

IT'S A LONG WAY TO THE BOTTOM

A 9th to 11th
level adventure
for D&D 5e.

Another fine product brought to you
by the Blue Lion Trading Company.



IT'S A LONG WAY TO THE BOTTOM

Overview

It's a Long Way to the Bottom is a Dungeons & Dragons adventure set in the Forgotten Realms. Events take place in and around the large city of Waterdeep, but could easily be adapted to fit any large city in your preferred game world. For a detailed description of Waterdeep and its residents, please refer to *Waterdeep: Dragon Heist*, published by Wizards of the Coast.

This adventure is designed as a one-shot adventure for 9th to 11th level characters. It is optimized for five 10th level characters, with frequent opportunities for the DM to scale encounters up or down.

It's a Long Way to the Bottom is a short, fun adventure. I'm sure I've taken some liberties with spells and abilities. I don't mind, and hopefully you don't let the minutiae of "can a gargoyle be imbued with a cantrip?" get in the way of creating fun and dynamic encounters.

Background

It is a dangerous time to be a citizen of Waterdeep. People are being kidnapped from the streets in large numbers. Most often the beggars and the destitute of the city, but as they get harder to find the abductors are getting more brazen and less choosy about who they take. Sometimes the missing turn up dead and mangled in the dark and seedy parts of town, other times they simply never return. The city watch suspects the sorcerer **Nevelar** is the one behind it all but has been unable to prove anything or catch him in the act.

The **Blue Lion Trading Company** (BLTC) has interests in all parts of the city, and the death and chaos is starting to affect business. Unsatisfied with the ineffectiveness of law enforcement, they have decided that it's time to take the situation into their own hands and begin to call in favors. They are owed many favors.

Adventure Summary

The characters all begin the adventure in jail. They don't know each other. A representative from the Blue Lion Trading Company recruits the adventurers to find and kill the sorcerer Nevelar in exchange for their freedom. It is made clear that refusing is not an option. The characters track the sorcerer from his home in town to a secluded farm outside the city. From there things get deep.

Part 1: Waking up

The characters are given an ultimatum by a blue goblin in a very dapper suit, who is representing the BLTC. He proves the reach and influence of the Company by getting the characters out of jail, giving them Nevelar's address and provisioning them.

Part 2: Home Sweet Home

As the party approaches Nevelar's home, they see movement and hear noise from inside the house. Will they wait and see who comes out, or try to get in and intervene? The house holds many mysteries, including clues about where Nevelar might be.

Part 3: The Farm.

A small, rustic farmhouse. A tall windmill. A red barn, showing its age. A thorough search of the farm might reveal information or allies. The farm reveals a cave entrance, rapidly descending into darkness. A short exploration reveals a huge underground pit, stinking of death and earth. Hill Giants push loads of dirt up from the bottom, and chained wizards teleport it away. Sounds of digging come from below. And watching over it all is Nevelar and his 1/2 orc bodyguard, Rahrur. And Nevelar has some surprises ready.

DM NOTE: Think about rolling new level 10 characters for this adventure, as a fun break from a long campaign. Let them all choose why they started the story in jail, and ask them not to communicate with the others about who their character is. This plants lots of hooks for the story, even if there is some concern over party balance, and it lets the BLTC seem even more all-knowing and mysterious from the start.

Location and NPC Summary

The following NPCs and locations feature in this adventure.

Waterdeep: An ancient city at the base of a lonely mountain top, next to the sea.

The Farm: Mostly a typical farm, with mostly typical farm buildings and things.

Bavek Rüz: Local constable. Runs his jail like a drill sergeant.

Fezbaank: An odd goblin who seems to have much influence and power. A representative of the Blue Lion Trading Company.



Boomer: Runs the local weapon shop. Stereotypical small-town bumpkin in awe of the big city vibe. Convinced that the city watch is about to confiscate all weapons. He has thought this for his entire 5 years in the city.

Nevelar: Male human sorcerer. He has been abducting people from the streets of Waterdeep for months, but no one has been able to catch him or prove it. Why he takes them and what he does with them remains a mystery.

Rahrur: Female 1/2 Orc fighter. Nevelar's bodyguard. She is always angry and hates everyone.

Adventure Hooks

No hooks are needed to start the adventure. All characters start the story in jail. They don't know each other, and I recommend keeping them from sharing character details from each other until the start of the game. Each character comes up with their own reason why they are in jail, and this can provide some hooks for customizing later parts of the story. It also lets the DM show how much the BLTC knows.

The truth about Nevelar

Don't let your players see this part.

Spoiler alert!

Nevelar is sacrificing humans to drive a ritual, meant to uncover an ancient power from underneath Waterdeep. He has found the location of a legendary treasure, Dragon Essence. Dragon Essence was a way to transfer power from a dragon to another creature. With the power and magic of an ancient fire dragon Nevelar would instantly become one of the most powerful sorcerers in the realm.

But Nevelar is not really a dark sorcerer. In fact, you will never see him do any kind of sorcery magic in the limited time he is on-screen. He carries a Scepter of Fire. This is how the characters see him attack, not with spells. He also wears various rings of protection, each giving +1 to AC. He should be extremely hard to hit or hurt at the start of the final battle. Adjust the number of rings from 1 to 10 to alter encounter difficulty. In reality he is Nevelarich, a young red dragon who is not content to gradually grow stronger and more powerful. He wants power now, and lots of it.

At some point in the battle (DM discretion—When his bodyguard dies? When he is annoyed with the characters and their pesky attacking? When a well-placed arrow knocks the staff out of his hand?) he sheds the illusion and enters the fight as Nevelarich, using the standard Young Red Dragon stats from the 5e rules.

EXAMPLE: One character, an elf, is caught with the wife of one of the Lords of Waterdeep while he was out of town. Fezbaank looks at his clipboard while they are all still in jail and tuts about “being caught with your pants down,” while also making it clear that the Lord was out of town because the Company asked him to be, and paid his wife to find and take the elf home, all so he could be caught and brought to this jail. A dwarf, an enforcer/guard for the thieves guild decided that he was done with that life and wanted to move on. The guild was not happy with someone in possession of all that knowledge of their network going free, so they sent assassins to kill him. As a fight broke out, but before the assassins could execute him, the city guard intervened and arrested the dwarf for disturbing the peace and reckless endangerment. Again, Fezbaank asks him to consider the odds that the city patrol just happened to be in that place at that time, bringing him to this particular jail. This also might provide an opportunity later to spice up an encounter with some thieve's guild assassins when they sneak up on the characters from behind. Be creative with the information that your players provide! It's not an accident that any of them are in this jail tonight. Also emphasize that it doesn't have to mean that they are evil characters. Good characters can be falsely accused or get caught up in a dumb bar fight in a flash.



