solitary kuo-toa scout is posted five miles downriver from the Garrison. The creature flees back to the temple (Part 4, below) as soon as it spots intruders, but characters that succeed a DC 15 Wisdom (Perception) check can catch a glimpse of the creature's bulbous eyes looking at them before it darts underwater.

A few miles further downriver a primitive totem dedicated to Gattash and Rashara stands by the side of the river.

A pillar of stacked stones nearly ten feet tall stands on the riverbank ahead. The bones of several fish-like humanoid creatures are piled before the pillar. Runic messages painted in blood cover the pillar stones.

The runes are written in Undercommon and they read: "*Here lie false believers. The Twin Gods have risen and the Shrine of Two-Fold Sin is their kingdom!*"

If no one in the group is able to, Arrizz translates this message if necessary and can also identify the bones on the floor as kuo-toa bones. He has never explored this part of the river, but knows that a tribe of kuo-toa used to live here in ages past.

### THE TOTEM

The Totem is constructed primarily of stacked stones, but the bones surrounding it are lain out in disturbing manner and bound together with wire. The skulls and other bones are arranged to form the appearance of a single, monstrous skeletal creature. Six heads and twice again as many arms and legs, the macabre "holds" various trinkets in its hands; the trinkets range from candles, clumps of dried and bound water plants, and even the skulls of other creatures. While not terrifyingly so, the display is disturbing. Any creature who views it must succeed on a DC 13 Wisdom saving throw or gain a level of madness.

### RIVER ATTACK

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The Garrison's underground exploration has not gone unnoticed by the kuo-toa from the Shrine of Twofold Sin. In response to this new human threat, the kuo-toa recently built a barricade to hold an emergency reservoir of water. When the characters navigate their keelboat fifteen miles downstream, the kuo-toa archpriest use *control water* to **demolish the reservoir dam and flood the river**. At the same time, a band of fifteen kuo-toa prepare to attack the boat.

Allow the characters to make a DC 10 Wisdom (Perception) check to hear the sound of roaring water coming from behind them. The characters have three rounds to make preparations (such as lashing things down to the boat) before the wave of turbulent water comes into view. When it does read the following:

The roaring grows louder and quickly reaches a deafening furor. Suddenly a wall of churning water crashes around the river bend behind you and sweeps toward your little boat. As the massive wave hurtles down the river, a chorus of croaking cheers echoes off the tunnel walls around you.

When the wave reaches the boat, creatures onboard the vessel must succeed a DC 15 Dexterity saving throw or fall prone. Creatures that fail by 5 or more are also thrown overboard into the raging waters. Any character with the Sailor background and characters that are proficient with water vehicles make this saving throw with advantage.

Creatures that fall overboard must make a DC 14 Strength saving throw at the beginning of their turn each round or take 11 (2d10) bludgeoning damage from the churning water and be dragged 30 feet upriver. On a successful save, the creature takes half damage and is not swept upstream.

Re-boarding the ship is possible, but requires a successful DC 10 Strength (Athletics) check. If the supplies are not secured to the boat, there is a 50 percent chance per round that one hundred pounds of supplies fall overboard. After the wave passes and the water calms, it takes one hour of searching through the water to recover one hundred pounds of lost supplies.

## KUO-TOA AMBUSH

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In addition to water hazards, the characters must also deal with a force of attacking kuo-toa that wait in the tunnels ahead. Three groups of kuo-toa warriors hide on rocky outcroppings overlooking the Waydown River and are prepared to jump onto the ship as the water carries it beneath them. Each round for the first three rounds of combat, a group consisting of four **kuo-toa whips** leap down onto the boat.

### TACTICS

The kuo-toa use their pincer staffs to try and hurl characters overboard. They also do their best to target any character that is successfully steadying the ship's wheel. The kuo-toa are fanatical and fight to the death.

## PART 4: THE SHRINE OF TWO-FOLD SIN

Having safely completed their journey down river, the characters at last arrive at the ruined shrine that signals the end of their journey. However, they quickly discover that the shrine is no longer abandoned.

### THE SHRINE OF TWOFOLD SIN

In recent weeks, two disgraced cambion siblings named Gattash and Rashara were banished from the hellish court of Graz'zt and sent to monitor the distributary of the Waydown River—a backwater section of the Underdark with little to do.

