

JOURNEY THROUGH THE CENTER OF THE UNDERDARK

A COMPILATION OF ENCOUNTERS FOR YOUR *RAGE OF DEMONS OUT OF THE ABYSS* CAMPAIGN

DESIGNED FOR A PARTY OF 4-6 FOURTH AND FIFTH LEVEL CHARACTERS WITH NOTES FOR ADJUSTING
ENCOUNTER DIFFICULTIES FOR LOWER OR HIGHER LEVEL GROUPS.

BY TONY PETRECCA



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WELCOME TO THE UNDERDARK

*Deep into that darkness peering, long I stood there, wondering,
fearing, doubting, dreaming dreams no mortal ever dared to dream
before.*

—Edgar Allan Poe, *The Raven*

INTRODUCTION

*The darkness. It is everywhere. It is everything. It is
overwhelming. It is never ending.*

*But the overwhelming darkness isn't alone. It has a
companion. An insidious, ever present accomplice.
Unnerving, unending, deafening silence.*

*You've been on the move for an endless night. Through
narrow tunnels and wide passages, across large open
cathedrals and through winding stalagmite mazes,
and the one constant is the infinite silent dark.*

*Perhaps you can see, with torches, with lanterns, with
dark vision. Perhaps, if you're lucky, your vision
extends as far as 120 feet in front of you. That's a
meager 40 yards, at best, of gray and dreary visibility
beyond which is inky black. Occasionally the darkness
is broken by clinging phosphorescent fungi, or a
crawling luminescent creature, and from out of the
silence echo sounds of dripping water or scurrying
unseen beasts. However that serves only as a mocking
tease - for once past that glimpse of light, the endless
darkness consumes, the endless silence engulfs, again.*

Welcome intrepid Underdark adventurers! *Journey Through the Center of the Underdark* contains several encounters ideal for fleshing out traveling days between locations in *Out of the Abyss*. Further, these encounters could be readily inserted into any Underdark oriented *Forgotten Realms* or home campaign setting.

Designed for a party of 4-6 fourth and fifth level characters, with easy notes for adjusting encounter difficulties for lower or higher level groups, *Journey Through the Center of the Underdark* should provide 8-10 hours of exciting in game adventure. With that said – let's get to it. Roll for initiative!

THE GORGE OF THE DROW

A dangerous chasm crossing that slows the party down enough that their pursuer's catch up. This encounter provides a prime opportunity for the PC's to encounter their Drow pursuers – and get away again.

This first encounter, involving the drow slavers from Velkenvelve, ties directly into *Out of the Abyss*. However, it would be a simple matter to adapt this encounter to a more generic setting - rather than drow pursuers the party is already fleeing from, this can be the first encounter with a group of drow slavers that can antagonize a party several times more.

*The comfortable sized, 10-15 foot wide tunnel you've
been winding your way through for several miles
opens up and drops off ahead. There's a gorge deeper
than you can see and about 80 feet across that is
blocking your path. The tunnel appears to continue on
directly across the gorge. Though immensely steep the
walls of the gorge seem climbable with many narrow
but navigable ledges for feet and ample hand holds.
What you can see seems navigable on both sides,
down and up... but in the darkness you cannot tell how
far down the gorge goes.*

NAVIGATING THE GORGE

The gorge is 250 feet deep and 80 feet across. The tunnel on the far side varies from 8-15 feet wide and moves generally uphill at a gentle slope. 240 feet beyond the gorge is a huge cathedral cavern with several tiers and shelves, multiple stalactites and columns, and five viable exits. Should a chase ensue PCs can hide and cover tracks in that cavern. Refer to the chase rules in pages 252-255 of the DMG.

Wide ledges and wide footholds, and some narrow switchbacks make for a slow but easy climb down for most of the descent. Treat it as difficult terrain with no need for a climb check.

However, a 20-foot section 80-feet from the bottom is far more sheer and dangerous, requiring a DC 10 Strength (Athletics) check to navigate. Failure means a slip – requiring PCs to make a DC 15 Dexterity or Strength check to avoid falling 80-feet, taking 24(8d6) bludgeoning damage.

Allow any manner of creative means to provide advantage on these checks. A skilled party member might climb the span with an anchored rope to provide stability, giving advantage on the check. PCs might use Help actions to aid each other. Whatever the players might come up with, if it sounds reasonably helpful, grant advantage.

Once this obstacle is passed, no further climbing challenges present themselves as long as the party moves at a cautious half speed. That doesn't mean no further challenges present themselves at all, and should the party feel the need to move quicker they may force the issue, moving at full speed but risking DC 10 Dexterity saves per round to avoid slipping. As per above, slipping characters may attempt a DC 15 Strength or Dexterity check to avoid falling to their doom.

THE DROW ASSAULT

When the vanguard of the party is 60-feet from the top of the gorge the group of pursuing drow reach the side the players started on. If a character with dark vision sufficient to see across the 80-foot gorge has been actively watching for pursuit, allow a Perception check against the drow's stealth. Otherwise, allow the drow to get in position and initiate fire unnoticed.

On the first round four **Drow** fire hand crossbows at long range across the gorge, picking random targets. Falling unconscious on the narrow switchbacks means a 50% chance of plummeting 200 feet, taking 20d6 damage. A nearby character can attempt a DC 10 Strength or Dexterity check as a reaction to save a falling character from certain doom.

On round two six **Quaggoths**, ordered by the Drow to seize prisoners, charge from the tunnel and begin climbing down the gorge. Skilled climbers, they use dash actions each round to hasten their pursuit. Thus, moving at 60 feet per round they

should take ten rounds to get to the top of the opposite side of the gorge.

On round three two **Drow Elite Warriors** join the shooting, leaning on walls for partial cover. On round four **Drow Priestess of Lolth** Ilvara reveals herself as well!

At this range – at least 80 feet across the gorge – there's little that Ilvara can do besides provide support and dispel magic should the need arise. But her presence should be played up for dramatic effect... and she can certainly be equipped with a hand crossbow as well.

TREASURE

Should PCs take a moment to search the area at the bottom of the gorge a DC 15 perception check reveals 1d6 geodes scattered about, worth 1d10x10 gold pieces each. A geode of sufficient value could certainly be attuned as a spell focus, should one be needed.

Changing Difficulty

For a lower level party consider halving the Drow numbers, eliminating the Drow Elite Warriors from the scene, and reducing the Quaggoth numbers to as few as two. Should things go terribly wrong the gorge presents a fine opportunity for the Drow to be distracted by Chasme, Vrock, or other beasts while the party gets away, with or without Quaggoths on their side of the gorge to deal with.

For a higher level party consider changing out regular Drow for Drow Elite Warriors, increase the number of Quaggoths, and perhaps equip Ilvara with a *Wand of Magic Missiles*, *Fireballs* or *Lightning Bolts* so that she may make an impact at range.

AFTERMATH – EXHAUSTION

Having escaped from the Drow and Quaggoth, but aware of the close pursuit, the party would surely press hard before collapsing. Giving them a “safe” perch encourages a full night's rest.

After your second escape from Ilvara and the Drow you pressed on, hurrying, turning here, turning there, scrambling up and down passages you hoped would throw off the trail, hoping to put a clear amount of distance between you and the Drow mistress. Hours later, exhaustion is growing. Rest must happen. You see a glow from a passage ahead - a dim, purplish

haze illuminates a multi-tiered roughly triangular chamber. Though eerie, light is comforting, and your exhaustion overwhelming. A high shelf, 50 feet up, can be spotted across the cavern which should provide some concealment from observers below you.

Underdark natives recognize the glow as Faerzeress, and may suggest that resting upon the Faerzeress infused shelf should provide comfort and protection from scrying.

Climbing up to the resting spot is an easy DC5 Strength (Athletics) save. If the save fails, allow a DC 15 Dexterity or Strength save to keep from falling down the slope.

Once the party is up, read the following:

As you settle in you find yourselves overcome with exhaustion and falling deeply asleep - but the sleep is not as restful or comforting as you might have expected. You dream of sinister, creeping, cloying madness in the ethereal darkness of your minds eye.

