

A
FORGOTTEN REALMS™
ADVENTURE
in Three Missions



Battle for the Undercity

LEVELS 7-9

Monica Valentinelli



BATTLE FOR THE UNDERCITY

A Forgotten Realms™ Adventure in Three Missions

Battle for the Undercity is a D&D 5th Edition adventure designed for a DM's use in any Forgotten Realms™ campaign. This adventure includes three, separate three-to-four hour long missions that can be run in any order, depending upon the needs and composition of your party members. While this was designed as a Level 8 adventure module to be run in the recommended time, you will find notes to adjust the missions to increase or decrease their difficulty and length.

A THREE-PART ADVENTURE FOR 7TH- TO 9TH-LEVEL CHARACTERS

Designed and Written by Monica Valentinelli
Rules and Editing by Scott Holden
Layout and Graphic Design by Clay Gardner

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BATTLE FOR THE UNDERCITY

There are three main types of construction in the Undercity. Dirt tunnels and adjacent chambers, sewers, and passageways leading to utility rooms. Dirt tunnels are dug from the soil, hard packed, and are roofed by wooden planks. The tunnels were worked with safety in mind; there are beams every 5' supporting the ceiling. The Undercity wasn't designed to be defensible. It'd be hard for an army to march through the five-foot-wide passageways, and the ceilings are only 7' to 8' high. Couldn't fit a dragon in there if you tried.

—David Cook, Slave Pits of the Undercity

ABOUT THE ADVENTURE

The Undercity is an omnipresent, but oft forgotten location that can be found under most cities of the Forgotten Realms, easy to get to but harder to escape from. When many cities were first built, their undercities were developed as a necessary network of tunnels and routes to prevent flooding and to dispose of the population's waste—along with the occasional corpse.

Over time, however, as the needs of a growing population have changed, the Undercity has fallen into disrepair and some of its tunnels have collapsed. Though it continues to serve its original purpose, secrets fester in the waiting dark, corrupting the land beneath the streets. Now, the only people—and monsters—who willingly travel there do so with good reason.

ADVENTURE BACKGROUND

The section of the Undercity depicted in this adventure is occupied by three warring factions. Each vies for control in the sewers and tunnels found beneath any city with which the adventurers are familiar, as required by the DM. Though the three Undercity factions do not share the same motivations and goals, the group that takes control will eventually gain so much influence that they'll be able to exert their power on the surface—and thus on the adventurers—with impunity.

Up until very recently, the activities and identities of these factions has remained a mystery. Rumors of their covert actions have started to circulate above ground, however, for several people have been reported missing. Despite fears that a brutal band of kidnappers is snatching citizens, the local watch has taken a measured approach to investigating the disappearances. Instead of sending a full force into the Undercity, they sent a spy to assess the situation and report back for additional orders.

Unbeknownst to the city watch, however, there are three factions fighting to control the sewers and tunnels that zigzag beneath the streets. The first is a murderous band of thieves who call themselves the Crimson Coins. Second is a newly arrived tribe of goblins who have a strange affinity with beasts, and the third is a terrifying revenant manipulating lesser evils from its forgotten crypts.

ADVENTURE HOOKS

Unfortunately, the watch leadership has not heard from their spy for a few weeks, and key members are discreetly seeking a brave band of adventurers to pick up their agent's trail in exchange for gold and political favors. At present, the watch knows of three missing citizens, but suspect there might be more waiting to be rescued—and they would prefer to avoid widespread panic. Despite their best efforts for reconnaissance, the watch is unaware of the terrors that await the party down below, and their hands are tied by paranoid diplomats who prefer to keep the guards in plain sight.

To complicate matters, the victims' families have been holding daily silent vigils near the municipal entryway, hoping the watch will recognize their protests as a sign that something else must be done to rescue their missing family members. Savvy adventurers might realize that the hostages' families will be more than grateful for their return, providing them with additional rewards.

In addition to this adventure hook, other possibilities are as follows:

- One of the characters discovers that a friend, ally, lover, or family member has gone missing. With a little effort, the group learns that someone—or something—is snatching citizens from the surface near the area where the Crimson Coin's access point is found.
- One of the PCs, likely a mage type, stumbles across an enigmatic text describing the city's history. A passage poses the problem of whether or not vengeance is everlasting and then notes, "Few realize the city was founded upon the bones of the tragically condemned. Those who discovered this fact are forced into silence, blackmailed into ruin—or worse. The people have a right to know their city is damned by an ancient evil that wanders among them even now, far beneath the city streets, in the bowels of the Undercity."
- A rogue character might be a member or ally of the local Thieves' Guild, and she is prompted to investigate the Crimson Coins in the Undercity—or perhaps she is invited to join them. Depending upon the rogue's intentions, she might use the tavern entrance to surprise the Crimson Coins or could set up a meeting with them and use the primary entrance.
- A character (especially one with the noble or knight background) may be aware or else learns of the pressure on the city's leadership to keep the disappearances quiet. In fact, she might be asked or ordered to participate in the investigation in order to help the rulers save face and prove to the populace that there's "nothing to fear."

GETTING TO THE UNDERCITY

To avoid undue scrutiny, the watch leaders encourage adventurers to steer clear of the municipal entryway, sharing the location of a second entrance known only to a handful of citizens. In fact, there are precious few points of entry that grant the adventurers access to the Undercity.

The secret entry point shared by the watch is actually located in a tavern frequented by the adventurers. A second secret entrance, of which the characters may also learn, is controlled by one of the three Undercity groups: the thieves of the Crimson Coins.

Once the adventurers enter the Undercity's narrow tunnels, they'll be caught in the middle of a desperate fight between these rival groups. It will be up to the party to rescue the spy, secure the safety of the hostages, and deal with three, powerful threats.

ADVENTURE FORMAT

Since the opening scenario of *Battle for the Undercity* depends upon what player characters are in the party and what adventure hooks you use, the adventure is broken up into three mini-adventures. Please note that the mission to rescue the hostages will add an additional layer of time to each mission, so plan accordingly.

Mission I: Stab Twice in the Back begins at the municipal entrance monitored by the Crimson Coins.

Mission II: For the Love of Spiders starts after the party enters the hidden entryway located in their favorite tavern's cellar, forcing them to face off against the Ten Legs, a tribe of goblin beast-masters who has exploited the unkempt tunnels.

Mission III: The Howls of the Mournful Dead is triggered once the adventurers reach the tunnels leading to the long-forgotten crypts occupied by an ancient revenant and haunted by two ghosts.

Because there are two entrances to the Undercity, you should run your adventure in the order that makes the most sense for your party. Each mini-adventure is designed thematically, fought in a territory containing one of the three factions that lurk below ground. The goals for this adventure may be accomplished in any order, and the outcomes may be adjusted based on what the party decides to do.

For example, if your characters have found the secret exit in the tavern's cellars, you would begin with **Mission II**. If, however, the adventurers are investigating the Crimson Coins and hope to gain them as allies, you would start with **Mission I** and either move to **Mission II** or **Mission III**.