Adventure

Part 1: Waking up

The characters are given an ultimatum by a blue goblin in a very dapper suit, who is representing the BLTC. He proves the reach and influence of the Company by getting the characters out of jail, providing them with the address of Nevelar, and provisioning them.

The characters have all woken up in a jail cell after various run-ins with the town watch. For some of them this might be a regular occurrence. For others this is a strange new experience. Read or paraphrase the following aloud:

Waking up in a jail is an assault on the senses: from the mysterious smells to the puddles of muck in every corner. There are 12 cells in the jail, 6 on either side of a long, lonely hallway. Some are empty. Others are occupied. As you sit up on your bed you notice a harsh throbbing pain in the back of your jaw. Using your tongue you discover a hole where one of your teeth used to be. You silently wonder who the other occupants might be and what they've done. The door at the end of the hall bangs open. **Bavek Rüz** walks in, already upset about something. "On your feet, dirt bunnies! It's already mid-day. Time to deal with this crap. Look, this is MY jail and you should be here until your day in court. End of story. But things are going differently for all of you today. Honestly I'm not sure if that's better or worse. You'll figure that out as you go. I'm TOLD that I need to leave the room now. In my own jail. So you fellas have a wonderful day." As he walks out he shakes his head from side-to-side in disbelief.

Late in the afternoon a goblin enters the hallway. A perfectly normal looking goblin. Around 3.5 feet tall, large ears, large eyes. But: He's blue and he's wearing a perfectly tailored suit. Well cut, black with a white shirt and black vest. A blue bow-tie and silver lion-shaped cuff-links finish it off. He's also barefoot, which isn't odd for a goblin. But these are the cleanest goblin feet anyone has probably ever seen. He carries a clipboard with some neatly stacked papers clipped to it. He also smells like flowers.

"Good morning, gentlemen. My name is Fizzbaank. I am a representative of the the Blue Lion Trading Company and I've come here to discuss your current...situation.

I have similar stories for all of you. But the clock is ticking. So lets move on, yes? If you're not aware, the city has run into some trouble with a particularly pesky sorcerer. The Blue Lion had hoped that the city watch would have this all wrapped up by now. But they have proved ... ineffective (he turns his head and sends a dirty look down the hall through the open door). This is all beginning to have adverse affects on our bottom line and the Company would like the problem death with in a more direct manner.

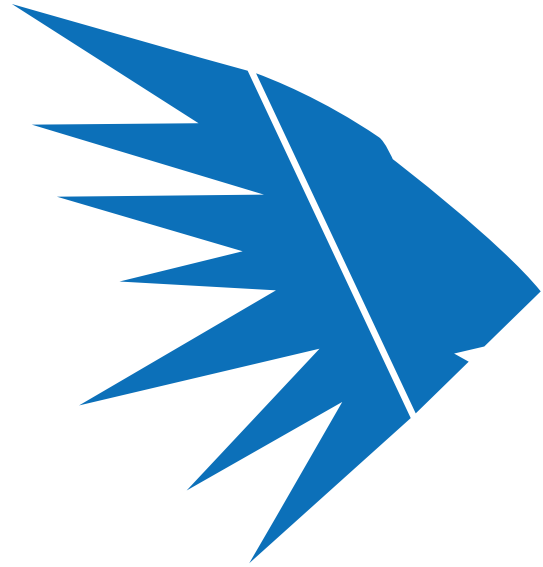
Roleplaying Bavek Ruz: Bavek is a fifty-year-old city constable, grizzled and grumpy, but good at his job. He has blue eyes, a smooth shaved head and is in good shape for his age. He thinks other people are lazy and prone to bad decisions, always leaving people like him to clean up the mess. Quote: "I'm too old for this shit."

Roleplaying Fezbaank: Fezbaank is always the smartest, most well-put-together creature in the room. He has a confidence not usually seen in a goblin. Well spoken, he always has all of the answers and is never surprised.

This is a chance to ask the players if they want to say anything to each other or keep silent and wait

DM NOTE: This is where you can insert details about some or all of the characters and how they've landed in jail. "You may think you've all randomly ended up here, in this jail, on this day. That's not how your world works today, I'm afraid. Lets see. [he flips a page or two over on his clipboard] Master Roland, I see you were caught ... with your pants down (one corner of his mouth curves up slightly) while accompanying the wife of one of the Masked Lords of Waterdeep. How unfortunate. What you don't know is that my company paid the Lord to be out of town last night. And we also paid his wife to find you and take you back to her bedroom. And now you are here. Master Dwarf, you were rescued from your barfight by the city watch just in the nick of time. Assassins sent by the guild were instructed to silence you before you left your employer. Do you really think the city watch would be found in that part of town, at that time of night? It's practically suicide. Yet there they were, and here you are."

My offer is simple. I will provide you with provisions, an address and your freedom. You will find the sorcer Nevelar and end him any way you can. The alternative is rotting in this jail forever, never getting your day in court and slowly turning into whatever it is that puddle of slime is over there (waves/shakes his hand in the general direction of anywhere in the jail. It's all pretty gross). You might be wondering why you wouldn't simply agree and then go on the run. Predictably, I have an answer for that, as well. We have extracted a tooth from each of you. The smart ones might have even figured that out already. Well done. The company's magic users have taken that and done some "magicking" [jazz hands] with them. If you run, their magic will find you and you will be dead.



This situation is not without benefit to you, I promise. Our resources are many and our deposits are substantial. We have hooks in many different areas of the city. I will leave this card for you, and a chest of health potions. If you take this card to the weapon store across the street you will be treated VERY well, at no cost. We've spared no expense. I will also leave Nevelar's address. We've ensured that the city watch will not be anywhere near the residence until morning. If he is there, kill him. If he is not there, find out where he went. We know that Nevelar travels with a bodyguard. A half-orc female fighter. She's spicy. I'd watch out for her.

If you need a place to stay tonight, come back here. It smells but it is ... safe. If you need transportation, ask the constable. He is grumpy but he owes us many favors.

Are there any questions?

[Once done answering questions, he fades into a shadow and disappears.]