Glimpses of lurking horrors - tentacles in the water, oozing masses squirming on the walls, cloven feet chasing through mazes, howling beasts leaping with blood dripping from their snarling canine maws, rotting ram's heads glowering beastly red eyes behind living dead.

All night the terrifying images come and just when you find yourself peacefully dreaming, you stare in horror as a two headed titan rises from the shadows and lashes out - destroying worlds. You startle awake - and see all your companions sitting up as well, foreheads sweating, eyes wide in the purple haze of the Faerzeress. You're not sure how long you've all been asleep, but you're awake now and know you will get no more rest at the moment.

Waking from this restless, terror filled night might cause madness, and could prevent a full night's sleep. Have players roll a DC 10 Wisdom save or suffer one point of madness. Also have them role a DC 10 Constitution save or suffer one level of exhaustion.

MADNESS, MUSHROOMS AND MUCK

A day of maddening travel leads to a cavern of bounty – and danger. This day's travel and evening's encounters help heighten the mood and madness, and illustrate the dangers of the Underdark.

HORRID NOISES

Begin the day's travel reading the following:

Today's travels take you up steep natural stairs, through narrow chambers, and down wide faerzeress infused glowing caverns. While crossing one such enormous cavern, the magical glow illuminating high featureless ceilings and barren, dreary walls, you hear a gibbering, alien echo. Chatters, moans, screams from the darkness echo from right to left, from left to right, from behind to front, from front to back.

Pause the description for a moment, allowing the player's to get suspicious and tense. If they choose to look around, let them make perception checks. Let them scout around in the darkness, wondering what the source of the sounds are. The source of course isn't there.

When you look - there's nothing there! The cavern is barren, just a huge void. The sounds come from the walls, the floors, the very air itself. The sounds follow you, pursue you. Through a limestone tunnel, over the rocky escarpment, up a ledge, across a gallery, the follow you. First clicking and clacking sounds as of massive chattering bugs. Then grotesque slurping, dripping, oozing sounds. Now foot falls in the dark.

Again, pause dramatically and allow the player's to react to the suspense.

But never anything there! An hour passes, nothing attacks, nothing molests, but your mind bends to the horror of the unseen aural haunts.

PC's must make DC 11 Wisdom save or suffer Madness +1. See OOTA for Horrid Noise details and pages 258-260 of the DMG for Madness details.

MUSHROOM CAVERN

As rest time approaches the party discovers a large fungi infused cavern. Read the following aloud:

The horrid sounds have faded and hopefully too the madness they inspired. As you round a bend you see a dim yellow glow. As you approach you can feel moisture in the air.

The cavern beyond is large, perhaps 60 to 80 feet across and 60 feet high. It is lit by tall, bizarre, tube like fungi that grow in several clusters around the chamber. They illuminate many two-foot tall, orange and red toadstools, half a dozen four-foot tall gray green four mushrooms, and three massive, forty-foot tall mushrooms clustered in the middle of the chamber. Walnut sized spores from the larger mushrooms litter the somewhat muddy floor, and a bubbling pool - a hot spring - gurgles at one side. Water streams down, through fungal filters, to a small, beautifully clear pool nearby.

Food, water, dim natural light and a high perch - this could be a comfortable place to rest.

The luminescent tube like fungi are Nightlights. Each grows 1d6+4 feet tall and gives off bright light in a 15 foot radius, dim light another 15 feet beyond that. They go dark after one minute if uprooted. If touched, their light goes out until touched again.

The two-foot tall orange and red toadstools are Timmask. If uprooted or destroyed they burst, throwing poison spores in a 15 foot radius – DC 14 Constitution save or be poisoned and under the effects of a Confusion spell for one minute.

The gray green four-foot tall mushrooms are Trillimac. The caps of these mushrooms can be dried to a leather like consistency for simple crafting, and the stalk can be cleaned and soaked in water for use as a bread like food source.

Finally, the forty-foot tall mushrooms are Zurkhwood. Zurkhwood is used as timber in the Underdark, and Zurkhwood spores are edible. In addition, the Zurkhwood can be scaled. A skilled climber can climb the Zurkhwood stalks with

relative ease. Furthermore, utilizing the natural ribbing and ridges of the underside of the caps, a climber can maneuver out the caps to climb atop the Zurkhwood with some effort. Climbing the stalks requires a DC 10 Strength (Athletics) check, while getting over the lip of the caps and to the top requires a DC 15 Strength (Athletics) check.

These three Zurkhwood are clustered in such a way that stepping from cap to cap can be done with ease. They would provide a decent, comfortable, and reasonably safe high perch upon which to rest.

SHAMBLING MUD!

When any member of the party approaches the hot spring, read the following:

The limestone mud of the hot spring bubbles, gurgles and pops as you approach. The warmth is palpable. Suddenly, the mud rises up to a height of eight feet, sprouts limbs and a roughly bipedal form, and lunges!

The madness of the demon lords, combined with the heat of the hot springs, has spawned a unique menace – a Shambling Mud! Use **shambling mound** statistics but swap lightning absorption for fire absorption, give it lightning resistance and fire immunity.

Changing Difficulty

The Shambling Mud is a challenge 5 creature that came very close to killing its first victim in my 4th level game. Consider a bipedal Grey Ooze, Ochre Jelly or Black Pudding for lower level characters. To increase the difficulty, give the Shambling Mud ooze minions or add more Shambling Muds.

TREASURE

Nearly buried in the mud of the hot spring is the corpse of a Duergar Stone Guard who was sent on an unknown mission. PCs who search the area can find the corpse with a DC 15 Perception check. His **Chain Mail of Acid Resistance**, steel shield and short sword can be cleaned up and made serviceable. They are high quality, plain, undecorated items per usual Duergar austerity. Additionally he has a backpack, belt with pouches, water skin, and 50 foot of silk rope.

JUST PASSING THROUGH

Overnight as PCs rest a patrol of humanoids wanders through the cavern. 8 **Orcs**, an **Ogre**, and one **Orc Eye of Gruumsh** wander through the cavern on an unknown errand. If the party climbed atop the Zurkhwood to rest there need not be a confrontation... the orcs will not look up. If no immediate confrontation occurs, the **Eye of Gruumsh** barks orders to his troops to fill their water skins with water and their packs with food. The group will spread out to harvest a Trillimac, gather some Zurkhwood spores, fill water skins, and then move out south through the passage the party came in from.

PCs might choose to jump the orcs or let them go. If a fight breaks out in this cavern remember there are several explosively poisonous Timmask scattered about. PCs with ranged weapons could use that to their advantage, striking from above when the orcs are milling about the room. If the PCs suggest such a thought, allow them to observe an attack window where they can catch 1d4 enemies within range of each Timmask they choose to shoot. Timmask are AC 8 with 4 hit points each.

TREASURE

In addition to serviceable, if smelly, arms and weapons, each of the orcs have water skins, backpacks, and bedrolls. Additionally, the Eye of Gruumsh has ten 10 gp value quartz stones on him.

OROGS VS ETTINS

PCs wander into Orog territory and get stuck in the middle of two foes.

OROG AMBUSH

The party inadvertently passes through a tunnel claimed by a small group of Orog.

Your days of wandering through the darkness continue. With any luck, you're headed in the right direction, but it is so hard to tell. One wet, stalactite filled limestone cave begets one wide granite tunnel begets a scramble up a crumbling shaft begets a

nervous walk across a gallery too large to judge its size. Emerging from such a huge gallery into a tighter tunnel seems almost comforting, and you find yourselves traveling in a broad limestone tunnel, 15-25 feet wide, 30 to 40 feet tall, its floors worn smooth by the passage of water long ago.

Up the tunnel, concealed by two columns, are two cultivated Shriekers, well positioned so that they are unlikely to be noticed until it is too late. The perception DC to spot them before moving within 30 feet of them is 20.

These Shriekers alert the **Orog**s living in a series of water carved limestone tunnels 20 feet above this main passage. There are four **Orog**s in all, who move to four different positions on ledges above the PCs as soon as they are alerted to trouble.

From their positions they have $\frac{3}{4}$ cover while conversing, $\frac{1}{2}$ cover while hurling javelins. They are cunning and aren't interested in being slaughtered. Rather, they demand a toll for passing through.