Regardless of how the characters become involved in the adventure, they begin their investigation in one of two locations. These access points, and the perils that await the party, are marked on the map [below/on the facing page], along with suggested areas where the city's hostages might be found.

ABOUT THE UNDERCITY

The Undercity was engineered for both utility and safety. The heavily traveled areas near its entrances are a mixture of natural formations, worked tunnels, and well-maintained halls and stations, while the mysterious crypts and goblin-dug tunnels are musty and dark.

GENERAL FEATURES

The Undercity's features shift dramatically once the party enters the tunnels. Though both entrances are accessible, the tiled areas are used primarily for municipal purposes and are well lit. The worked tunnels, on the other hand, have long been abandoned and are more challenging to navigate.

Tunnels. Most passages are narrow, just 5 feet wide, and about 7 feet tall. The height and width of the tunnels abruptly cuts in half near freshly dug areas, such as the dead-ends in Areas 5 and 6, where the earth has collapsed. In these areas, several feet of debris (crumbling rock, dirt, and boulders) blocks movement at the end of the tunnels.

Rooms. Most of the city-controlled rooms (Areas 2, 3, 7, 9, and 10) do not have a door and are accessible through the tunnel. These rooms range in height and width proportionate to their size and utility. These municipal sections are carved from solid bedrock, lined with mosaic tiles, and were built at different times in the city's history. Area 4, which was dug out recently, exploited a weakness below ground. Areas 11, 12, 13, and 14 are the most treacherous to navigate, for the crypts are attached to partly-worked tunnels and are filled with rubble along with cold, standing water.

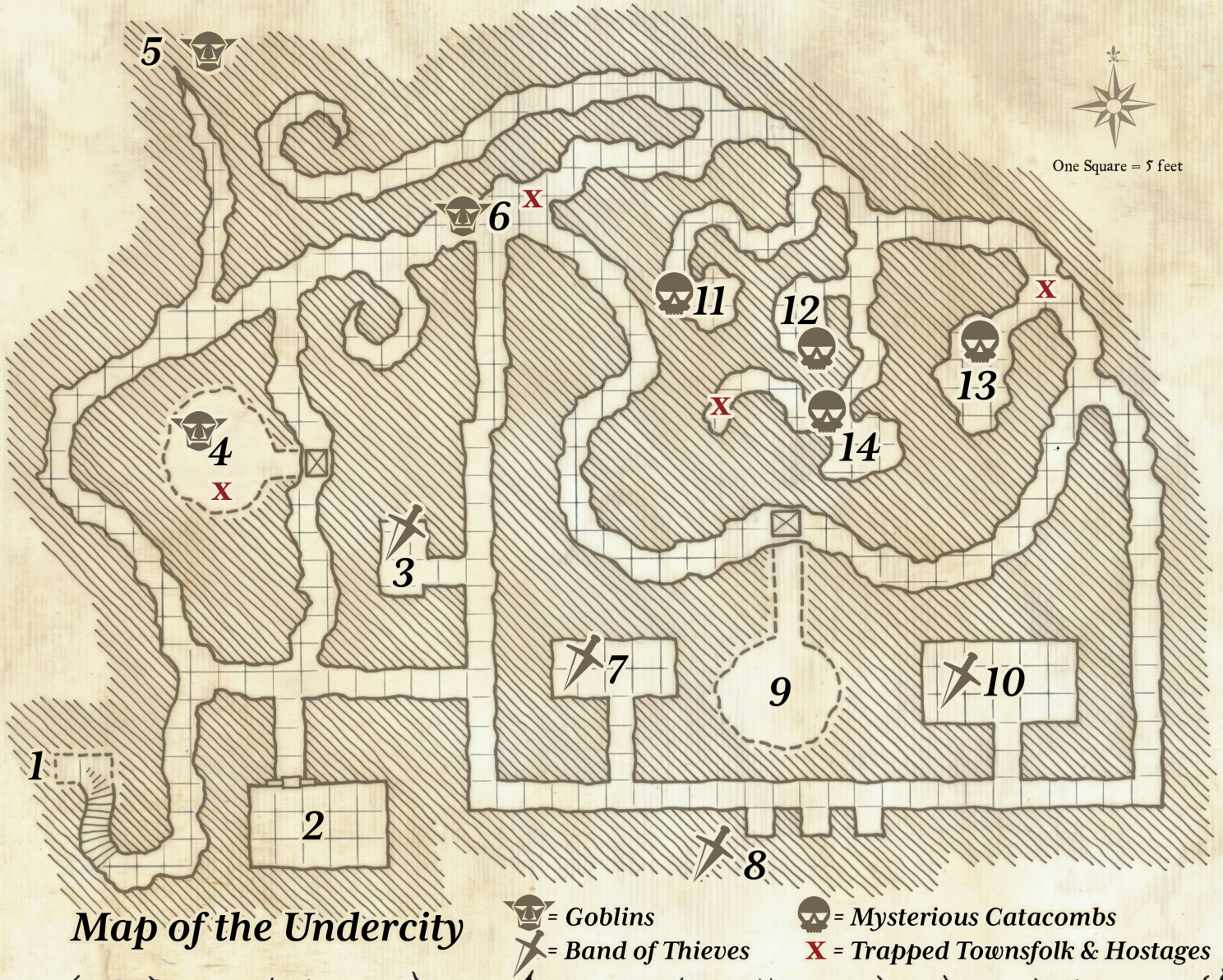
Air Quality. The air is breathable, but it often feels stifling and is filled with lingering odors. This quality worsens in Area 9, and is stale and moldy in Areas 11, 12, 13, and 14.

Light: Well-traveled areas (1, 2, 8, 15) leading from the tavern's cellar and the municipal entrances are well lit; torches, every 20 feet, line the walls. The remaining sections in the Undercity are dark unless stated otherwise.

Sound. Due to the narrow passages, sound does not travel freely throughout the Undercity. In certain areas (2, 4, 9, 11, 12, 13, 14), where the terrain and ceiling height differ from those of the tunnels, sounds echo sharply off the walls and ceiling.

Webs. Areas 4, 5, and 6 and the tunnel from Area 6 to Area 3 are littered with 10-foot webs designed to trap victims.

Traps. There are few traps in the Undercity due to the many natural hazards that already exist below ground. The traps that do exist are in Areas 4 and 10, which have been claimed by factions.



UNDERCITY LOCATIONS

The various areas of the Undercity are described below. Boxed text should be read aloud to players.

1. CONCEALED TAVERN ENTRANCE

The tavern's new sub-cellar was recently expanded with the approval of the city watch and additional funding by members of the local nobility. Situated beneath the tavern's primary cellar, it is accessible via an unlocked trap door and a dimly lit worked tunnel. The wooden trap door is located in the corner of the tavern's primary cellar, beneath a few empty barrels of ale. The way is clearly marked; an arrow and a painted symbol of a wine bottle with the city's crest on its label sits in plain sight on top of the barrels, marking the location of the trap door.

