

D&D
**ADVENTURERS
LEAGUE**

SQUAMOUS WRITHINGS, PART 2

THOSE THAT DWELL BENEATH



CCCTHENT01-02



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SQUAMOUS WRITHINGS, PART 2

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In ruins near the city of Thentia, grungs have been trying to build a portal where they could move slaves in secret from the city of Melvaunt. But something sinister took hold of them, trapping them in the darkness. A map of the ancient city, which once stood on the surface of the land, leads the adventurers deeper into the catacombs. But will they find glory and riches? Or horror and death?

A 2-hour adventure for 1st-4th level characters

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INTRODUCTION

Welcome to *Those That Dwell Beneath*, a D&D Adventurers League™ adventure. It is part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure is designed for 1st through 4th -level characters, and is optimized for five 3rd-level characters. Characters outside this level range cannot participate in the adventure.

The adventure takes place in the Moonsea region, and will take the players to the city of Thentia and the surrounding area in the Forgotten Realms campaign setting.

THE D&D ADVENTURERS LEAGUE

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

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

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters.

Players can continue to play their

characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit :

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before running this module for your players, you should make sure you've taken the following steps to prepare.

- Make sure you have the most recent copy of the *D&D Basic Rules* or the *Player's Handbook*. Errata is available online.
- Read through this adventure to familiarize yourself with the storyline. Take notes or highlight areas you find important, or as a reminder during the game. Decide how you would like to portray NPCs, or choose tactics for use in combats.
- Be familiar with the monster statistics in the Appendix.
- If you want to use resources such as a DM screen, a battle map, miniatures, or other options, gather them together prior to running.
- If you can find out the composition of the group, you can make alterations as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Prior to game play, ask your players to provide you with relevant information about their characters.

- Character name and race
- Character class and level
- Passive Wisdom (Perception), which is the most commonly used passive ability check
- Other notes that you may like to have, or that are specified by the adventure, such as backgrounds, traits, fears, flaws, etc.

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

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

If players wish to spend downtime and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure

description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this module, you will find sidebars provided that give information to assist you in making adjustments in encounters for weaker or stronger parties, as well as smaller or larger groups.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL <	Very Weak
3-4 characters, APL =	Weak
3-4 characters, APL >	Average
5 characters, APL <	Weak
5 characters, APL =	Average
5 characters, APL >	Strong
6-7 characters, APL <	Average
6-7 characters, APL =	Strong
6-7 characters, APL >	Very Strong

A result of average party strength indicates that no adjustments should be made for encounters.

RUNNING THE ADVENTURE

You are the Dungeon Master, and so you have the most important role in the game; making it fun for your players! It's up to you to help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

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

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

You Are Empowered. You get to make decisions about how the group interacts

with the NPC's and the environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) in the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a

maximum of three per day total, unless otherwise noted.

Spellcasting Services	Cost
Spell	
<i>Cure wounds</i> (1 st level)	10gp
<i>Identify</i>	20gp
<i>Lesser restoration</i>	40gp
<i>Prayer of healing</i> (2 nd level)	40gp
<i>Remove curse</i>	90gp
<i>Speak with dead</i>	90gp
<i>Divination</i>	210gp
<i>Greater restoration</i>	450gp
<i>Raise dead</i>	1,250gp
<i>Resurrection</i> *	3,000gp
<i>True Resurrection</i> *	50,000gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

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

Acolytes can call upon spellcasting services in and around Thentia as follows: Selune, Tempus, Tyr, Chauntea, Umberlee, Liira, Mystra, Kelemvor.

DEATH AND RECOVERY

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

DEATH

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

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

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

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

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

with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Recently, adventurers (perhaps this group of adventurers!) ventured into the ruins of an underground city, long since lost to the world above. Sent there by Lord Reginold Swifthand of Thentia, they were to determine the cause of strange fog that was rising from ruins on the surface.

The companions discovered a group of grungs, frog-people from the land of Chult, who had come here and were magically growing a jungle in the ruins of the subterranean city. Defeating the grungs and freeing their captives, the adventurers found a map that showed the underground city was much larger than what they had explored. Returning the map to Swifthand, the horselord instructed them to take it to Vayu Ashvin, a mage of Thentia.

ADVENTURE OVERVIEW

Those That Dwell Beneath is divided into three parts:

Part 1. Mage of Silver. (15 minutes) The adventurers meet Vayu Ashvin, a mage who lives in Thentia. The wizard has been studying the map found within the ruins east of Thentia, and has made an unsettling discovery.

Part 2. The Lost City. (45 minutes) Returning to the ruins, the group delves past the area where the grungs had been dealt with. Further on, they discover a section of the city that looks as though it had been built recently. In fact, it appears to be inhabited...

