

TARTARUS

JOURNEY INTO THE UNDERWORLD



A 12TH LEVEL ADVENTURE
BY ELISE CRETEL



TARTARUS

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A NOTE FROM THE AUTHOR

Some of my earliest memories were sitting in our family library going through my mom's large books featuring antiques and history. Each book was full of glossy pictures of unusual and beautiful treasures that once belonged to people of another time. These books took me on a journey to a world beyond the creaking old farmhouse of my childhood.

Since then I have enjoyed reading history to uncover the mysteries of humankind. I am thrilled to have the freedom to mix mythology and Dungeons & Dragons on the same page and to write new mythologies for some of humankind's most legendary deities. These characters have been kept alive over time through books, theater, and even older editions of D&D allowing newer generations to enjoy their ancient mysteries.

Elise Cretel

Producer and Project Lead

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INTRODUCTION

Strands of Persephone's long, dark hair dance near her face as she looks out toward the setting sun. Tall grasses glow as the sun sinks into the earth's horizon. Demeter places a hand on her daughter's shoulder as she approaches. "Your time here is quickly coming to an end this season." Persephone runs her hand over the new life within. She takes in a deep breath filled with late summer jasmine as her mother continues. "The goddesses have sent you a celestial blessing. What will you do about...Hades?"

RUNNING THIS ADVENTURE

Tartarus is a *Dungeons & Dragons* 5th Edition one-shot adventure set in the Greek underworld of Hades and Tartarus. This adventure is optimized for four to six players at level 12.

This adventure has been written for the Dungeon Master. You will need the following D&D 5th edition titles in order to play this adventure: *Dungeon Master's Guide*, *Monster Manual*, *Mordenkainen's Tome of Foes*, and *Player's Handbook*. Monsters printed in bold in the text can be found in the *Monster Manual* or *Mordenkainen's Tome of Foes*. All other monsters can be found in Appendix A of this adventure.

Spells or magic items referenced in the *Dungeon Master's Guide*, *Monster Manual*, or the *Player's Handbook* will be written in italics. All other magic items can be found in Appendix B of this adventure.

Text appearing in a box text like this should be read aloud or paraphrased when players enter that area unless directed to read it after a different cue.



TARTARUS

EVERY CITY HAS ITS OWN UNIQUE mythology of Persephone. A lost tale describes a virgin goddess who was kidnapped and taken to the underworld (Hades). She took the crown of the underworld for herself in reparation for the misdeed against her. Her captor was devoured and all of the children of Persephone were blessings from the goddesses themselves.

PRISONER OF HADES

Like a perfect day in Elysium, insects hum as the warm breeze sends waves through oceans of grass and wildflowers. Persephone peacefully enjoys the sun on her skin as the butterflies move through the wildflowers. Persephone, daughter of a powerful goddess, is the symbol of spring's flourishing flora.

Persephone sits in the grass reading. The oceans of tall grasses gently rustle as the story fills her imagination. A branch snaps nearby and a grey hand forcefully grabs her by the arm. With a snap of the intruder's fingers, the earth trembles and rips open below them. Stones and debris rain down into the crevice and the intruder jumps into the darkness below, pulling Persephone down into the bottomless void. Within moments, the earth closes up without a trace of the portal opening. The field of perfect grasses and fond memories, now completely empty.

PLAN FOR ESCAPE

Persephone's repeated rejections of Hades left him with no alternative but to abduct her to be his bride. Coercing her into eating the seeds of the pomegranate, Hades forever bound her to the plane of the dead. Persephone's sudden absence from the Material Plane caused the plants there to wither and die. Many in the Material Plane went hungry and protested in great numbers at temples for the return of the

goddess and their harvests. Persephone's mother, Demeter, along with other deities, demanded her safe return in order to bring back the life that once flourished on the Material Plane.

Hades struck a deal. Persephone must stay in the underworld for six months and could return to the Material Plane during the other half of the year. Since then, the first blossoms of spring have been the symbol of her return from the underworld.

During her most recent visit to the Material Plane, the goddesses blessed the virgin Persephone with a child. Persephone fears her daughter would be imprisoned in the underworld upon her annual return as Hades does not like anyone leaving.

Upon her next return to the Underworld, Persephone seeks the help of her friends Kampe and Hekate. They plan to break free of Hades's rule and permanently trap him with the fallen Titans in Tartarus. An ancient ritual requiring the blood of mortals is planned so they can finally be rid of him.

Once Hades is disposed of, Persephone seeks to take his throne as ruler of the underworld, allowing her daughter to enjoy the freedom of the realm of the living as she once had.

TARTARUS

Underworld, chaotic evil

There are three planes of the underworld: Asphodel Fields, Elysium, and Tartarus. Tartarus is the least favorable of the underworld planes. It is latticed with lava flows and a river of fire meanders through the plane. Unbearable heat radiates from obsidian cavern floors of the realm that houses some of the most ferocious creatures of the afterlife.

HADES

Underworld, neutral

Hades is the realm of the dead, ruled by Persephone and Hades. No sunlight shines in Hades, only the subtle glow of stones studding the caverns pierces through the darkness. Strange vegetation covers the landscape of the realm of the dead.



PERSEPHONE

Persephone is the queen of the underworld and symbol of spring. She is forced to spend part of the year in the underworld after being abducted and tricked by Hades. Every year she returns from the underworld to usher in spring and rebirth to the world.

ROLEPLAYING PERSEPHONE

Persephone spends her time in her garden sanctuary in the underworld when she is not hearing petitions of recently deceased mortals. She always carries a book with her and can be seen sitting in her garden reading.

She tries her best to avoid Hades unless they need to communicate something important. She is very compassionate, especially when compared to Hades's cruel nature. She also finds honesty a virtue.