Inside the trap door, a narrow, winding stairwell grants access to the sub-cellar. Torches hang on the worked walls of the stairwell, and the steps have been carefully and evenly chiseled into the stone.

Thus far, none of the three Undercity factions have been able to travel this far southwest to investigate the entrance, and the area remains uncontested and unexplored by them. Should the Ten Legs or the Crimson Coins win the surrounding territory, however, the tavern would be at risk of attack.

2. TAVERN SUB-CELLAR

The door to the prized cellar has a special, superior lock, but it can be opened with a key. Otherwise, a **DC 17 Dexterity (thieves' tools) check** is required to open it.

Aged wines, fine ales, and imported spirits line the sub-cellar's shelves. Served to the city's elite, the vintages and liqueurs in this cellar are closely monitored, dusted often, and clearly marked to indicate their value, rating, collectability, and ownership. Even to those unfamiliar with such stock, it is plain that these bottles are destined to be savored by a select few, not the uneducated palates of the public.

TREASURE

Hidden in plain sight among the prize-winning vintages are a *potion of healing* and a *potion of poison resistance* stored in loosely corked bottles.

While the wine and spirits are a fine prize, no respectable local merchant would dare to buy bottles marked in such a manner.

3. CRIMSON COINS' TEMPORARY BASE

As you creep along the dimly lit passageway into a small, dark room, you would bet your life that someone—or something—is watching you. You feel eyes everywhere, boring a hole into the back of your skull, watching your every move to see what you'll do next, to hear what words you speak into the darkness.

This chamber is 8 feet wide by 14 feet long, with a worked ceiling 10 feet high. While the room is open to the tunnel via a 10-foot-long passage, it is guarded by the city watch's spy, **Abitha** (who has successfully infiltrated the Crimson Coins), and **1d3+1 Crimson Coin thieves**. (See stats for these characters in "Mission I: Stab Twice in the Back.")

A large, thick spider web prevents passage to Area 6, and the web is all that separates the thieves from the goblins in this section of the Undercity.

4. MAGLUBIYET'S SHRINE

You notice a slab of rock that has been carefully arranged on the side of the tunnel wall. With a little effort, you might be able to move it to peer inside—once you get past the giant web blocking the way forward.

A 10-foot spider web bars entry on either side of a secret door. Getting through the webs requires at least 10 minutes of hacking, burning, and slashing. A *burning hands* spell or similar magic might help to get through faster, at the DM's discretion.

The **secret door (DC 13 Perception)** conceals a steeply sloping entrance leading to a small, 25-foot-wide by 30-foot-tall cave. Once the characters are through the first web, read the following.

As you enter the area, you see that you have not discovered a room at all, but a small cave. While you cannot pick out many details from here, you feel the ground beneath you sharply declining, coaxing you toward another backlit web with every careful step you take. A soft, eerie glow illuminates the spider's silk, revealing the location of every strand—and the dark silhouette of a tall, still humanoid lurking within.

Phosphorescent stalagmites and stalactites can be found all along the cave's border, and a **falling net trap** (see *Dungeon Master's Guide*, p. 122) has been suspended from the ceiling. The net is connected to a series of four pressure plates planted in the ground.

At the center of this cave is a 12-foot-tall statue of the goblin god Maglubiyet, Lord of Depths and Darkness, carved out of solid obsidian. Situated behind the statue, on elevated platforms, are three locked cages—each requiring a key or a **DC 15 Dexterity (thieves' tools) check** to open—containing

a hostage named **Bentham Grier** (see "Mission II: For the Love of Spiders" for details), **1d4 giant rats**, and **1d4 giant wolf spiders**, respectively.

See the *Monster Manual* for giant rat and giant spider stats.

5. COLLAPSED TUNNEL ENTRANCE

The dirt here smells freshly dug. The surrounding rocks are covered with mud, and they appear to have tumbled from the walls of the poorly worked tunnel. From what you can see, it looks as though a large animal must have burrowed its way in to the Undercity at this point.

The passageway leading to the collapsed entrance is barred by more spider webs. Upon close inspection, the tunnel is roughly hewn and was dug more hastily than the other sections. It is filled with sharp rubble, dust, and debris, and based on its appearance, there may be other areas like this where the dirt is softer and looser.

6. TEN LEGS COMMAND CENTER

As you approach the heart of a dark crossroads, illuminated by a roaring campfire, you spot what must be the leader of the Ten Legs tribe. The long-haired goblin chief wears blood-splattered hides, a skull for a helmet, and several spider legs strung on leather tongs around its neck.

Peering into the flickering shadows, you notice four metal cages situated behind him, each containing a desperate victim. Your mind races to calculate your next move, when you spot the chief's pets: giant spiders and huge rats that seem to obey his every command. Worse, you realize that the chief is not alone, but surrounded by other members of his tribe, other goblins mounted on giant spiders.

The goblin leader, a beast-master named **Sakks**, has recently set up this command center at the crossroads between the areas controlled by the Crimson Coins and an ancient revenant. The center is heavily monitored, dimly lit, and contains a supply cache of scimitars, javelins, and sacs of spider eggs.

Sakks and his followers, **8 goblin beast-riders**, are all mounted on **giant wolf spiders** or **giant spiders**, and they are also protected by **7 giant rats** that lurk nearby in the adjacent tunnels. See the *Monster Manual* appendices for giant spider and giant rat stats; see "Mission II: For the Love of Spiders" for the goblins' statistics.

The goblins and their pets are not alone, however, for they have also captured an aristocrat from the city above and a Crimson Coin thief (see "Mission II: For the Love of Spiders").

A **ghost** (*MM* 147) inhabits the tunnel between Areas 6 and 11. Its presence has so far dissuaded the Ten Legs from venturing further into the crypts.

7. MUNICIPAL WATERWORKS

Sloped passageways lead down to the abandoned municipal waterworks, which were once used to sustain a fresh water supply for this area of the city.

The room, 10 feet high, is empty, although it reeks

of fresh corpses and the strong coppery smell of blood and old water. Three rusted, blood-stained cisterns line the back wall; they were once connected to Area 9 and no longer contain potable water.

This area has been claimed by the Crimson Coins. Those who seek to join the Crimson Coins suffer a “trial by blood” in this room. Here, they are forced to murder a designated target, drain its body of blood, and drink a cup of it—or die trying. Bodies of failed recruits have been dumped into the cisterns, and old blood, having dripped from their fingers, has collected on the floor in sticky, red pools.

8. MUNICIPAL ENTRANCES

You were not sure what the city watch has been so afraid of until you stepped inside. You can feel anger, thick and hot, pouring out of the Undercity. It is directed at you, like a sharp dagger pointed at your heart.