The twins soon discovered that a tribe of kuo-toa that had succumbed to madness happened to call this river home. Using *fiendish charm* and *alter self*, the twins convinced the kuo-toa that they were actually gods. They promised to build a mighty kuo-toa empire and moved the tribe to an abandoned temple on the shores of the Waydown River's distributary. After casting down the previous idols of the kuo-toa god Blibdoolpoolp, the cambions renamed the temple The Shrine of Twofold Sin.

Graz'zt was pleased with their success and, as a sign of his returning favor, he sent a particularly stupid hezrou demon to serve the twins. The twins call the hezrou Toad and bully him mercilessly. The pair of demons now plan to continue expanding their influence and have turned their hungry gaze to the Red Plume Garrison and the surface world.

#### GENERAL FEATURES

The walls of the temple are formed from a mix of rough grey rock and polished green masonry.

**Ceilings.** Ceilings are 20 feet high inside in the temple and 10 feet high inside the submerged tunnels.

**Light.** All the residents of the temple have darkvision, so the characters must supply their own light inside the shrine. It is otherwise completely dark.

**Smells.** Mildew. Rotting vegetation and fish.

**Sounds.** Dripping water. Crunching of bone and barnacle underfoot.

### 1. TEMPLE STEPS

When the characters reach the temple, read the following:

After rounding a bend, the river tunnel opens up into a vast cavern that is nearly fifty feet high. The tunnel widens into a rocky shore to the right, creating a 140-foot wide dry cavern adjacent to the river. The rubble of two destroyed statues, each with both crustacean and female human features, litters the floor of the cavern. In the midst this rubble stand two crudely carved statues with glimmering pearls for eyes. One statue is male and the other female. Each statue bears a mix of both human and fish-like features, and has bat wings spread behind it as they reach for each other. The cavern narrows near the back end and terminates in a set of twenty-foot wide steps leading to a pair of massive stone doors.

As soon as this scene is revealed, Arrizz urges caution. Although he has never been here himself, he recognizes that this is the temple where the drow caravan was supposed to meet with him. Since they are not waiting outside the temple steps, he assumes the worst. Still, the tunnel leading back to Szith Morcane is in the temple, so there is no other choice but to venture inside.

Characters that succeed a DC 10 Intelligence (Religion) check are able to piece together that the ruined statues covering the floor of the cavern once depicted Blibdoolpoolp, the deity of the kuo-toa. The two fish-like statues with bat wings are not depictions of any known gods (they are depictions of the twin cambions in their kuo-toa forms). Characters that examine the cambion statues notice that they are each recently carved.

Both statues have two large white pearls for eyes (see Treasure, below). The pearls require a DC 10 Strength check to successfully dislodge from the statue and are difficult to reach, since the statues are both fifteen feet tall.

Additionally, each statue has a **poison gas trap**. Inside the chest of both statues are hollow cavities filled with poison gas. The pearl eyes act as stoppers, holding the pressurized gas inside the statue. When a pearl is popped loose, the gas immediately spews into the cavern, dealing 22 (4d10 poison) damage to all characters within 20 feet of the statue. Characters that succeed a DC 13 Constitution saving throw take only half this amount. The gas dissipates after one round and deals no further damage.



Detecting the trap behind the pearls requires a DC 15 Intelligence (Investigation) check to notice an airtight wax seal surrounding each pearl. To foil the trap, characters must poke a small hole in the wax and allow the poison gas to harmlessly dissipate over the course of five minutes.

#### TREASURE

If the characters pry the eyes from the statues, they recover four pearls worth 50 gp each.

#### XP AWARD

If the characters successfully bypass the trap and recover the pearls without triggering it, award each character 100 XP.

## 2. SACRIFICIAL HALL

Once dedicated to Blibdoolpoolp, this ancient shrine has been rededicated to Gattash and Rashara.

The scent of rotten fish fills this ruined hall. Puddles of murky water cover the green stones of the floor. Eight stone pillars carved with crude fish imagery stand in two rows in the center of the room. Near the back of the hall is a slab of black stone covered with bloodstains and four shackles. Three sections of the wall and floor are collapsed and filled with stagnant water.