When speaking to Persephone, she has a calm otherworldly air about her. She takes the time to kindly listen.

KAMPE

A fiery woman who is part dragon and capable of shape-changing into a woman. She is close friends with Persephone. Her duty in the underworld is to guard the imprisoned creatures of Tartarus.

ROLEPLAYING KAMPE

Kampe spends her time patrolling Tartarus, ensuring those imprisoned there do not escape. She likes to travel to Hades to see Persephone and Hekate and play cards and dice together. She is a woman of few words, and she is a fierce defender of her friends.

Kampe is a strong woman who has little patience for small talk. She likes to get straight to the point when she speaks with others. She is very loyal to her underworld friends and has excellent follow-through when given a task.

HEKATE

Hekate represents magic, traveling between planes, ghosts, and herbalism. She is allowed to travel to and from the underworld as she pleases and is protective of Persephone.

ROLEPLAYING HEKATE

Hekate spends her time in the underworld studying lost arcane tomes and practicing magic. She is an expert of the arcane arts and those in the underworld regularly seek her guidance on the subject.

Hekate is a generous teacher and has a calm, soothing voice when speaking to others. She tends to watch the room and is cautious when speaking to strangers.

HADES

Hades is considered the ruler of the underworld and rarely leaves his domain. He is known to become angry if anyone tries to escape the underworld or cheat death.

ROLEPLAYING HADES

Hades spends much of his time managing the underworld and listening to the petitions of the dead. He lacks empathy and can resort to cruelty.

Hades has the propensity to choose violence over diplomacy. He is short-tempered and often verbally spars with others. He believes himself to be superior to all mortals, and most deities, leading him to think he is always right. Hades does not care for anyone who disagrees with him.





ADVENTURE LOCATIONS

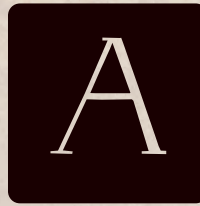
RANDOM ENCOUNTERS

The underworld is a dangerous place for adventures. Anytime the characters take a long or short rest in any area of the underworld, with the exception of area 12, there is a chance they face a random encounter. Check for a random encounter every 30 minutes while characters take a long or short rest in the underworld. Also check for random encounters if the party enters an unoccupied area of the underworld. If Persephone's quest is completed, random encounters no longer appear.

To determine whether or not a random encounters occur, roll a d20. No random encounter occurs on a result below 15. On a 15 or higher, roll a d10 and use the table below to determine the nature of the encounter.

TARTARUS RANDOM ENCOUNTER TABLE

d10	Encounter
1	Cerberus (gray render)
2	3 Allips
3	1 boneclaw
4	2 deathlock masterminds
5	2 trinkets
6	Nest of three mysterious monster (couatl) eggs
7	1 young red shadow dragon
8	Loud groans and screams of hundreds of dead can be heard from an unknown source.
9	1 narzugon
10	A group of transparent commoners walk by. They cannot hear you and your hand passes through them like air if you attempt to touch them.



ALCYONIAN LAKE GLISTENS IN THE SUN as reeds gently rustle in the breeze. A large stone bluff juts out of the earth behind the lake. Its crystal clear waters invite you to its depths.

This lake is one of the few portals leading to the underworld, Tartarus. Characters are lured into the portal by Hekate who is disguised as an old man in need of aid.

1. ALCYONIAN LAKE

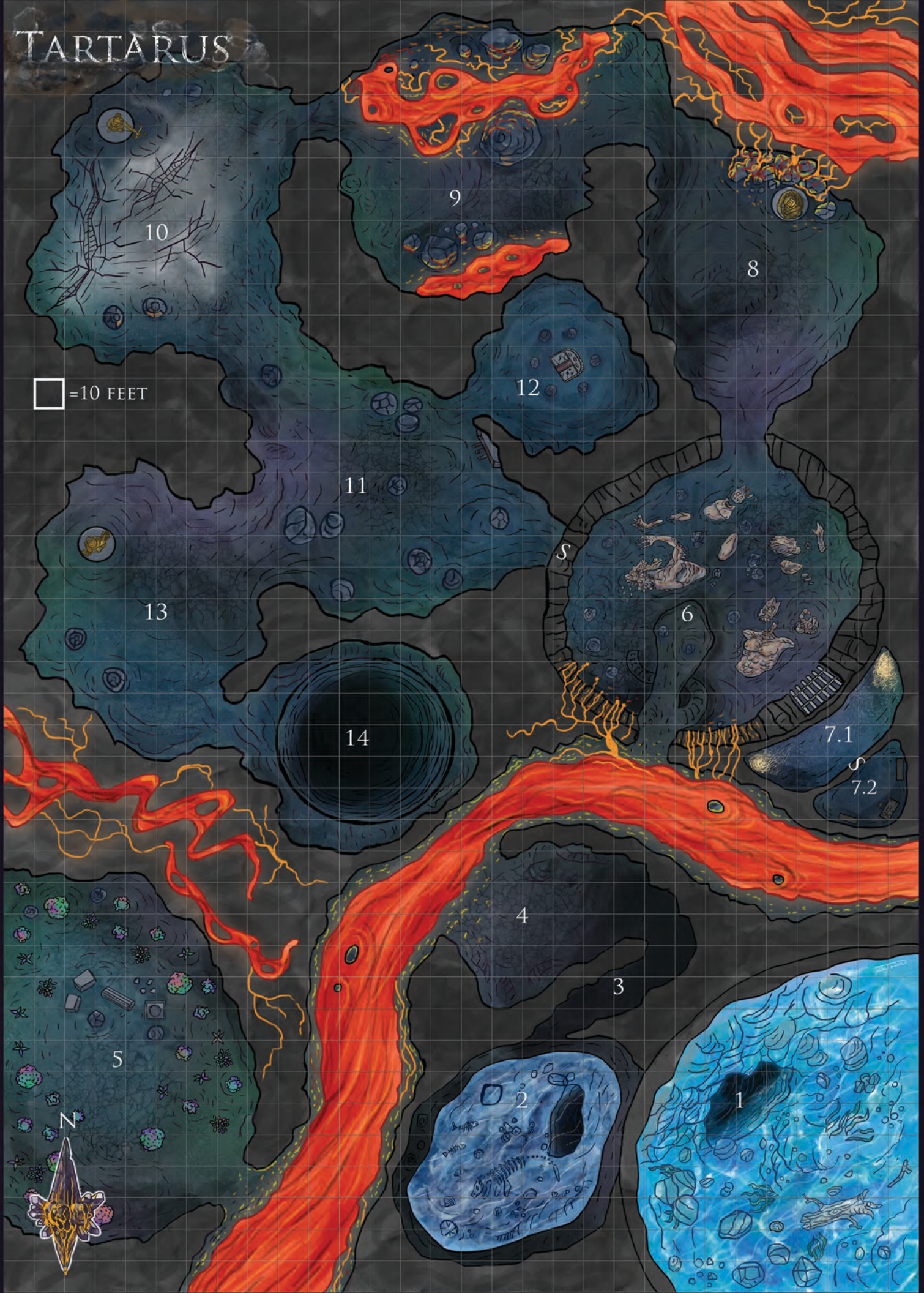
The waters glitter in the warm sun as an elderly man walks up and down the bank. A simple, tattered hood is pulled over his head to protect him from the sun's scorching aura. He occasionally stops and gingerly tries to step into the water, poking around with his walking stick only to turn around to try another spot. A small wooden boat rests on the shore, gently rocking in the water.