There are three municipal entrances to the Undercity, bordered by drainage ditches that are connected to the channels and passageway below. Like the adjacent tunnels in Area 15, the area is tiled, and none of the entryways are locked. The area above ground is marked by a municipal plaque, partially obscured by foliage, and depressed slightly below ground. Additionally, these entrances are also easily accessible to outsiders, even though most citizens do not enter out of fear they’ll never return to the surface.

Though the municipal entrances are assumed to be closely monitored by the Crimson Coins, few realize the Coins do not attack passersby indiscriminately. In fact, they do not wish to draw attention to themselves until their membership has significantly increased.

9. SLUDGE PIT

This pit, 15 feet wide, was formerly a well used to supply fresh water to the city’s population. Later it became the dump site for the bodies of unfortunate victims and unclaimed corpses. Now, municipal workers (with an armed escort) transport waste here and dump it onto a steep ramp that drops into the sludge pit.

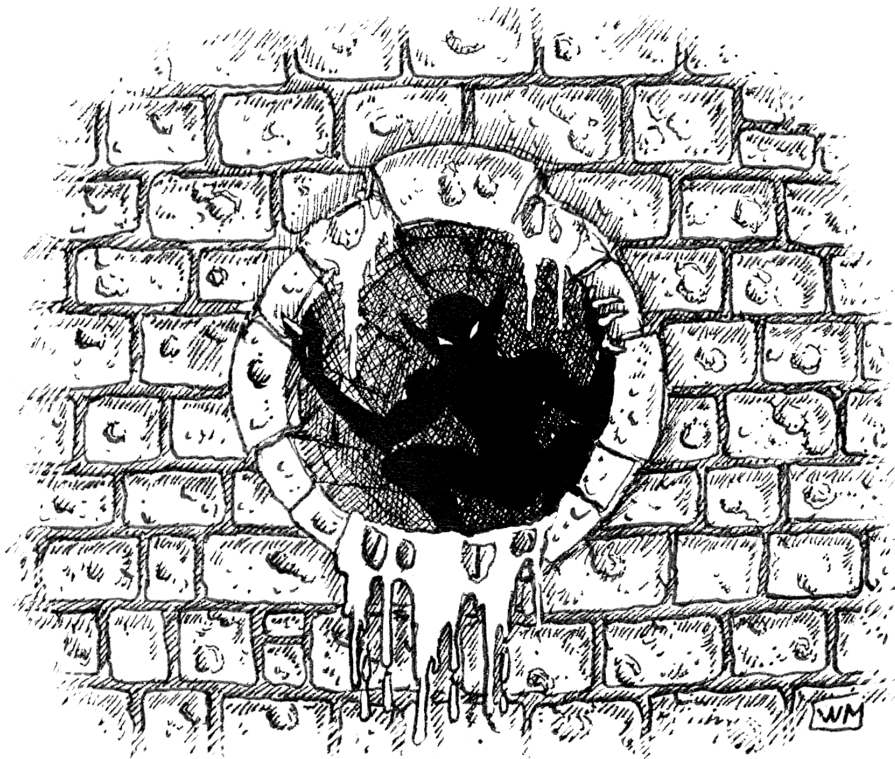
Situated behind a locked **secret door (DC 15 Perception)**, the entryway is dimly lit, while the pit itself lies in utter darkness. Though it’s rumored to be over 100 feet deep, the sludge pit’s depth is unknown—and no one in town is liable to find out, for if the darkness does not frighten away interlopers, then the overpowering stench might bring them to their knees. Visitors who enter the sludge pit must roll a **DC 10 Constitution saving throw** to avoid being sickened for 1d10 minutes, temporarily suffering 3 levels of exhaustion while so sickened.

Worse yet, the back wall of the pit is covered with a thick layer of **yellow mold (DMG 105)**.

10. CRIMSON COINS BASE

You have heard rumors of the Crimson Coins and do not doubt their ferocity. You dare not enter into total darkness, not only because you suspect there are traps waiting to be triggered, but because you know the thieves and their nefarious leaders cannot be far away.

This 20-foot-by-15-foot area is the primary base of operations for the leaders of the Crimson Coins, **Katra** and **Lander** (for their stats, see “Mission I: Stab Twice in the Back”). Though the chamber is accessible via the original municipal tunnel (Area 15), the room has



been tiled and modified to obscure the Crimson Coins' presence and dissuade onlookers from venturing inside.

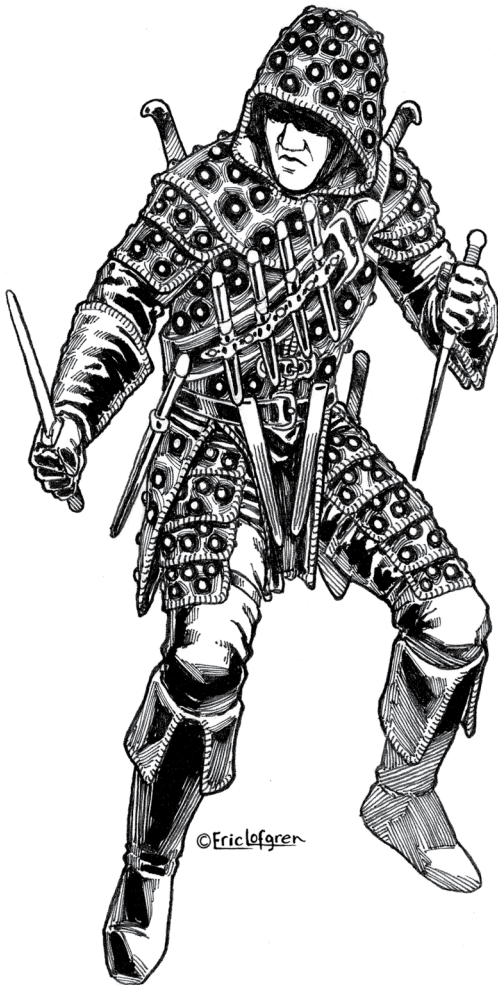
The entrance to the area is utterly dark and has been rigged with a **poison darts trap** (DMG 123). The end of the entryway, which opens up into the room, has been rigged with a **hidden pit** (DMG 122). In order to get around the pit, the thieves normally climb the walls using small footholds worked into the stone, then land safely on the ground.

TREASURE

Situated at various points along the walls leading to the main area is a sequence of six, small 2-foot-long by 3-foot-high locked chests, each requiring a **DC 15 Dexterity (thieves' tools) check** to open.

Three of the six chests are rigged with **poison needle traps** (DMG 123), which the thieves' leaders rotate randomly at irregular intervals to prevent theft.

Once opened, the chests collectively contain the Crimson Coins' supply cache, which includes 3 *potions of healing*, 3 *potions of cold resistance*, *eyes of minute seeing*, two bags of gold (2d10x10 gp each), several daggers, and 3 shortswords.



11-13. CRYPTS

You hear a haunted cry howl into the darkness. Telling eyes and chattering teeth, the dead here shall not bequeath. What is theirs is theirs alone, for the story's end is carved down in bone.