Unless the characters make a great deal of noise in Area 13, the croaking chant of a **kuo-toa archpriest** fills this room when they open the doors. The archpriest is dressed in soggy black robes and stands before the black altar near the back of the hall. Shackled to the slab is a squirming and gagged **drow** named Renim. Additionally, six **kuo-toa whips** flank the archpriest, dancing to his sacrificial chant.

If the characters wait more than fifteen minutes before entering this room, the archpriest completes his ritual and sacrifices Renim to the Twin Gods. Otherwise, they have a chance to disrupt the sacrifice and rescue the captive drow. In this case, she is grateful for her rescue and can convey the following information:

A drow caravan consisting of eight drow set out from Szith Morcane and reached this temple yesterday. They were attacked by a horde of kuo-toa and quickly overwhelmed.

- The kuo-toa worship strange twin gods named Gattash and Rashara. Renim met these gods and suspects they are part demon and likely in league with the fire giants.

- Three other members of the caravan survived the attack, but they were fed to a huge toad-like demon that lives deeper in the temple. The toad demon hates the twins, who mercilessly whip it.

Renim is weaponless and loathe to fight the kuo-toa again, but can be convinced to help in battle with a DC 10 Charisma (Intimidation or Persuasion) check, although attempts to persuade her are made with disadvantage. Otherwise, she stays behind the characters and flees if things get too dangerous.

#### TACTICS

As soon as the kuo-toa spot intruders they attack. The archpriest begins combat by casting *spirit guardians* and *spiritual hammer*. After that, he wades into melee with his minions in tow. If necessary, he uses *mass cure wounds* to heal his minions that are near death and *hold person* to deal with troublesome armored foes.

#### ADJUSTING THE ENCOUNTER

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

- **Very Weak Party:** Remove 3 kuo-toa whips
- **Weak Party:** Remove 1 kuo-toa whip
- **Strong Party:** Remove 3 kuo-toa whips; add 1 kuo-toa archpriest
- **Very Strong Party:** Remove 1 kuo-toa whip; Add 1 kuo-toa archpriest

## 3. FLOODED TUNNELS

These tunnels are filled with stagnant and murky water. The water is 4 feet deep and the ground beneath littered with bones.

#### SECRET MISSION: LORDS ALLIANCE

If any of the characters are members of the Lords Alliance and are rank 2 (Redknife), read the following as the characters pass through this area. If there are no eligible members do not read this boxed text.

Around the bend, you see the faint glow of magical light down a side tunnel.

## 4. OCTOPUS DEN

If any of the characters are members of the Lords Alliance and are rank 2 (Redknife), read the following as the characters enter this area. If there are no eligible members do not read this boxed text; this area is empty.

Whatever is glowing, it is beneath the water and casts flickering light on the ceiling ahead. The water gets deeper here and looks to be approximately 10-foot-deep in the niche at the end of the tunnel.

**Three albino giant octopi** guard these passages, but are usually found in their den. In addition, **three swarms of quippers** live here; feeding off of the octopi's cast-offs.

The octopi are easily able to swim through Area 15 and 16 without any light at all. Dozens of bones, both humanoid and animal, litter the ground here.

The glowing object is a gold coin enchanted with *continual flame*. Olon carried the coin in a pouch, but the clever octopi removed it after the wizard was slain. If the coin is disturbed, the octopi attack in a group. Attempting to divide the party, each octopus targets an individual character to drag away and devour. At the end of the round the swarms of quippers emerge from the tunnels and attack the characters.

### ADJUSTING THE ENCOUNTER

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

- **Very Weak Party:** Remove 2 giant octopi and 1 swarm of quippers
- **Weak Party:** Remove 1 giant octopi and 1 swarm of quippers
- **Strong Party:** Add 1 swarm of quippers
- **Very Strong Party:** Add 2 swarm of quippers

### SECRET MISSION: LORD'S ALLIANCE

In discovering Olon's treasure and learning the wizard's fate, the characters satisfy the requirements of the special mission.

### TREASURE

Searching the through the muck of this submerged room uncovers a bit of treasure. In all, there is a leather pouch containing 150 gp, a signet ring engraved with the name "Olon" worth 50 gp, and a *potion of greater healing*. These treasure originally belonged to a wizard named Olon, who was exploring the Underdark for the Lord's Alliance. A coded journal sealed inside a watertight oilcloth bag rests among his bones.