Part 3. Into the Deep. (45 minutes) Moving deeper into the cavernous ruins, the party enters a maze of collapsed stone and crumbled buildings. A chance encounter

offers them a way out, if only they can save their would-be guide.

Part 4. Outside the Vault (Conclusion).

(15 minutes) The adventurers arrive in a cavern that seems to be held up by the strength of ancient statues. On the far side, a door of glimmering gold marks the entrance to the Vault, their final destination.

ADVENTURE HOOKS

Any of the following hooks may justify the party's presence in Thentia during the start of the adventure.

Beneath the Surface. The characters may have played CCCTHENT01-01, *Beneath the Surface*, the module that leads up to the events of this game.

From Thentia. One or more of the characters may call Thentia home. The summons of the wizard, Vayu Ashvin, would come as a welcome boon to such a character.

Odd Rumors. Rumors of the strange steam rising from the ruins may have traveled around the Moonsea, and curious adventurers may go to investigate what has been learned of this unusual circumstance.

City of Magic. Thentia is a city unlike many others, a place where wizards and other magic wielders go to live and practice their arcane arts. While not everyone in the city is a magician, tales tell of the wonders that can be witnessed just by walking down its streets.

Faction Requests. Rumors have spread like wildfire that an underground city has been found to the east of Thentia. All factions have some level of interest in finding out more information, and possibly staking claims before someone else does.

PART I. MAGE OF SILVER

The characters begin in the tower of Vayu Ashvin, who wishes to hire them to do some exploring of newly found city ruins to the east of Thentia.

GENERAL FEATURES

Terrain. The room is open and hazard free, as long as no one touches any of the magical experiments...

Light. Enormous windows around the round chamber allow bright sunlight into the room. In addition, several sources of magical light are spread throughout the room.

Sound. Liquid bubbling, a strange cooing and cawing from a covered cage, the shuffling of papers.

Smell. A hint of ozone, the tang of citrus, the scent of fresh rain...all smells coming from various tubes and vials on the tables in the room.

When the group is ready, read or paraphrase the following.

Swirling about before you in a frenzy of motion and fluttering papers, a half-elf of disconcerting physical stature is excitedly talking about the city discovered beneath the ruins to the east of Thentia. His massive form, all seven plus feet of him, is loosely wrapped in silver fabric that shimmers and seems to shift in a myriad of colors, perhaps reflecting the light from a nearby table that is cluttered with tubes, bubbling liquids, and other strange apparatuses.

Vayu Ashvin, the mage of the Silver Spire, turns and looks at you with intense pale blue eyes, which at once seem to smile yet stare through you. "Yes, you must return to this strange sunken city," he proclaims with excitement.

Vayu Ashvin, wizard of the Silver Spire, wishes the group to investigate the ruins of the underground city. He is intrigued by its

existence, as very little written history of this area has survived the centuries. While it is known that there are many ruins in the area, this sunken city is mostly intact, if somewhat overgrown with jungle plants at this moment.

He produces a few, age-worn pages of vellum, written in a language that somewhat resembles ancient Elven. In fact, it is Netherese, and if none of the characters can read the language, Vayu will explain that the documents originate from a city named Yrisgow (YEER-iss-GOU), a city that does not exist today. Archaeologists (and treasure hunters) have long sought the city, as the documents speak of magical wonders, and no small amount of wealth.

He is willing to pay the adventurers for their time. In exchange for delving into the ruins of the city, finding the building marked as the Vault, and returning information about what they find there, they will be compensated **50 gold pieces** each. He will also provide water and rations for their excursion, as well as two **potions of healing**.

If asked about his odd size, Vayu becomes strangely quiet. He will say that he is of...unusual...mixed lineage, and will not answer more. (Vayu Ashvin's true nature may be revealed in a future adventure!)

PART 2. THE LOST CITY

Retracing their steps (or delving into the underground city for the first time), the characters explore beyond the strange jungle formed by the grung's magic. They make a startling discovery, a city of people buried beneath the surface. (Map 1)

GENERAL FEATURES

Terrain. Moving out of the jungle, which is difficult terrain, the way becomes easier to traverse. The cave floor is dusty, and sometimes covered with loose rock, but does not impede character movement.

Light. Unless noted otherwise, the cave is in complete darkness. While in the jungle area, the light of the magic orb (from CCCTHEN01-01) lights that chamber, unless it was destroyed in the first adventure. If the gem sustaining the magic was not mended, the light from the orb flickers on and off. After the edge of the jungle, the light is too far away to provide illumination for further exploration.

