



The Four Kids

for ELO 2019



A plea for help echoes across the Moonsea Coast, calling heroes into the deep of The Underdark. Within its depths, a kind-hearted matron seeks to vanquish childish soul-buried sorrows. How far will our heroes go for the kids? A two-to-four hour adventure optimized for APL 3.

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Adventure Primer

A mother's arms are more comforting than anything else.

-Princess Diana

Background

MOTHER PQWIRLI, an aberrant illithid, broke away from its colonial bond, and while searching for a new home, came into the care of four children. From the Underdark cavern sanctuary of **QAARHEZ**, mother and the ornery **KRULP** care for them.

One year ago, **THE DARK PRIORY**, a doomsayer cult, released the contagion **ELO** which placed Moonsea Children into a fear-filled sleep. Brave explorers discovered ELO's source and destroyed it, thwarting the cults efforts. This seemingly cured all children ...or so they thought.

Deep within the Underdark, four kids: **BREEGLA**, **GIMGOK**, **RAI'LI**, and **BABY CHA'RAEGA** still suffer ELO's effects; beyond any healing Mother Pqwirli could provide. Desperate, the illithid unfurled a powerful psychic cry, hoping to bring aid to them. It did; however, The Dark Priory also heard the call, and dispatched **COUNSELARR SKABBIP** to find and recover the children for their mysterious purposes.

Episodes

The adventure is spread over three to five episodes that takes approximately two to four hours to play. They are introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, introduce the Call to Action once. However, if you plan to play over several sessions, revisit the Call to Action each time you play.

Episode 1: A Mind for Action. At the orphanage, the heroes meet Mother Pqwirli, and learn why the illithid summoned them. This is the **Call to Action**.

Episode 2: You Good with Kids? Adventurers play games, battle fearful thoughts, and awaken the children's trusting spirits. This is **Main Objective A**.

Episode 3: They Won't Get You! Heroes defend the sanctuary and prevent the children from being taken by cultists. This is **Main Objective B**.

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so:

Bonus Objective A: Nightlight, Nightbright ...

To help a frightened child, the heroes deal with a group of 'bull-ies' to find a fear-soothing fungus. This bonus objective is found in **Appendix 5**.

Bonus Objective B: Shake, Rattle and Roar

Adventurers compete for a stolen toy to end a destructive baby tantrum before it ends them all! This bonus objective is found in **Appendix 6**.

Episode Sequence

Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Story Objectives Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3.

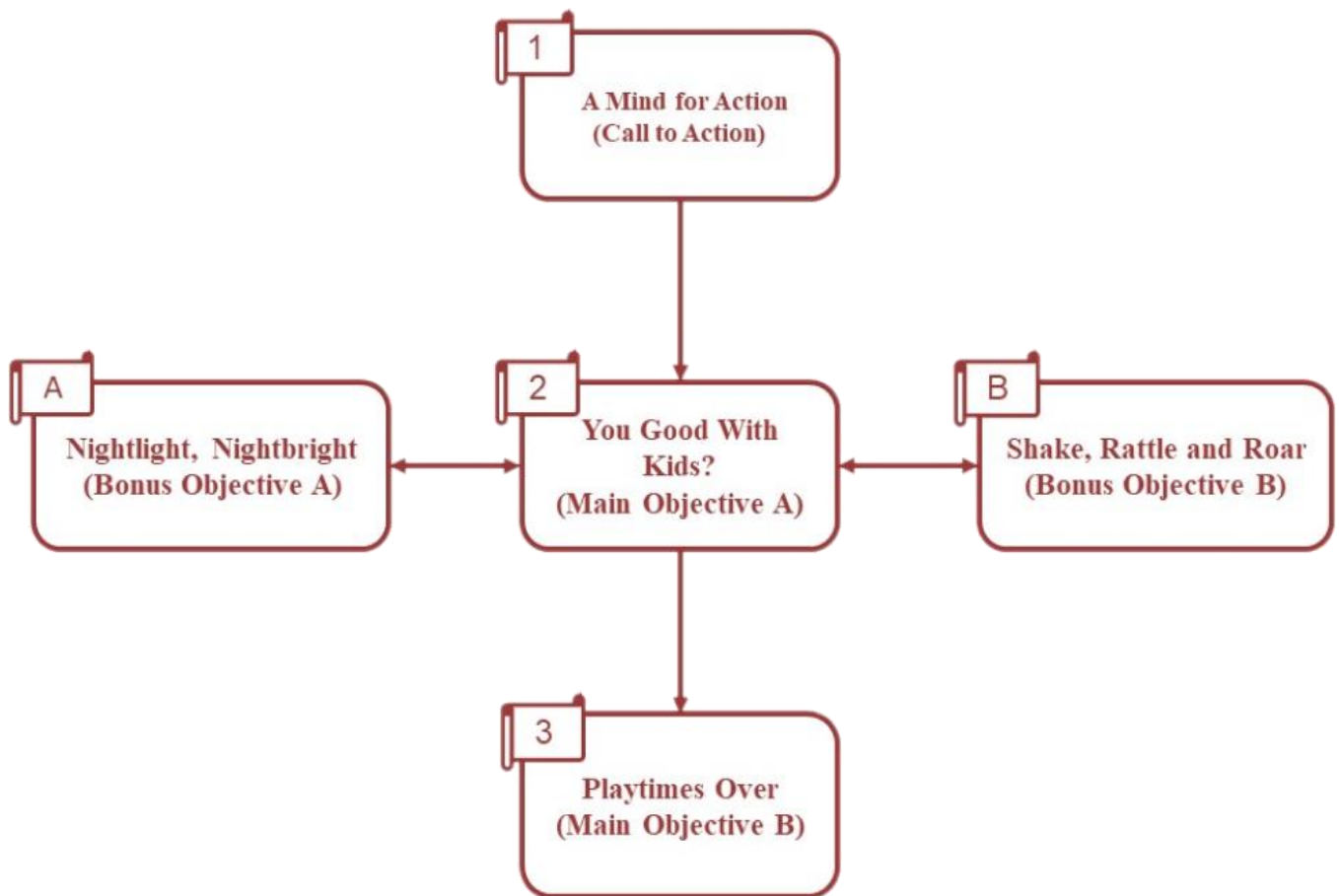
Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