Somehow, above the din of the deafening Shriekers, you hear a voice from above. Looking up, you see a hulking, large tusked Orc dressed in full plate, holding a javelin in one hand, battle ax in the other. He stands on a limestone ledge, a tunnel you hadn't previously noticed extends behind him.

"Who dares enter the territory of the Goro clan without leave?!" He shouts, in surprisingly good common. The Shriekers go quiet mid sentence as the large Orc glares down upon you. Three others, on different ledges above, reveal themselves as well. All, including the leader, maintain a defensible level of cover.

The leader, who is speaking, is an **Orog** named Mug Goro. He has 60 hit points, and an air of confidence to his well-spoken snarls. The other three are typical **Orog**s. The party cannot tell how many Orog are in the Goro clan, and Mug certainly won't reveal that its only the four of them.

Mug demands a toll for safe passage... the toll should be too expensive for the party to afford. If the party is currently fleeing Velkenvelve then 20 gold pieces each should do it but be sure to make the toll inaccessible. When the party balks at the cost of the toll Mug offers an alternative plan.

"The Goro clan will have it's toll one way or another. If you cannot afford our price, then you may bring us something else of value – the heads of Nettie the Ettin!"

Nettie is a troublesome **Ettin** who moved into a cavern in the southwestern corner of the huge gallery the party recently passed through. Though Mug won't volunteer the reason he wants Nettie dispatched, it is because the cavern she occupies is a fertile food and water source.

The **Orogs** know this tunnel system well and have developed a fine talent for scrambling up the walls to their lair. For the Orogs, moving up and down these walls is second nature. For others, climbing the walls is difficult terrain and requires a DC 10 Strength (Athletics) check. Further, the Orogs have advantage on javelin attacks made from above on their perches. Thus, initiating a fight here is challenging.

Turning back and attempting to find a way around the Orog territory will add a full day's delay to travel time ... and still means passing near Nettie the Ettin.

NETTIE THE INVISIBLE ETTIN!

Moving back to the large gallery to hunt Nettie The **Ettin** seems the next likely move. Nettie's lair is indeed a single large cavern accessed by a steep but passable climb to an 8 foot wide tunnel located in the southwestern corner of the large gallery previously passed through. A DC 12 Wisdom (Survival) save reveals Ettin sized dried limestone mud foot tracks coming and going from the southwest.

Nettie has no shriekers guarding her. Rather surprisingly though, she's befriended, if that's the right word, a **Quasit**.

Actually, the confused, mad, somewhat advanced (21 hit points) winged (fly speed 40) **Quasit**, Tiko, believes Nettie to be an avatar of his master, Demogorgon. Thus Tiko is worshipful and protective of Nettie.

Tiko observed the characters moving through the gallery the first time, followed them invisibly, listened to their parlay with the Orogs, and observes them returning to the gallery to hunt Nettie. Tiko hurried off to warn Nettie to stay near her lair, then hurried back to intercept the characters in an attempt to open a dialogue with them. Invisibly, Tiko speaks, lying, pretending to be Nettie.

As you head across the huge, featureless cavern a voice calls out from the darkness.

"I am Nettie the Invisible Ettin! You dare enter my domain?!?" Comes a voice from an unseen source

Tiko is more than a bit maniacal. Tiko should speak in a higher pitched voice than one might expect from an Ettin. While invisible, Tiko constantly refers to himself as Nettie the Invisible Ettin. Even if the party guesses otherwise regarding the nature of this invisible voice, Tiko won't break character. Since Tiko was watching the PC's and saw the deal go down, Tiko knows why the characters have come back to the gallery.

"Nettie the Invisible Ettin knows why you are here! You are here to kill Nettie the Invisible Ettin for the Orogs. And for nothing more than passage down their hall. No! I won't allow it! Nettie the Invisible Ettin has.... (dramatic pause, then quiet voice) a counter proposal. Bring Nettie the Invisible Ettin the head of Mug the Orog... and Nettie the Invisible Ettin will give you... A REWARD!"

Tiko is reluctant to reveal what the reward is... first refusing to answer except to insist that it is valuable and "You'll like it!" When pressed, he'll reveal "It's... a staff. No, not just a quarter staff – a MAGIC staff." But Tiko will reveal no more.

If Tiko is attacked, invisible or not, he immediately flees at full speed directly to Nettie's cave in the southwestern corner of the gallery and warns Nettie.

CHOICES

The characters will have to decide their course of action. Will they follow through on their deal with the Orog? Accept Tiko's counter offer, attempt to broker a peace? Decide to kill everything and let Orcus sort it out? The choices are manifold.

For his part, Tiko is not entirely lying... he does indeed have a magic staff. Tiko stashed a **Staff of the Adder**, that he can somehow carry while flying, into a crevasse in the ceiling of this large gallery. However, Tiko has no actual intention of making payment and should the PCs bring back the head of Mug, Tiko will have to be coerced into upholding his end of the bargain. *"Of COURSE I'm double crossing you – I'm a DEMON – what'd you expect, a thank you?"* The easiest coercions would be either Tiko or Nettie's imminent death at the hands of the PCs.

NETTIE THE VISIBLE ETTIN!

Nettie's cave is in the southwestern corner of this huge, otherwise featureless granite gallery that is about a quarter mile south of Orog territory. This gallery is oblong, roughly 500 feet by 200 feet in dimension, with a ceiling varying from 50 to 200 feet high. The PCs passed through this gallery minutes before encountering the Orog.

40-80 feet from Nettie's cavern PCs may notice (Passive perception 12) many rocks scattered about the otherwise featureless gallery floor. These rocks are roughly eight to twelve inches in diameter, and some are cracked and broken. These represent Nettie's game of rock toss... she stands at the rocky entrance to her tunnel and tosses the smaller rocks she finds out into the gallery for fun. As a result, though she's not as skilled as a true giant, Nettie has learned to toss rocks as a weapon. +1 to hit, range 40/160. One target. Hit: 13 (2d6+5) bludgeoning damage.

Her lair is at the top of a 30 foot pile of large rocks in the southwestern corner of the gallery. Treat the approach up the pile of rocks as difficult terrain. From the top of that pile an eight foot wide (tight but passable for the Ettin), 13 foot tall tunnel meanders back about 40 feet before opening up into a larger 75 foot diameter moist limestone cavern. There is a small steady stream of water trickling out of a crack in the far wall, puddling into a small clean pool and then slowly draining through cracks in the floor. The wall is covered with edible Ripplebark Fungi, and there are ornate candle sticks set haphazardly about the room.

When resting Nettie sleeps on a small Zurkhwood cap bed, and with food and water nearby she is quite comfortable. She is of course dumb as a box of Ettins, and not entirely sane herself. A typical Ettin has two names, one for each head... but Nettie's heads are Nettie and Nettie. Her two heads each believe they're the pretty one, and argue as to who's mole or wart is prettier.

ATTACKING NETTIE

If the PC's are advancing as hostile foes Nettie will first stand at the top of her rock pile and toss rocks before retreating into her cave. There she will hide, as best she can, to one side of the tunnel entrance with her battleaxe and morning star readied to hit the first creature that enters her reach.

Tiko remains invisible and hovers on the ceiling of the tunnel. Tiko will use his Scare ability on any lightly armored PC's at the rear, assuming they are spell casters, and will then attack the caster with insane demonic fury.

TREASURE

Nettie has amassed a bit of treasure herself – 8 ornate silver and mithril candlesticks with spider web motifs worth 25 gp each and a **Hat of Disguise** – all of which she got off a Drow merchant that she ate. The candlesticks adorn her cavern in various random places. The hat she uses as a handkerchief near her bed.

The **Staff of the Adder**, if not provided as payment, is shoved in a crevice in the ceiling near the middle of the gallery 150 feet off the ground. IF PCs can manage to get close, the search DC to find it is 12.

ATTACKING THE OROGS

If the PC's accept Tiko's offer and attack the Orog, the Shriekers may be their first problem. Consider the Shriekers, which are hidden behind columns, under $\frac{3}{4}$ cover until PCs get within 30 feet. The Orog take one round of shrieking to get in position on their ledges.