Sound. Unless noted otherwise, the cave is fairly quiet, with only the trickling of the newly formed streams offering much in the way of noise.

Smell. The air is heavy with the scent of jungle plants until the group moves into the next section of the cavern.

As the characters move beyond the jungle, they find the wall of the cavern nearby. A tunnel leads through the rock into the unknown. While some of the tunnel can be traversed by walking, there are some areas where characters need to crawl as the ceiling dips very low. Traveling through the tunnel takes about ten minutes, and as the characters near the far end, read or paraphrase the following.

Rock scrapes against your clothing and armor as you squeeze through a particularly narrow area of the tunnel. As you reach the far side, the scent of roasting meat assails your senses. Faint light glimmers further on, and you swear you hear the sounds of laughter.

The characters exit the tunnel into what appears to be a portion of the city that has not fallen to decay, and indeed, may even still be inhabited. Nearby, a gigantic statue of a armored knight appears to be carved from the rock of the wall, his form hunched against the stone as though holding up the ceiling as it arcs over the city.

This area is brightly lit, as though the sun were shining upon the city. The source of the light is not distinguishable, however, and appears as an ambient illumination.

The group arrives near what appears to be a road the leads through the edge of the city, and they can see another cavern wall in the distance. According to their map, the way to the Vault lies in that direction.

However, as they begin their trek onward, a young human boy, no older than seven or eight, runs out into the road from a alley way, not far from them. He stops and stares at them, then quickly dashes across the street and into the alley across from where he entered.

Nearing the alley, a human man of considerable age hobbles out from the alleyway where the boy came from. Seeing the characters, he waves in greeting, and asks them in heavily accented Common if they have seen a young boy run through this way.

The man introduces himself at Dorren Morninglark, stating that the young boy is Matthew, his grandson. He will thank the adventurers if they point out which way Matthew went, and will move to follow unless they continue to speak with him. If

they wish to continue speaking with him, he will ask them to walk along, so he can track down his grandson.

Matthew is searching for his sister, Silda. If asked, Dorren will talk about how he has cared for the children since their parents died two years ago. The boy has sprinted through the alley by the time the group reaches it, and is out of sight, heading off toward the far cavern wall. They can find him there, standing at the edge of the light, near a tunnel that leads deeper into the earth.

If they wish to explore the city, however, they see a few more of the giant statues, each placed apparently at random throughout the area. They all appear to be holding up the ceiling.

They find that merchants are selling goods, including food and gear. They even can sell the characters 1d4 **potions of healing**.

Questions about Silda reveal that the girl often disappears for hours at a time, which worries both Dorren and Matthew to no end. She has seemed distant for many months, perhaps due to melancholy from her parents' deaths. Searching the area reveals no sign of her. If the characters ask Matthew, he tells them that he often sees her head off toward the direction of the cavern wall (Though he points and says, "That way." He cannot see the cavern wall, or the tunnel in the direction that Silda often goes, and he cannot seem to travel any further than this.)

OTHER INFORMATION

Dorren and others can give the following information.

- Other people in the city have disappeared recently, a total of six or seven over the last few months. They do not know where the people have gone, but Dorren worries

that Silda will end up becoming one of those who have disappeared. He frets over his grandchildren and their safety.

- The city is named Yrisgow, isn't it a lovely place?
- The year is 3359 NY (Netherese Year). Oh, isn't it troublesome all of the strange magic the Netherese have been flinging about these days?
- The stone warriors are guardians of the city, constructed long ago by powerful mages. If the city comes under threat, legend says they will animate to protect it.

A DC 15 History (Intelligence) check allows a character to realize these people believe it is almost 1800 years ago. If the character beats the DC by 3 or more, they also know that this was around the fall of the original Netherese Empire. Note that the commonly used modern calendar is the Dalereckoning calendar, and the year is 1494 DR.

A DC 18 History (Intelligence) check on the buildings or statues, or even the clothing worn by the citizens or their odd accents, attributes the styles to ancient Netherese cultures.

If asked if Yrisgow is part of the Netherese Empire, Dorren or another citizen will nod, and say that the influence of the Netherese is definitely strong in these parts, though it's been many years since the Empire had an active role in the direction of the city.

PUSHING THE MATTER

If characters point out that the stone warriors seem to be holding up the ceiling, or ask about how the city is thriving underground, the strange illumination, the actual current date, or other questions that would reveal the truth of the city's situation, Dorren (or other inhabitants of the city),

answer in a way that makes it appear that they believe they still dwell on the surface. “The light is from the sun, you strange folk! We have always been here, just living out our lives. What do you mean underground? Look at that glorious blue sky!”