The cells open. No one says anything as they walk out the front door, free men.

Across the street is a trashy looking weapons store named "The Sharp Ends. (open 24 hours!)" If the players go to this store and hand in the Blue Lion card they will get equipped for the adventure by Boomer. As the party walks in, he jumps into his typical "hey man, you're just in time. Those city watch fascists are planning on taking all our weapons. How will we protect our family? They can't do that!" Until he sees the The Blue Lion card, at which point he becomes very defferential and accommodating.



DM NOTE: Consider giving some mid-level magic weapons. Some of the upcoming fights might be a challenge. +1 or 2 to hit and damage, even add 2 or 3 charges each day of some cool ability. Do what you think you need to for your party and for balance.

Part 2: Home Sweet Home

As the party approaches Nevelar's home, they see movement and hear noise from inside the house. Will they wait and see who comes out, or try to get in and intervene? The house holds many mysteries, including clues about where Nevelar might be.

Nevelar's house resembles a Brooklyn, NY Brownstone. There is a large stained glass window above the door in the shape of a circle with an intricate spiraling pattern, ending in a gem-shaped piece of blue glass in the middle. At the bottom of the 5-stair walkup are two gargoyles, one on each stone bannister. The party can see shadows moving around through the windows and hears things scraping, knocking and moving around. They decide: Wait outside and see what comes out, or charge/sneak in to find out more?

Wait outside

Soon four draconians leave the house through the front door, some with a dire wolf on a leash. The lead draconian is carrying a long tube. Others are trying to carry an assortment of books, silverware and other household items as they walk. The tube contains a map to Nevelar's farm. If there is a fight in the streets, the house will defend itself from all combatants.

Infiltrate

Four draconians (2 Sivak and 2 Kapak) are ransacking the house, clearly looking for something. There is blood on the walls, dried and old. The entire house stinks of death. The remains of a teleportation circle can be seen in the corner of the living room. There is a note nailed to the wall next to the circle that reads "To the Farm." Bookcases have been turned over, pictures knocked from the wall, and the draconians are seen trying to stuff valuables in their pockets.

Once the fighting is over, the house is secure. Upstairs in Nevelar's study the party finds a near-dead human, chained to the wall, bloodied and bruised beyond recognition. As they approach he begins to say "I am... I am... Not..." while he points at a large painting, knocked to the floor, of a giant turtle. The man dies. A simple check reveals a map hidden behind the backing of the painting. The party has found the map to the farm.

At this point the party will hopefully return to the jail or find other sleeping arrangements for the night. After a long rest the constable can provide horses, although they will be weak, small and mangy horses. "I know the odds here, fellas. Why would I give you good horses?"

DM NOTE: Draconians match the party in number and level, split between Sivak and Kapak, but ultimately at your discretion.

Why are the draconians there and what do they know?

If your party successfully captures or interrogates one of the draconians, they were at Nevelar's house because there are rumors among their kin that there is something strange going on with him and it could possibly involve dragons. They were sent here to see what they could find out and report back to their clan. They don't have any specific or helpful knowledge.

Do you need a bigger fight?

You can embellish or add to either encounter by connecting it to their reasons for being in jail. This is where the thieves guild might catch up with your dwarf. Or a group of ruffians from a bar brawl have followed the party from the jail to get revenge. Some duergar from the farm may also be on the way from a safehouse nearby, once the house alerted Nevelar of the break-in. They can be sneaky and invisible.

DM NOTE: He was the real Nevelar, trying to claim his name before death claimed him.

How does the house defend its exterior?

Outside fight: The stained glass window begins to glow and a single magic missile shoots out at a random creature. The damage isn't a lot, but it adds some chaos and confusion. At the same time, each gargoyle shoots a fire bolt from its mouth at a random enemy. Both the window and the gargoyles can be targeted and destroyed.

Part 3: The Farm

A small, rustic farmhouse. A tall windmill. A red barn, showing its age. A thorough search of the farm might reveal information or allies. The farm reveals a cave entrance, rapidly descending into darkness. A short exploration reveals a huge underground pit, stinking of death and earth. Hill Giants push loads of dirt up from the bottom, and chained wizards teleport it away. Sounds of digging come from below. And watching over it all is Nevelar and his 1/2 orc bodyguard, Ratur. And Nevelar has some surprises ready.

The day-long ride to the farm is uneventful. As the party passes by a large lake, full moon rising over the water, have them roll a d20. The player with the lowest roll loses his horse to old age, or starvation, or simply loses the will to live. While they shift packs and partner up on other horses, the party notices a magic circle appear over the middle of the lake and see a large amount of dirt fall from the circle into the lake.

There are two Duergar patrols, each containing three or four duergar, spread around the outskirts of the farm, ready to go invisible and sound the alarm at the first sign of trouble. They are always on opposite sides from each other, completing a circle once an hour. Roll a d12 as the party approaches and place one patrol at that clock position and the other one opposite. Timing and luck will decide if they can slip through the patrols, or maybe they choose to fight. If any duergar make it back to the farm to sound the alarm, two other patrols come from the barracks to join the fight.

Two duergar patrols are resting in the barracks tent, if they weren't roused earlier. They are either sleeping or tired and not paying much attention to anything outside. They are off-duty.

There are two wizards in the house, chained to their beds in the back bedroom. They can fill the party in on a lot of what is coming up.

The group sees 3 things when they enter the barn. Two teleportation circles and a sloping floor with a cave entrance at the end. There is a poorly written sign nailed to the wall next to each circle. One says "The house" and the other says "Pit floor." Someone or something has scrawled "stinks!" after the word "floor." The choice is between teleporting directly into the pit, and appearing in the open, or traveling into the cave, arriving quietly under cover.

WHAT DO THE WIZARDS KNOW? They work as slaves in alternating, overlapping shifts with four other wizards. They teleport dirt out of a big hole into a nearby lake. There are lots of duergar digging a deep, deep hole and a few hill giants carting the dirt up in giant wheelbarrows. Nevelar and Ratur oversee the operation. Nevelar has been sacrificing people from town, taking them down into the pit for some weird dark ritual, and then making the duergar dig more. The two wizards think that if you break the chains of the four wizards they will help you fight. They may be tired and worn out and there's no telling how many more spells they will be able to cast, but cantrips are always a fallback. The two wizards in the house are exhausted and have no spells to cast. All agree that they would be no use in a fight.

