



# Relics of Khundrukar

Khundrukar held many fine implements of war in its heyday, many of them now lost to time.

Clues point to some of long dead Master Smith Durgeddin's handiwork in the service of sinister forces that bid their time deep in the Underdark. Reclaim the riches of Khundrukar from the darkness if you dare.

*A Four-Hour Epic Adventure for 1<sup>st</sup>-4<sup>th</sup> and 5<sup>th</sup>-10<sup>th</sup> Level Characters*



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## Introduction

Welcome to *Relics of Khundrukar*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tales of the Yawning Portal*™ storyline season.

This adventure is designed for **three to seven 2nd-3rd level characters** and is optimized for a group of **five 3rd level characters at Tier 1**. Also, it is designed for **three to seven 6th-7th level characters** and is optimized for **five 8th level characters at Tier 2**. Characters outside these level ranges cannot participate in this adventure.

This adventure takes deep beneath the Stone Tooth—a craggy mountain 30 miles northwest of Mirabar that houses the dwarven stronghold of Khundrukar.

## Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

### Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

## Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

## Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

**You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

**Challenge Your Players.** Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

**Mind the Time.** Watch for stalling—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. Be aware of time, and 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.

## Adventure Primer

*No evil is honorable: but death is honorable; therefore, death is not evil.*

*-Citium Zeno*

## Adventure Background

Two hundred years ago, the dwarven master smith Durgeddin the Black fled with an orc horde hot on his heels to the Stone Tooth, a forested hill in the Spine of the World, northwest of Mirabar. Underneath the mountain, Durgeddin founded Khundrukar.

The century that followed was prosperous, but eventually Durgeddin's enemies learned the secret location of his stronghold. Soon, a great army of orcs and trolls from Many-Arrows marched on Khundrukar and after brutal fighting, overran it. The creatures looted the stronghold and then abandoned it.

Within the last several years, a force of duergar from Clan Xornbane established an outpost several hours' trek in the Underdark from Stone Tooth. Xornbane's agents were recently found occupying the foundry of Khundrukar by explorers. All evidence points to their having taken ancient weapons from Khundrukar and secret recipes from the master smith's forge. The Council of Sparkling Stones, lords of Mirabar, would dearly love to retrieve these lost treasures.

### Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

**Mirabar (Meer-uh-BAR).** A wealthy mining city of humans and dwarves, Mirabar is ruled by the Council of Sparkling Stones. The city prides itself on the quality of its ore and the craftsmanship of its smiths.

**Khundrukar (KOON-druh-car).** This dwarven stronghold was a closely-held secret until its fall about a century ago. Since then it has become home to monstrous humanoids.

**Tormag Xornbane (TOR-mag ZORN-bane).** Tormag is the commander of the Xornbane force. Tenacious and cunning, he is slowly succumbing to the temptations of the Imp, Scrubius.

**Scrubius (skroo-BEEUS).** An imp in service to one of the Great Powers of the Nine Hells, Scrubius manipulating Tormag towards fiendish ends.

## Adventure Overview

The adventure is broken down into three parts:

**Part 1.** Rally with the volunteers from Mirabar and track down Clan Xornbane.

**Part 2.** A pitched battle ensues in a vast cavern.

**Part 3.** The heroes must press home their attack and recover the treasures of Khundrukar or perish.

### Keep the Pace!

EPIC adventures run on a tight timeline. To have a good chance at finishing the adventure in the time allotted, it's important for the players to act decisively and avoid dawdling-unless it's clear that your party is having fun dawdling, so long as everyone is on the same page. This adventure is designed to provide meaningful choices for the players without being overly complex, thus enhancing speed of play.

## Adventure Hooks

This adventure's hooks only serve as connections to its hardcover companion, the *Forge of Fury*:

**General.** Word coming out of the recently explored ruins of Khundrukar indicate that ancient dwarven weapons and smithy techniques have been looted by some gray dwarves. Fabulous weapons and armor await those brave enough to come take them.

**Faction Members.** Members of the Factions have already explored the ruins wherein they found the duergar of Clan Xornbane had already looted much of the arms and armor as well as priceless relics of the forge. Mirabar has contacted the Order of the Gauntlet and Lord's Alliance for assistance.

**Dwarf or Guild Artisan (Armorsmith or Weaponsmith).** The dwarven stronghold of Khundrukar was founded centuries ago by the legendary smith Durgeddin the Black and his clan, but fell to the Many-Arrows tribe of orcs that were jealous of the treasures that the dwarves hid within. Rumor has it that the orcs were unable to claim all the dwarves' treasures, and that a vast cache of weapons and armor of unsurpassed quality were contained within. Recent events indicate the duergar may have found these treasures.

### Didn't Play Forge of Fury?

This adventure takes place after the events in *Forge of Fury*, but it can still be played if you have no intention of running that adventure.

## Part 1. The March

**Estimated Duration:** 60 minutes

The adventure begins with the characters assembling in the Upperdark beneath the Stone Tooth at the behest of the Factions. Before the adventure begins, please have a copy of **DM Handout A** handy.

### General Features

The Upperdark has the following general features:

**Terrain.** Winding tunnels and lightless caverns.

**Weather.** Generally moist and cool.

**Light.** Save intermittent growths of phosphorescent fungi, it is pitch dark.

**Smells and Sounds.** The Upperdark smells earthy and damp. It is also unnervingly quiet save the occasional chirrup and squeak of vermin.

### Answering the Call

The looting of Khundrukar by gray dwarves has caused a furor among the dwarven lords of the Sword Coast. The Factions, led primarily by the Lord's Alliance and the Order of the Gauntlet have convened an assembly to right this wrong:

Three score of hard bitten adventurers stand in loose ranks around a stern half-orc in full plate armor bearing the sigil of a gauntlet adorned with a stylized eye. The name "Zern Xerkstil" and "Hammer of Impiltur", are murmured in respectful tones as he thunders instructions to all and sundry. "Friends, heroes, hear me now. Gray Dwarves, puppets of the Infernal Dark, have robbed this place of treasures sacred to Moradin. This transgression cannot stand! Cowards that they are, the thieves fled to the depths. We, stalwart and resolute, will find them and take solemn retribution for this affront."

### Zern Xerkstil, Hammer of Impiltur

A longtime member of the Order of the Gauntlet, Zern is a stalwart paladin of Helm with penchant for destroying devils. He is well known amongst the Order and prides himself on deeds, not words. Thus, he has come to aid the faithful of Mirabar in their quest.

Please have the characters introduce themselves and provide the following pieces of information:

- Adventurers exploring the ruins of Khundrukar beneath Stone Tooth several days ago, discovered the presence of duergar warriors.

- Available evidence points to the duergar having plundered weapons, armor, and religious relics sacred to Moradin before departing.
- These duergar are members of Clan Xornbane and typically act as forward elements/explorers for Gracklestugh, a great duergar city.
- A duergar force of unknown strength is martialled dangerously close to Mirabar.
- The Council of Sparkling Stones is offering 150 gold (T1) or 350 gold (T2) and their heartfelt gratitude for recovering the religious artifacts. Any weapons or armor from Khundrukar may be kept as a reward for services rendered, although any of the master smith Durgeddin's handiwork that is returned would be highly prized.
- There are approximately 100 volunteers assembled with Zern Xerkstil that are prepared to confront the duergar invaders. These volunteers are a mixture of miners, brewers, smiths, and farmers. All of them have a measure of militia training and all have a deep and abiding faith in the dwarven pantheon, best described as zealous laypersons. There are also a handful of ordained priests from the various dwarven gods present to provide divine aid.

Anyone who did not come prepared for a journey to the Underdark will be given a chance to buy supplies at half the usual rate. Mirabar is a trade city, they don't give things away. As the force marshals and prepares to move out, the party has a choice of where they wish to march:

- **Scouts (Track A).** Range ahead of the main force and find danger first. Best for groups that want a play experience that favors stealth.
- **Pickets (Track B).** Guard against attackers and ambushers that manage to elude the Scouts. Best for groups that want a straight up fight.
- **Rear Guard (Track C).** Escort the supplies and noncombatants marching behind the main body. Best for groups that would prefer some social interaction as well as combat.

Once the party has chosen where they wish to march, **please notify the administrator**, and go to the appropriate section. Note, each section has appropriate tasks for **both tiers of play**.

### Track A. Scouts

Please read the following:

With preparations made, the expedition is under way. As the main body belts out a chorus of bawdy marching cadences, your group slips off into the caves in the route of march, alert for signs of danger.

For two grueling hours, you pick carefully through the damp, lightless confines of the Underdark until you arrive at a grotto dotted with fungal growth and reeking with decay. There appears to be one exit large enough for the column on the far side of the chamber.

The section is now broken out by tier.

### Ambush at Zhurkwood Grotto (Tier 1)

After roughly two hours of travel a natural choke point occurs in the route of march. The retreating Xornbane forces left an ambush party along with two deadly traps rigged to collapse the tunnel serving as the main route of march and secondary devices set to kill and injure marchers.

#### General Features

Zhurkwood Grotto has the following general features:

**Terrain.** Uneven terrain, boggy soil, large stands of fungal growth, particularly zhurkwood mushrooms. Stalactites and stalagmites dot the cavern, but leave enough room for a large body of humanoid to walk

**Weather.** Damp and cool, a light breeze blows through.

**Light.** Save intermittent growths of phosphorescent fungi, it is pitch dark.

**Smells and Sounds.** This chamber reeks of fungal rot and standing, unclean water. The only sounds are the squelch of feet in the muck of cavern.

Players from both tiers of play are fighting in the same area for the same objectives, use the tier appropriate statistics for the encounter. The traps for each tier of play are shown on the map.

#### Trap: It's a Blast!

*Simple trap (level 1-4, moderate threat)*

This trap is a quartet of explosive charges that detonate in a shower of shrapnel.

**Trigger.** The trap is rigged to blow by tripwire with a backup observed detonator, a fuse that is lit and subsequently detonates the trap.

**Effect.** Four explosive charges detonate, exploding a length of cave wall in a hail of shrapnel. Any creature in the area when the trap is triggered must succeed on a DC 11 Dexterity saving throw or take 11 (2d10) bludgeoning and be knocked back 15 feet and prone. A DC 12 Wisdom (Perception) or Intelligence (Investigation) check reveals the stonework done to place the explosives.

**Countermeasures.** A DC 15 Wisdom (Perception) check reveals the tripwire and the placement of the explosive

charges. It takes a total of four successful DC 15 Dexterity checks made with thieves' tools to completely disable all the explosive charges. Any check which fails by 5 or more sets off the trap immediately inflicting an additional 11 (2d10) fire damage on the creature attempting to disarm the trap in addition to the bludgeoning damage. Preventing the command detonation trigger is as simple as keeping fire away from the fuse. Area of effect fire damage will also detonate the trap. See **Map 1: Ambush at Zhurkwood Grotto** for additional details regarding the placement of explosives and the fuse.

#### Trap: Explosive Burial

*Simple trap (level 5-10, moderate threat)*

This trap is a deadfall, a series of acidic and explosive charges rigged to cause a tunnel cave-in.

**Trigger.** The trap is rigged to blow by tripwire with a backup observed detonator, a fuse that is lit and subsequently detonates the trap.

**Effect.** When triggered, a series of stonebreaker acid vials are shattered, weakening the tunnel walls. **The following round**, four explosive charges detonate, collapsing a 60' length of the tunnel. Any creature in the area when the trap is triggered must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be buried (escape DC 15). A buried creature is restrained until freed. A DC 12 Wisdom (Perception) or Intelligence (Investigation) check reveals the acid at work and gives warning that one should probably leave the area.