If pressed on the matter, Dorren will begin to show signs of agitation, with a strong facial tic, and even a slight distortion of his appearance, which then fades away. If continued to be harassed, he will shriek at the adventurers, “WHY COULDN’T YOU LEAVE WELL ENOUGH ALONE?” His form becomes semi-transparent, and he attacks the group.

Dorren, and the remaining citizens of the city, are in fact, **ghosts**. If Dorren reveals his true form, all others will run in terror, and fade from view. When this happens, the ambient light of the sun fades away, and the city’s true nature, that of ancient, abandoned ruins, is revealed. Dorren will fight to the death, having been driven insane by the characters forcing him to confront his true nature.

If the characters are accompanied by Dorren to the wall of the cavern where Matthew is waiting, and they push him to reveal his true nature, Matthew will begin to cry, and will fade away. The sound of his weeping, however, continues to follow them. They gain the **You Made Matthew Cry!** story award immediately, and until the curse is lifted as described in **Player Handout 3**. Neither Dorren nor Matthew can move beyond the light of the city, nor can they explain why. If pressed to do so, or if physically forced, it will have the same results as above, with Dorren revealing his undead nature.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: The **ghost** is unable to possess a character. Reduce the ghost’s hit points to 23 (5d8), and the damage done by its *withering touch* to 9 (2d6+3).

Weak: Reduce the **ghost’s** hit points to 31 (7d8), and the damage done by its *withering touch* to 13 (3d6+3)

Strong: Increase the **ghost’s** hit points to 52.

Very Strong: Add one **ghost** (another city dweller, not Matthew) that has 31 hit points and does 13 (3d6+3) damage with its *withering touch* attack. This ghost is unable to possess a character.

If the characters pass through the area without antagonizing Dorren or another citizen to reveal their true nature, grant each player **220 experience points**.

Treasure. The goods purchased within the city will remain useable until either they leave the area and move on to the next tunnel, or until Dorren’s true nature is revealed. Then they revert to rusted weapons, armor, or even dust. The only goods that remain are the healing potions, which are still usable, even though their consistency is like thick syrup. If they so wish, characters can retrieve the money they spent in the city if the inhabitants have disappeared. It is waiting on the counter of whatever shop they left it in.

PART 3. INTO THE DEEP

The illusion of the restored city behind them, the party encounters living beings that might prove to be allies. (Map 2)

GENERAL FEATURES

Terrain. The stone ground provides sure footing.

Light. The cavern is in complete darkness, no light but what the characters bring with them.

Sound. Occasionally, a scuffing sounds, perhaps that of a creature moving across the stone floors or walls.

Smell. Stone and earth, with the hint of rot every now and then.

This area of the underground complex seems to be made up of random tunnels, formed by collapsing rock. Walls lean at extreme angles, and there are many sections that require characters to crawl through small passageways to continue. Occasionally, bits of carved statues can be seen in the collapsed rock, signs that the city did extend through this area.

The characters begin to notice signs of travel by humanoids, only to realize they are crossing their own path. As the situation begins to look grim, read or paraphrase the following.

The flare of a torch erupts from a tunnel nearby, an area you have not yet explored. A short, dark-skinned woman with grey hair rushes forward, then heads off toward another tunnel. Two men, similarly garbed in black cloaks and dark green garments, move after her, brandishing daggers. They move to flank the tunnel, then turn, apparently waiting for someone.

Abruptly, a taller, yet equally dark skinned man backs into the room, wielding a shortsword in one hand, and waving a torch at some unseen opponent with the other. "Imeure!" he screams at his companions, and they turn to follow the woman down the furthest tunnel.

*The sword-wielding fellow yelled, "Run!" at his comrades in Elvish. It is pronounced IHM-yohr-AY.

Give the players a moment to declare what they would like to do, then read or paraphrase the following.

Something writhing and completely white, crawls into the small cavern between you and the fleeing people. The man with the sword swings it wildly, following it up by a sweep of the torch. His face is a grimace of anguish, though you see no apparent wounds.

The creature, a large amalgamation of a spider and a scorpion, moves closer to the man as his fellows retreat down the hall. It shudders, and what appear to be black scales undulate in a wave over the surface of its body. It moves to attack!

The man who defends the strangers' retreat is Fasily, a **darkling elder**. Though the light of his torch causes him discomfort, it seems to distract the monstrous **cave fisher** that is chasing them. The cave fisher is larger than typical examples of its species, and the waves of black scales that erupt over its carapace are quite out of place. The three others who have fled down the tunnel are **darklings**, members of Fasily's tribe.