If Mug sees the PCs approaching in a non threatening manner he'll silence the Shriekers with a command, Ready his javelin, and demand to see the Ettin heads. If no heads are produced, and no sufficient explanation forthcoming, the Orog, with javelins readied, attack. Remember that the Orog are adept at climbing their walls. They'll throw javelins first, but they relish the damage they can dish in melee combat. Thus, they'll utilize their Aggressive bonus action to close.

Changing Difficulty

For weaker parties cut the number of Orog, reduce Tiko's hit points to normal, and change Nettie to a two headed Ogre. "Nettie the Invisible Two Headed Ogre" has a certain ring to it.

For more powerful parties increase the size of the Orog clan, and give Nettie a mate – Betty!

NIVRAM THE PARANOID STONE GIANT

Madness comes charging at the PCs.

While crossing a large stalactite and stalagmite filled gallery you hear a rapid thud, thud, thud, thud coming from the darkness ahead. Seconds later a huge biped emerges from the shadows. He's tall, he's gray, he's bald, he carries a massive club, and he has a crazed look in his eyes.

"They're coming! They're coming! Run! Run!" he shouts in Common as he approaches. Then he pulls up to a halt, twenty feet from you... "Wait – You're WITH them, aren't you?"

Nivram, a **Stone Giant**, is afflicted with long term madness caused by the presence of the demon lords. He can't recall at all how he got where he is, nor who exactly *they* are, but he is quite convinced that they are following him, they are watching him, and they are everywhere. His madness can be cured with *greater restoration* – an act for which he would be most grateful – but his amnesia cannot be restored.

Nivram begins the encounter assuming the PCs are the enemy. However, if the PCs react quickly they might convince him otherwise. Some quick talking, and a DC 12 Charisma (Persuasion) check, should do the trick. Note that any aggressive moves by the PCs will be seen as proof that they are the enemy, resulting in immediate combat. If the talking is particularly persuasive, with the check succeeding by 5 or more, he might even ask for the PCs protection – joining the party as a powerful, if unsteady, ally.

However, if he tags along, he doesn't quite muttering his paranoid concerns -

- "Did you see that? Over there!"
- "Do ever get the feeling you're being watched?"
- "Any minute now – I can feel it. Its coming. Any minute now. We're doomed."

Without being cured there's a 10% chance per hour that his paranoia about the PCs allegiances returns. "How do I know you're NOT the enemy. How do YOU know you're not the enemy? The enemy deceives everyone, even itself!"

At that point more quick talking by the PCs will be necessary to avoid violence.

If the party allows him to join and later chooses to part ways, that will be seen as proof that the party is the enemy as well, requiring a more difficult DC 15 Charisma (Persuasion) check to dismiss him without bloodshed.

Nivram, as long as he is inflicted with madness, is a paranoid and fearful coward. If combat occurs, be it a fight between Nivram and the PCs or with

other enemies while Nivram is an ally, Nivram will flee, screaming in terror, if he loses 20 hit points or more.

TREASURE

Nivram has a *Potion of Lightning Resistance* in his belt pouch that he's forgotten about.

Changing Difficulty

For lower level parties I wouldn't change Nivram from Stone Giant to something lesser – he should feel potentially lethal. To lessen his difficulty give him up to four levels of exhaustion, and have him flee screaming in terror if a single blow hits him.

DROW CARAVAN

Travel upon a trade route might lead to trouble.

Your journey today begins pleasantly enough as you find a fifteen to twenty feet wide, tall, smooth floored tunnel to travel upon for several miles. Though dotted with occasional stalactites, stalagmites, columns, or large rock formations along the sides, the middle of the tunnel is bereft of the obstacles you've gotten used to navigating. Rock falls, escarpments, heaves of granite, limestone slick floors, even cracks in the ground, seem absent. After traveling upon it for some time you cannot help but wonder if perhaps this might be a maintained roadway.

The tunnel is in fact a trade highway, seldom used but in far better shape than most tunnels the PCs have thus far traversed. A DC 12 Wisdom (Survival) check suggests that this is indeed a maintained road, but that it's been days since anyone has passed through. That's about to change.

DROW SUPPLIERS

A caravan of Drow are headed toward the party, on a long overdue journey to resupply Velkenvelve and retrieve slaves to be brought back to Menzoberranzan. Four standard **Drow** are escorted by two **Drow Elite Warriors**, all riding on **Giant Lizards** with Spider Climb capabilities. The caravan moves in single file to conceal their numbers. The Drow Elite Warriors ride the first and last lizards as vanguard and rear guard. The

caravan has been traveling for three weeks, and the Drow aren't particularly attentive.

If the party travels with reasonable caution and without light, they might notice the approaching Drow before being noticed themselves. If the vanguard of the party has 120 foot darkvision allow a passive wisdom (perception) of 12 to spot the approaching caravan. If the vanguard can't see that far but the party is moving quietly, allow a passive wisdom (perception) of 15 to hear the animal grunts of the pack lizards echo through the tunnel.

The section of the tunnel in which the encounter takes place is about 20 feet wide, with a few stalactites, stalagmites, and columns on either side, allowing some opportunity for cover or concealment. The tunnel is roughly 25 feet tall through this area, and next to a column to the left, 15 feet off the ground, is a six foot by eight-foot ledge that could be used as high ground and partial cover. Climbing up to it requires a DC 12 Strength (Athletics) check.

This encounter doesn't *have* to turn violent. The leader of the caravan, the Elite Warrior Yazantar Ulutar, is primarily interested in getting the goods to and from Velkenvelve without incident. His family name means nothing amongst the Drow of Menzoberranzan, and he has no ambition to improve his station, thus he isn't much of an opportunist interested in taking prisoners. He is certainly unaware of recent events in Velkenvelve.

However, if there is any indication of trouble the Drow will defend themselves and their goods. The Drow are not above using their Giant Lizards for cover, and The Elite Warriors may use Levitate to avoid melee while using stalactites as cover. The Giant Lizards are pack animals that don't spook easily but won't fight unless defending themselves from an attacker.

Changing Difficulty

For weaker parties make one or both **Drow Elite Warriors** normal **Drow**. For more powerful parties add numbers, including a **Drow Mage**.

TREASURE

Besides the equipment the Drow carry, the packs of the lizards are filled with supplies. Of note – Food enough to feed an outpost for a month, plus 100 hand crossbow bolts, 20 vials of drow poison, six 50-foot lengths of spider silk rope, and four cases of quality Drow wine worth 10 gold pieces a bottle, or 480 GP total. In addition, the **Giant Lizards** are trained pack animals ready to accept riders.

GRELL ALLEY

A wrong turn means death from above.

You're beginning to lose track of time, as you wander endlessly through the dark. A clamber up a rocky, rough slope emerges into a 30 foot tall, six to eight feet wide, single file tunnel with a pleasant surprise... light! Fist sized, oblong crystals protrude from the walls, lit from within by some unknown force, providing a brightly lit lane to travel upon.

The crystals are Faerzeress infused crystals that explode in a blinding light when struck or thrown. Anyone with vision within a ten-foot radius when a crystal is struck must make a DC 10 Constitution save or be blinded for one minute. The save can be repeated each round.

Several hundred feet along this cavern a group of three Grell have a lair up a vertical shaft and have found a spot to ambush passers by. The Grell know this tunnel well, and get advantage on their +6 Stealth checks while they hide in their shaft awaiting prey. The Grell are aware of the properties of the crystals and use that awareness to their advantage. Assuming the PCs are surprised, read the following.

As you move along the passage you see sudden movement above you – previously unseen tentacles drop from above, striking at the crystal formations in the walls.

Each Grell selects a different random PC to attack, likely with surprise given their stealth advantage. Any PCs within ten feet of the Grells must make a

save vs blindness as the crystals are smashed. The Grells, being blind already, are immune.

The Grells are hungry, not suicidal. Each Grell is intent on grabbing a single character and pulling them up into the vertical shaft above to make a meal of them. Confronted with stiff resistance the Grells will retreat.