The old man asks the party to help retrieve his gold pouch which slipped into the water while he was in his boat. The water is crystal clear and a glint of gold can be seen sparkling 30 feet below the ripples.

Development. If the gold is retrieved and handed to the old man, he pulls down his hood to reveal a young woman with long brown hair. She thanks the party and hands the dripping leather bag to the nearest party member, telling the party they need it for the journey. She asks the party to come quick and follow her, the goddess needs their help. Without hesitation, she dives into the water and swims toward a cave opening beneath the water and disappears.

If the party decides to steal from the bag or not return it, the old man approaches them and ask why they took it before requesting its return. If they refuse to give the old man the bag, he tells them that such deeds guarantee them a long stay in his domain. The old man turns into Kampe's true form, an **adult brass dragon** with the torso of a woman. Kampe tells them their help is needed and demand they follow. If the party refuses, Kampe attacks. If Kampe loses more than half of her HP, she curses the party and dives into the water, disappearing into the underwater cave in the depths of the lake.

TARTARUS



□ = 10 FEET

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9

8

12

11

13

6

14

7.1

7.2

4

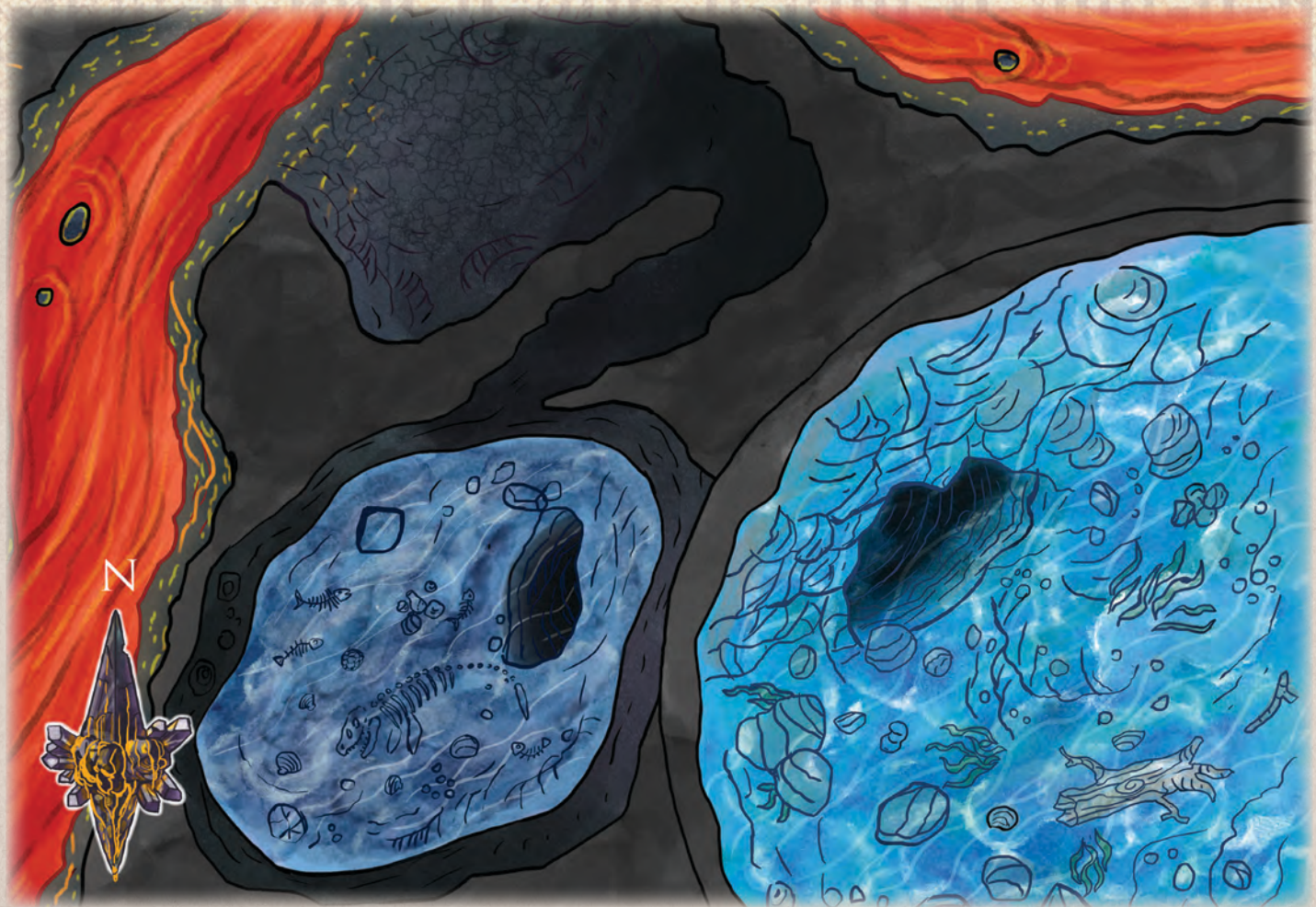
3

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2

1

N



If the party ignores the dragon and leaves, Kampe is unhappy and curses the party.

Kampe's Curse. During the next three long or short rests, the party's rest is interrupted with an angry adult dragon encounter. They do not gain the benefits of the rest. The type of adult dragon is the Dungeon Master's choice.

Leather Bag. This bag contains 50 gp. Each gold coin bearing the profile of a woman and is labeled 'Hypatia.' The wet leather bag also contains silver *rings of waterbreathing* engraved with dolphins and encrusted with blue aquamarine stones. (There are enough rings for the whole party.)

2. GATE TO TARTARUS

If characters enter the underwater cavern by swimming, read:

Water engulfs your senses as you pass into the underwater cave. Air bubbles rush past as you swim into darkness. Suddenly, you feel a current and then gravity take hold as you tumble down a waterfall and splash into a large, underground lake.

The room is dark, and a waterfall creates mist in the hot cavern. Shards of broken clay jars litter the floor

around the lake. There is a large statue of Thanatos towering over a massive anvil that has smashed into the basalt floor. Cracks spider across the floor from the fall long ago. Note: The portal leading into this area is a one way passage and any attempt to travel out through it causes the player to be plunged into the underground lake where they first entered.