Whether by design or accident, all of the forgotten crypts are similar in construction and environmental details. The passages leading to the crypts slope downward, filled with 3 feet of icy cold standing water caused by several patches of **brown mold** (DMG 105).

Areas 11 and 13 each contain a **mimic** (MM 220) masquerading as a chest, door, or coffin, along with two other empty tombs. A pair of **flameskulls** (MM 134) wanders the crypts together, serving as their only source of haunted light.

Area 12 does differ slightly, for it contains five empty, child-sized tombs. Despite appearances, there are no undead skeletons or mummies in the crypts. The tombs and coffins are identically designed, but have never been occupied or used.

A terrified hostage (use **commoner** statistics), escaped from either the goblins or the Crimson Coins, may be found near Area 13.

Finally, a wandering **ghost** (MM 147) haunts the passages among Areas 9, 10, and 13.

14. REVENANT'S CRYPT

You feel white-hot rage heat up the icy water beneath your feet. You want to run, but you cannot move. You want to hide, but you cannot see. Then, you hear a deep gravelly voice that forces your knees to buckle with fear. Free... free me, and... (breathy gasp) you shall be re— (gasp) ...rewarded with... (eerie howl) ...FREE ME!

Occupied by a rage-filled **ancient revenant** (see below), this place houses an evil that was recently awakened to wreak vengeance on a noble family living in the city above, for crimes committed centuries ago in her name.

Before the PCs encounter the revenant, however, they find that the crypt is guarded by a **corrupted shield guardian**, whose destruction unlocks the final seal to the Tomb of the Accursed Apprentice, in which the ancient revenant waits. (See stats for these creatures in "Mission III: The Howls of the Mournful Dead.")

TREASURE

Hidden behind a **secret door (DC 16 Perception)** that may be accessed by exploring the ancient revenant's crypt after its death is a *toime of clear thought*.

15. TILED PATHWAY

The tiled pathways that run east and west past Areas 2, 3, 7, 8, and 10 are heavily traveled, dimly lit, and well maintained. They are bordered by a 1-foot-wide channel on either side that acts as a drainage system in the event of a flood. The depth of this channel is uneven, however. In most areas, the narrow channel is 5 feet deep, but this ranges from 3 to 10 feet in some areas.

MISSION I: STAB TWICE IN THE BACK

In this mission, the party is required to find the spy **Abitha** (see Area 3), who successfully infiltrated the disreputable Crimson Coins, and rescue any hostages being held by these murderous thieves.

If the party includes a rogue who is interested in investigating the Undercity on behalf of the Thieves' Guild, slip the player a note from "interested parties," claiming that a spy lurks among the Crimson Coins and there's a big reward for her safe return. Helping Abitha and getting her to safety—without blowing her cover—might result in additional assistance from her and the acquisition of knowledge she has garnered, which could be used to bring down the Crimson Coins once and for all.

The Crimson Coins primarily operate out of Areas 3, 7, 8, and 10. These areas are occupied by **Lander**, **Katra**, and the **Crimson Coin thieves**—not including the spy—who normally number about half a dozen in total.

The Coins suspect, but are not fully aware, that something lurks in the area to the northeast. Unlike the goblins, the thieves do not often take hostages and would rather kill a victim than kidnap one. Should the party use the municipal entrances in Area 8, they are sure to cross paths with the thieves. If, on the other hand, the characters decide to use the tavern's secret entrance in Area 1, they may not encounter the thieves unless they head east and pass Area 2.

THE CRIMSON COINS

The Crimson Coins are a murderous band of thieves and cutthroats who believe that the only gold worth having is gold they've killed for. Founded by a brother and sister, Lander and Katra, who are former members of a once-proud noble family, the Crimson Coins are a recent phenomenon.

Unlike other thieves in the region, the Coins pride themselves on ignoring tradition, and they enjoy murdering their victims for the coin they possess. They do not consider themselves to be assassins, so they will turn down work for hire. Instead, they feel each member's worth is measured by the gold they acquire "naturally" upon murdering each new victim.

Several of the Coins have begun to carve a unique sigil deep into their victims' chests. Their methods are so vile that the Crimson Coins have attracted the notice of both the local Thieves' Guild and the city watch, who have quickly and separately attempted different methods of dealing with them (which is why the Crimson Coins are so few in number). Thus forced underground, the remaining Crimson Coins are devoting their efforts to finding and training new recruits in addition to gaining control of the Undercity.

The Crimson Coins are, in general, uninterested in philosophy, commerce, or mortality, and they rarely deign to negotiate—unless particularly large sums of gold are involved—due to their skewed sense of personal pride.

Motto. "The cost is your blood, and my reward is your gold."

Goals. Topple the Thieves' Guild and the city watch, gain control of the Undercity, wipe out the Ten Legs, and explore the area to the northeast.

The leaders of the Crimson Coins also share a common, hidden goal. Once control of the Undercity is gained, Lander and Katra seek to reinstate their family among the elite.

Beliefs. The beliefs of the Crimson Coins may be summarized as follows:

- Blood is more valuable than gold, which is why we must steal it, too.
- One must earn her own gold by choosing and killing her own victim.
- One cannot help another to earn his gold, but she may defend another's gold once earned.

EXPLORING THE AREA

In order to accomplish the party's primary goal—to find Abitha and the hostages—the adventurers must encounter the Crimson Coins in their forward location in the Undercity. The characters' secondary goal is to gain control of the thieves' territory and, in doing so, eliminate one of the three Undercity factions.

To achieve these aims, the party might decide to sacrifice the spy in order to gain the Crimson Coins' trust, pretend to be a fresh round of recruits, or simply to attack the Crimson Coins with a frontal assault in order to gain control over their territory before the goblins attack. Each area within the Undercity provides the party with advantages and disadvantages that might be exploited in various ways to fulfill the party's goal, as described below.

MUNICIPAL ENTRANCES

The Crimson Coins are aware that the city watch is monitoring the Undercity, but the thieves believe the watch activity is a result of their increasingly bloody activities. Thus, they are watching the entrances closely because they fear the watch is sending in a force to attack them.

As a result, the manner in which a party enters the Undercity can shape how the Coins react to them. A fully armed party openly brandishing weapons might gain the respect of the Coins, while a party that sneaks its way in might be ambushed as competitors.

The advantage to using municipal entrances is the fact that the Coins suspect the local watch already knows they are inside. Why else would the watch leaders send a party into the Undercity if they did not have a plan?

The disadvantage is that entering this way allows virtually no possibility of surprising the wary thieves.

TEMPORARY BASE

Though the location of the spy Abitha is clearly marked for the DM (in Area 3, the Crimson Coins' temporary forward base), neither the Crimson Coins nor its members know she is operating undercover. Those suspected of treachery may be put to death or asked to "prove" their loyalty by killing another target—an act that would turn an already tense situation into an uncomfortable one.