Cavern Entrance

The cave is eerily silent as they descend through switchbacks and ramps, always moving deeper. The air gradually becomes warmer, and they begin to hear faint sounds of digging and chanting, which both get louder as they progress. Eventually they emerge, still in shadow from the tunnels mouth, into a huge underground cavern. Half of the cavern has been turned into a large pit. Torches give faint light from the walls, and a red/orange glow comes from the pit. Everyone is starting to sweat from the increased heat. There is scaffolding and wood planks scattered around the edges and on the walls where loose gravel has spilled out into piles. Three giant stalagmites reach up into the darkness above, providing opportunities for cover. Randomly placed (rolled) holes in the ground occasionally belch out green puffs of smoke with a rancid, toxic smell. A 5 to 10 foot ramp leads down into the pit along each wall. Near one of the ramps, 4 wizards are chained to the stone floor. There is an 8-foot pile of dirt in front of them, resting in a teleportation circle. A hill giant is pushing an empty wheelbarrow back towards the ramp. A rope bridge crosses the middle of the pit to an outcropping on the far side. Nevelar and Rahur are examining the skeleton of some ancient beast half sticking out of the cavern wall. If the party took the long way down, they are not noticed. If they teleported from the top, the circle activating alerts the wizards, the giant, Nevelar and Rahur. They all see the group as they appear in a far corner.

How Does the Fight Go?

Once the group is noticed, the fight begins. It's meant to be a real doozy. Rahur leaps across the pit to join the fight. Nevelar stays in the alcove, firing from his staff. The pit is around 200 feet deep, so any monster who gets knocked in and fails on a chance to grab the edge is likely not rejoining the fight. The four wizards will help the party to the extent they can. They are tired and have limited spells available, but can at least fall back on cantrips when needed.

What About Nevelar?

When he first sees the group, Nevelar says "Did the little blue one send you? Usually he sends a much weaker group for me to play with and sacrifice. But you look spicy." The implication is that Fezbaank and the Blue Lion have been behind many of the recent disappearances.

At the DM's discretion, Nevelar will drop the illusion. This could be when Rahur is killed, or if his staff is knocked away, or he gets annoyed at brushing off constant attacks. As Nevelar the human sorcerer shatters in front of them like glass, Nevalrich the young red dragon is revealed. The cape he was wearing becomes wings, his legs grow and his arms shrink. He is displeased.

DM NOTE: Depending on your own time constraints, the trip from the cave entrance to the cavern can be a good time to run some ability and/or skills challenges. Your party can simply enter the cave and arrive later at the cavern. Or they can be stopped in various rooms to see or do neat things. Maybe there is a large room with a quickly moving underground river, and an ancient, crumbling dwarven bridge (maybe the discovered cave connects up with a lost dwarven cavern?), with a gap too large to jump. What do they do? Figure out how to cross or get swept downriver to another room? Maybe the tunnel becomes a high ledge, overlooking more old architecture where they see a duergar patrol fighting some variety of cave monster. Do they help either side from afar? Maybe all of the cave is lit by glowing moss, but in one room the moss glows a different color and they must succeed on a perception check or fall prey to some hallucinations luring them into a trap. Be creative and add your own ideas. Eventually they make it to the cavern for the fight, possibly after using some of their resources.

DM NOTE: It's up to you how many hill giants, hill giant bosses and duergar you want to have in this fight. Once the alarm has gone out, monsters start to rush up the ramp. They're a long way from the top, so it might take a round or two. 2 to 3 giants and a few waves of 3-4 duergar should be fun. But keep an eye on your players. It might be a long fight.

Back to the top

Any survivors make their way back up of the barn. Fezbaank is there waiting for them.

“Well done, everyone. Well done, indeed. The company is VERY pleased.”

If anyone asks him about being involved in the abductions and sacrifices, he repeats that “The company has many interests throughout the city. Sometimes things go well. Sometimes they ... do not. Mitigation of losses is one of our specialties. Nevelar had become a problem. We fixed it.”

If they ask “What was down there?” Fezbaank replies “Nothing. Hmm. How do you say it? It turns out they were digging in the wrong place.”

He leaves them with this: “The Blue Lion always keeps its word. You are all free. You may keep the weapons as a further thank-you. You can have the farm, even, if you wish. We’ve got more.” He turns to leave, then pauses and turns back. “Oh, and I believe these are yours.” He tosses a bag down on the floor. The sound of teeth rattling can be heard from inside. “We don’t need them. It turns out there isn’t a spell that can find and kill you using a tooth. No hard feelings?” He takes few steps towards the door, then turns his head and adds “If you’re looking for a job, we’re always in need of good people who we can trust. We have a great dental plan.”

Fezbaank smiles, fades into a shadow and disappears.

What’s next?

This adventure was designed as a one-shot, but there are hooks to be explored if you want to keep it going.

What else is in the caves? This could be a traditional dungeon crawl.

Draconians shouldn’t exist in the world.

Where did they come from? How did they get here?

Any further adventures can also be looked at from the perspective of **the Blue Lion Trading Company**. Do your actions and motives line up with theirs or are they in opposition?

Creature stats

Duergar

Medium humanoid (dwarf), lawful evil

Armor Class 16 (Scale Mail, Shield)

Hit Points 26 (4d8+4)

Speed 25 ft.

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

Damage Resistance Poison

Senses Darkvision 120 Ft., passive Perception 10

Languages Dwarvish, Undercommon, Common

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.

War Pick: Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: (2d8 + 2) piercing damage. while enlarged

War Pick: Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: (1d8 + 2) piercing damage.

Javelin: Ranged Weapon Attack: +4 to hit, reach 30/120 ft., one target.

Hit: (2d6 + 2) piercing damage. while enlarged

Javelin: Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: (2d6 + 2) piercing damage. while enlarged

Javelin: Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: (1d6 + 2) piercing damage.

Javelin: Ranged Weapon Attack: +4 to hit, reach 30/120 ft., one target.

Hit: (1d6 + 2) piercing damage.

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.

Creature stats

Hill Giant Boss (Drokas, father)

Huge giant, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 150 (12d12 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws: CON +8, WIS +3, CHA +4

Skills Athletics: +9, Perception +3

Damage Immunities: Cold

Senses: Passive Perception 13

Languages Giant

Actions

Multiattack: The giant makes two greatclub attacks.

Greatclub: Melee Weapon Attack: +9 to hit, reach 10 ft., one target.

Hit: (3d8 + 6) bludgeoning damage.