Anyone who investigates the bottom of the lake, succeeding with a DC 13 Investigation (Intelligence) check, finds a large, heavy clay jar among the fish skeletons, tortoise shells, stones, and mud.

Statue of Thanatos. Anyone making a successful DC 15 Religion (Intelligence) check knows that Thanatos is a deity who symbolizes death. A successful DC 14 Investigation (Intelligence) check reveals a golden dog statue (25 gp) tucked near the foot of the statue.

Clay Vessel. Opening the seal or breaking this heavy, clay vessel requires a successful DC 16 Strength check. The clay vessel contains 10 gold coins bearing the profile of a woman and labeled 'Hypatia', a rusty dagger, and a golden armband inlaid with emeralds (500 gp).





3. UNDERWORLD ENTRANCE

Brittle shards of shiny, black basalt crack as they are crushed underfoot. The path leads into complete darkness, into the center of the world. An uncomfortable silence, paired with the absence of any light, gives you a sense of disorientation as a woman's voice calls to you in a whisper through the darkness.

Mythal. This cavern is completely dark and protected by a powerful mythal rendering any light source (chemical or magical) useless. This mythal also renders characters with any form of darkvision unable to see and makes them feel suffocated by the void-like nature of the cavern. If characters move in any direction besides following the voice, they are unable to find an endpoint in the room. No matter how far they wander, they don't seem to be moving farther away from the group due to the mythal. Everyone must succeed on a DC 15 Wisdom saving throw or be struck with the fear condition and a sense of being outside of their body for one hour.

A whispering voice fills the air, asking the adventurers to follow it. A successful DC 13 Perception (Wisdom) check allows party members to recognize the voice as that of the woman at the lake, provided she communicated with them in either her female human or dragon form. Following the voice leads the party to area 4.

4. THE PHLEGETHON RIVER

A boatman appears from the river of fire and the large vessel scrapes against the craggy basalt as it docks. The unwashed, hooded man towers over the party and silently holds out his hand. The fire twists into the air off of his shabby, black robes leaving the boatsman untouched.

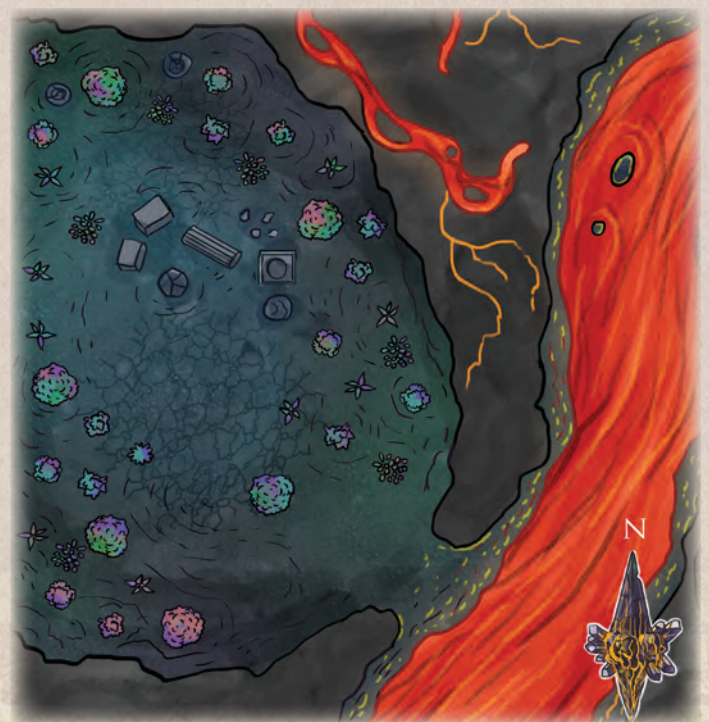
If Kampe is still alive, she steps out of the flames of the river and asks the party to travel by boat to Hades. The goddess needs to speak to them. She slips back into the river of fire unscathed.