## 5. TOAD'S LAIR

Although the underwater tunnel continues straight ahead, the ceiling of the tunnel disappears to reveal a room above the tunnel. A character that decides to surface sees the following:

Gnawed bones and rotting corpses litter the floor of this barrel-vaulted hall. Crude drawings cover the walls of the room, each depicting a giant toad eating two winged humans. A hideous stench fills this enclosed space.

Unable to stand his grotesque scent, the twins ordered their **hezrou** demon, Toad, to stay in this room until they summon him. Although incredibly stupid, Toad is smart enough to realize that the cambions bully him, and he has harbored mutinous thoughts for many days. The kuo-toa seem loyal to the twins, however, so he fears to act on his plans

When the characters arrive, Toad is munching on the bones of a dismembered drow and muttering in Abyssal. Characters able to understand his sullen raving can piece together that he is plotting to murder "the dumb twins and their fishy men."

### ROLEPLAYING TOAD

Toad is a dumb creature, but he believes he is smart. A crafty grin covers his face when offers to ally with the characters. He seals the deal by licking his hand with his disgusting tongue and attempting to shake the hand of the nearest character. Toad is sick of being bullied and any attempt to intimidate him causes him to fly into a rage and immediately attack.

**Quote:** "We will show those tiny twins who da real boss is!"

Toad stands up and roars when he spots the characters. If they do not seem immediately hostile, a cunning grin covers his face and he sits down to talk. The demon knows that he cannot overcome the twins and their kuo-toa allies, but if he forms an alliance with the characters, he might be able to have his vengeance. Still he is afraid of betrayal, so a DC 20 Charisma (Deception or Persuasion) check is necessary to solidify the alliance. Of course, being a demon, Toad plans to turn on the characters as soon as the twins are dead.

If the characters are able to win Toad over, he leads them to Area 18 and joins the battle against the twins. He has little regard for helping his allies and does not position himself to protect the characters from his stench.

### ADJUSTING THE ENCOUNTER

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

- **Very Weak Party:** Reduce Toad's hit points to 115; Toad has a -1 penalty to attack rolls
- **Weak Party:** Reduce Toad's hit points to 115
- **Strong Party:** Increase Toad's hit points to 157
- **Very Strong Party:** Increase Toad's hit points to 157; Toad has a +1 bonus to attack rolls

## 6. SANCTUM OF SIN

This opulent room is where the twins have made their home.

Banners of red silk hang from ceiling and fine pillows cover the floor of this decadent room. A massive stone dais covered with cloth-of-gold blankets stands near the back of the hall. Two statues in the center of the room depict twin fish-like creatures with bat wings.

Unless the alarm has been raised, **Gattash** and **Rashara** recline on the raised dais in this room. While in the presence of kuo-toa, the twins use *alter self* to assume the appearance of fiendish kuo-toa with bat-like wings. They are currently attended by a **kuo-toa archpriest** who cools them with ornate fans and serves them platters of raw fish.

If the characters enter this room without Toad, the twin cambions rise from their lounging with wicked grins. Rashara steps forward and says, "Foolish mortals, you should never have come here". Gattash then orders the kuo-toa to attack.

If the twins see that Toad is with the characters, a grave look falls over their faces as they know they have treated him harshly. The twins quickly try to talk Toad into helping them, but he immediately flies into combat with a ferocious roar.

### TACTICS

The ceiling of this room is 40 feet high, so the twins immediately take to the air to stay out of reach of foes. They target strong looking characters with their *fiendish charm* ability and order them to flee the room or turn on their friends. They shoot rays of fire while the kuo-toa whips engage their foes on the ground.

If Toad is participating in the combat, the twins hurl one or two rays of fire at him every round to punish him for his insolence. After the twins are dead, Toad immediately turns on the characters and the kuo-toa.

### ADJUSTING THE ENCOUNTER

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

- **Very Weak Party:** Remove the kuo-toa archpriest
- **Weak Party:** Replace kuo-toa archpriest with 2 kuo-toa monitors
- **Strong Party:** Add 2 kuo-toa whips
- **Very Strong Party:** Add 1 kuo-toa archpriest

### TREASURE

The twins were able to acquire a small horde of fine items scavenged from the surrounding area. The cloth-of-gold blankets covering the dais are worth a total of 500 gp. Additionally, each of the twins wears two gold rings (10 gp each), a ruby necklace (100 gp each), and fine silk robes (50 gp each). The silk banners and pillows are worth a total of 160 gp.