The location of the Coins' temporary base, however, is an asset to the party, provided they know how to deal with the web that prevents them from attacking the nearby Ten Legs goblins and their pets.

The disadvantage, however, is the fact that the thieves in this area are stuck and at a considerable distance from their primary base of operations. Any negotiations or discussions with the Coin leaders might intensify the situation, particularly if the party splits up to talk with Lander and Katra while also keeping an eye on the thieves in Area 3.

ABANDONED WATERWORKS

The waterworks at Area 7 may not seem important, but a close inspection of the human remains and pools of blood there yield an important clue: that the Crimson Coins are every bit as murderous as the watch (and the Thieves' Guild) believes. This information grants the party a clear picture of who and what they're dealing with, which might be used to their advantage. It can, however, also work against the party if they fear they are in over their heads.

If the party is overwhelmed, give them a chance to negotiate with the Coins and perhaps bend the thieves' purpose slightly: Instead of focusing on their thirst for blood, perhaps the Coins are (or at least might claim to be) on a quest to save their brothers and sisters from the goblins.

PERMANENT BASE

The most important aspect of the Crimson Coins' base is the fact that its construction is engineered to be a test for all who enter. Lander and Katra are far savvier than they might first seem, and they have personally installed the security measures to prevent an uprising among the Coins; for example, only they know which chests contain treasure and which ones are triggered with poison.

Thus, while the leaders of the Crimson Coins will be impressed if someone manages to steal from them, they might also be keen to recruit whoever made it into their lair and back out again safely.

The advantage for the PCs in entering the permanent base is to speak with Lander and Katra directly. However, the party may be at a great disadvantage if they launch a full-scale assault in this area without erring on the side of caution, especially if they have not learned what the Coins' defenses are from the spy beforehand.

SCALING THE MISSION

For characters below or above the recommended levels for this adventure, consider the following modifications.

SCALING THE MISSION UP

The easiest way to increase the challenge for this mission is to add additional thieves to the Crimson Coin-controlled areas, and perhaps to include one or more **assassins** (MM 343) among their number.

SCALING THE MISSION DOWN

Should this part of the adventure be too tough (or too dark) for your party's needs, limit the total number of thieves to just 2 or 3. Using the areas marked on the map, separate the gang leaders appropriately so the party will have an easier time taking them on; you might also include only Katra or Lander instead of both leaders. You could also identify the unoccupied areas and drop in one or two static hazards, such as a **gas spore** or **violet fungus**, so the party can earn XP before battling their way through to the next occupied area.

MISSION I APPENDIX: STATISTICS

The statistics for the Crimson Coin leaders and gang members are listed below.

KATRA

Medium humanoid (human), neutral evil

Armor Class 16 (+1 chain shirt)

Hit Points 79 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Str +5, Dex +6, Cha +5

Skills Athletics +5, Deception +5, Stealth +5

Senses passive Perception 10

Languages Common, Undercommon

Challenge 5 (1,800 xp)

Improved Critical. Katra's weapon attacks score critical hits on a roll of 19 or 20.

Slippery. Katra has advantage on saving throws against being charmed and on Strength (Athletics) checks against being grappled or restrained.

Actions

Multiattack. Katra makes three melee attacks.

Rapier. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Parry. Katra adds 3 to her AC against one melee attack that would hit. To do so, she must see the attacker and be wielding a melee weapon.

LANDER

Medium humanoid (human), chaotic evil

Armor Class 18 (scale mail, shield)

Hit Points 93 (11d8 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	11 (+1)

Saving Throws Str +6, Con +7

Skills Acrobatics +4, Athletics +6, Intimidation +3

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 xp)

Brute. A melee weapon deals one extra die of its damage when Lander hits with it (included in the attacks below).

Fast Movement. As long as he is not wearing heavy armor, Lander's speed increases by 10 feet.

Reckless. At the start of his turn, Lander can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Lander makes two melee attacks.

Battleaxe. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

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

ABITHA (SPY)

Medium humanoid (human), neutral

Armor Class 14 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Dex +5, Int +4, Cha +5

Skills Deception +7, Insight +4, Investigation +6, Perception +4, Persuasion +5, Stealth +5

Senses passive Perception 14

Languages Common, Dwarvish, Thieves' Cant

Challenge 1 (200 xp)

Cunning Action. On each of her turns, Abitha can use a bonus action to take the Dash, Disengage, or Hide action or to make a Dexterity (thieves' tools) check.

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

Actions

Multiattack. Abitha makes two melee attacks.

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

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

CRIMSON COIN THIEF

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 26 (4d8 + 4)

Speed 30 ft., climb 20 ft.

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

Skills Deception +2, Perception +2, Sleight of Hand +7, Stealth +7

Senses darkvision 30 ft.; passive Perception 12

Languages Common, Thieves' Cant, plus any one language

Challenge 1 (200 xp)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, Hide, or Use an Object action or to make a Dexterity (Sleight of Hands) check.

Skulker. The thief can hide when only lightly obscured. While hidden, if the thief misses with a ranged attack, it does not reveal its position to the target.

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

Actions

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

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

Sling. *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

MISSION II: FOR THE LOVE OF SPIDERS

The northwest section of the Undercity is occupied by the Ten Legs tribe, a band of **goblin beast-riders** led by a **goblin beast-master** named Sakks. Not much is known about the tribe other than the fact that these goblins have an uncanny control of all sorts of beasts of ill nature.

In these occupied areas, the party's goal is to rescue the goblins' hostages and eliminate the threat before the tribe takes over the Undercity—or worse, reaches the city above.

The Ten Legs burrowed their way into the Undercity tunnels by using their trained animals to dig, and they have since added a few tunnels of their own. They operate out of a converted shrine (Area 4), where they dwell with their pet **giant rats**, **giant wolf spiders**, and **giant spiders**. The Ten Legs use giant spiders to spin thick, dense webs in a 10-foot area to prevent their territory from being overrun by intruders. Currently, there are four such web blockages: two newly spun webs to protect the Shrine of Maglubiyet, one south of Area 5, and another south of Area 6. Getting through the webs at each location requires at least 10 minutes of hacking, burning, and slashing. A *burning hands* spell or similar magic might help to get through faster, at the DM's discretion.

The Ten Legs have attempted to force their spiders to spin webs on the eastern side of Area 6, but have not yet been successful.

Should the party veer close to any giant spider web, a character may make a **DC 12 Wisdom (Perception) check** to hear what is happening on the other side of it. A successful check might reveal a loud, chittering noise, an argument between rival goblins, the crackling roar of a fire, or the moans of the captured hostages.

GOBLIN HOSTAGES

In planning an attack on the Crimson Coins, the goblins have also captured three hostages, two from the city above and one thief.