Development. Charan (**boneclaw**, neutral alignment), the boatman, stands 10 feet tall and guards the entrance to the wooden boat. If the players hand him any type of gold coin, he allows them onto the boat.

Once everyone has paid the boatman's toll of 1 gp each, Charan picks up a massive oar and begins to navigate the river of fire until he breaches another shore (area 5).

River of Fire. The heat of the fire is overbearing and causes passengers to sweat profusely unless they have immunity or resistance to fire. If anyone touches the magical fire, it causes intense pain, but no damage.

Anyone who gets into the river of fire sinks into its depths and their hp immediately drops to zero as the underworld pulls them in. If they die, they appear before the boat as a hideous creature and utilizes **the hungry** stat block for their character unless they convince Persephone to remove the curse with a successful DC 18 Charisma (Persuasion) check. Successfully completing the quest given by Persephone removes the curse as part of her reward. Note: if the player still has the hungry stat block after this adventure, the DM may craft a quest to remove this curse.



5. GATE TO HADES

The flames begin to thin as the boat breaches a sandy bank, bending the reeds as it comes to a halt. The dim green and blue haze of the plane of Hades fills everyone's vision. The thick, humid air feels cool on the skin after stepping ashore and moving away from the fiery river. A verdant underground garden of strange purple and colorful plants appears through the reeds. A woman's voice quietly summons.

Persephone's (**solar**) hushed voice summons the group into a small meadow surrounded by dense, fragrant flowering bushes blooming in purples and blues. Gems studding the vaulted ceiling emanate a strange, dim light that fills the area. Persephone stands by her friend Hekate, and tells the group she has come back to Hades early and she needs the help of mortals. She tells her story of Hades abducting her and forcing her to be his wife. During her last visit to the Material Plane, the goddesses blessed her with a child. The oracles have claimed it is a daughter, who is fated to be the goddess of female empowerment. Persephone wants to free herself and her future daughter from their captor, Hades, by imprisoning him with the fallen Titans in Tartarus.

She gives the party a map with three landmarks that need to be touched with the blood of three different mortals. She tells the party the landmarks may need to be manipulated in order to trigger the ritual her friend Hekate executes on the platform above the fallen Titans. She says, once the blood of mortals has been sacrificed in all three locations, to meet back with her and stop anything from disrupting the ritual. Hekate signals her to summon Hades. She tells the group she plans to give Hades a cursed ring.

Development. If the party accepts Persephone's quest, she hands them a bag of treasure. She explains they must draw blood with the ritual dagger but that she must stay so as to not alert Hades that anything is amiss. She hurries Hekate and the party back to Charan and the boat. She hands Charan a bag of gold coins to pay for everyone's ride back to Tartarus and quickly disappears into the foliage. The boat leads to area 6.

Bag of Treasure. Inside is a silver ritual dagger, three vials of *Persephone's ointment* (see Appendix B), 100 gp, and six 50 gp obsidian stones.



6. THE CHAMBER OF FALLEN TITANS

A crumbling, jagged path winds along a vast cylindrical cavern. Below lies the petrified bodies of the Titans, banished eons ago. Their fallen bodies, like small hills within the massive chamber.

Charan stops the boat against the smooth obsidian rock. Hekate leaves the vessel after placing a steadying hand on the cavern wall. She nods at Kampe who has appeared from the river of fire in her half-dragon form. Kampe crawls down into the massive pit full of petrified, fallen Titans in preparation of the ritual.

Hekate grasps the ring box tightly and tells the party that she climbs the stairs that lead to a platform above the Titans with a gift for Hades, a ring secretly blessed by Hypnos. She points to a chamber (area 8) and tells the party to take the knife and to start the ritual. She says they will see a sign if they have completed one of the steps in the ritual correctly. She directs the party to come back to this area to aid them once the ritual is complete.

Dungeon Gate. Area 7.1 can be seen between the bars of this massive gate.





The Ritual. The ritual is successfully completed when the party members complete all of the following tasks in unison: use a bloodied hand to pick up Athena's sword, hold Demeter's torch, and shoot the east stag tile. When the ritual is complete, Hekate's voice booms in the greeting of Hades and Persephone from the Chamber of the Fallen Titans.

When the party enters the chamber after the cue, they see Persephone open a box containing the blessed ring. She offers the gift to Hades. When he puts the ring on his finger, he immediately falls asleep; Kampe catches the god's falling body and drags it down to the Titans. Hekate opens her satchel as she and Persephone quickly set up the ritual symbols, and then hold hands and begin chanting.

A powerful wind begins to cyclone in the chamber as the weave begins to open. Electricity crackles through the air as one of the petrified Titans begins to animate. It reaches for Hades with a desire to swallow him whole as Kampe bounds off. Hades is too powerful and is able to wake up from the spell in a fury.

Hades's roar fills the chamber and his hound, Cerberus (**gray render**), enters and begins to howl as the Titan stumbles and falls back into the stone wall. Its fall breaks open the holding cell of the Cyclops (**stone giant**) and Hecatoncheires (**fire giant**). Both of the freed creatures smell the mortals and immediately pursue the party to attack them. Cerberus races towards the mortals to join the fight. The wind stops as the ritual ends. The deities believe the mortal heroes can handle the encounter, so the three of them watch from the platform above.