TREASURE

Eighty feet up the seven foot wide vertical shaft is a horizontal side chamber that is the Grell lair. The climb is difficult, requiring a DC 20 Strength (Athletics) check to succeed. The chamber is roughly six feet wide and eighteen feet deep. It is littered with bones. Amongst the bones can be found a plain gold bracelet worth 25 GP, a small onyx spider figurine worth 150 GP, a Wizard's Spell Scroll of Evard's Black Tentacles, a Potion of Clairvoyance and a Potion of Gaseous Form.

WICKED GARDEN

The demonic influences of Grazz't and Orcus make for an interesting dinner.

Today's travels have you moving through an interconnected series of rocky and crystalline tunnels. Quartz, calcite, and gypsum deposits are frequent in the walls, which sparkle in even the faintest light.

These interconnecting tunnels intersect each other once in a while – rarely doing so from the same horizontal plane. While traversing a long, tall, wide tunnel, you notice a large vertical shaft above – and hear a strange clattering sound.

Looking up a red glow can be seen from the tunnel above, glimmering and shimmering reflected light on the crystalline deposits in the walls. The glow is moving – getting closer. In a moment, something – no, many somethings- emerge from an intersecting shaft of that chimney. A dozen or more multi legged, black, foot wide beetles with glowing red bellies come swarming down from above. Yet that isn't the most bizarre thing you view. Trailing behind the beetles are two Grey Dwarves mounted on large, tentacled, multi segmented, multi legged worms.

ZEKS AND EDSSEL

The two **Duegar Crawler Commandos** (See Appendix A) are Zeks and Edsel – and they are unlike any Duegar the group is likely to encounter. Their traditionally austere scale mail armor has been painted or dyed in multiple colors – Zeks has painted a different color on each scale whilst keeping his sleeves plain, while Edsel has swirling patterns of color across multiple scales, and even more garish colors on his clothing. Both wear colorful wide brimmed hats made of Trillimac.

The two are herding the fire beetles. Most of the herd enters the tunnel the PCs are traveling and scurries along the roof in the same direction the PCs were headed. Two or three peel off the opposite way, and Zeks guides his **Carrion Crawler** to go head the strays off, while Edsel continues with the herd. Zeks pulls up when he passes over the adventurer's heads.

“Howdy. ‘Scuse me – I gotta nab these strays.”

After spurring his **Carrion Crawler** and wrangling the stray beetles he herds them up the hall, passing over the PCs again.

“If you need a bite, follow us. Princess Annarei’s table is up ahead and to the left. Food aplenty!”

If the PCs refuse the hospitality the Duegar dismiss the PCs with a *“Suit yourself”* and herd the Fire Beetles into a tunnel off to the left of the PCs current path. If the PC's react violently, the Duegar and their mounts fight back for one round, then both Duegar and their mounts turn invisible and retreat to Annarei's Garden, where Annarei, Zeks and Edsel, the Umber Hulk Suortin, and Giggles the Ogre prep a defense.

Accepting the unusual hospitality leads to a bit of wonder.

ANNAREI'S GARDEN

Zeks and Edsel guide their herd into a narrow tunnel about 100 feet north of where the PCs met them. If the PCs follow, read or paraphrase the following.

The narrow tunnel, six foot in diameter, is strangely round, with glimmering crystal flecks in its walls. A shimmering glow illuminates the tunnel from its end, 100 yards or so ahead. The further along you move, the brighter and more colorful the glow gets. Red, blue, purple swirls of light are at the end of the tunnel.

The massive gallery beyond is an amazing spectacle to behold. The herded fire beetles have joined dozens of others crawling around on walls and ceilings, producing a constantly moving light show that reflects upon large crystal structures of white, green, red, blue and purple.

The beetles aren't the only light source – the crystals themselves are infused with their own internal lights, while glowing phosphorescent fungi, nightlight mushrooms, and Ormu add their own illumination to the deliriously beautiful, ever shifting light show. Mushrooms, from hip size to giant, are scattered about in abundance as well, and you see at least two gentle streams, one fed from a cascading waterfall, meandering through the chamber.

As your eyes get used to the light you notice people sitting about, leaning on crystals, laying on mushroom caps, gazing up at the wondrous lights. A Duegar here, a svirfneblin there, and an ogre meandering about between two giant Zurkhwood over there. Nearby, a goblin, lazily lollygagging on its back on a four foot mushroom cap, lifts its head, grins at you and nods a welcome.

From a path between mushrooms you are confronted by even more beauty – an elvish woman, raven haired, rosy cheeked, lightly freckled, with kind welcoming blue eyes, wearing a flowing breezy light dress and a glimmering onyx pendant, approaches. Escorting her is a nine foot tall, yellowish brown, armor plated segmented biped with a bizarre set of four eyes, two bug like, two human like, arrayed above its massive mandibles.

“Hello!” says the fair maiden. “Welcome to my garden. Its so wonderful to have guests.”

Somewhere an ogre giggles.

Annarei approaches, quite welcoming. Suortin, The **Umber Hulk**, remains at her side, ready to defend her if necessary. Zeks and Edsel have dismounted and left their crawlers to wander about.

ANNAREI AND HER FLOCK

Perhaps unsurprisingly, Annarei is not the elf maiden she appears to be. She's a **Succubus**. However, she's no direct enemy to the PCs, or anyone else, if they don't threaten her. Though she can be prone to rage when she doesn't get what she wants the madness permeating the Underdark has softened her and made her genuinely kind. She is sincere in her welcoming hospitality.

She is a disciple of Graz'zt, who truly believes that excess is best for the soul. The pendant upon her neck, the **Gift of Graz'zt** (see Appendix B) was a gift from the Dark Prince himself. Though a powerful gift that she could exploit, Annarei uses it for emergencies only. She finds the demons it summons to be a buzz kill. She speaks of her "Dark Prince" fondly and frequently, and as a result the many residents have taken to calling her Princess.

In addition to the pendant, Graz'zt also gave her Timmask mushroom based recipes for a subtly powerful psychedelic called Gresyl. Gresyl can be ingested directly or used to enhance wines and spirits. Addiction, bacchanalia, and sloth are at play in Annarei's garden, slowly but surely gathering souls from happily sedated victims... and Annarei is quite sure she is doing them all a favor.

At the moment, in addition to Zeks, Edsel, and Suortin, the guests of the garden include eight goblins, five svirfneblin, three orcs, a pair of male drow, and an ogre every one calls Giggles. Should trouble arise, most are too intoxicated to care, but Suortin, Zeks and Edsel are ready, and Giggles can be rallied as well.

All of her guests are free to come and go as they please. None are under any obligation nor coercion from her. All her long term guests know her true

nature – she only hides it from new guests because she doesn't want to frighten them.

Not long ago there were twenty more long term guests. Annarei believes that they must have wandered off, but the reality is Graz'zt's enemy Orcus has exerted influence in this cavern as well. See *The Ruin* below.

Suortin is thoroughly smitten with Annarei and will die protecting her. Annarei, who enjoys her wine and psychedelics as much as her guests, gets a kick out of Suortin's confusion ability. "*Hit me Suortin*" she'll say, looking up at his face. Suortin always obliges, and she giggles as the confusion affects her for a moment. If she turns violent, Suortin holds her, keeping her from harming herself or others. Annarei happily shares Suortin's cheap thrill with any who are interested.

TRADE OPPORTUNITIES

Annarei's Garden is largely self-sufficient, with ample food, water, and Timmask, but she does like her wine. Certain Drow tradesmen exchange cases of wine, and occasionally other goods, for Gresyl at a steep rate – a bottle for a dose. The tradesmen make a tidy profit, even at that rate, amongst wealthy, hedonistic Drow. Should the PCs have any Drow wine Annarei is quite happy to buy it, and has gemstones, traveling gear, and a dozen healing potions available to trade.

DINNER AND A SHOW

After greeting the PC's, Annarei invites them to a soon to be served dinner. Should the PCs accept they are escorted to the center of the cavern where a dining table sits atop the ruins of an ancient tomb.

You follow the path from which Annarei emerged through her bizarrely beautiful crystal and fungal garden. At the center of the cavern sits an ancient, crumbling ruin of chiseled black granite – the foundation of what must have been a grand structure ages ago. Steps on all four sides lead up six feet to a level, black granite floor, rectangular, 40 feet wide by 70 feet long. The crumbled remains of what might have been obelisks adorn each corner, and at the back

sits a cracked and crumbling altar.