In addition to this, a water-tight instrument case resting among the pillows contains a *canaith mandolin*.

## 7. REAR TUNNEL

This partially collapsed room holds a tunnel leading deeper into the Underdark. A group of six pack lizards, left over from the raided drow caravan, are tied to the wall of this room. Following the tunnel away from the shrine eventually leads to the city of Szith Morcane, where the drow resistance still struggles.

## CONCLUSION

With supplies successfully delivered to Szith Morcane, the drow resistance forces are able to continue their fight against the giants. After the death of the twins, the kuo-toa river tribe is forever shattered and no longer threatens anyone. Before parting ways, Arrizz provides the characters their share of the shipment's profits; 400 gp.

How the characters get back is largely up to them. Some may prefer to head to the surface near Szith Morcane and make the long trek across the Dalelands and through the Cormanthor forest, while others may have other business in the Underdark and may wish to brave its terrors to pursue them.

If the characters successfully snuck through the Garrison without any major disturbances, their visit is swept under the rug and forgotten entirely. On the other hand, if the adventurers were forced into a major combat, the xenophobia on the surface intensifies and the Red Plume ranks swell with new recruits set on killing non-humans.

## REWARDS

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

## EXPERIENCE

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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
Red Plume soldier	100
Red Plume sergeant	700
Guard dog	50
Clay golem	5,000
Kuo-toa	50
Kuo-toa whip	200
Kuo-toa monitor	700
Kuo-toa archpriest	2,300
Giant octopus	200
Swarm of quippers	200
Toad, hezrou	3,900
Gattash, cambion	1,800
Rashara, cambion	1,800

### NON-COMBAT AWARDS

Task or Accomplishment	XP per character
Perform well at the dinner	150
Complete secret mission	200
Bypass trap in the Waydown room	100
Bypass golem using passphrase	250
Avoid major garrison combat	1,000
Bypass statues's poison traps	100
Recover Olon's journal	200

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

The **maximum** total award for each character participating in this adventure is **7,500 experience points**.

## TREASURE

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The characters receive the following treasure, divided up among 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
Brandy and cigars	200
Helck's treasures	200
Pearls from statutes	200
Olon's treasure	200
The twins's treasure	1,000
Payment for shipping the goods	400

### CANAITH MANDOLIN

*Wondrous item, rare (requires attunement by a bard)*

Made of fine, dark wood, this mandolin is inlaid with mithral and mother-of-pearl in the shape of forked lightning bolts. The bearer of this instrument can use an action to cause his or her voice to carry clearly for up to 300 feet until the end of the bearer's next turn. A description of this item can be found in the *Dungeon Master's Guide*.

### POTION OF HEALING (GREATER)

*Potion, rare*

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

### SPELL SCROLL: GREATER RESTORATION

*Scroll, rare*

This spell scroll contains a single *greater restoration* spell. A description of *spell scrolls* can be found in the basic rules or *Dungeon Master's Guide*.

### 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 log sheet contains a column to record permanent magic items for ease of reference.

- If 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.

## RENOWN

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

**Zhentarim characters** earn **one additional renown point** for successfully getting the Arrizz and his trade goods to Szith Morcane.

**Order of the Gauntlet characters** of rank 2 (Marchon) or higher who complete their special mission earn **one additional renown point** and should note the **completion of a special mission** on their adventure logsheet.

**Lords Alliance characters** of rank 2 (Redknife) or higher who complete their special mission earn **one additional renown point** and should note the **completion of a special mission** on their adventure logsheet.