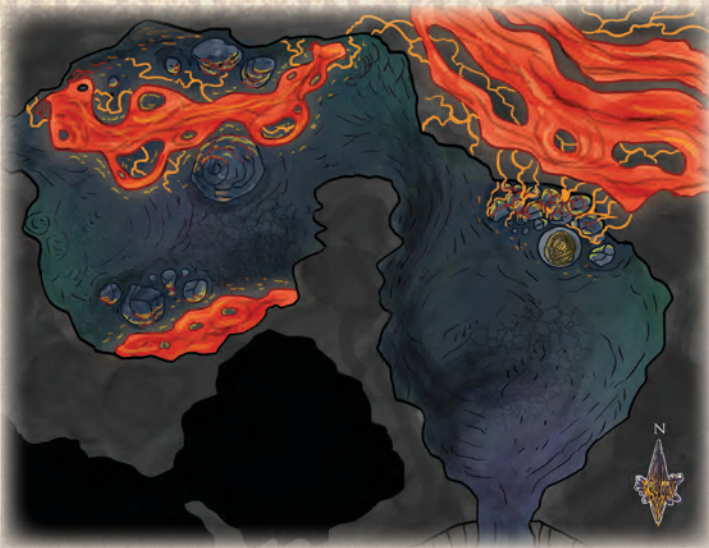
Hades attempts to remove the ring, but something is wrong. Hades begins to transform into a hideous monster with tentacles (**balhannoth**). The creature begins crawling the walls, ready to strike. Hekate can be seen on the platform with a triumphant smile. Her outstretched finger pointing at the balhannoth then reaches back into her component pouch.

Development. If Hades is destroyed or imprisoned, Persephone claims the power of the underworld. She gifts the characters with a large chest of treasure and removes the curse of anyone who became afflicted with the hunger stat block.

Chest. The chest contains three *potions of superior healing* and 500 pearls (3,000 gp).

Hekate then leads the party to area 14. With a wave of her hand and a secret command word, she opens a portal deep within the drop off and instructs party members to jump into the bottomless pit to return to area 1. When jumping into the void, each member free falls for a few minutes before passing through a watery portal created by Hekate. They appear in the entrance of the underwater cave in Lake Alcyonian, unharmed. When they swim up for air, they notice a silver coin under their tongue with the symbol of Thanatos, reaching the conclusion of this adventure. Note: Anyone who has eaten the pomegranate seeds, found in area 7.3, will not be able to enter the pit. An invisible magical barrier prevents them from passing through. They have to find a way to escape the underworld.





7.1 THE DUNGEON

Heavy footsteps slap across the stone floor, and the ground shakes as a cyclops sits on the floor. Creatures within the prison grunt and mumble as they move stones within their dungeon.

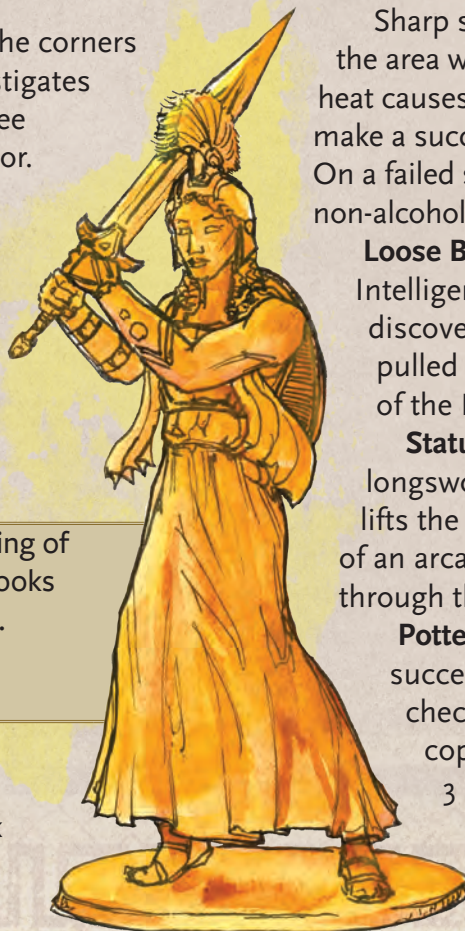
This cavern is blocked by a heavy, adamantine portcullis that has been permanently sealed shut with molten iron by the god Hephaestus. Inside are the Cyclops (**stone giant**) and Hecatoncheires (**fire giant**) monsters which Kampe has been tasked to guard.

Gravel and hay is gathered in the corners of the stone floor. If anyone investigates the piles of hay, they discover three small circles carved out of the floor. The small bronze statues of the Fates fit in these circles. If all three statues are placed into the slots on the floor, part of the solid stone wall begins to lower to reveal a small makeshift study behind the dungeon.

7.2 THE STUDY

Cobwebs hang low from the ceiling of the long lost study. Crumbling books and scrolls line a small bookcase. A lone candle sits on the desk, covered with time.

On the desk is a *Potion of Diminution*. A successful DC 15 Investigation (Intelligence) check of the bookshelf of crumbling



books reveal an *immovable rod* and *pipes of sewers*, among the debris. A successful DC 15 Intelligence (Investigation) check of the floor reveals a large, removable brick at floor level. Anyone who peers into the space sees a very small, dark room with a shiny object about 10 feet away inside.

7.3 THE TINY HIDEAWAY

If anyone is small enough to enter this room, they discover 10gp and pomegranate seeds 15 feet into the room. If anyone eats these seeds, they are unable to leave the underworld. Persephone can remove this curse if the players complete her quest and either earn the reward or make a successful DC 18 Charisma (Persuasion) check.