**Countermeasures.** A DC 17 Wisdom (Perception) check reveals the tripwire and the placement of the acid vials as well as explosive charges. It takes a total of four (4) DC 17 Dexterity checks made with thieves' tools to completely disable all the explosive charges. Any check which fails by 5 or more sets off the trap immediately inflicting an additional 11 (2d10) fire damage on the creature attempting to disarm the trap in addition to the bludgeoning damage. Preventing the command detonation trigger is as simple as keeping fire away from the fuse. Area of effect fire damage will also detonate the trap. See **Map 1: Ambush at Zhurkwood Grotto** for additional details regarding the placement of explosives and the fuse.

If two or more charges from either set of traps detonate the route through is littered with debris and the dwarven commanders demand that extra precautions be taken to secure the route. This allows the Xornbane forces additional time to prepare and costs the characters in blood, sweat, and tears. Consequences for failure and the impact for the rest of the adventure are listed in **DM Handout A**.

#### Tactics

The choke point is guarded by a **duergar soulblade**, a **duergar spy**, two **derro**, and a **duergar** watching the tunnel entrance waiting for



pursuers in hidden fighting positions (Tier 1) or four **duergar soulblades**, two **derro assassins**, and a **duergar stone shaper** (Tier 2). The derro are set up to have effective fire on anyone attempting to disarm the charges. The stone guard and scouts attempt a fighting retreat, trying to gain advantage and snipe at foes until most the party is inside the trap zone, then the stone guard detonates the tunnel by lighting the fuse. Should the stone guard be killed, one of the scouts immediately light the fuse once in range. The derro will not light the fuse, however. Remember, the overriding goal of this group is to block the advance of the dwarven force thereby giving Clan Xornbane more time to prepare for the coming conflict. Feel free to modify the placement of foes as you see fit.

**Shriekers** are in the fugal growths as indicated on **Map 1. Ambush at Zhurkwood Grotto**. A DC 14 Wisdom (Perception) check is required to spot the fighting positions.

There is enough terrain variety to allow clever players to approach very close to the tunnel mouth and trap without being detected.

#### Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove a **duergar**
- **Strong Group:** Add a **duergar**
- **Very Strong Group:** Add a **duergar soulblade**

#### Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove a **derro assassin**
- **Strong Group:** Add a **duergar soulblade**
- **Very Strong Group:** Add a **derro assassin** and a **duergar soulblade**

### Development

Count Tier 1 and Tier 2 successes as one for purposes of this encounter. Record the results of this encounter in **DM Handout B** and report them to the Administrator. Now take a **hard stop** and wait until the Admin tells the groups to move to the next section.

### XP Award (Tier 1)

If the characters manage to disable the It's a Blast! trap without any of the explosives being detonated, award 150 XP.

### XP Award (Tier 2)

If the characters manage to disable the Explosive Burial trap without any of the explosives being detonated, award 300 XP.

## Track B. Pickets

Please read the following:

With preparations made, the expedition is under way. As the main body belts out a chorus of bawdy marching cadences, your group moves out smartly to provide a screening force for the main column.

For two grueling hours, you pick carefully through the damp, lightless confines of the Underdark until you step through to a stiflingly humid cavern. A dim orange glow emanates from a chasm 50' ahead illuminating an assortment of stalactites jutting from the ceiling while figures hurry back and forth in on the far side of the chasm.

The section is now broken out by tier.

## Defense of Molten Cavern

### General Features

The molten cavern has the following general features:

**Terrain.** Smooth, natural stone bordered by a 25' wide chasm. The chasm is 60' deep with a river of magma running through it.

**Weather.** Uncomfortably hot and humid.

**Light.** Dim light emanates from the magma flow in the chasm.

**Smells.** The stink of sulfur permeates the chamber.

After roughly two hours of travel the characters encounter a force of duergar attempting to flank the Mirabar column. Players from both tiers of play are fighting in the same area for the same objectives, use the tier appropriate statistics for the encounter.

The Xornbane raiders seek to raid the Mirabaran column, disrupt the order of march, and slow forward progress. The primary objective for the players is to turn back the raiders, simple as that. Consequences for failure and the impact for the rest of the adventure are listed in **DM Handout A**.

### Tactics

The raiding force is comprised of three **kavalrachni** and three **derro darkfliers** riding **darkflier moths** (Tier 1) or three **stone guard kavalrachni** and three **derro savant darkfliers**

riding **darfler moths** (Tier 2). The foes are advancing from the east side of the map as indicated on **Map 2. Defense of Molten Cavern.**

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove a **derro darkflier**
- **Strong Group:** Add a **derro darkflier**
- **Very Strong Group:** Add a **kavalrachni**

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove a **derro savant darkflier**
- **Strong Group:** Add a **derro savant darkflier**
- **Very Strong Group:** Add a **stone guard kavalrachni**

The kavalrachni are warriors mounted on spider steeds, derro darkfliers are derro mounted on cave moths who provide ranged support. The kavalrachni use the leaping ability of their steeds to close the distance to the party quickly and engage in melee. The darkfliers stay at range lobbing specialty munitions at the party. Should a derro lose their mount over the magma channel, they plummet to their death, should the derro rider die the mount will not engage in combat, but simply fly away. The kavalrachni mounts fight to the death unless ordered otherwise by their rider. The darkfliers use the stalactites as cover and target groups of characters over individuals. The kavalrachni attempt to use their superior mobility to attack ranged combatants attempting to destroy the darkfliers. Note, the kavalrachni steeders can “stick” a character, jump up to the ceiling, and subsequently drop said character on the following turn, either to the cavern floor or the magma chasm.

### Development

Record the results of this encounter in **DM Handout B** and report them to the Administrator. Now take a **hard stop** and wait until the Admin tells the groups to move to the next section.

## Track C. Rear Guard

Please read the following:

With preparations and huzzahs made, the expedition is officially under way. While the main body starts up a rousing chorus of bawdy dwarven marching cadences, your group agrees to provide security for the supply train. Thirty odd drovers, pack animals, and wagons loaded with provisions set out at a ponderous pace. The smell of manure fills the air of the tunnels and caverns as the caravan lumbers along slowly but surely. Ahead, the route of march narrows and drops suddenly, causing the supply train to halt and tempers to flare.

The section is now broken out by tier.

## The Logjam

### General Features

The Upperdark has the following general features:

**Terrain.** Winding tunnels and lightless caverns.

**Weather.** Generally moist and cool.

**Light.** Save intermittent growths of phosphorescent fungi, it is pitch dark.

**Smells and Sounds.** The Upperdark smells earthy and damp. It is also unnervingly quiet save the occasional chirrup and squeak of vermin.

After roughly an hour of march the supply train hits a narrow, steep incline which causes a unexpected halt. Several of the more “colorful” drovers who have tolerated each other thus far now get very upset and begin arguing furiously. Players from both tiers of play are in the same area mediating together, just use the tier appropriate statistics for the encounter.

The characters must calm the situation, get the supply train moving again, and then protect it from an unexpected ambush by lurking predators. Consequences for failure and the impact for the rest of the adventure are listed in **DM Handout A.**

### The Situation

First, a successful DC 12 Charisma (Persuasion) or (Intimidation) check is required to restore order. There are a total of eight drovers and merchants involved in the traffic jam, each with his or her own peccadillos and personality quirks explained as follows:

- **Scolowin.** A Chondathan human of middling years with middling hair and a twisted upper spine. He hauls badly needed lumber.
- **Lummy the Tippler.** A phlegmatic Halfling hauling forage with a love for strong drink and rude jokes.

- **Robishoe.** Damaran human, a disgraced former cavalryman who has taken to droving to make ends meet. Feels he should be the lead wagon, unafraid to say this.
- **Nudge.** Half orc, smells strongly of overripe cheese, pleasant but not an articulate fellow. Unsurprisingly, hauls cheese and dried foods.
- **Quintus the Quarrel.** Illuskan human, grabby hands and a smart mouth. Hauls ammunition and just wants to get this over with.
- **Ontos Copperkettle.** Shield dwarf from Sundabar, hauls the pots, pans, and sundries for the mobile kitchen. Talks about food, specifically the uses of fungus, constantly
- **Paedric the Pudge.** morbidly obese Mirabaran shield dwarf. Dislikes walking, very much enjoys listening to Ontos, friendly enough otherwise.
- **Mogrid Anvilhammer.** Mirabaran shield dwarf hauling field smithing supplies. Eager to get past this and get moving. Tendency to tell irritatingly pointless stories, but a nice fellow.

The supply train was moving along in double ranks but must now narrow to single file. The personalities above make this ordinarily simple task much more difficult as they bicker with each other and the characters. The characters must find a workable order in a timely fashion or risk bogging down the main column. This is, essentially, a logic puzzle with a time limit. The following conditions exist:

- Lummy and Quintus will each line up following Paedric.
- Scolowin will line up before Ontos and Lummy.
- Mogrid will line up before Scolowin.
- Paedric can't get moving before Nudge.
- Scolowin and Nudge will follow Robishoe

The characters have until the end of this section to figure out the puzzle. However, at a time of your choosing a group of an **ankheg** and two **ankheg hatchlings** (Tier 1) or two **umber hulks** and an **umber hulk hatchling** (Tier 2) attracted by the smells and sounds of draft animals attack the supply train. As all the creatures can burrow, feel free to have them pop up in unexpected locations based on how you choose to represent the convoy.

The drovers (**commoners**) only fight if cornered. You do not have to start the fight right away, but don't wait too long. Use the attack to spur the party on if they seem to be bogging down. The solution is in **DM Handout A** as are the consequences should the party not figure out the correct order. Feel free to add whatever quirks to the drovers you like to enhance the experience.

Also, have two or three of the drovers **not** want to be in the order the characters have chosen for them. You don't need to require checks to gain compliance, use it to encourage role playing.

#### Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove an **ankheg hatchling**
- **Strong Group:** Add an **ankheg hatchling**
- **Very Strong Group:** Add an **ankheg**

#### Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove an **umber hulk**
- **Strong Group:** Add an **umber hulk hatchling**
- **Very Strong Group:** Add an **umber hulk**

### Development

Record the results of this encounter in **DM Handout B** and report them to the Administrator. Now take a **hard stop** and wait until the Admin tells the groups to move to the next section. (solution: M, R, S, N, O, P, Q, L)

#### XP Award (Tier 1)

If the characters manage to solve the puzzle without resorting to violence with the drovers award 150xp.

#### XP Award (Tier 2)

If the characters manage to solve the puzzle without undue assistance and before time runs out award 300 XP.



## Part 2. Battle for Grave Dust Cavern, Part 1.

**Estimated Duration:** 60 minutes

The Mirabar expedition reaches a forlorn cavern where the battle against Clan Xornbane begins in earnest.

### General Features

The cavern has the following general features:

**Terrain.** The floor of this cavern is coated in a fine, gray dust that coats everything it touches and the bones of gigantic humanoid creatures dot the landscape. A lone, rocky promontory dominates the far western end of the cavern and trenchworks have been constructed at the midpoint. The ceiling is over 100' in height and dotted with stalactites.

**Temperature.** The cavern is cool and dry.

**Visibility.** Unless otherwise specified, the interior of the cavern is completely dark save an eerie flickering atop the promontory. Any creature disturbing the dust coating the cavern causes plumes of dust to kick up creating an obscuring cloud. Any creature moving more than 20 feet within 5 feet of the cavern floor causes a 10-foot cloud of dust to kick up granting **partial concealment** centered on the creature at the end of its movement.

**Smells and Sounds.** Ancient decay and oddly, brimstone. The distant shout and clangor of warriors preparing for battle.

### Preparing for War

Read the following to the players:

After a punishing march the assembled forces of Mirabar have finally encountered the bulk of Clan Xornbane's forces in a dusty, dead cavern leagues from anywhere. The doughty gray dwarves have assembled a formidable defense at first glance. Formidable spiked trenchworks wend between the massive bones of some long monstrosities. A stone promontory juts defiantly behind the Xornbane lines some 60 feet in the air, its summit flickering with a sickly eldritch light. Further back, dust stirs as the duergar toil away preparing for the coming fight.