## DOWNTIME

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

## DM REWARDS

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

# APPENDIX: MONSTER/NPC STATISTICS

## COMMONER

*Medium humanoid (any race), any alignment*

**Armor Class** 10  
**Hit Points** 4 (1d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 0 (10 XP)

### ACTIONS

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

## ARRIZZ, DROW ELITE WARRIOR

*Medium humanoid (elf), neutral evil*

**Armor Class** 18 (studded leather, shield)  
**Hit Points** 71 (11d8 + 22)  
**Speed** 30 ft.

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

**Saving Throws** Dex +7, Con +5, Wis +4  
**Skills** Perception +4, Stealth +10  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** Elvish, Undercommon  
**Challenge** 5 (1,800 XP)

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

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

At will: *dancing lights*  
1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

### ACTIONS

**Multiattack.** The drow makes two shortsword attacks.

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

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

### REACTIONS

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

## GUARD DOG (WOLF)

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4  
**Senses** passive Perception 13  
**Languages** —  
**Challenge** 1/4 (50 XP)

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

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf'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:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



## RED PLUME SOLDIER (THUG)

Medium humanoid (any race), any non-good alignment

**Armor Class** 15 (chain shirt, shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

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

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### ACTIONS

**Multiattack.** The thug makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 5 (1d6 + 2) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## RED PLUME SERGEANT (VETERAN)

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

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

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

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### ACTIONS

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

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

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

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

## CLAY GOLEM

Large construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 20 ft.

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

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

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

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

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

**Challenge** 9 (5,000 XP)

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

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

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

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

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

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### ACTIONS

**Multiattack.** The golem makes two slam attacks.

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

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

## KUO-TOA

Medium humanoid (kuo-toa), neutral evil

**Armor Class** 13 (natural armor, shield)

**Hit Points** 18 (4d8)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Perception +4

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

**Languages** Undercommon

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

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

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

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

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

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### ACTIONS

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

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

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

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### REACTIONS

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

## KUO-TOA WHIP

Medium humanoid (kuo-toa), neutral evil

**Armor Class** 11 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Perception +6, Religion +4

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Undercommon

**Challenge** 1 (200 XP)

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

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

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

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

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

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

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### ACTIONS

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

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

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

## KUO-TOA MONITOR

Medium humanoid (kuo-toa), neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Perception +6, Religion +4

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Undercommon

**Challenge** 3 (700 XP)

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

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

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

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

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### ACTIONS

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

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

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

## KUO-TOA ARCHPRIEST

Medium humanoid (kuo-toa), neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Perception +9, Religion +6

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Undercommon

**Challenge** 6 (2,300 XP)

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

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

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

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

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

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

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### ACTIONS

**Multiattack.** The kuo-toa makes two melee attacks.

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

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

## GIANT OCTOPUS

Large beast, unaligned

**Armor Class** 11

**Hit Points** 52 (8d10 + 8)

**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 1 (200 XP)

**Hold Breath.** While out of water, the octopus can hold its breath for 1 hour.

**Underwater Camouflage.** The octopus has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing.** The octopus can breathe only underwater.

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

**Ink Cloud (Recharges after a Short or Long Rest).** A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

## SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 13

**Hit Points** 28 (8d8 - 8)

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

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

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

**Languages** —

**Challenge** 1 (200 XP)

**Blood Frenzy.** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**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 quipper. The swarm can't regain hit points or gain temporary hit points.

**Water Breathing.** The swarm can breathe only underwater.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

## TOAD, HEZROU

Large fiend (demon), chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 136 (13d10 + 65)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

**Saving Throws** Str +7, Con +8, Wis +4

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 8 (3,900 XP)

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

**Stench.** Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

# GATTASH AND RASHARA, CAMBIONS

*Medium fiend, lawful evil*

**Armor Class** 19 (scale mail)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft., fly 60 ft.

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

**Saving Throws** Str +7, Con +6, Int +5, Cha +6

**Skills** Deception +6, Intimidation +6, Perception +4, Stealth +7

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

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common, Infernal

**Challenge** 5 (1,800 XP)

**Fiendish Blessing.** The AC of the cambion includes its Charisma bonus.

**Innate Spellcasting.** The cambion's spellcasting ability is Charisma (spell save DC 14). The cambion can innately cast the following spells, requiring no material components:

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

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## ACTIONS

**Multiattack.** The cambion makes two melee attacks or uses its Fire Ray twice.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

**Fire Ray.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

**Fiendish Charm.** One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

## DM APPENDIX: NPC SUMMARY

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

**Felratha (FELL-rah-thuh).** Female human leader of Felratha's Merry Minstrels.

**Arrizz (ARE-eez).** A male drow smuggler from a far off drow city. Ravaged by a strange fungal infection. He occasionally acts as a broker for the drow of Szith Morcane.

