

CULT OF THE GLUTTON

JVC PARRY



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CULT OF THE GLUTTON

LAOGZED ASCENDANT

A temple once devoted to Solonor Thelandira deep in the elvish lands has been taken over by troglodytes during troubled times. Whilst the heroes of the realm were fighting elsewhere, a dark, abyssal evil was summoned into being. Can the characters purge the evil from the once sacred shrine? Will they be devoured by The Glutton?

A 3-5 hour Dungeons & Dragons 5e adventure for 5th-10th level characters

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CONTENTS

INTRODUCTION	3
Tips for the DM	3
Adventure Background	3
Hooks	3
Opening	3
LAIR OF LAOGZED	5
Map	4
General Features	5
OUTCOMES	9
ACKNOWLEDGEMENTS	9
APPENDIX A	10
APPENDIX B	12
APPENDIX C	13

INTRODUCTION

Cult of the Glutton is a one-shot D&D 5e adventure for a party of characters from 5th-10th level. It should take 3-5 hours to complete, depending on which elements you choose to use. Its demonic bent makes it a perfect side quest for *Out of the Abyss* but it could be placed in any subterranean, jungle or swamp themed campaign.

TIPS FOR THE DM

As with any adventure, *Cult of The Glutton* should be adapted to work for your group. If you don't like the way an element works, please feel free to change it. If encounters are too difficult for your players, remove monsters or replace them with an easier, but fitting foe.

Similarly, if you would like to adapt *Cult of the Glutton* for your world, you can easily substitute appropriate plot hooks, NPCs and items.

In order to deliver an optimum experience for your players, it would probably be best to read the adventure, in full, before attempting to run it. There are traps and puzzles that you need to understand fully in advance.

In my opinion, players should level up during this adventure, but do so at the DM's discretion. They may not have achieved all the necessary xp from combat, but I would suggest rewarding players xp for solving puzzles to make up the difference. Alternatively, you can use the popular Milestone Levelling system.

Text to be read aloud to the players is in pale boxes. Feel free to tinker with this text to fit your roleplaying needs, but try to keep the original message clear as it may contain important information.

Try to have fun running this adventure! It was highly enjoyable to create and play with my own group, and I hope that you can share in that experience!

ADVENTURE BACKGROUND

Several decades ago, a sacred shrine which honoured Solonor Thelandira, the elven god of hunting and the wild, was overrun by a horde of troglodytes which emerged from the Underdark. During this time demons had broken forth from the Abyss and assaulted the Material Plane. Because of this, the elves of the region were forced to abandon the shrine, and the troglodytes were left to their own devices.

As time passed, the elves let the shrine fall by the wayside, hoping to reclaim it once the demons had been wiped from their lands. What they did not predict was that the troglodytes would become corrupted by the Abyssal influence on the Material Plane, forming a cult to the demonic deity Laogzed, The Glutton.

In the ruins of that desecrated place, the troglodytes summoned The Glutton into being. He manifested as a corpulent toad-lizard, with a maw large enough to swallow entire cattle. Although only a minor demon lord, Laogzed's influence attracted more troglodytes and lesser demons eager to please their insatiable overlord.

Now that the demonic scourge has been dealt with, the elves are in need of a group of heroes capable of taking on the demon lord. Although Laogzed himself may be too powerful an entity to deal with, the destruction of his lair and followers should result in The Glutton being dragged back into the Abyss by other envious demons.

HOOKS

Hook 1: Elven Allies

The elves were steadfast allies in the fight against the demons, and request the help of heroes to free their lands from corruption. A group of scouts went searching through the swamps of Luskor many moons ago, and have not returned. This fenland once housed a shrine to Solonor Thelandira, and several elves recall that it was overtaken by troglodytes. Any who can ascertain the location of the elvish scouts will be rewarded.

Hook 2: Demon Hunters

Now that the bulk of the invading demons have been dealt with, inquisitors from across the world are recruiting adventurers to seek out the remaining sources of corruption and eliminate them. The swamps of Luskor in the realm of the elves has been uncovered as one such location.

Hook 3: Troglodyte Marauders

Whilst travelling through the realm of the elves, the party are attacked by a stray group of troglodytes. Such a foe is strange to encounter in these lands, and when the party retrace the beasts' tracks, they find themselves at a ruined shrine to some elven god. A large cavern entrance has opened up beneath the ruins. It is to here that the webbed footprints lead.

OPENING

The adventure starts once the party have made their way to the old shrine in the swamps of Luskor. To enhance their travel experience, consider using random encounters with suitable monsters (see the *Dungeon Master's Guide*). Once at the shrine, the characters discover that it is ruined.