These objectives branch off Episode 2, but their order is fluid; however, they must be completed before moving on to Episode 3.

Gift of Gaming. This adventure was written for a charity event focused on bringing many modes of gaming and play into the lives of children who are deal with (and overcome) the adversity of medical condition-related challenges. I hoped to capture elements of their lives while capturing the spirit of of play. Please adjust these challenges for the enjoyment of your players, and of course, remember to do it in the spirit of the kids ... there's four in the adventure that sure could use your heroes help. Good Gaming.

Episode Flowchart

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: A Mind for Action (Call to Action)

Estimated Duration: 20 minutes

Scene A. Cry for You

A mind-echoing cry echoes across the lands near The Galena Mountains. This motherly voice pleads for aid for ill children under their care. The mesmeric call draws adventurers into The Underdark, where they delve through its dark, maze-like tunnels to cross an underground lake, and arrive at Qaarhez.

Adventure Hooks. Participants in CCC-ELO-01, may be shocked! They were told by CH, the Titan of Youth, that “...the children are safe again”. Then how has this happened!?! Perhaps a temple to Llira sends them to study the joy-affecting, child-debilitating illness. Maybe posted bounties placed on Dark Priory Cultists become too enticing to ignore. Work with players to create better-suited adventure hooks if these do not meet player’s needs. Good Gaming!

Qaarhez (See Appendix 3a)

The following features are prominent here:

Dimensions & Terrain. An underground river empties into a cavern lake from the mouth of a 30ft. wide cavern. Stone shores runs 200ft. upriver ending at the sanctuary’s entrances where blue-cap mushrooms and fire-lichen fungi grow.

Faezress. The cavern mouth upriver to Qaarhez flickers with an ancient arcane energy. This area is dim-lit, grants Advantage on saves against divination spells, or imposes a DC 15 Con Save to cast divinations that don’t require saves. Teleport spells in, out, or within the area succeed on a DC 15 Con Save but can still suffer mishap or fail and cause 1d10 force damage. Wild magic effects (d20 roll of “1”; PHB, pg. 105) can occur.

Lighting. Luminous molds give dim light in hues of purple, blue and pink throughout Qaarhez.

Sanctuary. Five caverns are connected by 10ft wide tunnels of and 8-10ft tall ceilings. Stalactites and stalagmites are scattered. A rocky ledge and shoreline cavern both lead into the sanctuary.

Volcanic Tremors. The ground trembles, jarring loose dirt and rock. Distant explosions of gases and shifting of molten rock are heard from afar.

Creatures/NPCs

Mother Pqwirli (mindflayer with 35 HP and no Psionics or Tentacles, Extract Brain, or Mind Blast Actions) and **Krulp (duergar darkhaft)** await the adventurer’s arrival to the sanctuary. The illithid is thankful and welcoming while Krulp is guarded and untrusting of the adventurers. Mother Pqwirli is drained; she moves slowly, but gracefully. Krulp moves erratically among them, sizing them up.

Objectives/Goals. Mother Pqwirli makes the players feel at home, speaks and answers telepathically. Krulp asks intrusive questions to adventurers and keep replies short. They both work to familiarize adventurers with the orphanage and want the heroes to feel welcome.

What Do They Know? Mother Pqwirli’s psychic plea was mentally draining. The illithid describes each child (See Appendix #1) and reveals they’re unresponsive to healing. If asked about the events of CCC-ELO-1, the illithid does not know who CH is, and firmly relates that this titan’s healing spirit has not touched the children here (yet). Krulp knows every inch of Qaarhez and will not reveal the secret tunnels to anyone until necessary (See Episode 3).