8. CAVERN OF ATHENA

The statue of Athena looms as heat waves billow from the cavern floors. A silver longsword lies in her muscular, outstretched hands as her marble robes elegantly sweep the floor, frozen in time. The intense heat of a lava lake pours into the cavern from a long-disintegrated basalt wall to the north of the chamber.

Sharp shards of basalt stones and boulders litter the area where the wall once stood. The intense heat causes thirst in the party and everyone must make a successful DC 14 Constitution saving throw. On a failed save, players must drink water, or any non-alcoholic beverage, or take 2d12 fire damage.

Loose Brick. Those who make a DC 15 Intelligence (Investigation) check near the wall discover a loose brick in the wall. If the brick is pulled out, players find a small bronze statue of the Fate named Clotho.

Statue of Athena. Athena holds out a silver longsword in her extended hands. If the party lifts the sword with a bloodied hand, the sound of an arcane mechanism being triggered echoes through the chamber.

Pottery and Broken Pots. Anyone making a successful DC 15 Intelligence (Investigation) check discovers a 500 gp topaz and 20 copper pieces. On a failed check, they find 3 copper pieces.

9. LAVA CHAMBER

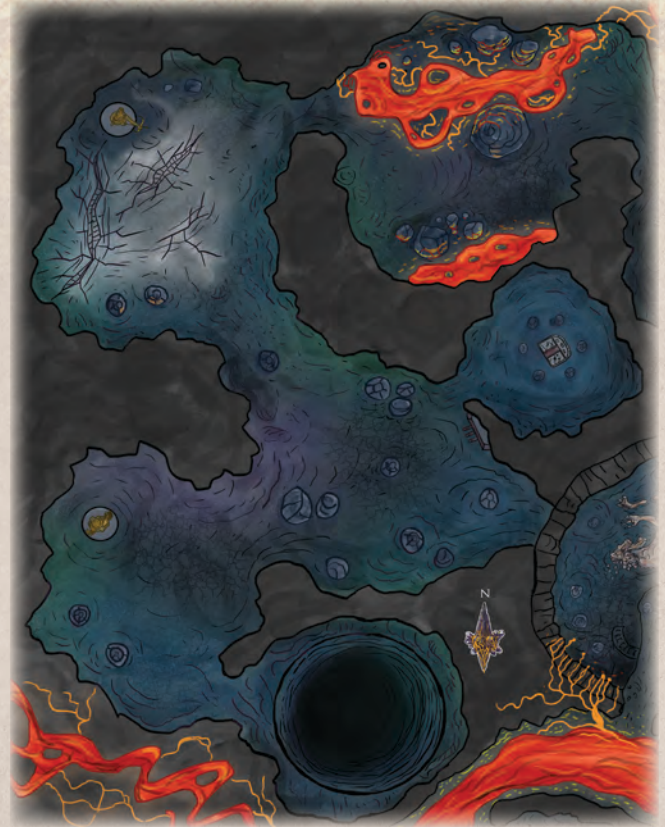
Heat radiates as a flow of lava pours down a cavern wall into a magma pool. Giant steam and magma mephits stalk the cavern around large boulders.

One **giant steam mephit** and **giant magma mephit** (see Appendix A for both) find a home in this cavern. They attack any creature they notice entering the area.

10. CAVERN OF ARTEMIS

A statue of Artemis stands tall with her eye and drawn bow focused on an unseen target. Steam rises from the cracks of the basalt in the floors as stone creaks and groans in the expanding heat.

The heat in this room is so intense that characters must make a DC 17 Constitution saving throw. On a failed save, characters take 3d6 fire damage, and half damage on a success.



Stag Tiles. There is a stag tile on the north, west, south, and east walls. A successful DC 13 Perception check reveals that Artemis's bow is pointed at the east tile.

If a party member with a bloodied hand attacks the stag tile (AC 15) with a spell or ranged attack on the east wall, the chamber echoes with the sound of an arcane mechanism being triggered.

11. EMPTY CHAMBER

Steam rises from the cracks in the walls. The remains of old pottery lies shattered across the floor. The dim glow of small magma pools gently illuminates a set of levers.

Levers. There are three levers on the wall. Pulling them causes the following effects:

- Lever 1: A hostile **titivilus** appears.
- Lever 2: Opens a secret door that leads to the Chamber of Fallen Titans (area 6).
- Lever 3: A hidden stone in the wall moves to reveal a small shelf with a leather bag. Inside the bag are the following material components: a glass eye, a vial of unholy water, a sulfur stone, a clay pot of grave dirt, and an onyx stone.



12. SANCTUARY OF NYX

The ceiling swirls with an ethereal night sky full of stars. Ancient stone pillars surround an altar of the night. The cavern walls glow with a subtle purple from the torch light. The area gives off a peaceful aura.

This is the sanctuary of the god Nyx. Her name and symbols of the night are carved into a stone altar. The face of the altar has three small, round indentations carved into the stone. This is the only place in this underworld area the party can take an uninterrupted long or short rest.



Altar. Placing all three bronze statues of the Fates (Clotho, Lachesis, and Atropos) on the altar causes a wooden chest to appear on the altar. Inside the unlocked chest is the Shield of Artemis (see Appendix B).

13. CAVERN OF DEMETER

The air wavers from the intense heat of the chamber. A marble statue of a tall, confident woman carrying grain is illuminated in the fiery room.

The floor of this room is cracked and releases gases that cause the floor to be on fire. Anyone stepping into this area must make a DC 18 Dexterity saving throw. On a failed save, the character takes 2d10 fire damage, and half damage on a success. The saving throw must be repeated for each minute they remain standing on the fiery floor.