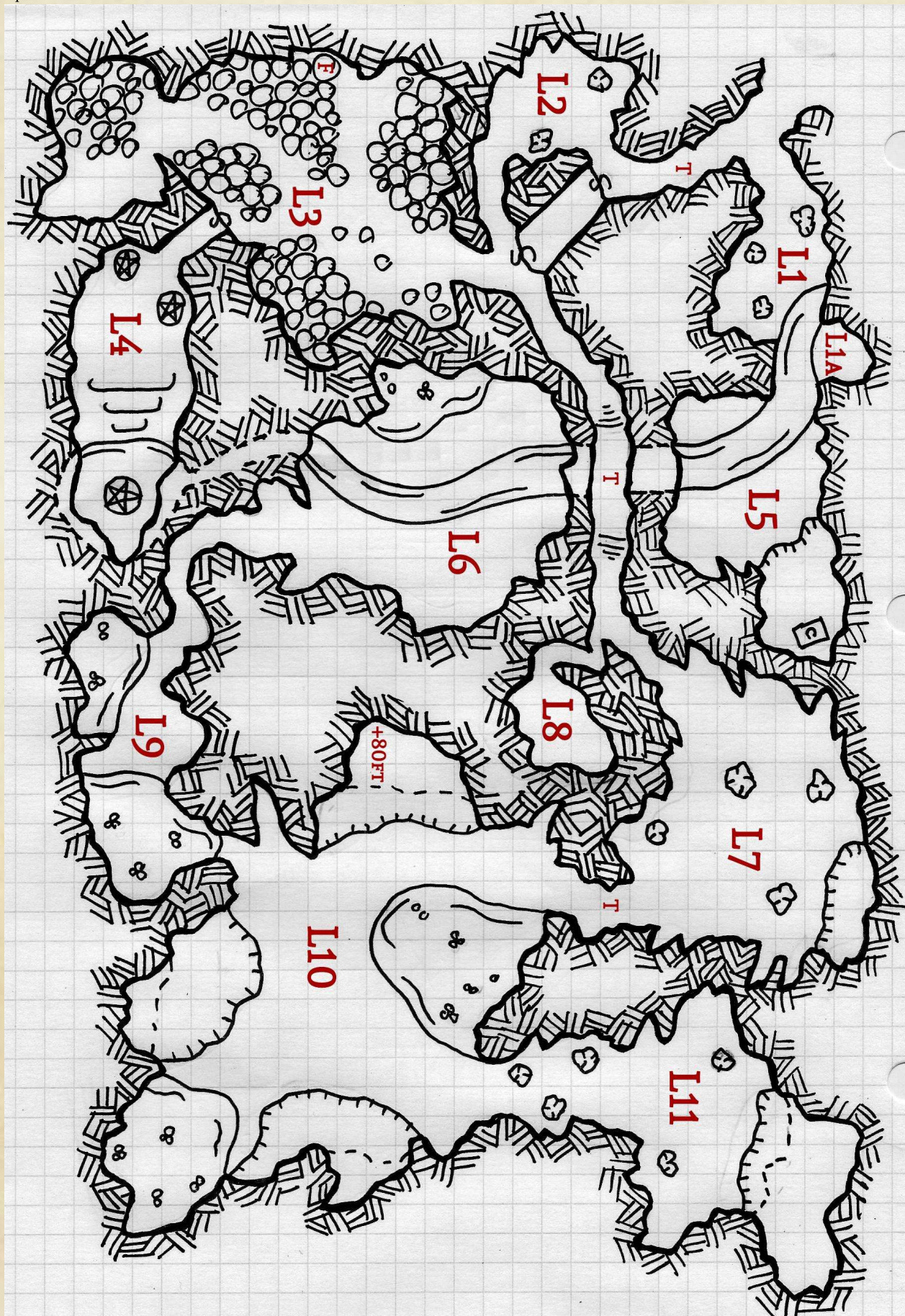
You pick your way through the swamps for a final day, until you reach the area of Luskor where the shrine once stood. Unfortunately, this once splendid temple has been ruined and defaced. The once masterfully masoned statues of bears and elven hunters have been beheaded or toppled, lying half submerged in the bog. Few of the temple's walls still stand, and those that do have been caked in peat and slime.

As you search around the area, you uncover a cavern entrance, peppered with webbed footprints.

If you wish to further challenge the characters (particularly for higher level parties) consider throwing in an encounter with five **troglodytes** led by a **troglodyte champion of laogzed** (*Out of the Abyss*) and his pet **basilisk**. These monstrous humanoids will be weaving their way through the ruins, scouting for intruders.

MAP - LAIR OF LAOGZED

1 square = 5 feet.