**Conbert (CON-bert).** Male human Red Plume soldier; aspiring performer.

**Maggari Helck (MAG-erl HELLK).** Male human captain of the Red Plume Garrison.

**Toad.** Hezrou demon; servant of the twins.

**Rashara (ruh-SHAR-uh).** Female cambion servant of Graz'zt, twin of Gattash.

**Gattash (Guh-TASH).** Male cambion servant of Graz'zt; twin of Rashara.



## PLAYER HANDOUT: LETTER FROM FELRATHA

Greetings adventurer,

Although you do not know me, I have heard much about you and your exploits. I am Felratha, a wandering minstrel and Joydancer of Lliira. During my years of bringing joy to the people of Hillsfar I have worked with many political groups and factions, including the Order of the Gauntlet, the Emerald Enclave, the Harpers, the Lord's Alliance, and even the Zhentarim. When I sent word of my dire need to each of these factions, they told me to contact you.

At this very moment, a great war wages beneath our feet. I fear that if we do not act soon it will spill over to the surface world. Deep in the Underdark, a horde of fire giants has captured the drow city of Szith Morcane. Although wicked creatures, the drow are the last force standing between us and an army of giants. I believe this to be this truth: to defeat one enemy, we must side with another. Please travel to my minstrel caravan at once. We are camped a half-day's ride from Hillsfar.

If the safety of the surface world does not move you to action, know also that the drow have promised a reward of 1,000 gold pieces to those who aid them.

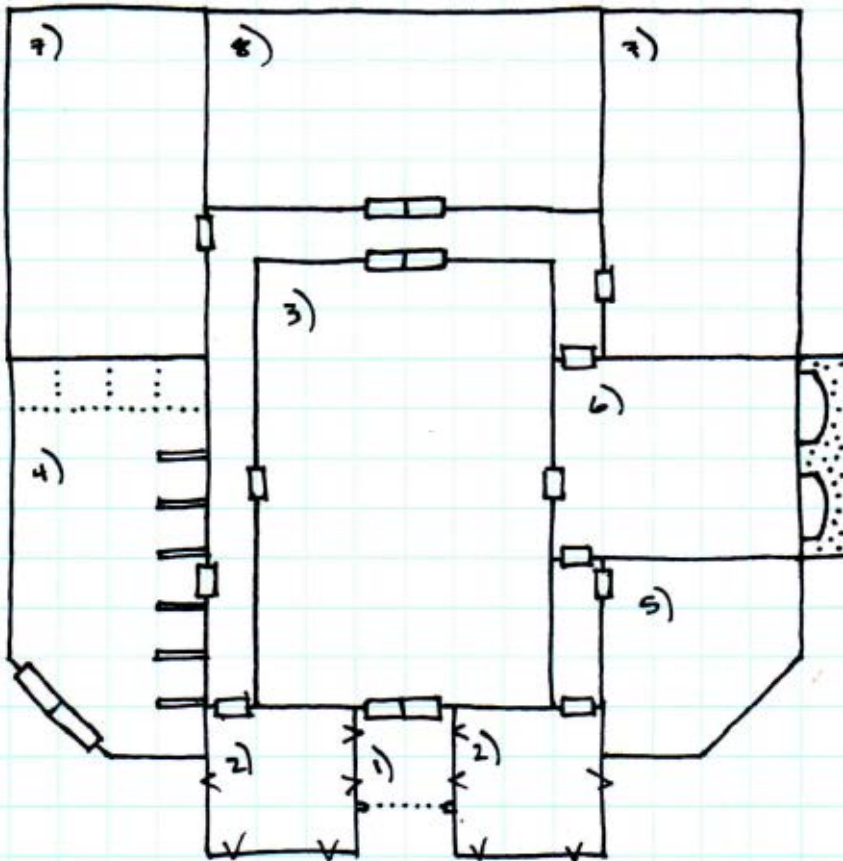
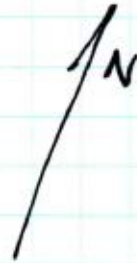
Joy to you,