Zern Xerkstil sets about rallying and directing the Mirabarans before calling for a war council with the assembled heroes. Now, send a player to gather a **status report** from the Administrator (**DM Handout B**) and use the information from it below. Zern outlines the following:

- Condition of Mirabaran forces (**Status Report**)
- Displacement of Clan Xornbane

- Heavily manned, well-fortified trenches blocking the main route of advance
- Odd lights coming from the high point behind the trench line
- Some unusual tunnels are present in this cavern, they should be explored.
- The commander of the Xornbane forces is believed to be coordinating the defense towards the rear of the cavern.
- Zern and the dwarves are marshalling to attack through the center of the cavern in force.
- Supplies and water are sufficient for now, but the forces of Mirabar cannot mount a protracted siege.

The characters have three options to prepare for the assault:

- Reduce the trench line** (Combat)
- Infiltrate the Lines**(Stealth)
- Explore the Tunnels** (Exploration)

Without the aid of the heroes, the Mirabarans will be slaughtered by the well prepared duergar. Have the players spend a few moments deciding which option they'd like and once they decide which option they wish to pursue, go to the appropriate section and inform the Administrator of your table's choice and table number.

**NOTE:** Encounters in part 2 are combined for both tiers. Tier appropriate statistics are included where appropriate.

### A. Reduce the Trench Line

This mission is combat intensive and involves defending a group of dwarven sappers from waves of duergar attackers as the dwarves attempt to place petards to reduce (blow up) a chunk of the duergar trench network enabling the main attack force to advance much more easily.

As the characters set out, please read the following:

Tension is high as your group prepares to move out. Four shield dwarves dressed in sturdy, dark gray work tunics, their faces smeared with charcoal, each heft a single barrel filled with gnomish blasting powder. They exchange knowing nods with each other before settling their collective gazes on you all. One barks at you all as he glances towards the duergar lines, "Alright ye plonks, let's git tae business. The blood trench won't blow issel'f up".

Have the characters determine their marching order to include the dwarven sappers and how

they wish to approach. The duergar lines are about 100 meters forward of the allied lines and there are sentries posted along the duergar trench network as shown on **Map 3. Grave Dust Cavern**. The sentries are visible with a DC 12 Wisdom (Perception) check. As the group approaches, the sappers point out the best locations for the explosives to be placed and notify the characters. These locations are shown on the map.

If the characters disagree with the choice of placement, the sappers argue vehemently in their own support. They will, however, throw their hands up and agree if a character refuses to back down. This is less than ideal as detailed below. The objectives of this mission and key parameters are as follows:

- Place four petards and defend them for five rounds while the sappers arm them. The petards detonate at the end of the 6<sup>th</sup> round of combat if properly armed.
- The petards must remain in the appropriate area as detailed on the map.
- Early detonation does not count as a failure if the petard is placed properly. It is, however, very bad for the sapper and anyone caught in the blast radius.
- **At least** two of the petards must detonate in the appropriate area for this mission to be considered a success.
- A character may arm a petard by spending their action making a DC 12 Intelligence check until 5 such checks are made. The sappers make this check automatically. Should a sapper fall, count how many rounds arming the petard have passed, this determines how many checks a player must make.
- **The sappers act on initiative count 10 (losing ties) each round.**

### Sappers n' Splosions

The Mirabaran sappers are miners with experience in using gnomish blasting powder. They are absolutely committed to seeing this mission through unto death. Use **dwarf warrior** statistics for the sappers and the following statistics for the petards:

**Petard (medium object):** AC 15, HP 18, *immune* to poison and psychic damage, *vulnerable* to fire and lightning damage.

**Detonation.** When reduced to 0 hit points or when detonated the petard detonates for 10d8 (40) fire damage and 10d8 (40) thunder damage DC 15 Dexterity save for half. The petard moves a significant amount of earth when it explodes.

The sappers make all Dexterity (Stealth) checks at *disadvantage* due to their rattling equipment and the fact that they're carrying bombs the size of barrels in hand carts.

### Foes and Tactics

The duergar have sentries on alert along the trench line with a passive Perception 14. Once the party is within 60 feet of the trench line, start making passive Perception checks, once the party fails roll initiative. Should the party make it all the way to the line, the noisy sappers give them away and combat begins. The duergar forces attack in waves as detailed below:

#### Tier 1

- Round 1: Four **derro** (starting round of combat)
- Round 2: A **duergar** and three **derro infernals**
- Round 4: Two **spined devils** and two **derro shock troopers**

#### Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove the **duergar** from Wave 2
- **Strong Group:** Add a **duergar** to Wave 1
- **Very Strong Group:** Add a **spined devil** to Wave 2

#### Tier 2

- Round 1: Four **derro assassins**
- Round 2: A **duergar flamekeeper** and three **bearded devils**
- Round 4: Two **spined devils** two **duergar infernals**, one **derro assassin** and a **bearded devil**

#### Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove the **duergar flamekeeper** from Wave 2
- **Strong Group:** Add a **bearded devil** to Wave 1
- **Very Strong Group:** Add a **spined devil** to Wave 2

The first wave targets whoever they see first with ranged attacks. The second wave attacks the sappers preferentially until reduced to half hit points. The third wave stays at range and splits attacks between sappers and ranged threats.

There is nothing stopping the characters from detonating the barrels as soon as they are in place and not waiting for the sappers to do their work. These actions, however, carry consequences. See

the Rewards section for more details. Remember, the characters *do not* have to defeat all the foes to succeed with this encounter, only set off the petards in the proper locations.

### Developments

If the characters succeed in detonating **at least 2** of the petards read the following:

The entire cavern shakes with the ear-splitting force of the sapper charges. Dirt and dust fill the air in a choking cloud reducing visibility to nothing for several minutes. As the dust clears, a ragged crater is visible in the Xornbane lines. Disoriented duergar soldiers stagger about, dazed and confused.

If the characters fail in their mission read the following:

A tremendous explosion rocks the cavern throwing dust and debris in the air. When the dust settles, the Xornbane trenchworks sit battered but whole. A dispirited groan escapes the Mirabaran lines as they see the killing ground still intact.

If the characters detonate no petards, upon their return Zern and the Mirabarans shake their heads sadly and contemplate taking the formidable Xornbane lines. Please report the success or failure of your table to the Administrator and wait for the order to proceed to the next encounter. If the characters opted to take the easy route and self-detonate the petards thereby killing the sappers, they earn the story award *Fratricide*.

### XP Award (Tier 1)

If the characters kept all the sappers alive award them 150 XP and the story award *A Sapper's Best Friend*.

### XP Award (Tier 2)

If the characters kept all the sappers alive award them 350 XP and the story award *A Sapper's Best Friend*.

## B. Infiltrate the Lines

This mission requires the characters to infiltrate the duergar lines and recon whatever is occurring on the promontory.

Unbeknownst to the heroes, Tormag Xornbane, leader of the duergar expedition, has succumbed

to the temptations of the imp, Scrubius, and instructed his flamekeeper priests to summon devils to aid the duergar in their defense. Those devils are now summoning other devils, as devils are wont to do.

The strange lights seen on the promontory are the summoning rituals. It is vital that these activities come to light and the summonings be stopped.

When the party is ready, read the following:

It is almost a relief to leave the noise and bustle of the war camp behind as your group sets out to reconnoiter behind enemy lines. The duergar trench system is a formidable lattice of stone spikes, derro snipers, and who knows what else. Hellish red light pulses from your objective, the rocky outcropping jutting from behind the duergar works. Time to get to it.

Before setting out allow the players time to prepare. Inform them that they are attempting to infiltrate a heavily guarded area full of nasty beings ready for war. Remember the dusty terrain and remind the players about how it kicks up when they move too quickly. Some examples of ways that the characters can prepare for this excursion:

- Darken exposed skin, darkvision still only sees in black and white. Light colors stand out.
- Subdue metal surfaces
- Tie down loose equipment to prevent it rattling

Do not feel obligated to share this information, perhaps have the characters make a check you deem appropriate to glean this information, perhaps a DC 12 Intelligence check. Certain backgrounds might already know this information also (Soldier for example). Once the party is ready, follow this sequence:

- **Dexterity (Stealth) Group Check.** If the party took appropriate steps to prepare, give them advantage. Their preparations may also positively or negatively affect their challenge as you see fit. Reward creativity, and punish the lack thereof.
- **Bypass the Sentries.** The party encounters a setback during their infiltration.
- **Determine the Outcome.** This affects their ultimate objective, the summoning circle.
- **Reach the High Ground.** The party reaches the summoning circle.

## Sentries!

As the party advances, carefully and quietly through the broken, rocky terrain of the duergar lines, they spot a quartet of **duergar** soldiers blocking their route of ingress with a lone **spined devil** perched on a boulder about 20 feet away. The duergar have a passive Perception of 12 (Tier 1) or 15 (Tier 2). If the group is spotted, two of the sentries move to investigate the party. If not, the party must determine how they wish to dispatch the sentries. Have the party describe what they wish to do to bypass or eliminate the sentries with the following bits of information to guide you:

- The party is currently in an area with good cover from uneven terrain.
- The terrain evens out before they reach the objective. They will eventually be spotted when they run out of cover and it will take entirely too long to belly crawl to the objective.
- The sentries are alert and don't appear to be roving and they are blocking access to the objective.
- Time is a factor, they don't have all day to gather their information.
- A Wisdom (Perception) check of 10 or above reveals no other nearby guards, although loud noises (melee combat, flashy magic) would attract attention
- Once these guards are dispatched, they are clear for the objective.
- The sentries are **duergar** for Tier 1 and **duergar stone guards** at Tier 2 for purposes of saving throws. The **spined devil** is unchanged.
- Position the guards and determine terrain as you see fit. There could be a low cooking fire, a couple of stones set for seats, a couple small tents, a team of draft animals nearby, etc. Don't get crazy, it's a military camp, use that as a guideline. Give the party terrain to work with, but don't make it too easy-this is an opportunity to problem solve.
- Any spells or abilities used to overcome this challenge are expended normally.

Allow the players to come up with a course of action to deal with the sentries that makes sense, make skill checks that are tier appropriate, and abstract any combat. For example, if the rogue manages to sneak up and garrote a sentry, the sentry dies. Should they fail to account for the other three sentries, the alert is sounded and the party fails. The consequences for failure are outlined below.

Remember that the party has 60 minutes for both this setback and the actual objective. Failing to finish the final objective before time is called results in failure of the mission.

## The High Ground

If the party fails to overcome the sentries describe them arriving to the following area to the chorus of alarm bells and shouting in addition to the following:

The dusty expanse of the cavern breaks in to a steep incline leading to the summit of a large, rocky outcropping. As you approach, the source of the unusual lights becomes clear. Duergar in robes and mail armor stand chanting near circles of power flaring rhythmically with hellfire. At the center of it all is a stone pillar standing 5 feet high and 3 feet in diameter. It is cut in a wonder of rune inscribed geometric shapes, all linked together in perfect unison. The cracks between each shape pulse with a hellish light in time with the chanting emitting waves of power to the summoning circles.

The duergar flamekeepers here are channeling hellfire through a ritual linked to the stone pillar, an infernal device called Mephistopheles's Tooth. Should they complete their ritual the duergar will be able to call hellfire down on their foes making the assault much harder.

The party must disable the Tooth to complete this mission. A DC 12 Intelligence (Arcana) or Intelligence (Religion) check indicates the purpose of the device. Tieflings are instinctively aware of the hellfire in the device and how very bad that is. If the characters **failed** to overcome the sentries, guards are in place that complicate the encounter.

## Foes and Tactics

The layout of this area is detailed in **Map 4. Mephistopheles's Tooth**. There are 4 **duergar** conducting the ritual around the Tooth guarded by a **duergar infernals** (Tier 1) or two **bearded devils** (Tier 2). The flamekeepers don't initiate combat, but stay focused on their ritual unless attacked or otherwise disrupted (area of effect damage, recovering from incapacitating effects, etc.). If the camp was alerted, then a **spined devil** (Tier 1) or a **durzagon** are also present.