The cave fisher has been affected by some dark power further on in the ruins of the city. In fact, it is two cave fishers that have merged by some strange magic, and has the following changes: Large monstrosity, hit points 84, speed 30 ft., climb 30 ft., claw deals 13 (3d6+3) slashing damage. When reduced to half or less of its hit points, the

cave fisher splits into two medium creatures, each with half of the total hit points remaining. When this happens, it is so abrupt, the combatants are surprised for a moment, and each cave fisher gains one attack of opportunity on an adjacent foe.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Reduce the Large **cave fisher's** hit points to 41 (5d8+18), and it does not have Multiattack. It does not split into its original forms until it is dead, at which point the two carcasses ooze apart.

Weak: Reduce the Large **cave fisher's** hit points to 41 (5d8+18), and it does not have Multiattack.

Strong: Increase the Large **cave fisher's** hit points to 74.

Very Strong: Increase the Large **cave fisher's** hit points to 90. When the Large creature is reduced to half of its hit points, it splits into three Medium cave fishers, each with 40 hit points remaining.

Once the cave fisher is destroyed, Fasily stares at it for a moment, then glances at the adventurers. If any of them are races that require light (apparently by them carrying torches or other light sources), the darkling elder tosses the torch off to the side, where it does not continue to shed light on his exposed skin, but does not cloak him in darkness either. He thanks the adventurers for their help, and introduces himself.

Fasily can provide the following information. If no one in the party speaks Elvish or Sylvan, allow Fasily to speak broken Common.

- His tribe has seen strange things in the last tenday, perhaps more. Some of his people have gone missing, and spider-folk have been seen moving about, as well as a handful of strange, brightly colored frog-people.
- This cave fisher is an aberration beyond that of its normal kin. Fasily is unsure of what terrible magic altered it so, but the

darklings have felt an oppressive force growing in the area.

- The darklings have been searching for a new home, having dwelt in the ruins of the city, but now forced out by the chitines and the grungs. Along with the strange growing dark presence, Fasily has decided to move his people away.
- He has seen some of the grungs and chitines, as well as a human girl, moving toward the Vault as if they were dazed.
- Underground wildlife has been disappearing as well, another reason for him to move his tribe.
- Fasily can show the characters the way through this maze of tunnels and to the Vault entrance, if they so choose. Neither he, nor his kin, have entered the Vault, nor will they do so.
- Light causes darklings to age, and he will not expose himself to it any longer than necessary. They were using torches found up the passage they came from to distract the cave fisher.

If the characters help the darklings to battle the cave fisher, and treat them as allies afterward, grant them 200 experience points each. In addition, if they are friendly with Fasily after the battle, grant them the **Friend of the Baucha Tribe** story award.

If the characters continue on without the aid of Fasily, they can find their way through the tunnels with a successful DC 13 Survival check. Each failure adds an hour of wandering through the tunnels, crossing their own path several times.

Treasure. Along the way, they notice several corpses wound up in webbing. One of these dried husks, that of a darkling, has a leather satchel, which contains a **periapt of wound closure**. They also find various gems worth **500 gold pieces** on the bodies.

PART 4. OUTSIDE THE VAULT (CONCLUSION)

Either led by Fasily or finding it on their own, the group has found its way to the collapsed cavern that houses the Vault.

GENERAL FEATURES

Terrain. Broken rock and rubble is strewn haphazardly across the chamber. Large chunks of these stones are recognizable as pieces of titanic statues.

Light. Dim light emanates from the door of the vault, as traces of magic race across runes and carvings on the surface.

Sound. A low, distant rumble, on the very edge of hearing, but can be felt vibrating in one's very bones.

Smell. Stone, earth, and a sour, pungent odor of something like meat gone bad.

As the characters arrive in this chamber, read or paraphrase the following:

Finally exiting the maze of tunnels, you find yourself in a chamber that appears to be on the verge of collapse. Three titanic statues of armored warriors seem to bend under the weight of the ceiling, and you can see large pieces of what look like other guardians who were crushed by the weight of the stone pushing in from above.

Across the chamber, you see a wall of white marble, with a massive golden door blocking intruders. Arcs of light seem to writhe through carvings and glyphs on the surface of the door. You feel a sudden rush of triumph, certain you have come to the entrance of the Vault.

Fasily takes his leave of the adventurers. He must return to his own people to make sure they are safe. He is thankful to the characters for their help with the strange

cave fisher, but he cannot be convinced to stay or enter the Vault.

This is where *Those That Dwell Beneath* ends. This trilogy is completed in the next module, *CCCTHENT01-03 : The Dreaming Relic*.

REWARDS

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

EXPERIENCE

Total up all combat experience earned for defeated foes and divide the number of characters present in the combat. For non-combat experience, the rewards listed are per character. Give all characters in the party non-combat experience awards unless noted otherwise.