Rock: Ranged Weapon Attack: +8 to hit, reach 60/240 ft., one target.

Hit: (3d10 + 6) bludgeoning damage.

Reactions

NOOOOOO: When another hill giant ally is knocked unconscious or killed, as a reaction Drokas can move toward the fallen creature up to his movement speed, cry out in anguish, and pound the ground with both fists to cause a tremor. Any creature size large or smaller within a 30 ft. radius of Drokas takes 1d6 bludgeoning damage and must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Villain Actions

Drokas can take 2 villain actions, choosing from the options below. Only one villain action option can be used at a time and only at the end of another creature's turn. Drokas regains spent villain actions at the start of her turn.

Fling: Drokas tries to throw a Small or Medium creature within 10 feet of him. The target must succeed on a DC 17 Dexterity saving throw or be hurled up to 60 feet in a direction of their choice and land prone, taking 1d6 bludgeoning damage for every 20 feet it was thrown.

Beard Splinter: Drokas grabs a splinter shard out of his matted beard and flings it at one creature within range (60 ft.). Make a ranged attack roll against the target. On a hit, the target takes 1d10 piercing damage.

Death from Above: Drokas points at a creature and yells a command word in Giant. Three Giant Bats descend to attack the target. Each bat makes a melee weapon attack +3 to hit, dealing 8 (2d6 + 1) slashing damage, and then flies away without provoking attacks of opportunity. Drokas can only use this Villain Action three times per day.

Wizards

Medium humanoid, unaligned

Armor Class 12

Hit Points 71

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	20 (+5)	13 (+1)	12 (+1)

Proficiency bonus +4

Senses passive Perception 11

Spell Save DC=17

Spell Attack Bonus=+9

Spells

The wizards are not allowed to prepare any spells other than Teleportation Circle.

Cantrips: Acid Splash, Chill Touch, Firebolt, Ray of Frost

Hill Giant

Huge giant, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 105 (10d12+40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Actions

Multiattack: The giant makes two greatclub attacks.

Greatclub: Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: (3d8 + 5) bludgeoning damage.

Rock: Ranged Weapon Attack: +8 to hit, reach 60/240 ft., one target.

Hit: (3d10 + 5) bludgeoning damage.

Nevelarich, Young Red Dragon

Large dragon, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 178 (17d10+85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities Fire

Senses Blindsight 30 Ft., Darkvision 120 Ft., passive Perception 18

Languages Common, Draconic

Actions

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

Bite: Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: (2d10 + 6) piercing damage plus (1d6) fire damage.

Claw: Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6): The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Staff of Fire

Requires Attunement by a Druid, Sorcerer, Warlock, or Wizard

You have Resistance to fire damage while you hold this staff.

The staff has 10 Charges. While holding it, you can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using your spell save DC: Burning Hands (1 charge), Fireball (3 charges), or Wall of Fire (4 charges).

The staff regains 1d6 + 4 expended Charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Creature stats

Rahur, 1/2 Orc Fighter

Medium humanoid, chaotic evil
Armor Class 18 (Chain Mail, Shield)
Hit Points 105 (14d8+42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	12 (+1)	10 (+0)	10 (-0)

Damage Resistance Poison
Darkvision 60 Ft., passive Perception 10
Languages Orcish, common

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until after a long rest.

Savage Attacks: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Dueling: +2 to damage rolls when you are holding only one weapon.

Second Wind: 10th level champion fighter. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. You must finish a short or long rest before you can use it again.

Action Surge: On your turn, you can take one additional action. Once you use this action you must finish a short or long rest before you can use it again.

Improved Critical: Score a critical role on a 19 or 20.

Remarkable Athlete: Add half your proficiency bonus, rounded up, to any strength, dexterity or constitution check that doesn't already use your proficiency bonus. When you make a running long jump the distance you can cover increases by a number of feet equal to your strength modifier.

Extra Attack

Indomitable: You can reroll a saving throw that you fail. You must use the new roll and you can't use this ability again until you finish a long rest.

Magic Weapon

Nightfall Sword: Grants the bearer Haste. Doubles movement and adds +2 to AC. it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it. When Nightfall kills a creature, that creature's max HP is added to your total as temporary HP.

Actions

Nightfall: +9 to hit, 1d10+7 damage

Dire Wolf

Large beast, unaligned
Armor Class 14 (Natural Armor)
Hit Points 37 (5d10+10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13

Keen Hearing and Smell: The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone

Sivak Draconian

Large dragon (draconian), usually lawful evil
Armor Class 15 (half plate)
Hit Points 85 (10d10+30)
Speed 30 ft., fly 60 ft.

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

Saving Throws: Dex +4, Con +7, Wis +4
Blindsight 60 ft., darkvision 120 ft., passive Perception 10
Languages Common, draconic

Magic Resistance: The creature has advantage on saving throws against spells and other magical effects.

Tail Strike: A sivak that hits with its tail can use a bonus action to use the tails inertia to shove the opponent.

Death Throes: When a sivak drops to 0 hit points, it explodes. Each creature within 10 feet of it must make a DC 15 Dex saving throw, taking 24 (6d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the sivak's armor and weapons.

Actions

Multiattack: The sivak draconian makes 3 attacks, one of which can be a bite.

Longsword: Melee weapon attack: +7 to hit, reach 10 ft., one target.
Hit: 16(3d8+3) slashing damage.

Claw: Melee weapon attack: +7 to hit, reach 10 ft., one target.
Hit: 16(3d8+3) slashing damage.

Tail: Melee weapon attack: +7 to hit, reach 10 ft., one target.
Hit: 10(3d4+3) bludgeoning damage.

Bite: Melee weapon attack: +7 to hit, reach 10 ft., one target.
Hit: 10(2d6+3) piercing damage.

Kapak Draconian

Medium dragon (draconian), unaligned
Armor Class 13 (leather armor)
Hit Points 52 (8d8+16)
Speed 30 ft.

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

Saving Throws: Dex +4, Con +4, Wis +1
Blindsight 60 ft., darkvision 120 ft., passive Perception 9
Languages Common, draconic

Magic Resistance: The creature has advantage on saving throws against spells and other magical effects.