- **Bentham Grier** (use **mage** stats, *MM* 347, but he has no spells currently prepared, just cantrips). Located in Area 4.
- **Danicus Black** (use **noble** stats). Located in the Ten Legs' camp in Area 6.
- **Harun the Tickler** (a **Crimson Coin thief**). Located in the Ten Legs' camp in Area 6.

If the needs of your party are such that rescuing a member of the Crimson Coins doesn't make sense, simply replace the thief with a **commoner**.

WHAT THE GOBLINS KNOW

If any of the goblins are captured or cornered, they might reveal the following information.

- Their tribe's name is Ten Legs, which represents the relationship between a goblin and the first

beast he trains: a giant spider.

- The Ten Legs hate the Crimson Coin thieves, who steal supplies and weapons from them. They feel the thieves do not belong underground, and they are preparing to mount an attack on them.
- The goblins were shown the way to the Undercity. Their beasts dug into the earth, into the fresh and rich soil, to find a worthy home for their tribe.
- The Ten Legs collect giant spider eggs, and they want to turn the Undercity into a breeding ground for their giant spiders and giant wolf spiders.
- They are taking human hostages and have no plan to free them: They are using them as bait to draw the thieves back to their camp and as fodder for their bestial allies.
- The goblins believe the thieves are responsible for the strange, keening sounds that emanate from the northeast.

EXPLORING THE AREA

The goblin tribe is one of two factions that have trapped hostages below ground. The party must eventually confront the Ten Legs if they wish to rescue the hostages. Unlike the Crimson Coins, the goblins do not negotiate. Thus, any encounter will require force to eliminate this threat. The party must be careful, however, for if their goal is to free the hostages and help them escape with their lives, they may need to outmaneuver the Ten Legs in battle in order to do so.

The bulk of the goblin-controlled beasts are in Area 6, protected by a web. Burning or tearing down the web would alert the goblins to the party's presence, and it might also trigger an attack by one or more goblins riding a giant spider, while the other spiders spin fresh webs.

For this reason, some adventurers might bypass this section of the Undercity once they are aware of these



details. The party might investigate the northeastern area containing the crypts, or they could make better use of the worked tunnel and Area 9 to launch their attack.

In addition to the Goblin Beast-Master named Sakks, who is the tribe's chieftain, the following monsters may be found scattered throughout this region of the Undercity:

- **Goblin Beast-Master (Sakks)**
- **Goblin Beast-Riders (8)**
- **Giant Spiders (9)** (MM 328)
- **Giant Wolf Spiders (9)** (MM 330)
- **Giant Rats (7+)** (MM 327)

Though the Ten Legs occupies a relatively small area, they have strength in numbers and use natural defenses quite cunningly, despite their low intelligence. In addition to giant spider webs, the goblins know that the end of the tunnels (Areas 5 and 6) have weakened the structural integrity of the area. A party might set a trap for the goblins in either area that would force a collapse of the tunnel.

Alternatively, PCs might wait until the goblin lair is unoccupied (such as when the goblins go off to attack the Crimson Coin) and then destroy the statue of Maglubiyet in the shrine to draw the goblins out. Since the tribe won't venture east of their controlled territory, the party might consider driving them south toward the Crimson Coins prematurely, before the Ten Legs are fully ready to mount their assault.

SCALING THE MISSION

For characters below or above the recommended levels for this adventure, consider the following modifications.

SCALING THE MISSION UP

The Ten Legs have mastered the art of controlling beasts, using them to dig tunnels, spin webs, attack enemies, or chew on the fallen. Thus, consider how the adventure's difficulty might increase along with the complexity of their orders. For example, additional giant spiders might be ordered to reopen the tunnels in Areas 5 and 6, which would allow more goblin beast-riders and giant wolf spiders to spill through.

Another method of increasing the challenge level would be to give the giant spiders barding (or even spiked barding!) to increase their Armor Class. For example, a giant wolf spider normally has an AC of 13, but armored it might have an AC as high as 16.

SCALING THE MISSION DOWN

To reduce the challenge level, eliminate the goblin beast-master and make the leader a **goblin beast-rider** or **goblin boss**; then make the other goblins normal **goblins**. Scatter the other beasts in a wider area. You might also reduce the number of webs, as well, to reflect the difficulty Sakks faces working by himself.

MISSION II APPENDIX: STATISTICS

The statistics for the Ten Leg goblins and their leader are listed below.

SAKKS (GOBLIN BEAST-MASTER)

Small humanoid (goblinoid), neutral evil

Armor Class 18 (breastplate, shield)

Hit Points 40 (9d6 + 9)

Speed 30 ft.

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

Skills Animal Handling +6, Perception +4, Stealth +7

Senses darkvision 60 ft.; passive Perception 14

Languages Common, Goblin

Challenge 2 (450 xp)

Beast Master. The goblin beast-master has advantage on Wisdom (Animal Handling) checks relating to bats, lizards, rats, spiders, and wolves, including dire or giant varieties. Mounting such a beast costs the beast-master 5 feet of movement, rather than half its speed.

Deft Lancer. The goblin beast-master deals one extra die of damage when wielding a lance (included in the attack below).

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action.

Actions

Multiattack. The goblin beast-master makes two attacks with its scimitar. The second attack has advantage.

Lance. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 15 (2d12 + 2) piercing damage.

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

Javelin. *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

GOBLIN BEAST-RIDER

Small humanoid (goblinoid), neutral evil

Armor Class 16 (studded leather, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Animal Handling +5, Stealth +6

Senses darkvision 60 ft.; passive Perception 11

Languages Common, Goblin

Challenge 1/2 (100 xp)

Beast Master. The goblin beast-rider has advantage on Wisdom (Animal Handling) checks relating to bats, lizards, rats, spiders, and wolves, including dire or giant varieties. Mounting such a beast costs the beast-rider 5 feet of movement, rather than half its speed.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action.

Actions

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

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

MISSION III: THE HOWLS OF THE MOURNFUL DEAD

High-pitched, ghostly screams emanate from the northeast corner of the Undercity, echoing off the walls of a tunnel so old its sides crumble with dust. The closer the party gets to the undiscovered crypts in this area, the louder the howls become.

The Ten Legs tribe believes the area is occupied by opportunistic thieves who have captured and tortured their beasts. The Crimson Coins, who have never wandered that far into the Undercity, suspect the area is damned by the very souls they murdered, believing the area cursed.

While neither the Ten Legs nor the Crimson Coins have been able to investigate the area, they are both correct in their own way. Something malign has indeed attacked the giant rats and giant spiders that have wandered into the area, and that something has driven them mad with fear. Someone is haunting this part of the Undercity, but that someone is not a victim of the Crimson Coins, and there are two ghosts instead of one. Worse, the ground is indeed desecrated, just as it has been for a 1,000 years.

WHAT THE SCROLLS REVEAL

If there is a mage or a noble in the party, he might recall reading about a tragic tale that occurred many years ago somewhere in the region. A heartbroken mage, whose true name had been struck from the records, fell into darkness and despair after losing her new husband to a deadly plague. She knowingly performed necromancy to bring her groom back from the dead, believing they would be reunited in spirit and in flesh.