COMBAT AWARDS

Name of Foe	XP / Foe
Cave Fisher	700
Darkling	100
Darkling Elder	450
Ghost	1,100

NON-COMBAT AWARDS

Task/Accomplishment	XP / Character
Help the Darklings	200
Not Revealing Dorren	220

The minimum total award for each character participating in this adventure is **450 experience points**.

The maximum total award for each character participating in this adventure is **650 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold

piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine whom gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Gems	500

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

PERIAPT OF WOUND CLOSURE

Wondrous item, uncommon (requires attunement)

Silvered wings, like those of a hummingbird, hold between them a clear crystal. If the effect of the pendant occurs, the crystal takes on a deep red hue, which fades away at the next dawn. A description of this item can be found in **Player Handout 2**.

POTION OF HEALING

Potion, common

A description of this item can be found in the *Dungeon Master's Guide* (pg. 187).

RENOWN

All faction members gain **one renown point** for successfully completing the adventure.

DOWNTIME

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

DM REWARDS

You receive **150 XP, 75 gp, and 5 downtime days** for each session you run of this adventure.

DM APPENDIX.

NPC SUMMARY

Below is a list of named NPCs that appear in this adventure.

Vayu Ashvin (VIE-yoo ASH-vin). A wizard who has set up shop in the city of Thentia, Vayu is a sight to behold. His massive form belies his half-elven heritage, which he attributes to goliath parentage. Often garbed in silver or other brilliant garments, with dark hair and pale blue eyes, viewers are often caught off-guard by his appearance.

Dorren Morninglark (DOHR-en MAWR-ning-LAHRK). Once a resident in the resplendent city of Quenester, Dorren now resides in its sunken ruins as a ghost. He and the other inhabitants go about their day, unaware of their true fate. Dorren appears as a wizened-old man, often fretting over his grandchildren, whose parents died many years ago (longer ago than Dorren even suspects).

Matthew Sharpe (MATH-hew SHAHRP). The grandson of Dorren Morninglark, Matthew is a rambunctious child, appearing to be 7 or 8 years old with sandy-brown hair and brown eyes. In reality, Matthew passed away thousands of years ago when the city of Quenester sunk into the ground. Now he resides in the ruins of the city as though that day had never happened, his existence as a ghost unknown to him.

Silda Sharpe (SILL-dah SHAHRP). Silda is Matthew Sharpe's 13-year old sister, and Dorren Morninglark's granddaughter. Her hair appears lighter than her brothers,

almost golden blonde, with hazel green eyes. As with the other ghosts of Quenester, she does not understand her true fate, though she sometimes questions why it seems like much time has passed, and yet she has not grown older. Her growing suspicion of something amiss in the city has caused her to wander about, trying to find answers.

Fasily (FAH-see-LEE). The elder of a tribe of darklings, Fasily still appears strong and confident. His tribe's safety is his main concern, and odd forces have been at work in the area lately. He is of a mind to be moving his tribe to other locales in the Underdark.

APPENDIX. MONSTER/NPC STATISTICS

Cave Fisher

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +5

Senses blindsight 60 ft., passive Perception 12

Languages -

Challenge Rating 3 (700 XP)

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

Spider Climb. The cave fisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The cave fisher makes two attacks with its claws.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Filament. One creature grappled by the cave fisher's adhesive filament must make a DC 13 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.

Darkling

Small fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 15

Languages Elvish, Sylvan

Challenge Rating 1/2 (100 XP)

Death Flash. When the darkling dies, non-magical light flashes out from it in a 10-foot radius as its body and possessions, other than

metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Perception (Wisdom) checks that rely on sight.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

Darkling Elder

Medium fey, chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +5, Deception +3, Perception +6, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 16

Languages Elvish, Sylvan

Challenge Rating 2 (450 XP)

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until

the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

Actions

Multiattack. The darkling elder makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If the darkling elder has advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.

Darkness (Recharges after a Short or Long Rest). The darkling elder casts darkness without any components. Wisdom is its spellcasting ability.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons.