Poison: Kapak have a venomous saliva that can be injected into a target using bite. Kapak will usually lick their weapons before entering combat, but may also use a bonus action to coat them with their venom. The venomous saliva will persist on weapons for 3 rounds or until the kapak hits a target. Creatures subjected to this venomous saliva take 10 (3d6) poison damage and must succeed on a DC 12 Constitution saving throw or be paralyzed for 3 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Death Throes: When a kapak drops to 0 hit points, its body instantly bursts into a 5-foot radius pool of acid. Each creature within 10 feet of it must make a DC 15 Dex saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one. Plus additional 10(3d6) damage each round they remain in the pool. The acid evaporates after 1d6 rounds. All armor, weapons and items carried by the kapak suffer damage from the acid as well.

Actions

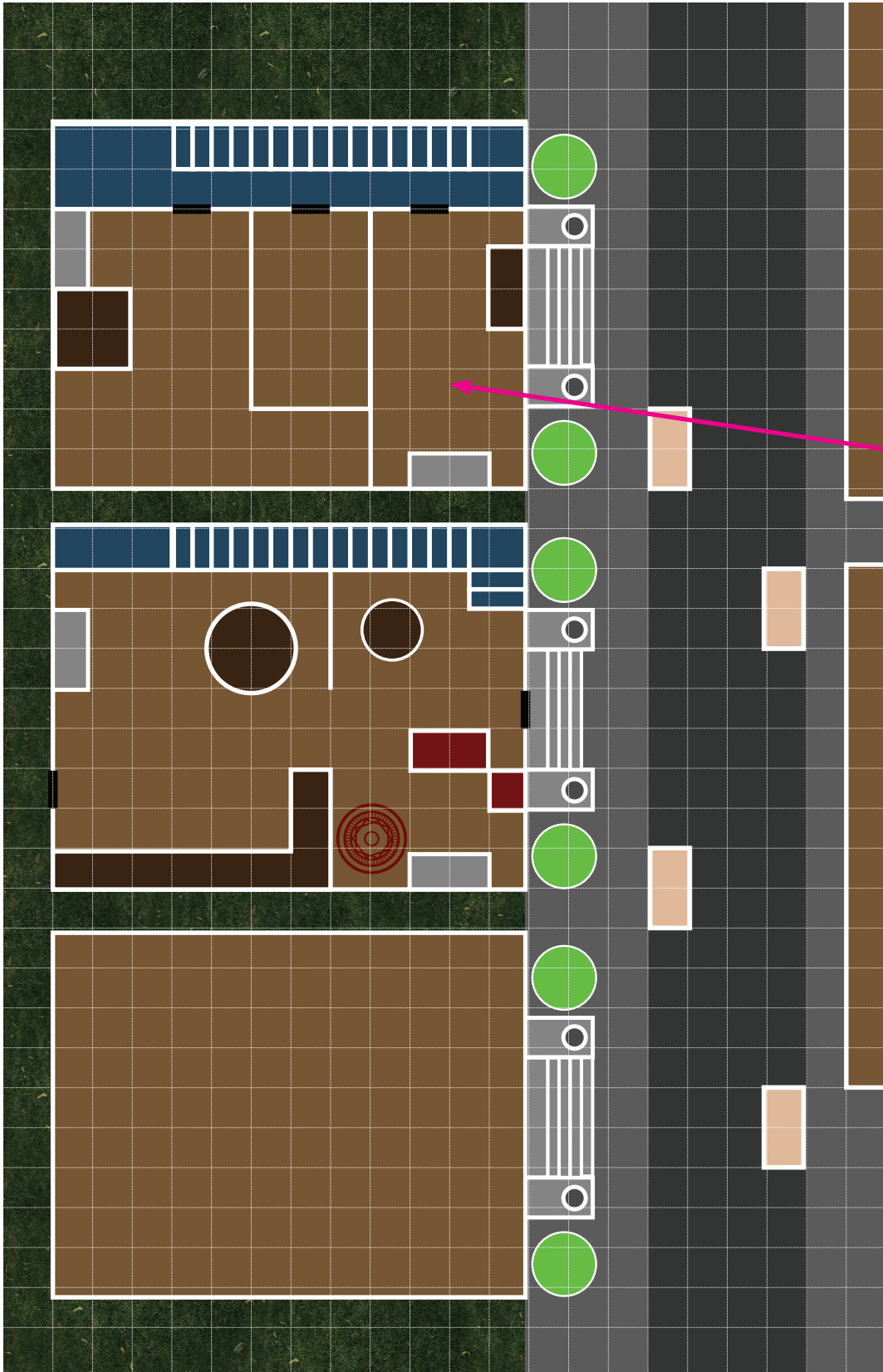
Multiattack: The kapak draconian makes 2 attacks.

Shortsword: Melee weapon attack: +4 to hit, reach 5 ft., one target.
Hit: 9(2d6+2) piercing damage.

Shortbow: Ranged weapon attack: +4 to hit, range 80/320 ft., one target.
Hit: 9(2d6+2) piercing damage.

Bite: Melee weapon attack: +2 to hit, reach 5 ft., one target.
Hit: 7(3d4) piercing damage.