THE LAIR OF LAOGZED

Hidden deep beneath the abandoned shrine to Solonor Thelandira is the home of the troglodytes; monstrous, degenerate humanoids who enjoy nothing more than feasting upon the raw flesh of other intelligent creatures. Here, in this pit of gulosity, Laogzed the demon lord has been summoned. The troglodytes who venerate him are constantly procuring food for him to devour, allowing his bloated form to continue to grow.

As you descend into the caverns beneath the temple, a sour smell begins to permeate the air. Before long you recognise it as the stench of animal filth and rotting flesh. Taking a closer look at the walls, you realise that they have been painted in places with crude pictographs in blood and refuse. Several dozen feet down the crude passageway is a stone archway with an decomposing head hanging by its hair from the keystone.

Beyond this grisly entryway is a passageway which soon leads to a fork. To the left is a more natural looking tunnel, and to the south the remnants of masonry still remain.

L1. SUBTERRANEAN RIVER

The sound of gushing water fills this small cavern, bouncing off the stalagmites to create a disorientating rumble. A fast flowing river passes along the far wall, and has carved a path through the rock.

The rock walls of the cavern are pitted with alcoves, most of which contain stinking piles of viscera or decomposing heads.

The river flows at around seven miles an hour (60 feet per round).

If characters follow the rill, they must do so in single file, and succeed on a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to navigate it without becoming soaked. If the check fails by 5 or more, the character is taken by the current, and is washed into area L6. This attracts the stirges in area L1a who attack the character as they go.

L1A. STIRGE COLONY

To the northern side of the rill is a small alcove, around sixty feet high. You can just make out cracks in the cave ceiling which must lead to the surface.

Slumped in the back of the alcove is the corpse of an elf.

Six **stirges** hang sleeping from the roof of the alcove. Any character who passes by the alcove disturbs the stirges, who mob the offending party member. A successful DC 10 Dexterity (Stealth) check is enough to sneak past without disturbing the animals.

A DC 10 Wisdom (Medicine) check reveals that the elf was drained of blood, and has circular puncture marks over all her exposed skin.

Treasure. The elf ranger carries an elvish longbow and two short swords. She wears leather armour that will fit any medium humanoid and has a belt pouch containing 15gp.

LAOGZED'S LAIR: GENERAL FEATURES

The following aspects of Laogzed's Lair are true unless otherwise noted in the particular area description:

Acid Pools. Bubbling pools of green acid have risen to the surface in several caverns. Any creature that enters a pool takes 11 (2d10) acid damage. Should a creature fall prone or become fully submerged in a pool, it takes 22 (4d10) acid damage.

Disease Traps. Several corridors are trapped with barrels of diseased, dead frogs (marked on the map with a 'T'). A thin trip wire stretches across the tunnel floor and is connected to the barrel's top. A successful DC 10 Intelligence (Investigation) check is enough to spot the wire. A successful DC 15 Dexterity check using thieves' tools disables the wire harmlessly. Failure results in the trap springing. Creatures with a passive Wisdom (Perception) of 16 or higher notice the barrel embedded in the ceiling.

When the trap is triggered, dozens of dead, bloated frogs fall from the ceiling. Each character within 10 feet of the trap must succeed on a DC 12 Constitution saving throw against disease or suffer one level of exhaustion. If the saving throw is a natural one, the creature suffers two levels of exhaustion.

Light. There are no lights, natural or otherwise, in the caverns. Its denizens use their darkvision to navigate.

Narrow Tunnels. Tunnels marked with an 'N' are extremely narrow, requiring Medium creatures to squeeze to fit through.

Rock Shelves. Many of the caverns have shelves of rock jutting out into them. Unless noted otherwise, these shelves are at a height of around 40 feet.

Stench. The stench of the troglodytes and their gory trophies has permeated throughout the caves. Each creature not accustomed to the smell must succeed on a DC 10 Constitution saving throw or become poisoned for 1 hour. A creature that succeeds on the saving throw is immune to the stench of the caves for 1 hour.



L2. ROPER CHAMBER

Just outside the chamber is a secret passageway, marked by an 'S' on the map. Characters with a passive Wisdom (Perception) of 14 or higher notice a strange, bowl-like hole in the wall adjacent to the chamber entrance. A successful DC 16 Intelligence (Investigation) check reveals that the stone in the bottom of the bowl is flaky, as if it has been slightly dissolved. If acid is poured into the hole, it opens up a secret passage for twelve seconds (two rounds).

The stagnant air in this chamber is cold and foul. Looking around, you notice that the walls of the room were once ornamented, bearing engravings and fine masonry. Something has destroyed much of it by causing cave ins and smashing at the stonework.

Characters who do not already know that this is a shrine to Solonor Thelandira can gain the information with a successful DC 16 Intelligence (Religion) check on the mural.