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive

Perception 11

Languages any languages it knew in life

Challenge Rating 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horriying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ghost's Horriying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

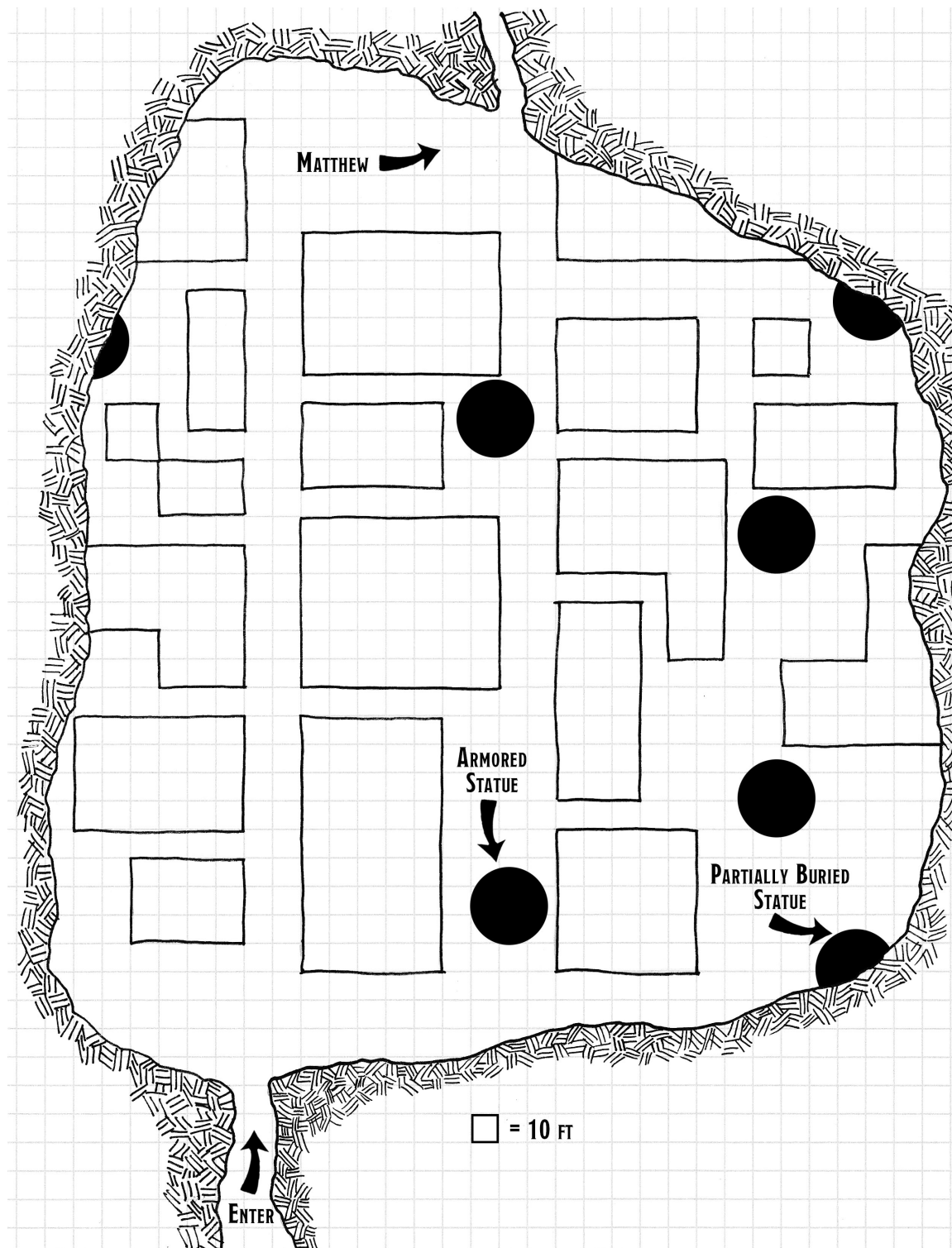
Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated

and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghosts ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