Conclusion. As the tour begins, give players Player’s Handout-Qaarhez Sanctuary (Appendix 4a) to players and **proceed to Scene B.**



Scene B. The Cave's Tour

The adventurers are guided through the sanctuary by their hosts, ending in the nursery. The adventurers may take note of what they see,

Area Information (Appendix 3a)

Use the area information in Scene A, along with these features as needed. Players should now have their own copy of this map to follow along.

Ridge Rise Entrance. A 10ft wide natural path that ascends 20ft. is lined by blue cap fungi. A 5ft wide tunnel leads off to the Observation Ridge.

Observation Ridge. This small cavern is strewn with loose rock. A ridge provides a view below of the faezress-affected river tunnel.

Main Tunnel. A winding 10-15ft wide tunnel ends 70ft. at River Shore Entrance. Tunnels veer off into the Meal Room and Play-Room. A pool of fresh cave water is fed by underwater crevice.

Meal Chamber. 10ft long & 10ft wide tunnel leads to a 25ft diameter cavern. Table w/stools set in its center. A refuse pit sets along the eastern wall.

Preparation Room. 10ft long & wide natural stairs lead inside. A stone basin is filled w/insects. Mortar and pestle, powders and herbs are spread about a long table. A firepit, and two 5ft sq. food stores set near one wall.

Play-Room. A large boulder and a patch of blue caps set near the Main Tunnel entrance. Stone bins are filled with toys. A damaged rowboat sets against a wall. A chalk drawing of an odd-winged creature appears on one wall.

River Shore Entrance. Large patch of blue caps and fire lichens blanket the riverbank. A hidden path leads around a 15ft. pit. DC 12 Perception Check to spot; DC 12 Dex Save or fall for 1d6 damage.

Nursery. Three stone cribs and two small beds line the walls. A small table sets near each one. Dried mushroom husk stools lie against the southeastern wall. A crack in the wall near one crib glows and radiates with a red, deep heat.

Creatures/NPCS

Mother Pqwirli guides adventurers through the sanctuary while **Krulp** follows behind. The children (**Breegla**-svirfneblin, **Gimgok**-grimlock, **Rai'Li**-drow, **Baby Cha'Raega**- firenewt babe) are asleep in the nursery, under the ELO sickness. It feeds their fears, keeps them in deep sleep and **prevents healing**.

Goals/Objectives. Mother Pqwirli guides heroes through each area, ending the walk in the nursery. It hopes the adventures will consent to a mind-link, a bond of consciousnesses that will render their bodies still while they "travel" through each child's thoughts. Krulp keeps close and deflects questions to mother to answer. The children want to wake up.

What Do They Know? The illithid knows the heroes can help, but suspects others may come for the children. Mother Pqwirli's believes their strong wills can spark the children's will-to-awaken! Krulp knows the secret exit and pit trap locations and divulges them only in an emergency (See Episode 3).

Call to Action. If the adventurers agree, they submit to the mind link, search the kid's thoughts for what will inspire them and revive them.

Bonus Objective A and B. If using the bonus objectives, adventurers may further help the children by dealing with a toy theft-induced tantrum or a frenetic fear of the dark.

When ready **Proceed to Episode 2.**



Episode 2: You Good with Kids? (Main Objective A)

Estimated Duration: 1 hour

Mother Pqwirli mind-links the heroes to the children through the use of bloated, tentacled organisms, psychic power and held hands.

The Mind Link

While linked, adventurers are incapacitated. The trance-like state breaks if they are physically attacked, roused **awake**, complete the episode, reach “0” hit points and fail all death saves or the link expires.

Those with broken links **awake** in the nursery. Mother Pqwirli ‘reconnects’ them a number of times equal to their Intelligence modifier +1 (minimum of one). She refuses after that.

The mind-link’s lasts **one hour**. Adjust duration based on event timing. Add **one hour** to the duration for each Bonus Objective played.

When the link ends for all, **Proceed to Episode 3.**

Pre-requisites. Players must arrive at the nursery of Qaarhez and consent to mind-links with the unconscious orphans in the Call to Action.

Main Objective A. Heroes bond with the kids through play and confront the source of their illness-related fears. They overcome challenges, which console, inspire or encourage the kids to **awaken**, completing **Main Objective A**.

Mindscapes. Each scene takes place within a child’s imagination. Appendix A. describes each child & each encounter involves dialogue, a fun challenge and a confrontation with a child’s fear. At each scene’s end, a child **awakens** in the nursery. Adjust scene elements as needed.

Area Information

Mother’s Broadcast. Mother Pqwirli monitors the adventurers progress and speaks to them telepathically. When this occurs, players that succeed on a DC 12 Wisdom (Insight) or Wisdom (Perception) Check hear strain in the voice. As the scenes continue, the DC of subsequent checks are reduced by two; the illithid’s physical and mental strain gradually becomes apparent.

DM Note: Use the broadcast to help move elements of the story forward or to pass on knowledge that may help players overcome challenges. Have fun with it!