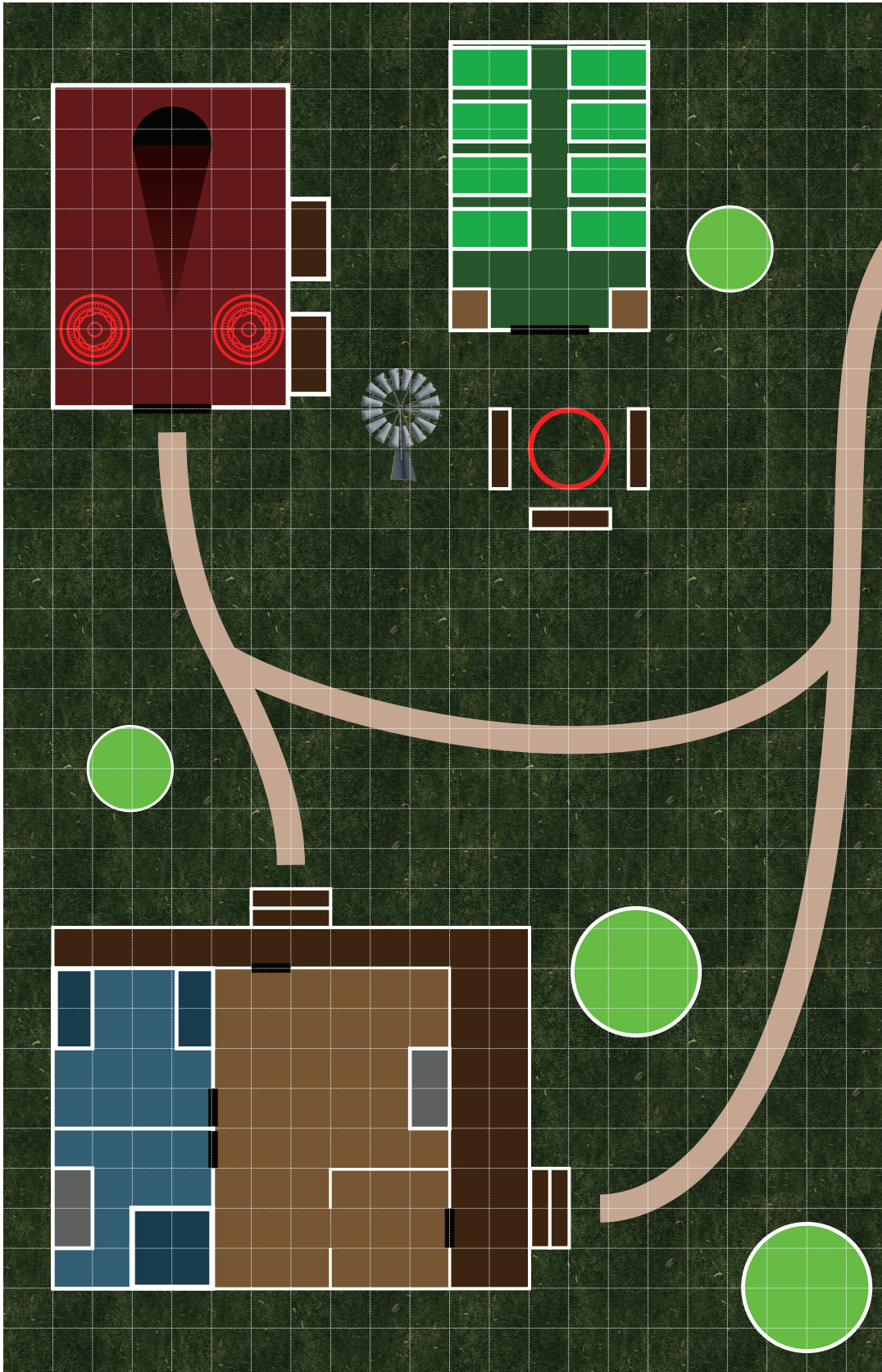
Sorcerer's street and house layout



The Sorcerer's House is on the edge of the warehouse district. A row of houses on one side of the street, warehouses on the other. Four wagons are parked along the street.

Inside, some chairs face a fireplace with a kitchen in the back. There are two round tables, one in the living room and one in the kitchen. A small landing leads up to the second story (shown here). A master bedroom, storage room and office fill the space. In the office the desk sits in front of the large stained glass window. A painting of a large turtle hangs on the wall.

The Farm



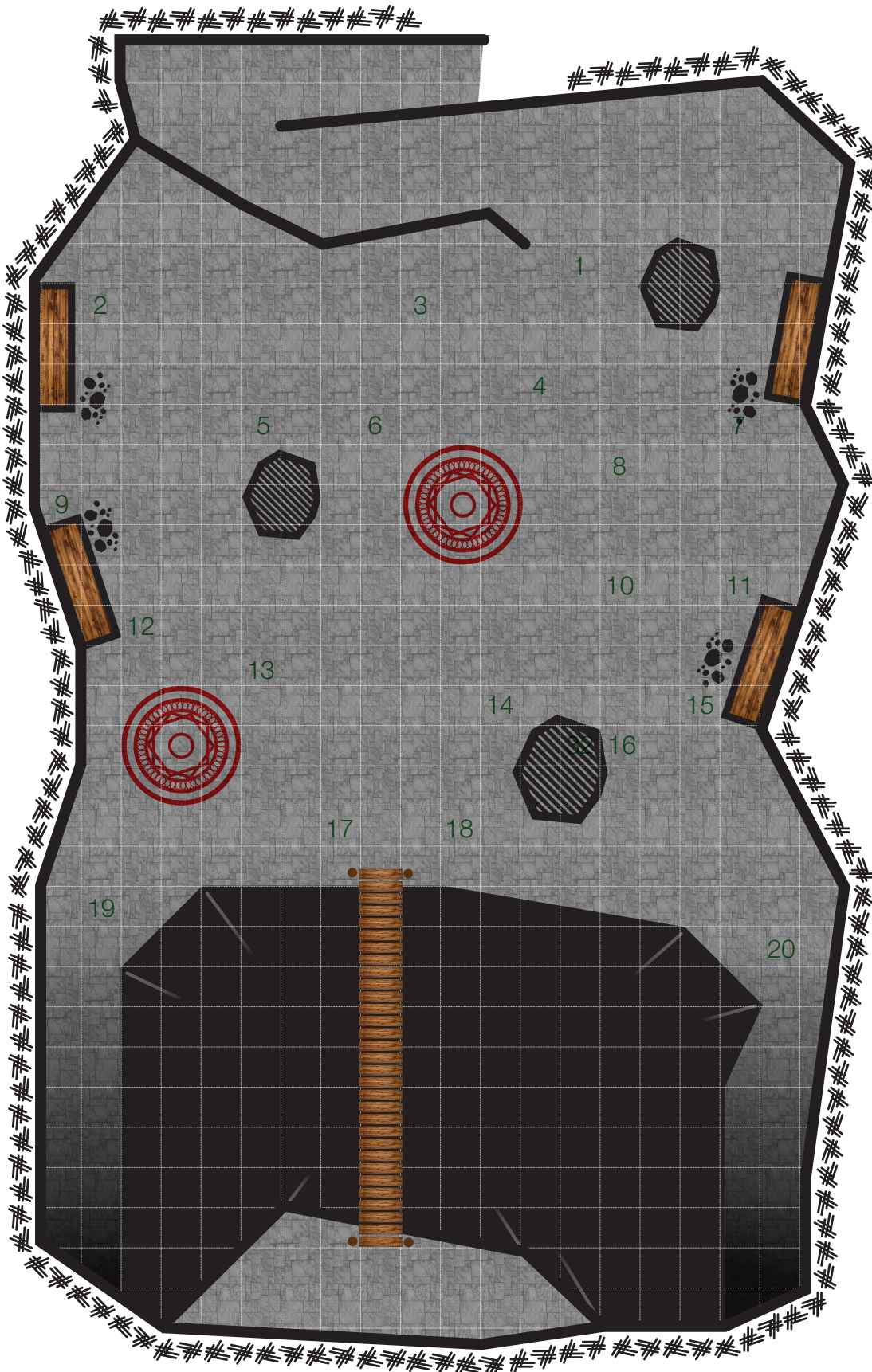
The farm is located in a clearing in a forested, woody area. The party can approach from any side and be in cover until they are on the map. Four large trees on the property can provide cover and places to hide.