Any foes present attempt to stop the destruction or deactivation of the Tooth at all costs. Use the tier appropriate statistics below:

### Tier 1.

### Trap: Mephistopheles's Tooth

*Simple trap (level 1-4, moderate threat)*

This trap is a fiendish device that channels hellfire for offensive use.

**Trigger.** Improperly activating or shutting down the trap triggers it.

**Effect.** When triggered, a pulse of hellfire emanates from the device in a 30' radius. Any creature in the area when the trap is triggered must succeed on a DC 11 Dexterity saving throw or take 11 (2d10) fire damage and be thrown 15' away from the device and knocked prone. A DC 11 Wisdom (Perception) or Intelligence (Investigation) check reveals scorch marks emanating from the base of the device to a 30' radius.

**Countermeasures.** A DC 12 Wisdom (Perception) check reveals a pattern in the interlocking glyphs on the device. It takes a total of four (4) DC 15 Dexterity checks made with thieves' tools to properly shut the device down. The device may also be shut down by expending a spell slot and making a DC 15 Intelligence (Arcana) or DC 15 Intelligence (Religion) check within 30' of the device. Any of these checks which fails by 5 or more sets off the trap immediately, after which it resets at the start of the following round. The device requires 4 total successes from any listed countermeasure. The device can only be affected by one attempt per round.

#### Tier 2.

### Trap: Mephistopheles's Tooth

*Simple trap (level 5-10, moderate threat)*

This trap is a fiendish device that channels hellfire for offensive use.

**Trigger.** The trap will trigger if improperly activated or shut down.

**Effect.** When triggered, a pulse of hellfire emanates from the device in a 30' radius. Any creature in the area when the trap is triggered must succeed on a DC 13 Dexterity saving throw or take 15 (3d10) fire damage and be thrown 15' away from the device and knocked prone. A DC 13 Wisdom (Perception) or Intelligence (Investigation) check reveals scorch marks emanating from the base of the device to a 30' radius.

**Countermeasures.** A DC 14 Wisdom (Perception) check reveals a pattern in the interlocking glyphs on the device. It takes a total of four (4) DC 17 Dexterity checks made with thieves' tools to properly shut the device down. The device may also be shut down by expending a spell slot and making a DC 17 Intelligence (Arcana) or DC 17 Intelligence (Religion) check within 30' of the device. Any of these checks which fails by 5 or more sets off the trap immediately, after which it resets at the start of the following round. The device requires 4 total successes from any listed countermeasure. The device can only be affected by one attempt per round.

At the top of every round, each duergar who continues the ritual calls forth a **lemure** from its respective arcane circle up to a maximum of four.

On initiative count 10 (losing ties), the lemures acts—moving as fast as possible towards the device. Every time a lemure touches the device, it explodes in a fountain of infernal energy and gore, inflicting 1d10 (5) fire damage in a 20-foot radius and poisoning anyone affected. A successful DC 11 Constitution saving throw negates the poison condition. At Tier 2 the damage changes to 2d10 (10) fire damage and a DC 13 Constitution saving throw to negate the poison.

### Developments

If the party fails to deactivate the device before time elapses on this section, read the following:

Suddenly, a font of blazing infernal light erupts from the column bathing the summit in a baleful, reddish glow. The ceiling shudders as multiple flaming portals open across its breadth. Flaming hunks of stone begin falling from the portals, arcing towards the Mirabaran lines.

Should they succeed read the following:

The intricate glyphs along the column pulse with increasing urgency until a dazzling light fills your eyes. The ground shudders and a tremendous vacuum swirls from the plinth of the device, shattering the stone and devouring the crumbling remains. With a loud POP, the air stills, and the hellish glow of the circles fades.

Please report the success or failure of your table to the Administrator and wait for the order to proceed to the next encounter.

### XP Award (Tier 1)

If the characters disable the trap award 150 XP.

### XP Award (Tier 2)

If the characters disable the trap award 300 XP.

## C. Gathering Intelligence

One corner of the cavern has several odd-looking tunnels that could hold promise to flank the duergar lines. They should be explored.

### General Features

The area has the following general features:



**Terrain.** Smooth, almost polished tunnels of stone varying between 10 and 20 feet in diameter. The tunnels wend and wind in erratic directions, sometimes crossing one another. Traversing steeply angled tunnels requires magical assistance or climbing equipment.

**Light.** None.

**Smells and Sounds.** A vaguely vinegary tang hangs in the air. Distant rumbling sounds from time to time.

No sooner than they entered this dusty cavern in pursuit of the duergar, the dwarves of Mirabar set to work establishing a base camp. Shortly thereafter a quartet of unusual tunnels were discovered in a corner of the cavern. The stone of the tunnels is worn smooth as if by acid and neatly uniform in circumference, easily wide enough to accommodate two men marching abreast.

Any character with a military background recognizes the tactical significance of these tunnels. They could be a route in to the flank of either force, but they must be explored first. A DC 12 Intelligence (Nature) check reveals that adult purple worms most likely created these tunnels. A DC 12 Intelligence (History) check indicates that this area borders on a region of the Underdark known as the Wormwritings, a vast network of tunnels and egg chambers populated by purple worms.

Zern Xerkstil and the Mirabarans wish to explore the tunnels to see if they offer a tactical advantage. They send a team of miners to explore another tunnel and have a team standing by to collapse the tunnel entrances should a significant threat try to use the them. The characters have about two hours to explore and return.

## Spelunking

The worm tunnels are unlike the caverns and tunnels the characters have traversed thus far, sloping up and down at extreme angles as they wind through the earth. After about a half hour of strenuous travel, read the following:

The journey thus far has been physically demanding, but danger has not reared its head. Shortly after reaching the top of a particularly steep tunnel, the low rumbling that has shaken the tunnels periodically over the last half hour increases drastically in intensity. Alarmingly, the walls begin to crack as dirt and dust rain down from above. The floor collapses as you plunge in to the depths, the ceiling collapsing behind you.

The passing of a particularly large purple worm is, unsurprisingly, causing a cave in. Everything is not lost, however, as the collapse drops the party down a particularly large tunnel running beneath where they were standing. The party is now on an impromptu luge course and must think quickly to survive.

## The Luge!

This event takes place over the course of 30 seconds for the characters. For the players, they must work together to not die for 5 rounds. Use the following table of complications as a guide and feel free to make up your own keeping the DCs in line with what is presented in the sidebar.

### Luge! Events, Reactions, and Consequences

In this event, the characters are plunged in to 30 seconds of insanity as they rocket through a collapsing 20' wide pitch dark underground tunnel to parts unknown at roughly 60 mph (96 kph). Damage is given by Tier, use save DCs of either 11 for Tier 1 or 13 for Tier 2. Choose a complication, the player chooses a reaction, then decide on a consequence for each player for 5 rounds. Roll initiative or not—your choice.

#### Complications

- **Very Sharp Rocks.** The cracking stone has punched up in a series of jagged spokes on a patch of the tunnel
- **I Feel So Funky.** A slimy patch of fungus coats a section of tunnel
- **I'm Flying!** The tunnel buckles, turning a section of it in to a ramp.
- **It's in My Eyes!** This section of tunnel has large webs strung across it.
- **Tumbling Stones.** Large rocks fall from the collapsing ceiling and tumble around the character

#### Reactions

- **Dodge! Duck!** The character attempts to fling themselves from harm (Dexterity save)
- **Grit Your Teeth.** Gird yourself for danger by relying on your resilience and/or armor protect you. (Constitution)
- **I'm a Leaf on the Wind.** Use your keen insight or wit to pick your way past an obstacle (Intelligence or Wisdom save for ½ damage)

#### Consequences

- **Cut to Ribbons** Take 1d10 (5) or 2d10 (10) slashing damage, save for half.
- **Bashed to Pieces.** Take 1d10 (5) or 2d10 (10) bludgeoning damage, save for half.
- **Entangled!** Speed is halved until a successful DC 11 or 13 Strength saving throw is made. Take 3 or 5 bludgeoning damage each turn until the save is made from bits of the tunnel striking you.

- **Covered in Slime.** You are poisoned until a successful Constitution saving throw is made
- **Hard Landing.** You are Incapacitated until the end of your next turn.

#### Improvising

Allow characters to improvise! A *burning hands* spell can destroy a web, players can pull ropes and other objects to help each other and so forth. This is meant to move fast and be fun. Feel free to make up your own events using the above as guidance! Should a character opt to fly, they are not necessarily safe. The tunnel winds dangerously and the following collapse means the character must move at full speed to avoid being buried. The characters can avoid flying in to walls or other hazards to keep the experience entertaining.

After five rounds the players careen in to an irregularly shaped ovoid chamber landing in a natural cistern.

Suddenly, the tunnel opens in to a spacious chamber. As you are spat through the air you have enough time to notice fungal growths and a small body of water shortly before you plummet to its depths. As you surface a curious svirfneblin in dun colored work clothes looks down on you, water dripping from his face. "Well...hullo there" he barks with amusement.

This is Gurdin Gloomhands, a deep gnome explorer who has taken to picking after purple worm scat for the gems the worms excrete. Should the players parley with Gurdin they learn the following:

- He is a curious fellow who smells of vinegar and rich fertilizer. Never one to cause trouble, he enquires as to who the characters are and how they managed to get down here.
- Once pleasantries are conducted he offers some food and drink while making small talk.
- Should the players mention the gray dwarves, Gurdin spits on the ground and mutters a curse.
- He further explains that these tunnels may or may not lead up to the cavern they mention, at least not until they describe it (large bones, lots of gray dust).
- Should the players treat him courteously, he offers to assist them in their endeavors in exchange for a small favor. He has a lockbox that he cannot open. If they give an honest effort to open it, he will offer to get them back whence they came.
- He is not eager to parley with drow characters. In fact, if the characters are even a little hostile in their dealings with drow present Gurdin will

depart in an expeditious fashion and the mission is a failure. If there is a significant amount of time left, feel free to create an ambush that is tier appropriate to the party that occurs on the party's return to the cavern.

The box in question is an old lockbox of gnomish manufacture. It's a 2-foot square cube with a 3-digit numerical combination lock. Gurdin's been tinkering with it for years and has the following notes from his previous attempts:

S1: 682: One number is correct and placed correctly  
 S2: 614: One number is correct but in the wrong place  
 S3: 206: Two numbers are correct but in the wrong place  
 S4: 738: Nothing is correct  
 S5: 870: One number is correct but in the wrong place

While the players tinker with it, Gurdin make sribald jokes and explain the finer points of worm scat panhandling. The combination of the lock is **042**.

Inside the lockbox is sheaf of paper written in Undercommon congratulating Gurdin on his success followed by a bawdy limerick. The party has also earned the favor *A Gnome and His Box*. *The box can be forced open by brute strength or destructive magic*. If the characters choose to do this, they succeed in destroying the box and failing the challenge. Gurdin looks heartbroken and informs them that, "Nine Hells, I could have done that years ago, you nitwits!". If, for whatever reason, the party finishes the Luge and solves the puzzle with a significant amount of time left, feel free to add a small force of tier appropriate duergar or devils who stumble upon the cavern. This encounter should be fairly easy, just enough to keep the party on their toes and entertained. Leave enough time for the section below, however.

#### Worms!

If the players choose not to help Gurdin with his lockbox, failed to open the lockbox or succeeded and were discourteous, Gurdin indicates which route out of the cave they need to take to get back to the cavern where they started. If they were successful and courteous Gurdin explains that the fastest, most effective way to get back to where they need to be is via purple worm. He's willing to help them call one up this way so they can ride it up to the chamber, promising it'll be fun.