Creatures/NPCs

Mother Pqwirli keeps still and focused, using psionic energy to hold the mind-link, while **Krulp** keeps an eye on all of them, hoping to see some sign of progress and to protect everyone involved.

Goals/Objectives. The caring illithid wants to keep adventurers in the children’s minds until they can **awake** the children. Mother Pqwirli does not want to damage the minds of the heroes in this process. Krulp loyally stays by the illithid’s side.

What Do they Know? Mother Pqwirli explains that they must first bond with each child, learn what troubles them, and finally help *them* overcome their fears, which will break them from ELO’s grasp and **awake** them! The mind flayer hides the fact that these multiple mental bonds are life-draining and further affected by their actions. Krulp suspects Mother is not forthcoming about ‘something’, but loyally serves. Any damage taken by players is **ALSO** taken by Mother Pqwirli!

Scene A. Breegla the Svirfneblin



The adventurers meet the svirfneblin child in almost-dark void, navigate a mocking mind-maze and confront the source of Breegla's fear. They may also be warned of a looming threat to them.

Area Information

Terrain. A vast darkness surrounds all, but solid ground can be felt underfoot.

The adventurers are at the dead-end of one of many maze hallways.

Sights and Sounds. The sounds of gears clacking and droning humming are continuous, but distant.

Light. Flickering blue auras surround those in the Breegla's mindscape, providing dim light. All light sources (natural and magic) emit dim light.

Maze. This maze stretches as far as one can see. Its length/width are infinite. Maze halls are 20ft long and 10ft. wide with 10ft ceilings.

Navigating the Maze. At the end of each maze length, roll a d6. On a 1-2 the maze hall turns right, 3-4 hall turns left, 5- hall keeps straight, 6-Dead End! start over! After five rolls, the maze ends, unless a Dead End was rolled. After five consecutive rolls without a Dead End, players reach the end, and meet the Clackity-Clackin!

Creatures/NPCs

Alone and scared, **Breegla** (svirfneblin; Size S) quickly grabs an adventurer's hand tightly. **The Maze Mockers** (effect; see Combat Pillar of Play), are the figment of child-like uncertainty. **The Clackity-Clackin** (animated armor w/ 1d8+2 Slam Attack and 44 HP) is a large, metal, donut-shaped construct awaits those at the maze's end.

Objectives/Goals. Breegla leads adventurers into the maze, wanting to defeat the Maze Mockers and the Clackity-Clackin. The Maze Mockers harass passers. At the maze's end, the Clackity Clackin hopes to defeat them. Both figments of imagination go away when defeated or debunked in the child's mind (See Social Pillar of Play).

What Breegla Knows. Breegla loves mazes and is scared of the dark, noises and monsters. The child heard Mother Pqwirli's voice say, "Help is coming". The noises and monster came when the sickness did. Breegla also says, "Those in the dark are coming for us", referring to the Dark Priory in Episode Three.

Bonus Objective A. If using this bonus objective, Breegla shows a dreadful fear of the dark and pleads to be taken to the "safe lights". Their surroundings vanish. They then appear in a cavern tunnel. Proceed to **Bonus Objective A**.

Proceeding to the Next Scene. After defeating the Clackity-Clackin, Breegla **awakens** and fades from view. Remove hit points as necessary from Mother Pqwirli's hp total, which may affect mother in Episode 3. **Proceed to the next scene.**

Playing the Pillars

COMBAT

The **Maze Mockers** randomly target an enemy at the end of each maze length, using a **Vicious Mockery** (per the 1st level Spell; DC 12), which may benefit the awaiting **Clackity Clackin**, whose initiative is +1 for each Dead End reached in the maze! For weaker groups, the Clackity Clackin has its normal stats. For stronger groups, increase its HP to 60.

EXPLORATION

Players with a passive Perception score of 12 or more hears Kulp's faded voice say, "Why didn't you tell me?" to someone. The first player that succeeds on a DC 13 Wisdom (Perception) check discovers a secret door that leads to an adjacent maze length- reducing maze rolls by one and granting advantage to initiative rolls against the Clackity Clackin.

SOCIAL

Consider rewarding Inspiration to those that mock the Maze Mockers back! Players that attempt to convince, encourage, or inspire Breegla throughout this scene may make a DC 13 Charisma (Persuasion) Check during the battle to convince the child to not fear the Clackity Clackin/The Clackity Clackin is not real. Doing so, adds 1d6 damage to the next players attack that follows!

Scene B. Gimgok the Grimlock



The grimlock child forces a game of chase upon our heroes! Within its caverns, they learn what ails Gimgok and come face-to-face with the furtive, fog-formed figure that haunts the child's thoughts.

Area Information

Terrain. The heroes emerge in a 30ft dia. cavern lined tunnels equal to the number of adventurers. Stalactites and stalagmites are prominent.

Sights and Sounds. The sound of gas hissing creeps out from each tunnel exit,

Light. The only light sources in this scene are what the adventurers have with them. It's dark!!