Hanging forty feet above the characters, disguised as a stalactite, is a **roper**. It waits until several characters are in the room before engaging in an attack, lashing out with its weakening tendrils and lifting characters up into the air.

Treasure. Should the characters slay the roper, they can search its gut to discover an elvish *medallion of thoughts*. Any character attuned to the medallion gains the ability to speak and understand elvish. The first night after attuning to the item, they dream from the point of view of the elf it belonged to, reliving their terrifying death. Strangled by the roper.

L3. FUNGAL FOREST

This room is packed with fungi both edible and non-edible. It also contains a **shrieker**, marked on the map with an 'F'. If characters get within 30 feet of it, the fungi begins to shriek, rousing the myconids and their spore servants.

A panoply of vibrant and exotic fungi fill the cavern ahead. The musty smell of damp and spores tickles the back of your throat. As you peer into the darkness, you get the feeling that you're being watched.

Fungi. A wide variety of fungal life has taken up host inside the cavern. A DC 15 Intelligence (Nature) check reveals the presence of the edible barrelstalk, bluecap, ripplebark and zurkhwood. Spattered in between are patches of nilhogg's nose and timmask. The check also reveals the shrieker. The fungi on the walls are growing over stonework depicting scenes of Solonor Thelandira.

Creatures. There are three noncombatant **myconid sprouts**, plus five **myconid adults** and a **myconid sovereign** in this room. The sovereign hangs at the back of the cavern, commanding two **troglydte spore servants** and a single **elf archer spore servant** (Appendix A). The myconids have been corrupted by the demonic influence of laogzed, and attack any characters who delve into the chamber.

Treasure. Characters with a passive Wisdom (Perception) of 14 or higher notice a green canvas pouch containing three antidotes hidden in a patch of fungi.

Secret Door. Hidden behind a patch of overgrown mushrooms is a secret door, which leads to the last remaining intact shrine chamber. It can be noticed by characters with a passive Wisdom (Perception) of 20 or higher. This reveals some preserved stonework of tangled vines and the head of a wolf. A successful DC 16 Intelligence (Investigation) check allows characters to deduce that placing a bow into the grasping vines will open the door, but destroys the bow in the process.

L4. SHRINE TO SOLONOR

As the stone door slides aside, you briefly hear the sound of horses charging through the undergrowth, and the loosing of arrows from tightly strung bows. It feels as if wind whistles past you, but the feeling dissipates within seconds.

The returning stench of troglodyte and fungi makes you gag.

You take a moment to clear your minds, before pressing on down a beautifully decorated passageway. Immaculate reliefs of elves hunting majestic harts cover the walls, up ahead, two incredibly life like greenstone bears rear up with hands together as if in prayer.



Smooth, natural stone steps lead down to a clear body of water, in which strange, eyeless fish circle. In the centre of this pond, emerging from the water, is a wooden statue of otherworldly beauty. A lean and muscular male elf clad in leather armour pulls back the drawstring of a bow covered in thin, winding vines. The upper limb of the bow is tipped with a bronze eagle head. As you look upon the statue, tiny green leaves seem to open from within tiny cracks in the woodwork. The leaves begin to grow larger, but then seem to wilt, turning black and sloughing off into the water.

This shrine to Solonor Thelandira (recognisable with a DC 12 Intelligence (Religion) check) has been submerged and drawn deep into the lair of Laogzed by his abyssal influence, which corrupts even the most sacred sites. The shrine has been desecrated by the troglodytes, who have thrown the decapitated head of an elf, now bloated and rotten, into the pool at the base of the statue. Any character who looks into the pool notices the head, its mouth filled with rocks and sewn shut to weigh it down.

If the characters remove the head from the pool, read the following;

You remove the offending object from the sacred waters, and the leaves begin to grow once more from the wooden statue. This time, the tiny leaves do not wilt, and instead drape the statue in a verdant cape. Infused with divine energy, the statue relaxes the bowstring, and holds the bow out toward you.

Treasure. If characters remove the elf head from the pool, they are rewarded with *longshot* (Appendix B). The pool itself becomes holy water, and remains so even if removed from the site in containers.

Curse. If an evil aligned character tries to take the bow from the statue of Solonor, two **spirit bears** (Appendix A) emerge from the statues behind them and attack.

L5. CLEFT EYE'S LAIR

From ahead you hear the sound of chain links being dragged across the stone, followed by a crunching and grinding that sounds like falling gravel. As you peek ahead, you see the hulking form of a giant lizard munching on its supper. Behind the creature is an iron chest.

Characters with a passive Wisdom (Perception) of 18 or higher notice that the meal the creature is consuming is actually a petrified troglodyte. They also notice a sturdy, iron chain around the creature's neck tethering it to a ring in the far wall. A successful DC 16 Intelligence (Nature) check allows characters to identify the basilisk.