In the midst of this platform sits a recently constructed ten foot long Zurkwood dinner table, with 8 toad stool seats arranged about it. At the head of the table is a grand mushroom cap constructed chair, shaped like an inverted egg. Annarei takes this seat, and the Umber Hulk heads off to a kitchen carved in a Zurkwood to fetch the meal.

The bohemian nature of this grove is such that folk join, or do not join, formal dinner as they see fit at the time. Suortin brings a meal of boiled Fire Beetle and roasted mushrooms that is remarkably delicious. The beetles taste like lobster, and the meal is quite safe and nutritious. Gresyl Wine is offered – encouraged even - though no offense is taken if refused.

GRESYL AND GRESYL WINE

A single glass of Gresyl wine, or single dose of ingested pure Gresyl, is mildly intoxicating for 1d3 hours. Consuming more, however, can produce severe impairment, hallucinations, and potential madness. For every dose over one consumed there is a cumulative DC 10 + number of doses consumed Constitution save to avoid impairment – disadvantage on all rolls for 1d6+doses consumed hours. If one consumes six or more doses then unconsciousness, followed by a hallucinogenic dream state, occurs for 2d8 hours. At the end of such a trip there is a DC 10 Wisdom save to avoid a level of madness.

THE RUIN

Made of chiseled black granite, the ruin is an impressive structure. The black granite altar is crumbling and has been defaced by time. The remains of the obelisks have pictographs carved into them depicting battles between Drow and Azer, Salamanders, and Fire Elementals set to a background of lava and flame. An ancient conflict long forgotten by modern Drow.

The ruin is in fact a tomb – and sealed beneath it are the ancient remains of Qilnilee Illalambra, the Matron of a long fallen Drow House, plus her two high priestesses and court mage. The presence of

Orcus in the Underdark has turned those below into three **Wights** and a **Mummy**. Recently the Wights have been emerging and making Zombies of Annarei's guests. Whilst the revelers in Annarei's garden are passed out, they've made for easy prey.

The tomb entrance is at ground level at the back of the structure – a secret entrance that requires a DC 20 Intelligence (Investigation) check to reveal. If a PC inspects the ruin allow the chance to spot the entrance. But the entrance will reveal itself soon enough.

THE UNDEAD AWAKEN

As dinner progresses, the natives who have joined get more and more intoxicated, and less and less useful. Their attention wanders, they ramble, they gaze off into the distance. Annarei is no exception – she enjoys her drink. That's when the Zombies and a Wight emerge from under the ruins to harvest more victims.

A dozen **Zombies** and one of the **Wights** emerge and begin prowling through the fungal garden's looking for new victims. The undead don't even bother to look up at the dinner table – they fully expect Annarei and her friends to be far too gone to notice. Only Suortin the Umber Hulk remains sober, but he dotes his attention on Annarei and doesn't notice. Its up to the PCs to stop the undead.

PCs with a passive perception of 12 or more who aren't impaired by the wine notice the following:

The revelers are now thoroughly enjoying the effects of their drink – babbling on, looking dumbfounded, or gazing into space. Your eyes wander off the platform and to the gardens beyond. A few other revelers shuffle along at the back of the garden, mindlessly wandering it seems.

No, they aren't mindlessly wandering – three of them have just set upon a passed out goblin and gutted him, while a fourth creature – a pale gaunt biped with hideous claw – places his claws upon this victim, who seizes in terror and falls limp and dead.

If the PCs do nothing but observe, they watch two Zombies drag the first victim back under the ruin, while the Wight and remaining Zombies choose several other victims. Hopefully the PCs react and move to stop the slaughter.

If the undead are brought to Annarei's intoxicated attention she begins to sober up quickly, shocked that her guests are being attacked. However, she's a lover, not a fighter... rather than attacking, she forgets herself, sprouts her wings, and takes to the air, asking the sober PCs for their help. She isn't thinking clearly, and it does not occur to her that this might be an occasion to use the Gift.

She exclaims in sorrow as she recognizes former guests turned Zombie.

"Oh no, its Sevib and Daehtub, and they're zombies! I thought they'd gone home. Oh poor Cheehc. Where's Gnohc? Dys Tarreb, you too?"

The PC's should do the bulk of the fighting, but Suortin moves into the fray as well, attacking zombies who have wandered off or – if a cleric turns the zombies, Suortin plays clean up, finishing off the turned.

Once the Wight and zombies have been dealt with, Annarei, now revealed as a succubus, asks the PCs to please investigate the newly revealed tomb. She would be eternally grateful for their help, will offer packs filled with food and clean water, and any of her twelve healing potions she hasn't already traded away as a reward. If the PCs refuse, she'll have to regretfully insist – threatening to sick Suortin upon them, and to use Grazz'ts Gift to summon powerful aid.

TREASURE

The Wight's sword, bow, and arrow supply are likely useful. Further, the Wight has a garnet encrusted signet ring worth 50 GP.

THE TOMB

Made of chiseled black granite, the entrance to the tomb lies behind the now revealed secret door. A massive slab of granite moves on a perfectly

balanced axis, rotating to reveal granite stairs descending into shadow.

The stairs descend twenty feet into a primary chamber, 30 feet square, with a spider decorated sarcophagus in the middle. There are three halls, one extending out from the middle of each wall. The walls of this chamber, and the sarcophagus, are covered in murals depicting the reign of Matron Qilnilee Illalambra and her war with the elemental forces of fire. The two side chambers have murals that depict Priestesses sacrificing victims to Lloth, while the upper chamber's murals show scenes of arcane power.

The entire tomb has been twisted by the presence of Orcus. Undead within the tomb have advantage on saving throws against Spells and against Turn Undead.

Shuffling about the central chamber are one **Zombie Ogre** and five regular **Zombies**, that attack immediately. Down the halls to the right and left are the other two **Wights**, and three more zombies each. The Wight's react immediately, moving to within bow shot view on the first round of combat and using the hallway walls as partial cover. Their accompanying zombies remain with them as infantry cover.

Once the battle with the Zombies and Wight's is complete, the PCs likely inspect the tomb. Two of the three halls, to the right and left, lead to a burial chamber with an open sarcophagi and nothing of value. Inside the sarcophagus in the third chamber is a hidden compartment, DC 15 Wisdom (Perception) or Intelligence (Investigation) check to see it. The compartment holds a spell book. See Treasure section below for details.

THE MUMMY

The central sarcophagus definitely contains something of interest – a recently mummified matron! But this sarcophagus is trapped.

The sealed, ornately filigreed sarcophagus is trapped with a poisonous gas that bursts in a five foot radius around it when the lid is removed. A Wisdom (Perception) check DC 15 reveals that

some of the filigrees are tiny glass tubes likely to break when the sarcophagus is opened. There are four such tubes, one at each corner. They have one hit point, but are tiny – ac 14 to hit. Disarming the trap is a practical matter – break the tubes without being in range of the gas.

The poison is ancient and somewhat diluted. It causes 2d10 poison damage, with a DC 10 Constitution save for half.

Inside the Sarcophagus, the **Mummy** awaits, springing up to attack immediately. She has a silver crown upon her head, is wearing chain mail, thus has an **Armor Class of 16**, and wears a **Ring of Fire Resistance**, a relic of her war with the elementals that, now happens to cancel out the Mummy weakness to fire.

TREASURE

The other two Wight's have similar equipment and each has their own garnet encrusted signet ring worth 50 gold. The mummy's silver crown is worth 125 gold, and the **Ring of Fire Resistance** is a useful prize.

The spell book belonged to the Drow Matron's mage, and contains the following wizard spells.

1st Level: *Detect magic, grease, identify, jump, mage armor, magic missile, shield, unseen servant, witch bolt.*

2nd Level: *Alter self, hold person, misty step, ray of enfeeblement, see invisibility, web*

3rd Level: *Fly, gaseous form, lightning bolt, protection from energy, sleet storm, remove curse*

4th Level: *Evard's black tentacles, greater invisibility, ice storm*

5th Level: *Cloudkill, cone of cold*

Changing Difficulty

For weaker parties reduce the number of zombies, and change the Wights to Ghosts or Ghouls. For stronger parties, increase the number of Zombie Ogres, and increase the number of Wight's.