Tunnels. Criss-crossing tunnels are filled w/steep drops and sharp rocks. They are 180 ft. long and 10 ft. wide. The tunnels open into a 35ft dia cavern, where the Hissy-Mist Man awaits.

Chase. Each player must catch their 'Gimgok' in three rounds. Gimgok starts 50ft ahead. Each player chases Gimgok down their own tunnel. Players that reach 'Gimgok', can catch the child (See Combat Pillar of Play). The chase ends when: everyone catches Gimgok, any Gimgok reaches 180ft. or after **three rounds**. Catching Gimgok 'blesses' the player with a one-time d4, usable on saving throws. For each player that did not catch Gimgok, The Hissy-Mist Man gets one d4 to use on an attack! Chase rules are on pg. 252 of the DMG.

Tunnel Troubles! After each player's turn, they roll a **d6**. Apply the complication to the next player in initiative order: **1:** Gimgok runs 20ft down the tunnel. Catch up!! **2:** Sharp rocks! Succeed at a DC 13 Dex Save or take 3(1d6) piercing dmg. **3:** Gimgok hides! Succeed at a DC 13 Wis (Perception) check or you can't catch Gimgok this turn. **4:** Steep Drop! DC Str Save or 2(1d4) fall dmg and Prone. **5-6:** No trouble! Catch that kid!!!

Creatures/NPCs

Gimgok (Size S; **grimlock** stats) holds a lit torch while smiling at our heroes, then splits into many (matching number of players)! Each Gimgok runs down **each** tunnel and plays chase! **The Hissy-Mist Man** (**vampire mist** stats) is Gimgok's "monster" fear of sleeping forever. It waits at the end of the tunnels in its dark chamber covered in empty children's beds.

Objectives/Goals. Gimgok trusts the heroes if they play tunnel run (chase), wants to be caught, but really wants to defeat Hissy-Mist Man, who exists to lull kids to sleep, so why not heroes too?

What does Gimgok Know? Gimgok loves laughing, tunnel runs, and light sleeping. The child fell into deep sleep when the sickness came. Gimgok hears Mother Pqwirli's caring voice, but is scared of the The Hissy-Mist Man. The child feels weakness in mother's voice.

Proceeding to the Next Scene. Gimgok awakens when the The Hissy Misty Man is defeated. Remove hit points as necessary from Mother Pqwirli's hp total, which may impact Episode 3. **Proceed to the next scene.**

Playing the Pillars

COMBAT

Players that reach or pass Gimgok and succeed on a DC 12 Str Check at Disadvantage can capture Gimgok! Then Gimgok laughs and takes the hero to their tunnels end. On a failed check, their turn ends. The Hissy Mist-Man attacks immediately when the chase is over. It does non-lethal damage. Remove 10 HP for weaker groups. Add 10 HP for stronger groups.

EXPLORATION

Gimgok avoids tunnel dangers with blindsight! Players with darkvision may roll 2d6 and pick one die roll to apply to the Tunnel Troubles! Chart above.

SOCIAL

Consider rewarding laughing, goading, or letting Gimgok go during the chase with Inspiration! The Hissy Misty Man hauntingly hums and whispers. "Go to sleep child". If you can pull of the deep, guttural laughing for players, give yourself some kudos!!!!

Scene C. Rai'Li the Drow



One of Mother's children is a scared and confused drow child who hopes our heroes complete a scavenger hunt to snuff a painful light and chase the spirit of poisonous thoughts from this mind.

Area Information

Terrain. Heroes materialize into a white marble 25ft. sq. room whose sides equal the # of players.

Sights and Sounds. Rai'Li's crying echoes off the walls. The sounds of Underdark wildlife can be heard beyond this chamber's only door.

Door. Opens to the Scavenge Cave. A sign, written in Undercommon reads, "No Drow Allowed".

Light. Intense beams of sunlight shine from odd-shaped holes. Dim light glows from flora within the Scavenge Cave. The light pierces through any attempt to block them

Wall holes. Holes in the shapes of spiders, mushrooms, and splatter cover the walls. These are represented by Player Handout (Appendix 4b).

Buckets. Clay buckets surround Rai'Li's feet.

Scavenge Cave. This massive cavern is covered in lichens, mushrooms, oozes and insects! Players rush into the cave (See Exploration Pillar of Play) gather contents to plug into the odd-shaped wall holes, blocking the beams of painful light.

Creatures/NPCs

Rai'Li (drow; commoner stats; Size: S) lies in the chamber's center, weakened by sunlight. Among the Scavenge Cave dwellers are purple-dots (1HP; spider) gold caps (1HP, FUN-gus), and blue-bubble slime (2HP; ooze). **Matron Mother Nature (ghost** stats; **no Ethereal Sight, no Etherealness, and no Possession** recharge w/drow appearance) lurks beyond the chamber's walls.