With little fanfare Gurdin takes out a trio of smooth, polished obsidian stones, sets them in a row before him, and chants over them for the next five minutes. At the end of five minutes the ground

begins to rumble and Gurdin calmly explains the best way to mount the sides of the worm for travel through the earth ("Gotta git in between the plates ya see!"). This gives them advantage on the upcoming saving throw to ride a purple worm.

After Gurdin finishes given his advice, the ground beneath the party erupts in a fountain of dirt and stone as an enormous purple worm breaks the floor of the chamber. The party needs to make a DC 11 or 13 Dexterity saving throw or take 1d10 (5) or 2d10 (10) bludgeoning damage from failing to grab ahold of the worm properly and avoid getting struck by debris. Remember, Gurdin's advice grants advantage to this save.

Tumult erupts as a massive violet hued worm crashes through the floor and hurtles up to the ceiling of the cavern. The gnome sketches a wave and backs up. The world descends in to noise and chaos as you barrel through the depths.

### Developments

Please report success or failure to the Administrator. Either the party helped Gurdin and is riding the worm to the cavern or they failed and had to climb back up. Either way, take a hard stop and wait until the Administrator gives the all clear to begin the last section of the adventure.

### XP Award (Tier 1)

If the characters opened the lock box award them 150xp.

### XP Award (Tier 2)

If the characters opened the lock box award them 300xp.

## Part 3. Battle for Grave Dust Cavern: Endgame

**Estimated Duration:** 60 minutes

The final assault begins with the players at the vanguard. The lost relics of Khundrukar are within their grasp!

The cavern has the following general features:

**Terrain.** The floor of this cavern is coated in a fine, gray dust that coats everything it touches and the bones of gigantic humanoid creatures dot the landscape. A lone, rocky promontory dominates the far western end of the cavern and trenchworks have been constructed at the midpoint. The ceiling is over 100' in height and dotted with stalactites.

**Temperature.** The cavern is uncomfortably hot and dry.

**Visibility.** Due to the chaos of war, the air of the dusty cavern is whipped up like a dust storm. Visibility is reduced to 30 feet, even with darkvision. Objects and creatures past this have partial concealment out to 60 feet when they become totally obscured.

**Smells and Sounds.** The air reeks of dust and brimstone while the sounds of battle fill the air.

Before play begins the Administrator will notify all tables of any boons or banes they have accrued from the previous section. If the Administrator does not inform you of boons or banes, please remind them to give this information before play begins.

The Battle for Grave Dust Cavern, as the dwarves of Mirabar will call it, has now begun in earnest. This part of the adventure could begin in several ways depending on how successful the various groups were. Three major things to consider when describing what the characters are now seeing:

- The trenches were destroyed: A massive explosion rocks the cavern and a hole is blown in the duergar lines (this is good).
- The summoning was stopped: A flash of red-orange light pulsed from the rocky promontory and died away (this is good).
- The reconnaissance was successful: A massive purple worm comes erupting in to the left flank of the duergar lines (this is good).
- The summoning was successful: multiple portals of hellfire open in the ceiling of the cavern and rain down on the characters (this is bad).
- The duergar lines stand unbroken (this is bad).

Base your description of the start of battle on the results you receive from the Administrator *and*

*the mission your party did in the last section.* Here's a sample, adjust this to fit your circumstances:

Dust stings your eyes, ears still ringing from the force of the explosion, you see a massive hole in the duergar lines! Battle cries rise from behind you as the Mirabaran forces charge ahead, eager for the fight. As you advance, the cavern is shaken again by the force of a massive beast, a purple worm, crashing through the cave floor and in to the left flank of the duergar lines. The smell of brimstone fills your nose as your foes approach. To battle!

### The Battle is Joined

This phase of the adventure is a straightforward fight, the forces of Clan Xornbane must be closed with and destroyed! The battle begins as a chaotic melee in a ringing, dust choked cavern among the bones of dead giants. Hellfire crackles through the air and the screams of the dead and dying emanate from among the craggy creases of the cave floor. The only way to go, is forward, regardless of where the party starts from (trenches, promontory, falling from the back of a worm). The party is quickly confronted by the duergar defenders.

### Boons and Banes

Here are the effects of the boons and banes in detail:

**Trench Destroyed (Boon):** All characters have advantage to attacks and skill checks during the first round of combat.

**Trench Intact (Bane):** All tables have disadvantage to attacks and skill checks during the first round of combat.

**Summoning Stopped (Boon):** All characters have advantage to initiative in the first encounter

**Summoning Completed (Bane):** A rain of hellfire attacks the characters on the first round of combat

**Hellfire (Tier 1).** Ranged Spell Attack: +4 to hit, range 300ft., one target. Hit: 6 (1d10 + 2) fire damage.

**Hellfire (Tier 2).** Ranged Spell Attack: +7 to hit, range 300ft., one target. Hit: 12 (2d10 + 2) fire damage.

**Worms! (Boon):** All foes not otherwise immune are frightened for 1 round at the start of combat.

**No Worms (Bane):** All characters incur a level of Exhaustion

### Foes and Tactics

The defenders are ready for a fight and work intelligently together, whether infernal or duergar. No quarter is asked and none is given. Infernal foes strike to kill disabled characters and the defenders fight savagely until banished or slain. The characters confront a **duergar xarrorn** on a **steeder** supported by three **derro infernals**

(Tier 1) or a **durzagon** mounted on a **steeder** supported by three **bearded devils** (Tier 2).

#### Adjusting this Encounter (Tier 1)

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove the **derro infernal**
- **Strong Group:** Add a **derro infernal**
- **Very Strong Group:** Add a **duergar**

#### Adjusting this Encounter (Tier 2)

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove a **bearded devil**
- **Strong Group:** Add a **bearded devil**
- **Very Strong Group:** Add a **duergar flamepriest**

If the characters prevail, read the following:

As the battle rages around you, the forces of Mirabar appear to be gaining the advantage. The fighting is far from over, however. Ahead, parting roiling clouds of dust, is a gray dwarf in magnificent blackened steel armor adorned with crimson enamel work. He hefts a maul with focused rage, crushing dwarven warriors left and right. This must be the commander of the Xornbane forces! If he is not dealt with promptly, he could well swing the tide of the battle.

#### Foes and Tactics

This is indeed **Tormag Xornbane**, leader of the duergar forces. He is accompanied by his bodyguards, a **duergar infernals** (Tier 1) or two **durzagon** (Tier 2).

As before, Tormag and his allies jump in to the middle of the fray and attempt to crush all before them. Tormag makes liberal use of the Lair Actions listed below to ensure his victory. Feel free to construct the layout of battlefield as you see fit so long as it makes sense within this location.

#### Lair Actions: Tormag Xornbane (Tier 2)

On initiative count 20 (losing initiative ties) Tormag takes a lair action to cause one of the following effects; Tormag cannot use the same effect two rounds in a row:

- Hellfire infused stone erupts from a point in the ground Tormag can see within 60 feet of him, creating a 20-foot-high, 5-foot radius shard. Each creature in the spike's area must make a DC 14 Dexterity saving throw or take 9 (3d6) fire damage and be knocked 10 feet in a random direction and end the movement prone.

- A tremor shakes the cavern in a 60-foot radius around Tormag. Each creature other than Tormag must make a DC 14 Dexterity saving throw or be knocked prone. Dwarves have advantage on this saving throw.
- Tormag summons two **duergar infernals** from the crust of the earth. The infernals last until the end of Tormag's next turn before crumbling to sulfurous cinders.

#### Lair Actions: Tormag Xornbane (Tier 1)

On initiative count 20 (losing initiative ties) Tormag takes a lair action to cause one of the following effects; Tormag cannot use the same effect two rounds in a row:

- Hellfire infused stone erupts from a point in the ground Tormag can see within 60 feet of him, creating a 20-foot-high, 5-foot radius shard. Each creature in the spike's area must make a DC 12 Dexterity saving throw or take 4 (2d8) fire damage and be knocked 10 feet in a random direction and end the movement prone.
- A tremor shakes the cavern in a 60-foot radius around Tormag. Each creature other than Tormag must make a DC 12 Dexterity saving throw or be knocked prone. Dwarves have advantage on this saving throw.
- The cavern ceiling splits, raining stones down on a 10-foot radius area within 60 feet of Tormag. All creatures in the area of effect must make a DC 14 Dexterity saving throw or take 4 (2d8) bludgeoning damage and be restrained until they succeed a DC 11 Strength (Athletics) check. Another creature may use their action to make the Strength (Athletics) check to end the condition.

Tormag includes his allies in area of effect attacks if it means that he can hit multiple foes. He fights ruthlessly, showering the characters with insults in dwarven. At tier 2 Tormag will summon additional duergar infernals to make best use of his Legendary Actions after his durzagon fall in battle.

If groups are either successful in defeating Tormag they can split up and move to assist other tables that are struggling. No more than one player may move to any one table to assist.

#### Adjusting this Encounter (Tier 1)

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove a **duergar infernal**
- **Strong Group:** Add a **derro infernal**
- **Very Strong Group:** Add a **duergar**

#### Adjusting this Encounter (Tier 2)

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Group:** Remove a **durzagon**
- **Strong Group:** Add a **bearded devil**
- **Very Strong Group:** Add a **duergar flamepriest**



## Developments

At least 50% of total tables must defeat Tormag for this section to be considered a success. The outcomes here are binary, either the players defeat Tormag and his allies or they die.

Either way, inform the Administrator of the outcome and await the results of how the Mirabarans fared. If most tables succeeded, the expedition is able to retrieve the lost relics of Khundrukar! After taking time to recover, the expedition marches back to Mirabar with minimal fuss.

## Treasure

If the Xornbane forces are defeated, the dwarves of Mirabar reward the characters handsomely for their efforts. Each character is rewarded with 150gp or 300gp each in gold Mirabaran trade bars for their efforts.

In addition, Tormag Xornbane himself was wearing two items crafted by Durgeddin himself which the Mirabarans are happy to allow the heroes to keep in recognition of their surface. These items are *Durgeddin's fist* (Tier 2) and *Durgeddin's unbreakable auspice* (Tier 1).

The dwarves also find a collection of writings, holy relics, and smithing tools that appear to have belonged to Durgeddin himself. These are the treasures they seek and will not part with them under any circumstance. The heroes also find an assortment of items on their foes on the battlefield. They are:

### Tier 1

- Three *potions of healing*
- Two *potions of greater healing*
- A *potion of lightning resistance*
- A *+1 weapon* (type chosen by whomever wins it)

### Tier 2

- An *elixir of health*
- A *potion of invulnerability*
- A *scroll of stonewall*
- A *wand of binding*

## Conclusion

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If the characters are victorious the dwarves of Mirabar will open a few kegs in the cavern, tend their wounded, and toast the dead. If the dwarven forces are at 50% or more of their effective strength once the fighting ends, the campaign is considered a rousing success and the characters

gain the story award **Friend of Mirabar**. If the strength is below 50% they gain the story award **Pyric Victory**. In either event, the characters have proven themselves friends of the dwarven people and should be proud of their accomplishments.

## Rewards

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

## Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

### Combat Awards

Name of Foe	XP Per Foe
Ankheg	450
Ankheg Hatchling	50
Barbed Devil	1800
Bearded Devil	700
Darkflier Moth	50
Derro	50
Derro Assassin	450
Derro Darkflier	50
Derro Infernal	100
Derro Savant	700
Derro Shocktrooper	100
Duergar	200
Duergar Flamekeeper	450
Duergar Infernal	450
Duergar Soulblade	200
Duergar Spy	450
Duergar Stoneguard	450
Duergar Stoneshaper	1100
Duergar Xarrorn	450
Durzagon	1800
Female Steeder	200
Kavalrachni	450
Lemure	10
Shrieker	10
Spined Devil	450
Stone Guard Kavalrachni	700
Tormag Xornbane (T1)	2300
Tormag Xornbane (T2)	8400
Umber Hulk	1800
Umber Hulk Hatchling	450

### Non-Combat Awards

Task or Accomplishment	XP Per Character
Disarm Sudden Burial Trap	150
Disarm Mephistopheles' Tooth	150
Solve the Drover puzzle	150

Open the Lockbox

150

### Tier 1

The **minimum** total award for each character participating in this adventure is 900 **experience points**.