The chain around Clefteye's neck can be broken with a DC 20 Strength check. Otherwise, the basilisk cannot move further out than the edge of the rock shelf.

This particular **greater basilisk** (Appendix A) belongs to the troglodytes, who keep it chained up to guard a portion of their treasure. The creature only has one eye, and thus disadvantage on Wisdom (Perception) checks that rely on sight. Its passive Wisdom (Perception) is 5.

Treasure. The iron chest is locked, but can be smashed open with a DC 18 Strength check or unlocked with a DC 15 Dexterity check using thieves' tools. It contains 160gp in assorted coins, a *potion of healing* and a *potion of water breathing*.

L6. TROGLODYTE CAVERN

A horrid hybrid of yapping and hissing can be heard from ahead. Squinting into the darkness, you make out around half a dozen figures wrestling on the banks of the river.

If characters spend a few minutes observing the cavern and troglodytes, read the following:

Watching the unruly mob for a while, you notice that they steer clear of the western side of the rill. A vivid green liquid drips down from the ceiling into a puddle, and the troglodytes seem eager to avoid it. You also notice that the larger troglodyte to the rear of the cave drags a vicious looking sword around behind it, which seems to ooze a thick, black fluid. A strange pendant hangs around its neck.

Troglodytes. This room contains seven **troglodytes** who wrestle amongst themselves, shoving weaker members into the river. Another troglodyte, **Sekrass** (Appendix A), is much larger than the others, and watches on with hungry, black eyes. She wields a *caustic fang* (Appendix B).

Acid Pool. The cavern contains a large puddle of corrosive fluid (see the General Features sidebar). In addition, any creature that starts its turn within 5 feet of the pool must succeed on a DC 14 Dexterity saving throw to avoid dripping acid or take 5 (1d10) acid damage.

River. The subterranean river that flows through this cavern gushes down into a submerged crack in the rock around one foot wide. Small creatures can squeeze through this space. The river terminates in area L4.

Treasure. As well as Sekrass' *caustic fang*, the troglodyte gang have amassed a small pile of assorted coinage (totalling 346gp), three flawed jasper stones (worth 10gp each) and a finely decorated elven quiver (worth 15gp). Sekrass has an leather cord around her neck which holds the keys to the chests in area L5 and L10.



L7. BAT CAVE

A high pitched chittering and the flapping of leathery wings gives away the inhabitants of this immensely tall cavern. The smell of ammonia rises up from the steaming, guano covered floor.

This chamber rises up to a height of 100 feet, with a rocky shelf jutting out in the northeast of the cavern.

Guano. The bat droppings covering the floor of this cavern make it difficult terrain. Not only this, but any effects that deal fire damage that occur within 30 feet of the ground have a 25% chance of setting the guano aflame. The fire starts as a 5-foot-square, gaining an additional 5 feet in dimensions on initiative 20. Any character engulfed in flame takes 11 (2d10) fire damage.

Creatures. The cave houses three **swarms of bats**, who carry a heightened form of rabies known as bat blight. The swarms attack any creature that brings a source of light into the cavern. Characters who have a passive Wisdom (Perception) of 13 or higher notice a hulking creature, similar to a winged ogre, crouching low atop the rock shelf. This is a **nalfeshnee** demon. If unnoticed, the demon will swoop down on the last character to exit the room, hoping to carry them off unnoticed. Should the nalfeshnee start a fight, it can command the bat swarms to assist it.

L8. ELF CORPSE

The entrance to this cavern is almost entirely concealed by a sheet of rock. Characters with a passive Wisdom (Perception) on 14 or higher notice the slight crevice which opens into the tunnel. A score of 18 or higher allows a character to notice a trail of dried blood leading down.

The mouldering corpse of an elf, dressed in the garb of a ranger or scout, lies slumped in the corner of the cavern. With one hand, the cadaver clutches at a deep wound in it's gut, with the other it cradles a shortsword that is curiously devoid of rust.

Hazard. Any character that touches the corpse runs the risk of contracting sewer plague from the diseased corpse (see *Dungeon Master's Guide*). This can be determined with a successful DC 11 Wisdom (Medicine) check. The effects can be removed by casting *lesser restoration* upon the corpse.

Treasure. The elf clutches a *+1 silvered shortsword* to his breast. He also has a belt pouch containing 54sp and a *potion of climbing*.



L9. ACID LARDER

Effervescent pools of corrosive green liquid fill the majority of this cavern. The sputtering of bubbling gas feels the room with a scent akin to foul wine. The floor is covered with slippery droplets of whatever fills the pools.

This cavern contains two large acid pools (see General Features sidebar). They have spattered the cavern with acid, causing the ground to become difficult terrain.