Clay jars. A successful DC 12 Intelligence (Investigation) check of the clay jars reveals five copper pieces and a small, bronze statue of the Fate named Lachesis.

Statue of Demeter. Demeter holds grain in the crook of her arm and a torch with a magical fire. If the torch is lifted with a bloodied hand, this triggers the arcane mechanism. The sound of the trigger echoes through the chamber loudly.

14. THE DROP OFF

The deafening wailing of the dead fills your ears. A cold, damp wind comes up from a bottomless pit that takes up the majority of the chamber. Only a small, one-foot ledge wraps around this void in the ground from which the cries emanate.

Anyone who walks along the small perimeter walkway must make a successful DC 16 Wisdom saving throw or be struck with the fear condition.

Stone Shelf. Across the room is a stone shelf on the wall, 10 ft. high. On the shelf is a bronze statue of the Fate Atropos.



Shield Mount. Placing the Shield of Artemis, found in area 14, activates a portal down in the pit. When activated, the portal swirls with flickering light as a crackling sound fills the chamber. This portal leads back to area 1.

Note: If anyone jumps or falls into the void before Hekate opens the portal, or the portal is activated by the shield mount, they land in the lake at the Gate to Tartarus. They have to pay Charan to return to the Cavern of the Fallen Titans. If any of the removable statue items falls into this portal, they reappear with the original statue and the trigger needs to be reactivated.



ENDINGS

The portal in the lake remains active until the characters complete Persephone's quest. Once they have exited the underworld via Hekate's portal, an earthquake strikes. The earth trembles and rocks fall into the opening of the underground cave, sealing the portal off entirely.

HADES IS DEFEATED

If Hades is defeated, or exiled from the underworld, Persephone attends a grand coronation where she is crowned as the sole ruler of the entire underworld. She continues to travel to the Material Plane each spring, returning to the underworld each fall.

Random encounters no longer appear in the underworld.

HADES PREVENTS HIS OVERTHROW

If Hades is not defeated, the following occur:

- Hades remains ruler and large pools of magma begin to form throughout the underworld. Every 10 minutes, characters need to make a successful DC 16 Constitution saving throw or take 2d12 fire damage.
- With a point of his finger, Hades creates a great stone prison and imprisons Hekate, Persephone, and Kampe inside for a year. Spring will not return to the Material Plane, creating a year-long winter and great famine.
- To escape the underworld, the characters must use the Shield of Artemis (see Appendix B) found in area 12 to activate the portal in area 14.

When the characters escape the underworld, they may advance a level.



APPENDIX A: MONSTERS

Tartarus contains some unique and terrifying creatures. New monsters referenced in this adventure are described in this appendix.



GIANT MAGMA MEPHIT

Large elemental, neutral evil

Armor Class 15

Hit points 215 (21d10+100)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	10 (+0)	16 (+3)	18 (+4)

Skills Stealth +9

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive perception 13

Languages Ignan, Terran

Challenge 10 (5,900 XP)

Lethal Burst. When the mephit dies, it will erupt in a massive cloud of steam. All creatures in a 20-ft radius must make a successful DC 15 Dexterity saving throw or take 36(8d8) fire damage.

Innate Spellcasting. This mephit can cast the following spells innately (spell save DC 18) and its spell casting ability is Charisma: *investiture of flame*

Actions

Hurl Magma. A mass of magma can be hurled up to 100 feet. Target must make a DC 17 Dexterity saving throw. On a failed save, the target takes 71 (13d10) fire damage and is paralyzed by hardened magma. On a success, the target only takes half damage.

Magma Blast (Recharge 6). A 30-foot cone of magma is exhaled by the giant magma mephit. Creatures in this area must make a DC 16 Dexterity saving throw. On a failed save the creature takes 44 (8d10) fire damage and the creature is petrified and encased in cooled basalt. On a successful save, the creature only takes half damage.

Magma Geyser. A magma geyser erupts from the ground and rises up to 50 ft into the air. Anyone within five feet of the geyser must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 45 (10d8) fire damage, and half damage on a success.

GIANT STEAM MEPHIT

Large elemental, neutral evil

Armor Class 14

Hit points 205 (21d10+90)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Skills Stealth +10

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive perception 13

Languages Aquan, Ignan

Challenge 10 (5,900 XP)

Lethal Burst. When the mephit dies, it will erupt in a massive cloud of steam. All creatures in a 20-ft radius must make a successful DC 15 Dexterity saving throw or take 36(8d8) fire damage.

Innate Spellcasting. This mephit can cast the following spells innately (spell save DC 19) and its spell casting ability is Charisma: *gust*

Actions

Steam Swipe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d8+1) slashing damage.

Steam Blast (Recharge 6). A 40-foot cone of steam is exhaled by the giant steam mephit. Creatures in this area must make a DC 16 Dexterity saving throw. On a failed save the creature takes 66 (12d10) fire damage or half that damage on a successful save.

Steam Geyser. A steam geyser erupts from the ground that rises up to 50 ft into the air. Anyone within 5 feet of the geyser must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 45 (10d8) fire damage, and half damage on a success.



APPENDIX B: TREASURES

Deep in the underworld of Tartarus, ancient treasures are hidden throughout this realm. New treasures in this adventure are described below.

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PERSEPHONE'S OINTMENT

Wondrous item, rare

This red glittering ointment closes the deepest of wounds. When applying the ointment, you regain 12d4+10 hit points. This ointment also grants 10 temporary hit points when applied. Each vial contains one application.

SHIELD OF ARTEMIS

Armor (shield), very rare (requires attunement)

This silver shield is perfectly polished and bears the symbol of Artemis, goddess of the hunt.

While holding this shield, you have advantage on attacks with one-handed weapons. Spell attacks targeting only you are made with disadvantage.