The **maximum** total award for each character participating in this adventure is 1,500 **experience points**.

### Tier 2

The **minimum** total award for each character participating in this adventure is 4,500 **experience points**.

The **maximum** total award for each character participating in this adventure is 7,500 **experience points**.

## Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

### Treasure Awards

Item Name	GP Value
Gold Trade Bars	150gp (ea, T1)
Gold Trade Bars	350gp (ea, T2)

**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 who gets it randomly should the group be unable to decide.

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

### 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.
- If 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 DM. randomly determines the item's owner

## Tier 1

### Durgeddin's Unbreakable Auspice (Adamantine Armor)

*Armor (plate), uncommon*

A masterwork of dwarven craftsmanship forged of pure adamantine and lovingly adorned with all the holy symbols of the Dwarven Pantheon etched in platinum about the breastplate. The wearer of this armor has advantage on all social interactions with dwarves. This item can be found in the *Dungeon Master's Guide*.

## Tier 2

### Durgeddin's Fist (Mace of Terror)

*Weapon (mace), rare (requires attunement)*

Wrought of blackened steel, the head of this mace is forged in the likeness of three screaming orc skulls. When wielded in combat against orc foes Durgeddin's Fist bellows an endless stream of profanities and insults in a fearsome dwarven baritone audible for 30'. This item can be found in the *Dungeon Master's Guide*.

## Tier 1

### Potion of Healing

*Potion, uncommon*

This item can be found in the *Player's Handbook*.

### Potion of Lightning Resistance

*Potion, uncommon*

This item can be found in the *Dungeon Master's Guide*.

### Potion of Greater Healing

*Potion, uncommon*

This item can be found in the *Dungeon Master's Guide*.

### Magic Weapon +1

*Weapon (any), uncommon*

The player taking possession of this weapon chooses the type of weapon. Once chosen, it can't

be changed. This item can be found in the *Dungeon Master's Guide*.

## Tier 2

### Elixir of Health

*Potion, rare*

This item can be found in the *Dungeon Master's Guide*.

### Potion of Invulnerability

*Potion, rare*

This item can be found in the *Dungeon Master's Guide*.

### Scroll of Stoneskin

*Scroll, rare*

This item can be found in the *Dungeon Master's Guide*.

### Wand of Binding

*Wand, rare (requires attunement)*

This item can be found in the *Dungeon Master's Guide*.

## Story Awards

*Friend of Mirabar* (for finishing above 50% strength) The Council of Sparkling Stones recognizes your courage and leadership during this time of adversity by granting you a royal badge of Mirabar, depicted as an upright, double-bladed axe with a pointed haft and a flaring, flat base. This badge grants the wearer advantage on all Charisma (Persuasion) checks in Mirabar, Sundabar, and Citadel Adbar. and may stay in the city for up to 60 days at a luxurious lifestyle with no cost. The bearer may also purchase one suit of nonmagical armor for half the listed retail price in the PHB during any of those downtime days.

*A Gnome and His Box* (for solving the gnome puzzle box) You helped Gurdrin Gloomhands solve an old puzzle box he's struggled with for decades. As a reward, Gurdrin cuts a gorgeous ruby inset in a silver pendant. The center of the ruby glitters with mesmerizing patterns when exposed to light. One time, and one time only, you may use the ruby to cast *maze* as the wizard spell of the same name. The magic of the pendant is then expended and it

becomes a beautiful piece of jewelry worth 150 gp.

*Pyric Victory* (for finishing below 50%) Despite your best efforts, the Mirabaran forces suffered grievous casualties fighting Clan Xornbane. You are feted as a hero by the survivors, but the trauma remains. The next time you fight duergar, derro, or any fiends you gain advantage in the first round of combat from the fury you feel towards your foes. However, the first time an ally is reduced to 0 hit points or fewer in combat you are frightened for one round as the memories come flooding back.

*A Sapper's Best Friend* (for losing no sappers) Your exceptional prowess and courage saved every single one of the sappers sent to blow up the trench system in Grave Dust Cavern. Your steely-eyed determination allows you treat one failed saving throw vs an effect that imposes the frightened condition as a success. You also gain the honorary title of Sapper from the dwarves of Mirabar along with an engraved pewter hip flask filled with potent dwarven brandy, enough to get one person right and proper drunk.

*Fratricide* (for killing the sappers) Dumathoin, Keeper of Secrets Under the Mountain, sees what you did. Whenever you are underground or in an area of darkness, natural or magical, you feel Dumathoin's gaze upon you. You are subject to critical hits on a roll of 19-20 and the damage is maximized in these conditions. Contact [resource@dnadventurersleague.org](mailto:resource@dnadventurersleague.org) to learn how to atone for your misdeeds.

## Renown

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Each character receives **one renown** after this adventure.

## Downtime

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Each character receives **ten downtime days**.

## DM Rewards

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For running this adventure, you receive **XP, gp, and downtime days** as awarded by the Adventurers League Dungeon Master's Guide.

Some or all of these awards may be modified by the completion of DM Quests.

## Appendix. Monster/NPC Statistics

### Ankheg

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor), 11 while prone

**Hit Points** 39 (6d10 + 6)

**Speed** 30 ft., burrow 10 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

---

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

#### Actions

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

**Acid Spray (Recharge 6).** The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

### Ankheg Hatchling

*Medium monstrosity, unaligned*

**Armor Class** 14 (natural armor), 11 while prone

**Hit Points** 11 (2d8+2)

**Speed** 30 ft., burrow 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

---

**Skills** Perception +2

**Senses** blindsight 10 ft., passive Perception 12

**Languages** —

**Challenge** 1/4 (50 XP)

#### Actions

---

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4+4) piercing damage and the

target must make a DC 11 Constitution saving throw taking 10 (3d6) poison damage on a failed save, or half as much on a successful one.

### Barbed Devil

*Medium fiend (devil), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

---

**Saving Throws** Str +7, Con +5, Wis +5, Cha +5

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Infernal, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Barbed Hide.** At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Steadfast.** The devil can't be frightened while it can see an allied creature within 30 feet of it.

#### Actions

---

**Multiattack.** The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+3) piercing damage.

**Hurl Flame.** *Ranged Spell Attack:* +5 to hit, reach 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



## Bearded Devil

Medium fiend (devil), lawful evil

**Armor Class** 13 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

---

**Saving Throws** Str +5, Con +4, Wis +2

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Infernal, telepathy 120 ft.

**Challenge** 3 (700 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

### Actions

---

**Multiattack.** The devil makes two attacks: one with its beard and one with its glaive.

**Beard.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

## Derro

Small humanoid (derro), chaotic evil

**Armor Class** 13 (leather armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

---

**Skills** Stealth +4

**Senses** darkvision 120 ft., passive Perception 7

**Languages** Dwarvish, Undercommon

**Challenge** 1/4 (50 XP)

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

**Magic Resistance.** The derro has advantage on saving throws against spells and other magical effects.

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

### Actions

---

**Hooked Shortspear.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

**Light Repeating Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## Derro Assassin

*Small humanoid (derro), chaotic evil*

**Armor Class** 15 (studded leather)

**Hit Points** 31 (7d6 + 7)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	10 (+0)	5 (-3)	16 (+3)

---

**Skills** Stealth +5

**Senses** darkvision 120 ft., passive Perception 7

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

**Magic Resistance.** The derro has advantage on saving throws against spells and other magical effects.

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

**Innate Spellcasting.** The derro assassin's innate spellcasting ability is Charisma (spell save DC 13). It can cast the following spells requiring no material components:

At will: *minor illusion*

1/day: *darkness, fear, shatter*

**Sneak Attack.** The derro assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll or when the target is within 5 feet of an ally the assassin that isn't incapacitated and the assassin does not have disadvantage on the attack roll.

### Actions

---

**Hooked Shortspears.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

**Light Repeating Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## Darkflier Moth

*Large beast, unaligned*

**Armor Class** 13

**Hit Points** 22 (4d10)

**Speed** 10 ft., fly 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

---

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

**Keen Hearing.** The darkflier has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

---

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

## Derro Darkflier

*Small humanoid (derro), chaotic evil*

**Armor Class** 13 (leather armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

---

**Skills** Stealth +4

**Senses** darkvision 120 ft., passive Perception 7

**Languages** Dwarvish, Undercommon

**Challenge** 1/4 (50 XP)

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

**Magic Resistance.** The derro has advantage on saving throws against spells and other magical effects.

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

### Actions

---

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

**Light Repeating Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Deadly Payload.** The derro uses one of the following options; the derro can use each one no more than twice per day:

1. **Acid.** The derro hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 7 (2d6) acid damage.

2. **Alchemist's Fire.** The derro throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

3. **Thunderstone.** The derro throws a rune covered stone that detonates with a deafening bang. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 7 (2d6) thunder damage and the target is deafened, taking disadvantage on all Wisdom (Perception) checks that rely on hearing.

## Derro Infernal

*Small fiend, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

---

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Undercommon, Dwarven, Infernal

**Challenge** 1/2 (100 XP)

**Death Burst.** When the derro infernal dies, it explodes in a burst of fire and brimstone. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

**Ignited Illumination.** As a bonus action, the derro infernal can set itself ablaze or extinguish its flames. While ablaze, the derro infernal sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

### Actions

---

**Touch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

## Derro Savant

*Small humanoid (derro), chaotic evil*

**Armor Class** 13 (leather armor)

**Hit Points** 49 (11d6 + 11)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	14 (+1)

---

**Skills** Stealth +4

**Senses** darkvision 120 ft., passive Perception 7

**Languages** Dwarvish, Undercommon

**Challenge** 3 (700 XP)

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

**Magic Resistance.** The derro has advantage on saving throws against spells and other magical effects.

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

**Spellcasting.** The derro is a 5th-level spellcaster. Its spellcasting ability is Charisma (save DC 12, +4 to hit with spell attacks). The derro knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *burning hands*, *chromatic orb*, *sleep*

2nd level (3 slots): *invisibility*, *spider climb*

3rd level (2 slots): *blink*, *lightning bolt*

### Actions

---

**Hooked Shortspear.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

**Light Repeating Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## Derro Shock Trooper

*Small humanoid (derro), chaotic evil*

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

---

**Skills** Intimidation +2

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Undercommon, Dwarven

**Challenge** 1/2 (100 XP)

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

**Magic Resistance.** The derro has advantage on saving throws against spells and other magical effects.

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

**Pack Tactics.** The derro has advantage on an attack roll against a creature if at least one of the derro's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

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**Multiattack.** The derro makes two melee attacks.

**Stone Cudgel.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Light Repeating Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## Duergar

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (scale mail, shield)

**Hit Points** 26 (4d8+8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### Actions

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

### Duergar Flamekeeper

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (scale mail, shield)

**Hit Points** 26 (4d8+8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	11 (+0)	14 (+2)	11 (+0)	14 (+2)	9 (-1)
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**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

**Innate Spellcasting (Psionics).** The duergar's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *friends*, *message*

3/day: *command*

**Spellcasting.** The duergar is a 3<sup>rd</sup>-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The duergar has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *sacred flame*

1st level (4 slots): *bane*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *enhance ability*, *spiritual weapon*

### Actions

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.



## Duergar Infernal

Medium humanoid (duergar), lawful evil

**Armor Class** 17 (breastplate, shield; 15 while using a crossbow)

**Hit Points** 45 (7d8 + 14)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	13 (+1)

---

**Skills** Intimidation +3, Perception +2

**Damage Resistances** fire, poison

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Undercommon, Dwarven, Infernal

**Challenge** 2 (450 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

**Flaming Weapon (Recharges after a Short or Long Rest).** As a bonus action, the duergar can wreath one melee weapon it is wielding in flame. The guard is unharmed by this fire, which lasts until the end of the duergar's next turn. While wreathed in flame, the weapon deals an extra 3 (1d6) fire damage on a hit.