So great was her power that the spell she cast raised all of the dead buried in the soil near her home—human and monster alike—and the ensuing chaos claimed many lives. Though the forlorn mage reversed her spell soon after, she was banished to a neighboring kingdom for her crime, until one fateful day.

On that day, the repentant mage was confronted by her mentor, who accused her of performing the same spell (not just once, but twelve more times!) in order to summon a demon. Confused, the mage begged and pleaded with her mentor to see reason, but her efforts were in vain. The unnamed mage was arrested and condemned to the living death, never to be reunited with her groom in this life or the next.

THE CRYPTS OF THE UNDERCITY

The party's goal in this area is two-fold: investigate the threat, and free the hostages. Unlike the hostages in "Mission II: For the Love of Spiders," the people in this area are paralyzed with fear. Once the hostages are rescued, it'll be up to the party of they wish to investigate further.

"Mission III: The Howls of the Mournful Dead" is not tied directly to the task given to them by the city watch. Thus, the investigation of the crypts and the encounter with the **corrupted shield guardian** that guards the tomb of the **ancient revenant** is not a requirement to end the adventure.

Your party might wish to free the hostage near Area 13 and then return to the surface before exploring the area, until they are better equipped and rested.

While this is a possibility, one way to encourage your adventurers to move forward is to make better use of your hostage: Allow him to mention that there's another person waiting to be rescued nearby, and that he's happy to help.

To add emotional weight to this plea, form a relationship between the two hostages and gain an additional ally. They could be lovers, husband and wife, father and son, etc.

THE GHOSTS

In addition to the hostages, the two **ghosts** (MM 147) that wander Areas 11, 12, 13, and 14 are connected to the mystery of the crypts' existence and the identity of the unnamed mage, his bride, and his master. The ghosts may hint that they might be put to rest if the party can correctly guess who the spirits once were in life, or alternatively, if their bones are found, blessed, and reburied in consecrated ground. This is no easy feat, for the ghosts themselves have forgotten their true names and wander aimlessly.

In truth, the ghosts are directly connected to the entities in Area 14, and they dissuade the party from entering the crypts to prevent them from incurring the wrath of the Angry One (their name for the ancient revenant, who wants nothing more than to be freed).

One of the ghosts is that of the cursed apprentice's master, who constructed a shield guardian to stand watch over his apprentice's body. Over time, the construct became a corrupted by the necromantic



power of the area, and it became directly linked to the apprentice-turned-revenant who was trapped in a sealed crypt that has since fallen into disrepair.

The other ghost is that of the apprentice's groom, who is doomed to wait and watch for his beloved to rise from the grave and seek revenge on his behalf.

Adventurers who wish to help the ghosts before encountering the ancient revenant would need to collect the dry, brittle bones scattered throughout Areas 11, 12, and 13, beneath the water, rearrange and then bless them, before re-burying them in dry, consecrated ground.

OTHER THREATS

The party may not be aware that the crypts and the Tomb of the Accursed Apprentice, in Area 14, were not meant to be found. The appearance of the crypts is manufactured similarly and filled with identical hazards such as **brown mold**, a pair of **flameskulls**, and two **mimics**, in order to dissuade and frustrate adventurers to prevent an accidental re-awakening of the ancient revenant.

Despite these dangers, a mage or a collector of rare tomes in the party may have heard rumors that the crypts are a ruse to hide the location of a stash of magically preserved books and scrolls, including ancient spellbooks and a particularly rare magical tome.

SCALING THE MISSION

For characters below or above the recommended levels for this adventure, consider the following modifications.



SCALING THE MISSION UP

The monsters in the crypts might be increased in number, perhaps even doubled or tripled, and the addition of more undead, from **skeletons** to **wights**, would make the encounter more challenging. The ancient revenant could also be replaced with something more powerful, such as a timeworn **vampire** or a frightening **lich**.

SCALING THE MISSION DOWN

By replacing the corrupted shield guardian with a weaker guardian such as a **helmed horror** or even just **animated armor**, the area is made much easier to navigate; by removing the guardian creature all together, the ancient revenant's release may be thwarted entirely. It might still wail and howl at the party from within its tomb, but the disappearance of the guardian could add a layer of mystery that might draw the party back to the crypts when they are higher level and better equipped to deal with this encounter.

MISSION III APPENDIX: STATISTICS

The statistics for the corrupted shield guardian and the ancient revenant are listed below.

CORRUPTED SHIELD GUARDIAN

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	7 (-2)	8 (-1)	3 (-4)

Damage Immunities poison

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

Senses blindsight 10 ft., darkvision 60 ft.; passive Perception 9

Languages understands commands given in any language but can't speak

Challenge 8 (3,900 xp)

Reckless. At the start of its turn, the corrupted shield guardian can gain advantage on fist attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

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

Actions

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

ANCIENT REVENANT

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	16 (+3)	16 (+3)	19 (+4)

Saving Throws Str +8, Con +8, Wis +7, Cha +8

Skills Arcana +7, Athletics +8, History +7, Perception +7

Damage Immunities necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft.; passive Perception 17

Languages Abyssal, Common, Goblin, Undercommon

Challenge 9 (5,000 xp)

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

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

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

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

Spellcasting. The ancient revenant is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The revenant knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *blade ward*, *dancing lights*, *minor illusion*, *prestidigitation*, *true strike*

1st level (4 slots): *charm person*, *comprehend languages*, *mage armor*, *thunderwave*

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

3rd level (3 slots): *dispel magic*, *slow*

4th level (3 slots): *dominate beast*

5th level (2 slots): *telekinesis*

Actions

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 16) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 16 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target

is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

ENDING THE ADVENTURE

At the conclusion of the adventure, the party is free to return to the surface, where they might request that the city watch (or the Thieves' Guild) fulfill the terms of their contract. Additionally, if the party managed to free all of the hostages and escape unscathed, they will receive a hero's welcome and be gifted with additional, small tokens of gratitude.

If you want to complicate matters, the city watch is not overly thrilled with the reports they've heard from the freed hostages, and they may condemn the party as scapegoats if any innocents died. (Privately, on the other hand, they might still give the party a bonus in the form of their choosing: a rare item, a bag of gold, or a political favor.)

Though their Battle for the Undercity was great, the party's legend will grow in the days and weeks to come. Interested parties may either hire them based on their reputation alone, or put a hefty price on their heads.

Though the adventurers committed great and worthy deeds, their actions did not go unnoticed by their enemies. Even now, the party members are attracting the interest of a particular cult who is not happy their efforts to reawaken and control the ancient revenant were thwarted.

5



One Square = 5 feet

6

11

12

13

14

4

3

7


10


9

2

8

1

 = Mysterious Catacombs

 = Goblins

 = Band of Thieves

 = Trapped Townsfolk & Hostages

Map of the Undercity