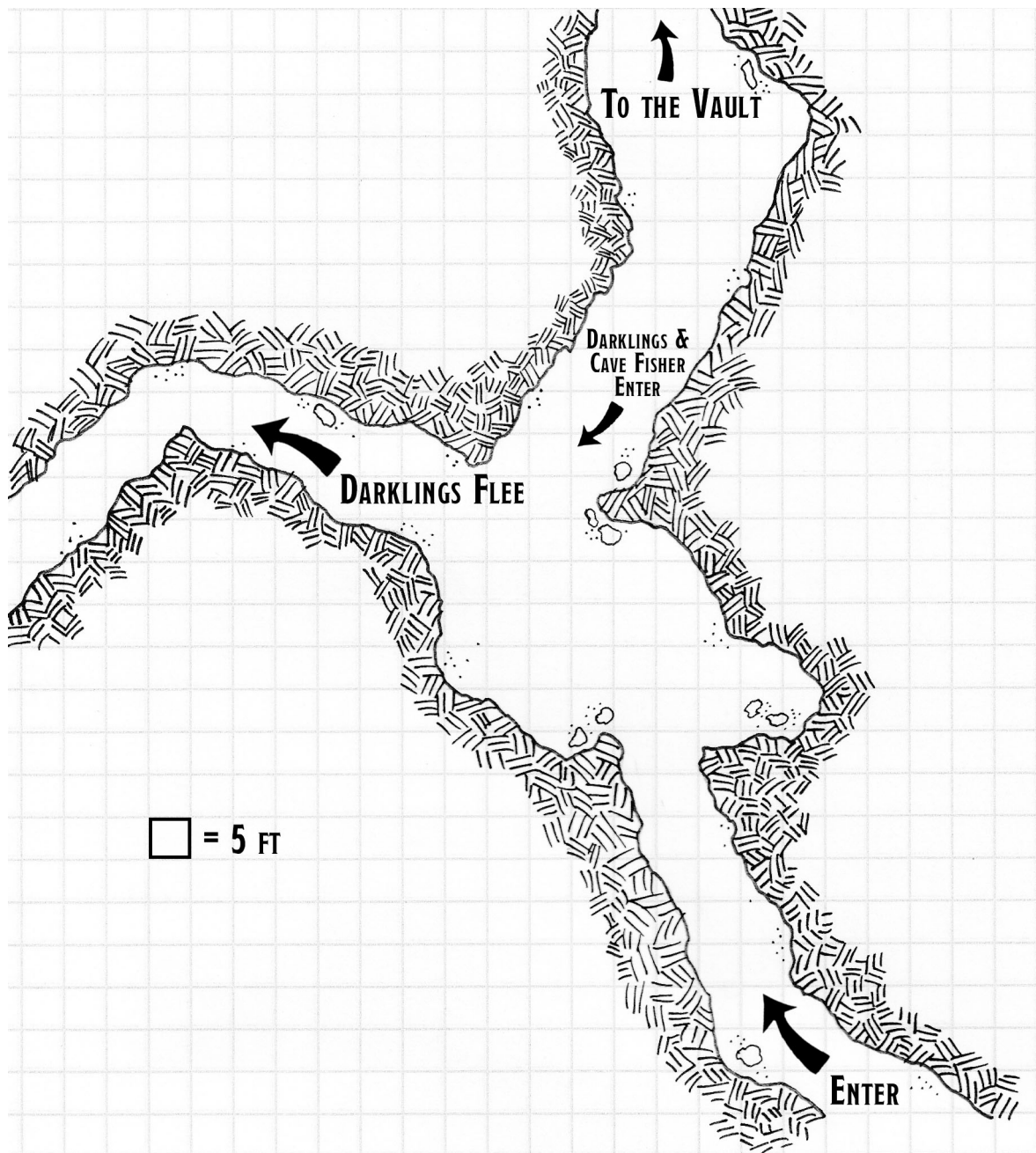
APPENDIX. MAP I

The adventurers come to a city that appears to thriving beneath the surface of the world.



APPENDIX. MAP 2

Lost in a maze of collapsed cavern and lost city, the adventurers meet an ally in danger.



PLAYER HANDOUT 2. PERIAPT OF WOUND CLOSURE

PERIAPT OF WOUND CLOSURE

Wondrous item, uncommon (requires attunement)

Silvered wings, like those of a hummingbird, hold between them a clear crystal. If the effect of the pendant occurs, the crystal takes on a deep red hue, which fades away at the next dawn.

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

PLAYER HANDOUT 3. STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

YOU MADE MATTHEW CRY!

You revealed the horror of his undead life to Matthew, an innocent child lost in the subterranean city of Yrisgow. His weeping haunts you, even in your dreams. Each time you long rest, make a DC 12 Charisma saving throw. On a failed save, your attacks, skill checks, and saving throws suffer a -1 penalty until you take another long rest, and succeed on the subsequent saving throw.

A *remove curse* spell will cause the weeping to fade in 1d4-1 days. Further investigation into the ruins of the city may reveal another method to make Matthew stop haunting you. (Play through CCCTHENT01-03, The Dreaming Relic, for further details.)

Even when deafened, you can hear the sad wailing. You can gain no respite from Matthew's sorrow.

FRIEND OF THE BAUCHA TRIBE

You saved the darklings fleeing the monstrous cave fisher, and acted with friendship after. Should your paths cross again, you are hailed as an ally of the Bauchha [BOU-ka] tribe of darklings, and have advantage on non-Intimidation Charisma ability checks when interacting with them. If you attempt to use Intimidation on a member of the Bauchha tribe, this story award is removed.

Results Code for CCCTHENT01-02, Those That Dwell Beneath

If you are DMing this adventure between the months of August 2017 and December 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future.

If a player does not have a mobile device, please ask them to head to <http://www.whpublications.com/surveys/> to enter their feedback. Thank you!