### Actions

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**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**Multiattack.** The duergar makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

## Duergar Soulblade

Medium humanoid (dwarf), lawful evil

**Armor Class** 14 (leather armor)

**Hit Points** 18 (4d8)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

---

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Innate Spellcasting (Psionics).** The duergar's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *blade ward*, *true strike*

3/day each: *jump*, *hunter's mark*

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

### Actions

---

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Create Soulblade.** The duergar creates a visible, shortsword-sized blade of psionic energy. The weapon appears in the duergar's hand and vanishes if it leaves the duergar's grip, or if the duergar dies or is incapacitated.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**Soulblade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) force damage, or 10 (2d6 + 3) force damage while enlarged. If the

soulblade has advantage on the attack roll, the attack deals an extra 3 (1d6) force damage.

## Duergar Spy

*Medium humanoid (dwarf), lawful evil*

**Armor Class** 15 (studded leather)

**Hit Points** 33 (6d8+6)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	13 (+1)

---

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

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

**Sneak Attack.** Once per turn, the spy can deal an extra 7 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

## Actions

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**Multiattack.** The spy makes two shortsword attacks.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage while enlarged.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## Duergar Stone Guard

Medium humanoid (dwarf), lawful evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 39 (6d8+12)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

---

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

**Phalanx Formation.** The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

### Actions

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**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**Warhammer.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) or 9 (1d10+4) bludgeoning damage if used two handed, or 12 (2d8 + 4) or 14 (2d10+4) bludgeoning damage while enlarged and used two handed.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

## Duergar Stoneshaper

Medium humanoid (duergar), lawful evil

**Armor Class** 17 (splint)

**Hit Points** 75 (10d8 + 30)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	17 (+3)

---

**Damage Resistances** poison

**Skills** Intimidation +5, Perception +2

**Senses** darkvision 120ft., tremorsense 30 ft., passive Perception 12

**Languages** Undercommon, Terran, Dwarven

**Challenge** 4 (1,100 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

**Death Burst.** When the stoneshaper dies, it turns to stone and explodes in a burst of rock shards, becoming a smoking pile of rubble. Each creature within 10 feet of the exploding stoneshaper must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

**Spellcasting.** The stoneshaper is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell appears in the *Elemental Evil Player's Companion*):

Cantrips (at will): *acid splash, blade ward, light, mending, mold earth*

1st level (4 slots): *expeditious retreat, false life, shield*

2nd level (3 slots): *Maximilian's earthen grasp, shatter*

3rd level (3 slots): *erupting earth, meld into stone*

4th level (1 slot): *stoneskin*

### Actions

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**Ebonstone Rod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The stoneshaper can also expend a spell slot to deal extra damage, dealing 2d8 bludgeoning damage for a 1st level slot, plus an additional 1d8 for each level of the slot above 1st.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

## Duergar Xarrorn

*Medium humanoid (dwarf), lawful evil*

**Armor Class** 18 (plate mail)

**Hit Points** 26 (4d8+8)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

---

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### Actions

---

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**Fire Lance.** *Melee Weapon Attack:* +5 to hit (with disadvantage if the target is within 5 feet of the duergar), reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 3 (1d6) fire damage, or 16 (2d12 + 3) piercing damage plus 3 (1d6) fire damage while enlarged.

**Fire Spray (Recharge 5-6).** From its fire lance, the duergar shoots a 15-foot cone of fire or a line of fire 30 feet long and 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d5) fire damage on a failed save or half as much damage on a successful one.

## Durzagon

Medium fiend, lawful evil

**Armor Class** 19 (scale mail)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft., fly 60 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

---

**Saving Throws** Str +7, Con +6, Int +5, Cha +6

**Skills** Deception +6, Intimidation +6, Perception +4, Stealth +7

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal, Undercommon, Dwarven, Infernal

**Challenge** 5 (1,800 XP)

**Fiendish Blessing.** The AC of the durzagon includes its Charisma bonus.

**Innate Spellcasting.** The durzagon's spellcasting ability is Charisma (spell save DC 14). The durzagon can innately cast the following spells, requiring no material components:

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

### Actions

---

**Multiattack.** The durzagon makes two melee attacks or uses its Fire Ray twice.

**Maul.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 4) bludgeoning damage, plus 3 (1d6) fire damage.

**Fire Ray.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

**Fiendish Charm.** One humanoid the durzagon can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the durzagon's spoken commands. If the target suffers any harm from the durzagon or another creature or receives a suicidal command from the durzagon, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the durzagon's Fiendish Charm for the next 24 hours.

## Female Steeder

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 30 (4d10 + 8)

**Speed** 30 ft., climb 30 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

---

**Skills** Stealth +7

**Senses** darkvision 120 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

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

**Leap.** The steeder can use all its movement to jump up to 120 feet vertically or horizontally.

### Actions

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.

**Sticky Leg (Recharges when the Steeder Has No Creatures Grappled).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is stuck to the steeder's leg and grappled until it escapes (escape DC 12).

### Kavalrachni (duergar cavalry)

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (scale mail, shield)

**Hit Points** 26 (4d8+8)

**Speed** 25 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

---

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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



**Cavalry Training.** When the duergar hits a target with a melee attack while mounted on a female steeder, the steeder can make a melee attack against the target as a reaction.

### Actions

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**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**Heavy Crossbow.** *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## Stone Guard Kavalrachni (duergar cavalry)

*Medium humanoid (dwarf), lawful evil*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 39 (6d8+12)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

---

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 3 (700 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

**Cavalry Training.** When the duergar hits a target with a melee attack while mounted on a female steeder, the steeder can make a melee attack against the target as a reaction.

### Actions

---

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar 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 duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar 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 duergar wears or carries is invisible with it.

**Warhammer.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) or 9 (1d10+4) bludgeoning damage if used two handed, or 12 (2d8 + 4) or 14 (2d10+4) bludgeoning damage while enlarged and used two handed.

**Heavy Crossbow.** *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## Lemure

Medium fiend (devil), lawful evil

Armor Class 7

Hit Points 13 (3d8)

Speed 15 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

---

**Damage Resistances** cold

**Damage Immunities** fire, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands Infernal but can't speak

**Challenge** 0 (10 XP)

**Devil's Sight.** Magical darkness doesn't impede the lemure's darkvision.

**Hellish Rejuvenation.** A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a bless spell cast on that creature or its remains are sprinkled with holy water.

### Actions

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**Fist.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage

## Shrieker

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

---

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

---

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 0 (10 XP)

**False Appearance.** While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

### Reactions

---

**Shriek.** When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until

the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

## Spined Devil

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

---

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

**Challenge** 2 (450 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Steadfast.** The devil can't be frightened while it can see an allied creature within 30 feet of it.

**Flyby.** The devil does not provoke an opportunity attack when it flies out of an enemy's reach.

**Limited Spines.** The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

### Actions

---

**Multiattack.** The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) slashing damage.

**Fork.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

**Tail Spine.** *Ranged Weapon Attack:* +4 to hit, 20/80 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 3 (1d6) fire damage.

## Tormag Xornbane (Tier 1)

Medium humanoid (duergar), lawful evil

**Armor Class** 16 (scale mail, shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

---

**Damage Resistances** poison

**Saving Throws** Str +7, Dex +5, Con +6

**Skills** Athletics +10, Intimidation +5

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Undercommon, Dwarven

**Challenge** 6 (2,300 XP)

**Brave.** Tormag has advantage on saving throws against being frightened.

**Brute.** A melee weapon deals one extra die of its damage when Tormag hits with it (included in the attack).

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### Actions

---

**Multiattack.** Tormag makes three melee attacks or two ranged attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

### Reactions

---

**Parry.** Tormag adds 3 to his AC against one melee attack that would hit it. To do so, Tormag must see the attacker and be wielding a melee weapon.

### Legendary Actions

---

Tormag can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another

creature's turn. Tormag regains spent legendary actions at the start of his turn.

**Weapon Attack.** Tormag makes a weapon attack.

**Command Ally.** Tormag targets one ally he can see within 30 feet of it. If the target can see and hear Tormag, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

**Frighten Foe (Costs 2 Actions).** Tormag targets one enemy he can see within 30 feet of it. If the target can see and hear him, the target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of Tormag's next turn.

## Tormag Xornbane (Tier 2)

Medium humanoid (duergar), lawful evil

**Armor Class** 20 (plate)

**Hit Points** 229 (27d8 + 108)

**Speed** 25 ft.

---

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

---

**Damage Resistances** poison

**Saving Throws** Str +9, Dex +7, Con +8

**Skills** Athletics +9, Intimidation +8, Perception +5, Persuasion +8

**Senses** darkvision 120ft., passive Perception 15

**Languages** Undercommon, Dwarven

**Challenge** 12 (8,400 XP)

**Indomitable (3/Day).** Tormag can reroll a saving throw it fails. It must use the new roll.

**Survivor.** Tormag regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### Actions

---

**Multiattack.** Tormag makes two weapon attacks.

**Maul.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Shortbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### Legendary Actions

---

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

**Weapon Attack.** Tormag makes a weapon attack.

**Command Ally.** Tormag targets one ally he can see within 30 feet of it. If the target can see and hear Tormag, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

**Frighten Foe (Costs 2 Actions).** Tormag targets one enemy he can see within 30 feet of it. If the target

can see and hear him, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Tormag's next turn.

## Umber Hulk

Large monstrosity, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft., burrow 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

---

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 10

**Languages** Umber Hulk

**Challenge** 5 (1,800 XP)

**Confusing Gaze.** When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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

**Tunneler.** The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

### Actions

---

**Multiattack.** The umber hulk makes three attacks: two with its claws and one with its mandibles.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

## Umber Hulk Hatchling

*Medium monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft., burrow 30 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

---

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Umber Hulk

**Challenge** 2 (450 XP)

**Stone Camouflage.** The hatchling has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### Actions

---

**Multiattack.** The hatchling makes one attack with its claws. If that attack hits, the hatchling can make one bite attack against the same target.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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