Objectives/Goals. Rai'Li's needs certain Scavenge Cave life brought back from the cave then stuffed into the holes in the wall, blocking out the painful light, and enervating the child to face the tormenting spirit. The Scavenge Cave dwellers may not come quietly (see 'Combat' Pillar of Play). Matron Mother Nature wants Rai'Li to embrace drow ways and her friends to suffer under them.

What Do They Know? Rai'Li loves exploring and collecting critters and does not like the mean things about being drow. When the sickness came, Rai'Li fell asleep, which did not feel "right". The child reveals Mother Pqwirli's tiring effort to keep the heroes here. Rai'Li knows that Matron Mother Nature can be repulsed with kindness, but adventurers can scare her off too.

Proceeding to the Next Scene. Rai'Li awakens once Matron Mother Nature is defeated. Before disappearing Rai'Li warns "be careful, Cha'Raaga is loud!". Remove hit points as necessary from Mother Pqwirli's hp total, which may impact Episode 3. **Proceed to the next scene.**

Playing the Pillars

COMBAT

Spiders, poison fungus and slime assault players who do not two or more critters a turn! Scavenging players must then succeed on a DC 12 Save (Str/Dex/or Con; players choice) to avoid 1 piercing dmg, 1 poison dmg, and 2 acid dmg (4 damage total). Matron Mother Nature's *Horrifying Visage* projects images of drow children laying in bed sick in foes minds. Lower/Raise the Save DC or amount of critters needed based on party APL.

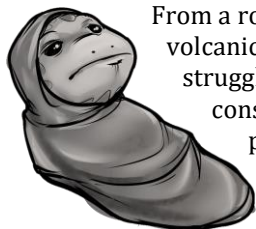
EXPLORATION

Scavenging. Give each player Players Handout (Appendix 4b) Each participant rolls 4d6 and records their "critters" on their handout. Any player that makes two marks or less on a turn is attacked! (See Combat Pillar of Play). **Once a player has all "critters" collected (handout fully marked), they can help others.** Once all players finish, the chamber walls rotate, revealing a dim-lit, fungus-covered cavern lair of Matron Mother Nature!

SOCIAL

Matron Mother Nature mockingly questions Rai'Li's behavior: the kindness towards *non-drow*, the exploring for enjoyment vs. conquest, the love for an illithid (disgusting)!?! As an action, a player can try to intimidate Matron Mother Nature (DC 13 Cha (Intimidation) or (Persuasion) into leaving. Three successful checks can scare the drow ghost, causing it to fade away defeated!

Scene D. Cha’Raega the Firenewt



From a rock ledge overlooking a volcanic mindscape, the heroes struggle to keep Baby Cha’Raega’s constant bawling at bay by playing match and dealing with brutish burning bullies!

Area Information (Appendix 3)

Terrain. Adventurers stand on a rock ledge, 50ft. above a lava river with rock floes. 400ft. across is another ledge. An intense heat ripples in the air.

Lavaspouts. Lava spews into the air from below! Roll a d6. On a roll of one, it deals 1d6 fire dmg to those that fail a DC 12 Dex Save!

Fire Beetles. 1d6 Reddish-orange beetles crawl about. They’re harmless, but tasty to Cha’Raega!

Rockfalls. Rocks fall causing 1d8 bludgeoning dmg to those that fail a DC 12 Dex Save.

Tiles. Small obsidian and slate tiles lie shattered about the ground, each scrawled with one of four symbols: a flame flicker, a rattle, an illithid head, and the word “ELO”. Four tiles have the same symbol on them, perfect for a game of Match! Use Players Handout 4c. to present the tiles to players.

Creatures and NPCs

Cha’Raega’s (firenewt stats; Size: S) cries of loneliness are causing **rockfalls!** To make matters worse, **The Burning Bullies (six magmin)** stole the firenewt’s rattle and play “keep away” with it, agitating the baby firenewt even more!

Objectives/Goals. Cha’Raega bonds through a game of **Match** (See ‘EXPLORATION’ Pillar of Play) using **Tiles** (See ‘Area Information’). afterwards, the child points out the magmin! Cha’Raega wants adventurers to teach The Burning Bullies to play nice and the importance of friendship. The Burning Bullies keep the kid chaotically crying.

What Do They Know? Cha’Raega wants attention but wants friends to relate to also. When the sickness came, it brought the bullies to life, leaving the firenewt trapped in its thoughts, to which Mother Pqwirli has tried break him free but could not.

Bonus Objective B. If using this bonus objective, a magmin flees into a cave with Cha’Raega’s rattle! The firenewt’s flamin’ cries trigger a massive cave-in! The heroes give chase in **Bonus Objective B.**

Proceeding to the Next Episode. After defeating the magmin, Cha’Raega’s whimpers fade away and everyone **awakens** in the Nursery! Remove hit points as necessary from Mother Pqwirli’s hp total, which may have impact in Episode 3.

Proceed to the next episode.