When a creature moves onto the slippery floor for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Lurking in the pool between area L9 and L10 is a virescent **black pudding**.

Characters with a passive Wisdom (Perception) of 14 or higher notice bodies pickling in the acid pools.

BAT BLIGHT

Bat blight is a form of heightened rabies often carried by bats, giants bats and other winged blood-sucking beasts. While afflicted by this disease, characters develop a sensitivity to sunlight, a fear of water and, in extreme cases, the sanguine desire to consume fresh blood. This gives the disease its nickname: "The Vampire's Curse".

Any creature bitten by an infected creature must succeed on a DC 15 Constitution saving throw or become infected. Symptoms manifest after 1d4 hours as a fever. The infected creature gains one level of exhaustion that can't be removed until the disease is cured.

At the end of each long rest after symptoms appear, the infected creature must make a DC 15 Constitution saving throw. On a failed save, the creature gains a disease level (see below). On a successful save, the creature loses a disease level. If a successful saving throw reduces the infected creature's disease level below 1, it recovers from the disease.

Disease Level Symptom

- 1+ **Fever.** Disadvantage on ability checks.
- 2+ **Weakness.** Speed halved.
- 3+ **Sunlight Sensitivity.** When in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
- 5+ **Hydrophobia.** When you drink water or touch water, you take 3 (1d6) psychic damage. Only magical healing removes this damage.
- 9+ **Sanguine Thirst.** You gain the following indefinite madness trait; "I cannot function without imbibing fresh blood on a daily basis."

L10. LAOGZED'S DOMAIN

The minor demon lord Laogzed was summoned by the troglodytes from the Abyss, and now gorges himself on lesser demons whilst growing in power.

Splayed out in a bubbling pool of acid is one of the most hideous beings you could imagine. A vast, corpulent toad-like demon plucks fleshy little fiends from a pile of squirming creatures before it, languidly hucking them into its vast maw. Huge warts cover the skin of the behemoth, and its tiny eyes seem to be squashed out the way of its cavernous, cartilaginous mouth.

Doting upon the toadlike demon are a dozen troglodytes. The troglodytes appear to be feeding the beast, as well as scraping purulent fluid from its pockmarked back.

Topography. This vast chamber is around 120 feet tall. It contains two acid pools and three rock shelves, the northwest shelf being 80 feet up.

Creatures. Bathing in the southern acid pool is **Laogzed** (Appendix C), who is being doted upon by twelve **troglodytes**. Characters with a passive Wisdom (Perception) of 15 or more also notice two **troglodyte champions of laogzed** (*Out of the Abyss*) armed with javelins on the eastern rock shelf, who are stooped over a sizeable iron pot.

Combat. Any unwelcome intruder that finds itself in the cavern is immediately set upon by Laogzed and his devotees. Laogzed hangs back, using his Lair Actions and spells, specifically the *slow* spell, to make his foes easier targets for the troglodytes. If necessary, he can leap up to the rock shelves to avoid melee combat.

The champions can magically summon 1d4+1 **maw demons**. Both must use their action and movement on three consecutive turns to perform the ritual and must maintain concentration whilst doing so (as if concentrating on a spell). When the pair have finished their third turn of the ritual, the demons appear in an unoccupied space within 60 feet of them.

If the nalfeshnee from area L7 has not been killed, it appears 1d4 rounds into combat to assist Laogzed.

Solonor's Spirit. Clearly, the encounter with Laogzed is a deadly one for any party, particularly those below level 9 or 10, or with fewer members. If the players don't realise this, and get in over their heads, the two **spirit bears** (Appendix A) from area L4 can intervene, appearing in the cavern and attacking the troglodytes. This will give the characters a chance to escape.

Treasure. In the southeast acid pool is a submerged chest made of enchanted iron which is immune to acid damage. The chest can be opened with a DC 20 Strength check or a DC 18 Dexterity check using thieves' tools. The chest itself is worth 250gp. Inside the chest is 2600gp worth of assorted coinage, three small emeralds (500gp each), a *demonic helm* (Appendix B), *elven chain* and a demon crafted *ring of jumping* which appears to be a pickled frog head. Characters who attune to the ring grow slimy webbing between their fingers and toes.

L11. TROGLODYTE WARREN

The majority of the troglodytes in Laogzed's Lair have their home in this cavern. The adults sleep and rest on the lower level, whilst offspring remain on the rock shelf.

Discarded bones and scraps of rotten flesh are scattered around the floor of this cavern, along with steaming latrine piles. Wooden stakes thrust into cracks in the rock are adorned with elven ears, and the rotting heads of animals. The stench here is worse than any other part of the cave system.