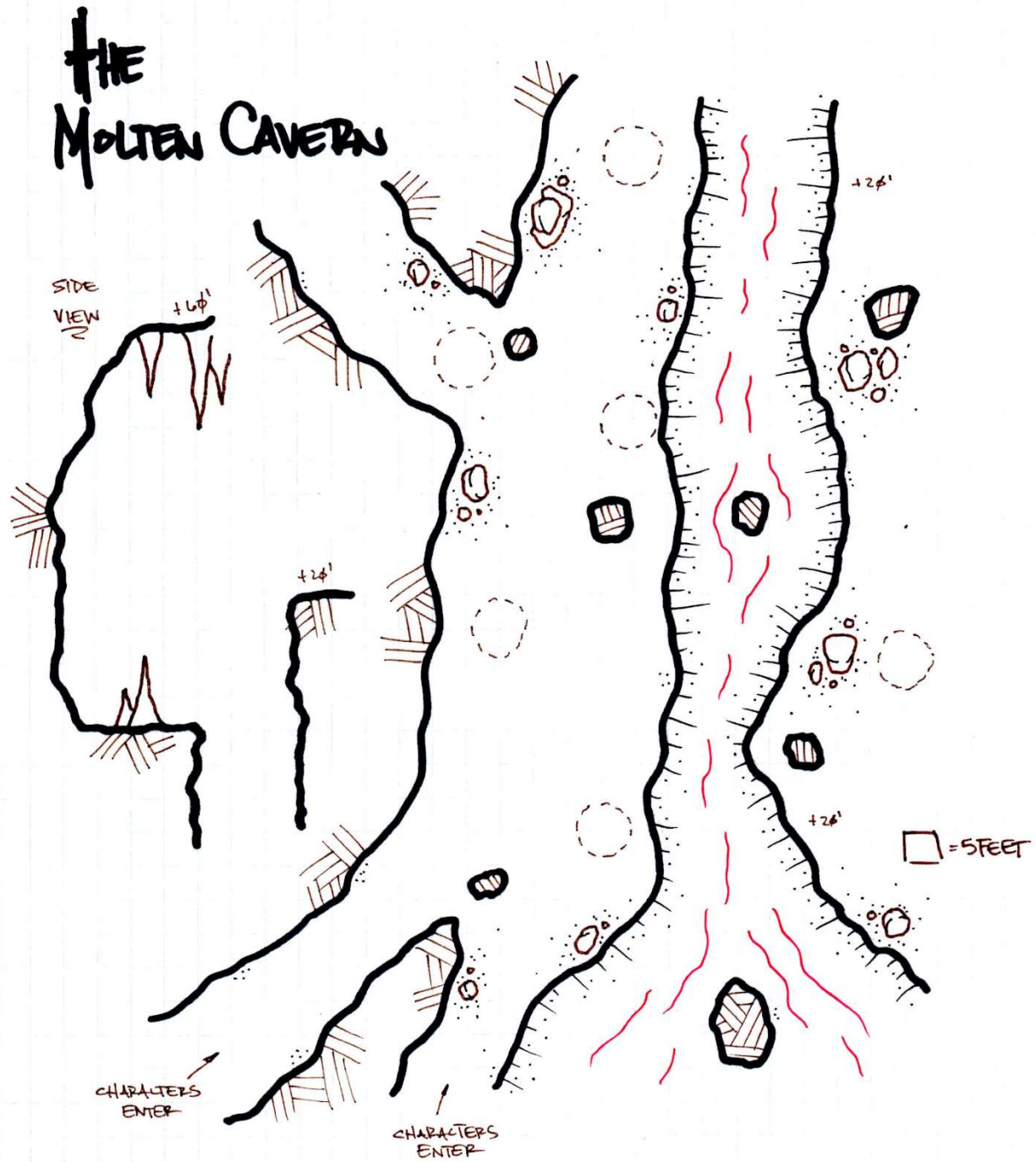


## Appendix. Map 1: Ambush at Zhurkwood Grotto



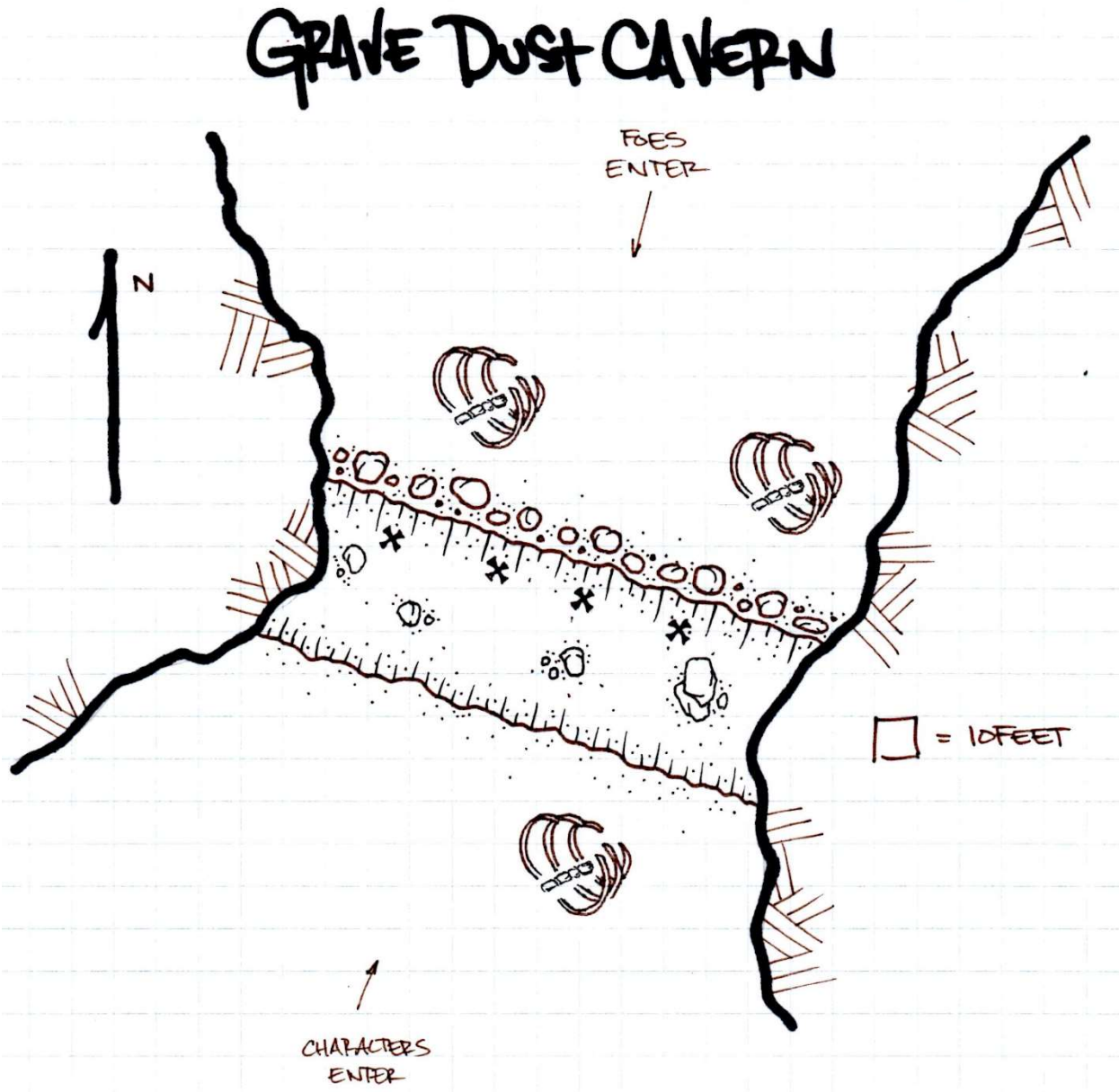
X= Sudden Burial charge  
T= It's a Blast charge  
S= Shrieker

## Appendix. Map 2: Defense of Molten Cavern



Dashed circles are stalactites descending 15' from the ceiling

## Appendix. Map 3: Grave Dust Cavern

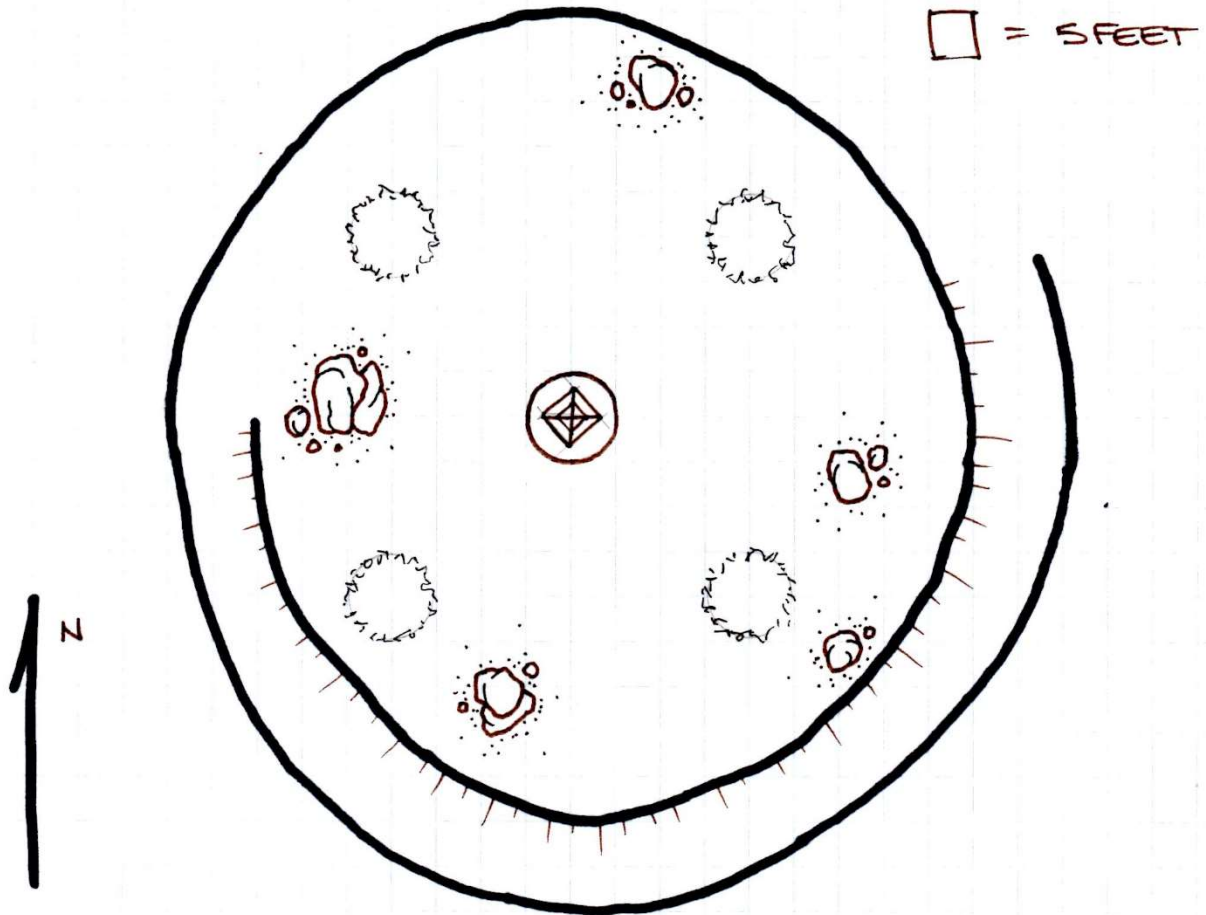


X = placement of a petard

Bones provide cover as does rubble on the trench line

Appendix. Map 4: Mephistopheles's Tooth

# MEPHISTOPHELES'S TOOTH



It is a 60' drop from the summit to the ground below





## DM Handout B. Status Reporting

### The Dwarves of Mirabar

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When the Council of Sparkling Stones in Mirabar learned of the presence of Khundarak and the presence of duergar therein, they approached the more zealous among their population to volunteer on an expedition to reclaim the lost relics of Durgeddin the Black, founder of Khundarak. They arrived with a mix of miners, laborers, and craftsmen with militia training and supplies from the city. The heroes representing the Factions form a much-needed reinforcement to this expedition. The Mirabaran volunteers are, however, a finite resource. As they advance to confront the forces of Clan Xornbane, they are depleted by combat action and the rigors of Underdark travel.

Starting with the end of Part 1 and going until the end of Part 3, use the following tracker to gauge the condition of the Mirabaran force and inform your players of its status during pauses in play:

- The Mirabaran's start at 100% strength
- Every mission failure reduces their strength by the percentage listed below. Mission failure is defined as at least 50% of total tables who attempted a given mission failing at it.
- The final encounter reduces their strength by 25% regardless. This represents the brutal nature of the final conflict.

Mirabar Force Strength = 100%		
Mission	Name	Pentaly for Failure
Part 1 Mission A	Scouts	-10%
Part 1 Mission B	Pickets	-10%
Part 1 Mission C	Rear Guard	-10%
Part 2 Mission A	Blow the Trench	-15%
Part 2 Mission B	Stop the Summoning	-15%
Part 2 Mission C	Explore the Tunnels	-15%
Less Part 3		
Part 3	Endgame	-25%
Total Losses		
*Failure of Part 3 = total failure of event		
Results		
50% or greater	Friend of Mirabar	
49% or less	Pyric Victory	