Playing the Pillars

COMBAT

If the Match game takes more than four rounds, **five** magmin make their way down to the lake of fire and “ride” the **lavaspouts** to the other ledge. Two arrive in round one and one arrives at the end of each round afterwards. The **lavaspouts** may splash adventurers (See ‘Area Information’). The last magmin waits on the far ridge with the rattle! Remove two magmin for weaker groups; Add one magmin for stronger groups.

EXPLORATION

Match. Using tiles in Players Handout (Appendix 4c) each player takes a turn turning two rock-tiles over. A match causes a 50ft dia. rock column to rise from the lava closing the distance to the other ridge. A non-match makes Cha’Raega cry, causing a rockfall! (See ‘Area Information’) A successful DC 13 Int (Nature) check reveals that Cha’Raega might enjoy eating a fire beetle. Once fed, the firenewt does not bawl on the next failure.

SOCIAL

Magmin can be convinced to stop haranguing Cha’Raega. A player may attempt a Cha (Persuasion) or Cha (Deception) Check contested by the magmin Wis (Insight). If successful, a magmin stops for one round to ponder it’s behavior. If the majority of the magmin are convinced, they stop, befriend Cha’Raega, and extinguish any belongings on fire. If **Bonus Objective B** is used, at least one magmin is not convinced and jets off!

Episode 3: Playtime's Over (Main Objective B)

Estimated Duration: 1 hour

Back at the nursery, the adventurers discover a weakened Mother Pqwirli, defend the orphanage-against cultists intent on taking the kiddos away! This episode starts in the Nursery, where they are alerted to the Dark Priory's presence and given **one free action** before their plan is hatched!

Pre-requisites. Adventurers must have completed Episode Two.

Main Objective B. Adventurers must defend Qaarhez and the kids from the Dark Priory to complete **Main Objective B**.

Area Information (Appendix 3a)

Refer to the Qaarhez map and area information from Episode One along with the following:

Mother Pqwirli. If the illithid is at zero HP, mother is unconscious and being cared for by Kulp, but if awake, mother is drained and weak.

Secret Doors. Located in the Meal Chamber and the Preparation Room these doors are part of the natural stone and lead to escape tunnels!

Object Usage. Elements of the sanctuary can be used in its defense. (Examples- throwing rocks;

hide in water, watching from ridge; pit use at River Shore; tools as weapons in combat).

Creatures/NPCs

If conscious, Mother Pqwirli alerts heroes to the presence of the "dark ones"; otherwise, **Krulp** does. **The Dark Priory** has sent **Counselarr Skabipp (derro savant)** along with five **hunters (derro)** to bring the kids back to their masters.

Objectives/Goals. Mother Pqwirli and Krulp protect the kids. Counselarr Skabipp has a plan to capture them unharmed which the hunters follow.

What Do they Know? Kulp guides mother and the kids to a nearby secret door if the heroes may fail. Counselarr Skabipp's plan involves infiltration, negotiation, and as a last resort, confrontation. This plan is represented in 'Playing the Pillars'.

Treasure. As a token of thanks, Mother Pqwirli offers her **Pod Pouch**, assures them that Qaarhez is **Always Home** (Story Reward) for them, while Breegla gifts her **Nightlight**. Scoops of **Baby Cha'Raega's Porridge** are given by Krulp to them (in secret; the firenewt might bawl). These awards are further explained in Appendix 7 and 8.

Playing the Pillars

COMBAT

After all players free action, Roll for Initiative! **Counselarr Skabipp** first sends **one invisible derro** into Qaarhez. They start in the Meal Chamber! **one derro** is 30ft from the River Shore, trudging the water. Skabipp is in the Main Tunnel. If the derro escape with the kids they head to the river tunnel! Remove **Counselarr Skabipp** and add two **derro** for weaker groups; add two **invisible derro** for stronger groups.

EXPLORATION

Adventurers spot invisible hunters with a successful DC 14 Wis (Perception) check at Disadvantage. The secret doors can be spotted with a DC 14 Wis (Perception) check. The pit at the Rivershore entryway is spotted with a successful DC 10 Wis (Perception) check. Derro that succeed a DC 10 Wis (Insight) or (Survival) will select best route to the kids if they are not in the Nursery.

SOCIAL

If Counselarr Skabipp or any derro encounters any heroes with children, they attempt to persuade them to hand the kid(s) over; that they carry a deadly contagion that must be studied. A successful DC 14 Insight Check can tell the derro are lying. If Skabipp is not convincing, the derro savant has a **sleep** spell readied. Otherwise, any derro attack after the deception is revealed.

Wrapping up. If the Dark Priory have been driven off, Mother Pqwirli and Kulp give their thanks, while welcoming them to visit the children anytime. The kids are alright, and wave, laugh, glow, and roar their goodbyes! If defeated, the Dark Priory have the four kids in their clutches for a short time but return them when they learn that distance below from the events of *CCC-ELO-1* was the reason **ELO** was not purged from them. What they do with this knowledge may be revealed at a future time.