The DC for the troglodyte stench (see General Features sidebar) in this area is 15. On the lower level are five **troglodytes**, three of whom are sleeping. If fighting breaks out in area L10, and the troglodytes are on the losing side, these five troglodytes smash the natural stone columns in the passage connecting this cavern to area L10, causing a cave in.

Atop the rock shelf are a dozen noncombatant troglodyte hatchlings who flee from the characters. No XP should be awarded for massacring them.

OUTCOMES

Hopefully the party manage to slaughter the troglodyte cultists worshipping Laogzed, preventing him from growing in power for the time being. They may also have recovered the bodies of the elven scouts, and purified the sacred pool in Solonor's Shrine. Perhaps the party managed even to defeat Laogzed the demon lord!

ACKNOWLEDGEMENTS

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APPENDIX A

This appendix contains all additional monster and NPC stat blocks that are required to play the adventure.

GREATER BASILISK

When a basilisk is allowed to feast regularly upon precious stones and petrify vast quantities of prey, they grow to incredible sizes and become more powerful than their smaller kin.

GREATER BASILISK

Large monstrosity, unaligned

Armor Class 16 (natural armour)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	4 (-3)	10 (+0)	7 (-2)

Condition Immunities petrified
Senses darkvision 60ft., passive Perception 10
Languages -
Challenge 5 (1,800 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 15 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

Actions

Multiattack. The basilisk makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage.

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

SEKRASS

Sekrass is the troglodyte tribe leader and a devotee of Laogzed. She was instrumental in both the attack upon Solonor's Shrine in the first instance, and the summoning of The Glutton. She rules over her fellow troglodytes with malice, forcing weaker members to do the menial jobs whilst she and her pack of cronies hunt, fight and wrestle.

SEKRASS

Medium humanoid (troglodyte), chaotic evil

Armor Class 14 (natural armour)
Hit Points 60 (8d8 + 24)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	6 (-2)

Skills Athletics +6, Perception +3, Stealth +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Troglodyte
Challenge 3 (700 XP)

Chameleon Skin. Sekrass has advantage on Dexterity (Stealth) checks made to hide.

Special Equipment. Sekrass wields a *caustic fang* and wears an *abyssal pendant*.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of Sekrass must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

Actions

Multiattack. Sekrass makes three attacks: one with her bite and two with her claws or *caustic fang*.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Caustic Fang Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when used with two hands, plus 7 (2d6) acid damage.

Abyssal Pendant (Once Only). Sekrass grasps the pendant from around her neck and chants an Abyssal curse. She casts the *slow* spell (save DC 14). After the spell is cast the pendant turns to ash.

SPIRIT BEAR

When druids or clerics of nature are in dire need, or shrines to gods of nature are threatened, the spirits of the wild come to their aid. These spirits manifest in a variety of forms, but most often they appear as spectral green bears.

SPIRIT BEAR

Large celestial, chaotic good

Armor Class 12 (natural armour)

Hit Points 55 (10d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2

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

Damage Immunities radiant, poison

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

Senses darkvision 60ft., passive Perception 12

Languages understands Celestial and Sylvan but can't speak

Challenge 3 (700 XP)

Incorporeal Movement. The spirit bear can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The spirit bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

SPORE SERVANTS

Myconid sovereigns make spore servants from corpses by using their animating spores. The following stat blocks represent a troglodyte and an elf archer that have been turned into spore servants.

The template for a myconid spore servant can be found in the *Monster Manual*.

ELF ARCHER SPORE

SERVANT

Medium plant, unaligned

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, frightened, paralyzed, poisoned

Senses blindsight 30ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1 (200 XP)

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

TROGLODYTE SPORE

SERVANT

Medium plant, unaligned

Armor Class 11 (natural armour)

Hit Points 13 (2d8 + 4)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, frightened, paralyzed, poisoned

Senses blindsight 30ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/4 (50 XP)

Actions

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

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

Claws. +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

APPENDIX B

This appendix contains all additional magic item statistics that are required to play the adventure.

CAUSTIC FANG

Weapon (and sword), rare (requires attunement)

You can use a bonus action to speak this magic sword's command word, causing corrosive black acid to ooze from the blade. While the sword is seeping acid, it deals an extra 2d6 acid damage to any target it hits. The acid lasts until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

LONGSHOT

Weapon (longbow), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, the bow's maximum range is the horizon, and range never imposes disadvantage on the attack roll.

DEMONIC HELM

Wondrous item, rare (requires attunement)

While wearing this helm, you gain a +1 bonus to AC, and you can understand and speak Abyssal.

Curse. Once you don this cursed helm, you can't doff it unless you are targeted by the *remove curse* spell or similar magic. While wearing the helm, you have disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.