If the battle in the tomb goes poorly, Suortin, Zeks and Edsel are certainly available to rescue the party.

DUERGAR CRIMINAL INVESTIGATION SERVICE

When the PCs move on from Annarei's Garden they encounter a squad of DuerGAR seeking an AWOL pair, Zeks and Edsel.

While traveling a few miles away from Annarei's Garden, in a rough tunnel, about 10 feet wide and 20 or so feet tall, something suddenly appears above you. A stern looking DuerGAR, in typically austere scale mail, astride a now visible Carrion Crawler looks down upon you in a manner that convinces you that looking down upon others is commonplace for him.

"You – Surfacers! Two of our men abandoned their duties and stole their crawlers. The traitorous Sieppih (he spits at the ground at that insult) are Deserters and thieves that will be brought to justice. They were recently spotted in this vicinity. What can you tell us about them? Before you speak, it is my duty to remind you that lying to agents of the Deepking is a crime. Criminals face swift and unwavering justice."

The DuerGAR is a **DuerGAR Crawler Commando** (See Appendix A) named Yorel Orthej Sbig. He has proficiencies in Insight (+3), Intimidation (+3), Investigation (+2) and Perception (+3, passive 13). He commands a squad of two other currently invisible **DuerGAR Crawler Commando**'s also atop **Carrion Crawlers**. They are on the hunt for Zeks and Edsel.

While Yorel Orthej is questioning the PCs the other two Crawler Commando's, who assume flanking positions on either side of the party and take the Ready Action, prepping their Enlarge action as a reaction should hostilities break out.

If the PCs lie to Yorel, give him the opportunity through opposed rolls to notice and call their lies out, insisting that he knows they have seen the deserters. If the lies persist, he offers one chance to avoid justice – the PCs must confess their lies and escort Yorel to Zeks and Edsel. Should the PCs reveal that they have seen Zeks and Edsel, Yorel accuses them of harboring known criminals. To avoid swift justice, their sentence is to escort Yorel to Zeks and Edsel.

THE LAST LAUGHS

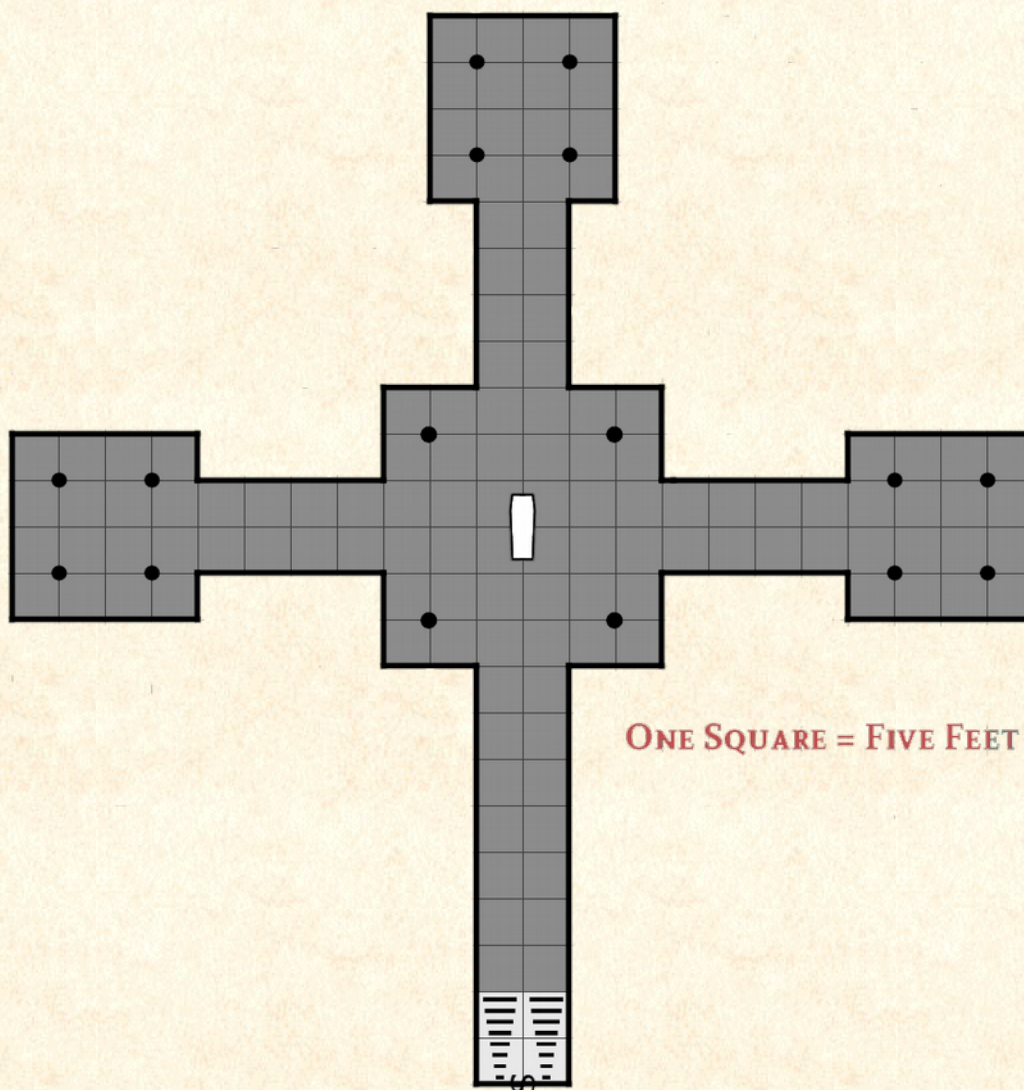
This wraps up the encounters herein. Hopefully you've enjoyed running them as much as I did. Depending on the PCs actions Nettie, Nivram, Annarei, Suortin, Zeks and Edsel, or Yorel might appear elsewhere in their journeys – as allies or enemies.

A fleeing, paranoid Nivram could certainly pop up from time to time, still trying to get away from “them.”

If the PCs earned Annarei's friendship then Annarei's Garden may be an interesting place to retreat to when in need. If they earned her scorn or dared to steal her Gift, then the Abyss cannot possibly contain her rage.

If the PCs cooperated with Yorel he could prove useful in Graklstugh, though ratting out Annarei's friends is sure to earn Annarei's scorn. The possibilities, as always, are as endless as your imagination.

ILLALAMBRA TOMB



Map made with Inkwell Ideas Dungeonographer

APPENDIX A: NEW CREATURE

DUEGAR CRAWLER COMMANDO

Medium humanoid (dwarf), lawful evil

Armor Class 16 (Breastplate)

Hit Points 39 (6d8+8)

Speed 25 ft.

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

Damage Immunity paralysis

Senses darkvision 120 ft., passive perception 12

Languages Dwarvish, Undercommon

Challenge 3 (700 XP)

Cavalry Training. When the Crawler Commando hits a target with a melee attack while mounted on a Carrion Crawler, the Crawler can make a melee attack against the same target as a reaction.

Crawler Commando. The Duegar has advantage on Wisdom (Animal Handling) checks relating to Carrion Crawlers. Mounting Carrion Crawlers costs the Commando 5 feet of movement, rather than half its speed. Special saddles and harnesses allow the Duegar to guide the Crawler without his hands, leaving his hands free for weapon and shield use. These harnesses keep the Duegar mounted even if the Crawler is upside down.

Duegar Resilience. The Duegar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed.

Enlarge Mount. If the Duegar uses its Enlarge action while mounted on a Crawler, the effect can Enlarge the Crawler as well.

Invisible Mount. If the Duegar uses its Invisibility action while mounted on a Crawler, the effect makes the Crawler invisible as well. The

effect is broken for both Duegar and Crawler if the Crawler attacks.

Sunlight Sensitivity While in sunlight, the Duegar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks.

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the Duegar magically increases in size, along with anything it is wearing or carrying. While enlarged, the Duegar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the Duegar lacks the room to become Large, it attains the maximum size possible in the space available.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) versatile 8(1d10+3) bludgeoning damage, or 12 (2d8+3) versatile 14 (2d10+3) bludgeoning damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage or 9 (2d6+3) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The Duegar (And mount) magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the Duegar wears or carries is invisible with it.