The House consists of a kitchen, living room and two bedrooms. Two wizards are chained to the wall in the room with two beds. The living room and master bedroom have a fireplace, the rest of the house is furnished like a well-appointed farm house.

The Duergar barracks is a large tent with eight beds and two small tables inside. There is a large firepit outside surrounded by logs to sit on.

The barn has two wagons along one outside wall. Inside, there are two teleportation circles and a cave entrance dug out of the ground.

The Cavern



Cavern entrance: From the cave entrance in the barn.

Stalagmites: Reach to the ceiling and can provide cover.

Scaffolding: Used when propping up parts of the wall where rocks tumbled down. 2 rows high, top is about 10 ft. off of the ground.

Piles of rocks: From small- to medium-sized.

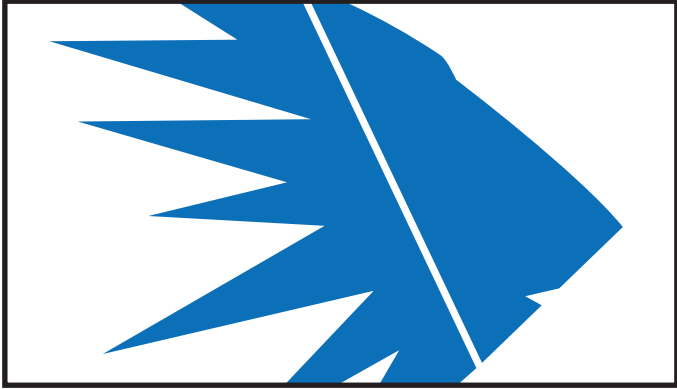
Teleportation circles: The one in the middle of the cavern connects to the barn. The one by the pit connects to the lake, for transporting dirt and rock.

Rope bridge: Crosses the pit to the small outcropping where Nevelar is examining bones as the party arrives.

Ramps: Descend from each wall, doubling back as they go deeper into the pit.

Gaseous vents: Roll 1d20 each round. Any creature standing in a 15 ft. square around the rolled vent takes 1d8 poison damage.

The Blue Lion Trading Company favor card



Weapon store logo



ABILITY/SKILL CHECK

IDEAS FOR THE CAVES

As you descend, the tunnels and caverns begin to look less random and natural and more carved and deliberate. Perhaps this is a long-lost dwarven city that has connected to this cave and tunnel system, and somewhere along the way you've transitioned from one to the other.

The glowing moss is a different color in this cavern. Roll for perception DC15? Fail and you see hallucinations drawing you towards a cave that has turned into a mouth. Succeed and you have to save your friends.

This medium sized cavern is split down the middle by a moderately rapid river, which disappears into a cross tunnel. An ancient and crumblin dwarven-built bridge used to cross the river, but it's been reduced to the two foundations. The gap is too far to jump. [find a way to cross or possibly get swept down river to another room]

The tunnel opens into ledge, high above crumbling dwarven statues. A duergar patrol fights 2 giant spiders. Sneak by or get involved?

A room that almost seems church-like, or possibly just a room intended for quiet and reflection to get away from the busy hustle and bustle of dwarven life for a minute. A refecting pool and waterfall take up one corner. How do you get out of this room? Secret stairs under the offering table? Match the colors and order on the table with the gems on the wall?

A cavern where the ceiling is crowded with giant bats. They are sleeping, and the party can try to sneak by or fight, or try to sneak and end up fighting anyway.

Think of your own! The idea is to make the journey into the deep more interesting, but not full of huge fights so they can enter the final battle pretty fresh.

Homebrew weapon examples

SCREAMER

MAGIC BOW. +1 TO DAMAGE.

2 charges per day. Spend one charge: As you utter the Words of Power, "Screamer, Hunt," your arrow is imbued with a glowing blue light. After the arrow is shot it splits into three arrows, each continuing to glow as they fly to three targets of your choice within range (they can all have the same target). A high-pitched whine follows each arrow as they fly through the air. These arrows do not miss and each does 1d8+6 damage.

UNDERWHELM

MAGIC MAUL. +1 TO DAMAGE.

2 charges per day. Spend one charge: Pound Underwhelm into the ground. A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, creatures take 3d8 thunder damage and are pushed 10 feet away. On a success, creature takes half damage and isn't pushed. The maul emits a thunderous boom.

THUNDERHEAD

MAGIC CROSSBOW. +1 TO DAMAGE.

2 charges per day. Spend one charge: Fire your crossbow. A dark cloud spreads in a 10 ft. radius around your target. Lightning crackles inside the cloud. Any creature enveloped in the cloud takes 1d8+6 lightning damage. Any creature starting their turn in the cloud takes an additional 1d8 lightning damage. The cloud lasts 1d4+1 turns.

THE LAZY EYE

MAGIC RING. +1 TO YOUR SPELL DC AND ALL SPELL ATTACK ROLLS.

Gives you one extra spell slot equal to your highest spell level. The freaky eyeball in the center of the ring is always staring at you, but in a weird, jiggly way. Once you use this spell slot the eye closes, as if sleeping. Once per day you can roll 2d20. If they both roll 15 or higher, the eye, startled, wakes up, forgets that it was supposed to be sleeping, and can be used again.

GAUNTLETS OF LOVE

MAGIC GAUNTLETS. +1 TO YOUR SPELL DC AND ALL SPELL ATTACK ROLLS.

When you damage a creature with a weapon being held by the Gauntlets of Love, you may heal any ally you can see within 60 ft. for 1d12+3 HP. Roll 2d12 on a critical hit. Cannot exceed max HP. (This one can be helpful if your party doesn't have a cleric.)



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IT'S A LONG WAY TO THE **BOTTOM**

Thanks to Matt Colville's Reddit crew for giving this adventure a quick look, and to the original playtest crew: Darrin, Jason, Justin, Keith and Tony. They were there when the rocks were animated.

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