Felratha

# MAP: RED PLUME GARRISON

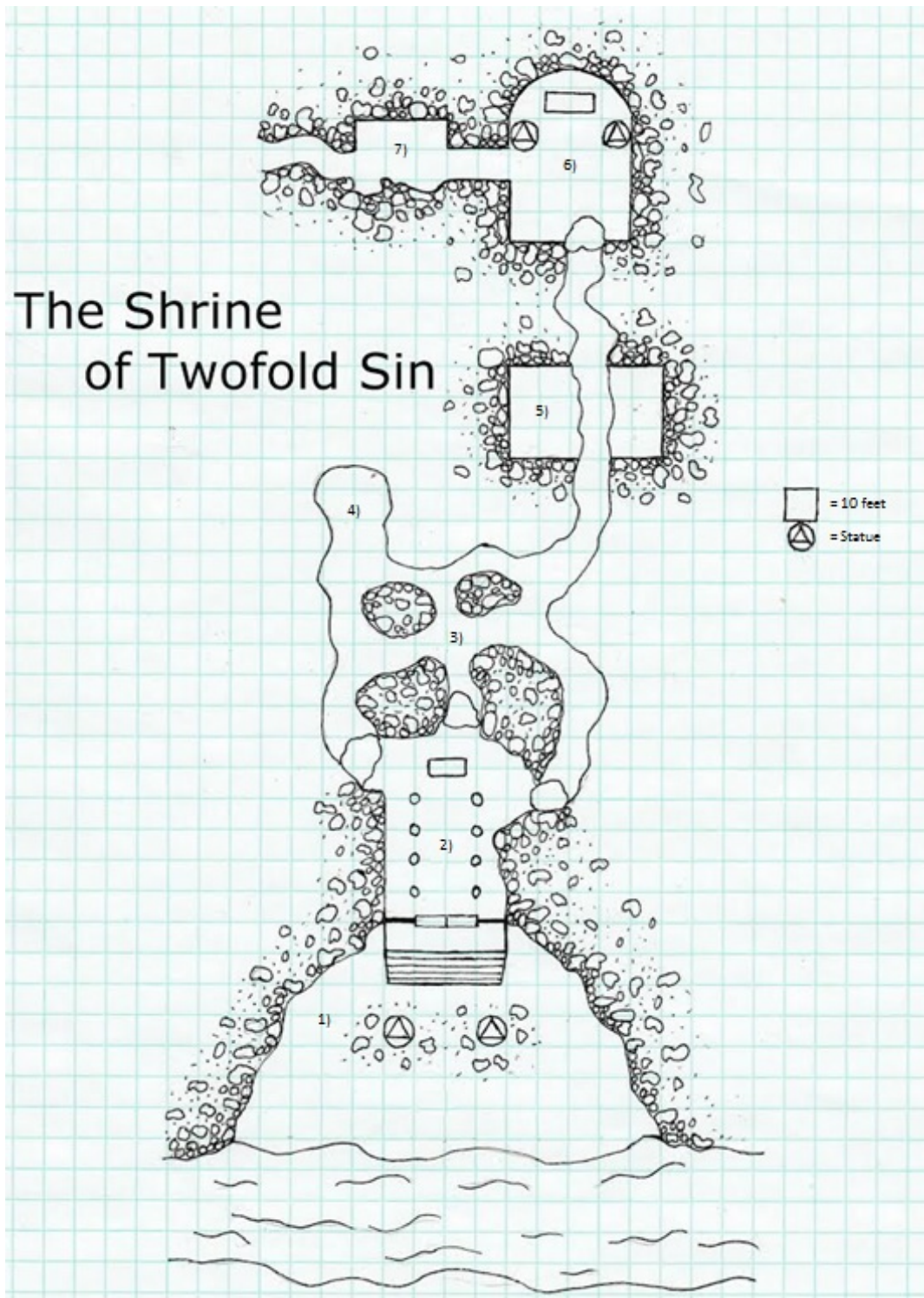
~~THE~~ GARRISON

□ = 10 FEET



- CAGE
- ⋈ ARROWSLIT
- DOOR
- ⋈ PORTCULLIS

# MAP: THE SHRINE OF TWO-FOLD SIN



## RESULTS CODE: OCTOBER–NOVEMBER 2015

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

If a player does not have a mobile device, please tell them to head to [dndadventurersleague.org/results](http://dndadventurersleague.org/results) to enter their results.