Duegar Crawler Commando's are the long range scouts, shock troops, and special forces of the Duegar.

Inspired in part by Scott Holden's Goblin Beast-Master. Check out Scott's *D&D Denizens: Goblins* on the DMs Guild for a Glut of Goblin fun.

APPENDIX B: MAGIC ITEMS

GIFT OF GRAZ'ZT

Wondrous item, legendary (requires attunement)

A beautiful onyx pendant, the *Gift of Graz'zt* is bestowed by the Dark Prince upon those who have earned his favor or captured his attention. The Gift is attuned by wearing the pendant as a necklace. The Gift only bestows its powers on the entity Graz'zt gave it to. If anyone else attunes it, it becomes the *Curse of Graz'zt*.

Once per day as an action the pendant can be caressed, summoning one or more fiendish servants who appear in unoccupied spaces you can see within 60 feet. The summoned demons disappear after one hour or when they drop to 0 hit points. The summoned demons are friendly to the summoner, and have a telepathic link to the summoner. They unquestioningly obey verbal and telepathic commands that are issued to them (no action required by the summoner). If no commands are issued they defend themselves from hostile creatures, but otherwise take no actions.

The demons summoned are determined randomly. Roll 1d6 to determine the type of demon or demons that appear.

1. 2d4 Dretch
2. 2d4 Manes
3. 1d2 Shadow Demons
4. 1 Barlugura
5. 1 Chasme
6. 1 Vrock

Curse of Graz'zt. Should anyone other than the original Gift recipient attune the Gift, it becomes cursed. It cannot be removed from the neck by any means other than a *remove curse*, *wish*, or *Divine Intervention*. Only a *wish* can allow the Gift to be used by an unintended recipient.

Once per day, at midnight, the *Curse of Graz'zt* automatically summons demons, per the chart above, who are immediately hostile to the wearer, doing everything in their power to slaughter the

wearer, and then any other living creature nearby, for one hour.

GREATER GIFT OF GRAZ'ZT

Wondrous item, minor artifact (requires attunement)

As the *Gift of Graz'zt*, but the demons summoned are as follows.

1. 2d4+1 Shadow Demons
2. 1d4+1 Barlugura
3. 1d4+1 Chasme
4. 1d4+1 Vrock
5. 1d2+1 Hezrou
6. 1 Glabrezu

About the Author

Tony has been a gamer for two centuries and counting. He was hooked the moment he set foot in Quasqueton while In Search of the Unknown.

He started DMing last millennium at the beginning of a magical age known as the 80's and has been challenging players ever since. To his astonishment and great pleasure several players have been with him since he first got behind the DM screen.

Tony's going to stop talking about himself in third person now, cuz - its weird.

I sure hope you enjoyed this batch of adventures, and I'll have more for you soon.

Coming Soon -

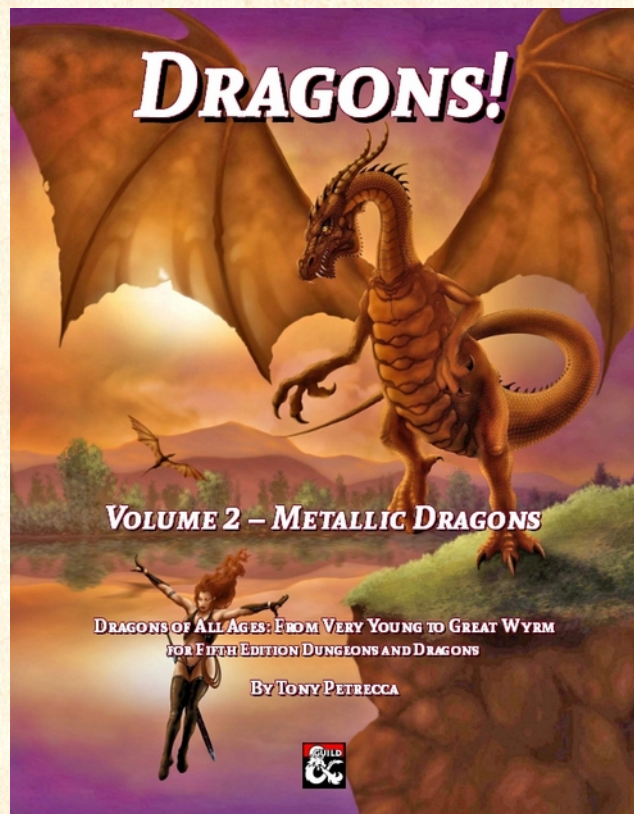
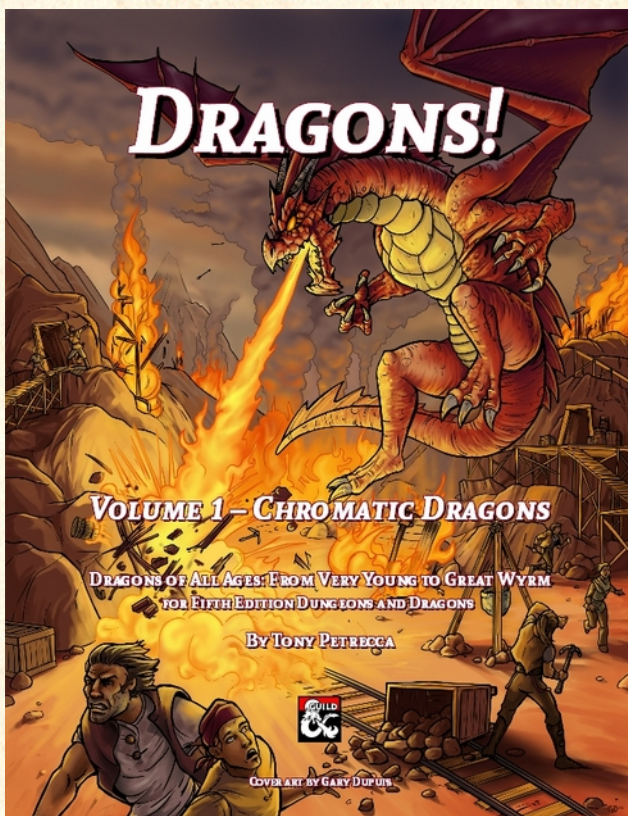
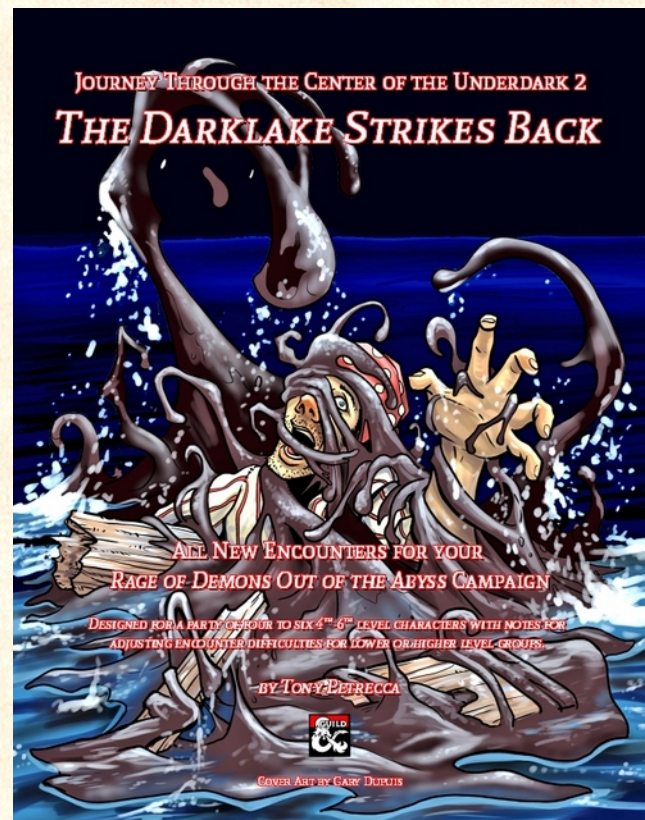
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