APPENDIX C - LAOGZED

Called The Glutton by those perverse enough to worship him, Laogzed is a minor demon lord who exists only to feed, filling its mighty maw with anything in sight. Laogzed is the patron of troglodytes and other gluttonous, slothful beings. Some cultists revere The Glutton, but he rarely makes the effort to bestow any particular power upon them.

Laogzed is a disgusting, vile being which resembles a horrifying hybrid of a toad and a lizard, covered in dying flesh which sloughs off in sheets, revealing putrid, acidic poison oozing beneath. Its great maw takes up most of its head, only leaving room for a pair of malformed eyes. The maw itself is toothless, but filled with corrosive poison which courses like acid through a bitten creature's veins.

LAOGZED'S LAIR

Laogzed's putrid home is the Rotting Plain, on the 181st layer of the Abyss. It is a combination of pungent, sweltering savanna and fetid, shallow swamplands. Anything Laogzed consumes becomes part of the material that makes up the plain, and thus many other demon lords dispose of items they wish destroyed here.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Laogzed can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Laogzed emits a lethargic wave out from the Rotting Plain itself. Each creature of Laogzed's choice is subjected to the *slow* spell (save DC 20). Laogzed doesn't need to see the creatures, but must be aware that the individual is in the lair.
- Laogzed causes acid to bubble up from the ground in a 20-foot square that it can see. It lasts until the next initiative round 20. Each creature in the area must succeed on a DC 20 Constitution saving throw, taking 14 (4d6) acid damage on a failed save or half as much on a successful one.
- Each troglodyte that Laogzed can see can use its reaction to move up to its speed.

REGIONAL EFFECTS

The region containing Laogzed's lair is warped by his magic, creating one or more of the following effects:

- Within 1 mile of the lair, bubbling pools of acidic poison rise up from the earth.
- Animals within the lair become lethargic and hungry, ceasing normal behaviour and instead feeding and sleeping in a neverending cycle.
- If a humanoid spends at least 1 hour within 1 mile of the lair, that creature must succeed on a DC 18 Wisdom saving throw or descend into madness determined by the Madness of Laogzed table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

If Laogzed dies, these effects fade over the course of 1d10 days.

MADNESS OF LAOGZED

If a creature goes mad in Laogzed's lair or within line of sight of the minor demon lord, roll of the Madness of Laogzed table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.

MADNESS OF LAOGZED

d100 Flaw (lasts until cured)

- | | |
|--------|---|
| 01-20 | "Overwhelming hunger overtakes me, filling me with the need to gorge upon anything in sight." |
| 21-40 | "I must slumber for days at a time." |
| 41-60 | "I feel the need to shed my own skin." |
| 61-80 | "Collecting grisly trophies from my foes will prove that I am powerful." |
| 81-100 | "Covering myself in stinking slime and fetid waste will protect me from foes." |

LAOGZED

Huge fiend (demon), chaotic evil

Armor Class 15 (natural armour)
Hit Points 250 (20d12 + 120)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	15 (+2)	20 (+5)	18 (+4)

Saving Throws Dex +6, Con +12, Wis +10
Damage Resistances cold, fire, lightning
Damage Immunities acid, poison; bludgeoning, piercing and slashing that is nonmagical
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120ft., passive Perception 15
Languages all, telepathy 120ft.
Challenge 20 (25,000 XP)

Acidic Poison. A creature that touches Laogzed or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage.

Amphibious. Laogzed can breathe air and water.

Innate Spellcasting. Laogzed's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *acid splash* (17th level), *detect magic*, *jump*, *poison spray* (17th level)
3/day each: *contagion*, *sleep*, *slow*
1/day each: *blight*, *dream*

Legendary Resistance (3/Day). If Laogzed fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. Laogzed's weapon attacks are magical.

Regeneration. Laogzed regains 20 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. Laogzed only dies if it starts its turn with 0 hit points doesn't regenerate.

Standing leap. Laogzed's long jump is up to 50 feet and its high jump is up to 40 feet, with or without a running start.

Stench. Any creature, other than a troglodyte, that starts its turn within 10 feet of Laogzed must succeed on a DC 20 Constitution saving throw or be poisoned until the start of its next turn.

Actions

Multiattack. Laogzed makes two bite attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 10 (3d6) poison damage.

Spew Acid. *Melee Weapon Attack:* Laogzed spews out acidic poison in a line 60 feet long and 15 feet wide. Each creature in that line must succeed on a DC 20 Dexterity saving throw, taking 10 (3d6) poison damage and 10 (3d6) acid damage on a failed save, or half as much on a successful one.

Legendary Actions

Laogzed can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Laogzed regains spent legendary actions at the start of its turn.

Acid Splash. Laogzed casts *acid splash*.

Attack. Laogzed makes one bite attack.

Jump. Laogzed makes a long jump or high jump.

Poison Spray. Laogzed casts *poison spray*.