Designer Note: I want to thank ELO 2019 and the D&D Adventurer's League for the opportunity to design this adventure. I wanted all of the module elements to focus on play, hope, and elements of cancer treatment that Miracles Network Children may find challenging. The Clackity Clackin was my vision of an automaton that looked like an MRI machine, The Hissy Mist Man, a figment fear of anesthesia, Matron Mother Nature, the saddening self-doubt in children to overcome their ailments, and The Burning Bullies, those that don't understand what children who deal with cancer go through (but may be willing to learn,) Of course, the players and DMs are the kids' hope and inspiration, and have the power through play to help heal kids physically, mentally, and spiritually. Thanks – you all are the ones that bring this adventure to life! Good Gaming. MDV.



Adventure Rewards

Upon completing this adventure, each character gains a level. At their discretion they may choose to decline advancement. Remind those that express interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventurers typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit Per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Treasure

If completing the main objectives and bonus objectives players can receive the following magic items:

Mother Pqwirli's Pod Pouch (Bag of Holding). The small, mauve-hued, bloated organism has tentacles that sprout from around its body and wrap around the owner's shoulder. It is further described in Appendix 7.

Breeгла's Nightlamp (Candle of the Deep). This unique lamp consists of a planted exotic Underdark fungi, Nightlight setting in a clay pot. It is further described in Appendix 7.

Cha'Raega's Porridge (Potion of Fire Breath). Mother Pqwurli's always keeps a pot of this special soup prepared for her temperamental toddler. It is further described in Appendix 7.

Story Award

Players may earn the following story award:

Always Home. The children of Qaarhez Sanctuary have been cured of their illnesses! Your play has shown the children that kindness, hope, and courage can defeat sickness and mean spirits like the Dark Priory. It is further explained in Appendix 8.

Dungeon Master Rewards

For running this adventure, one of your characters gains a level. That character receives gold based on their tier prior to advancement:

Tier	Gold Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000gp

Appendix 1. Locations & NPCs

Mother Pqwirli

(Pick-WHIRL-lee). Aberrant Illithid. Loves and cares for ill-children. Desperate to help her ailing kids. Caring and Nurturing. Sends a psychic cry to lure the strong-willed to aid her orphans.

Personality: "Compassion is an unyielding well."

Ideal: "Children who are loved overcome fears."

Bond: "'I'll push myself to death for the kids."

Flaw: "My psionic gifts are failing & I don't care."

Krulp Morrelstone

(MORE-uhl-stone) Wizenen Duergar. Helper and Caretaker. Devoted to Mother Pqwirli and to the kids! Overly-protective and reluctantly trusting. Embodies the healing spirit of one called "Dren"

Personality: "I'm old but I can stomp a boot!"

Ideal: "Dyin' for someone gives ya' meaning."

Bond: "Qaarhez is the only true home I've had."

Flaw: "It's hard to trust those I don't know."

Breeгла

(BREE-gluh). Svirfneblin child. Enjoys mazes. Speaks in whispers and in awe of surface dwellers.

Personality: "I don't like dark, lights are pretty."

Ideal: "You're from up 'there'. Tell me all about it."

Bond: "Please keep nightlight-nightbright on!"

Flaw: "Oh no! The Clackity-Clackin is near!"

Gimgok

(gim-GOK). Grimlock child. Enjoy chases. Speaks and laughs with grunts and likes to hug its friends.

Personality: Laughs and runs around.

Ideal: Counts six on fingers. Grunts kids names.

Bond: Grunts "mama". Makes hugging gesture.

Flaw: Cries. Hisses. Gestures smoke. Feigns sleep.

Rai'Li

(Riley) Drow child. Enjoys scavenger hunts. Poor self-esteem. Whiny but needs encouragement.

Personality: "Ima dark elf, but I like people."

Ideal: "It makes me feel good to be kind to others."

Bond: "Mama understands. Matron mother ...no."

Flaw: "The "real" drow inside fights to come out."

Baby Cha'Raega

(cha-RAY-guh) Needy baby firenewt! Giggles playing match. Bullied, booming bawler!

Personality: "WAHHHH!" when someone cheats!

Ideal: "WAHH!" gets belly fed and baby hugged!

Bond: No "WAHH!" when holding baby rattle!

Flaw: "WAHH!" makes ground shake, rocks fall!

Counselarr Skabipp

(SCAB-ip). Intense derro savant. Hand of The Dark Priory. Effective taskmaster. Methodical but Maniacal. Charged by doomsayer cult with finding children held by ELO and recovering them.

Personality: "I follow orders meticulously."

Ideal: "I must be true to my beliefs, and your beliefs, and their beliefs, and those beliefs."

Bond: "The Dark Priory keeps me focused!"

Flaw: "Feelings ...they make my mind 'different'."

Qaarhez

(KAR-ress). Underdark orphanage. Carved with caring & hewn with healing hearts. Open doors to all ill children who have nowhere to go. Guarded by a loving illithid and a terse duergar orderly.

Personality: "My halls offer healing and haven."

Ideal: "No children need be scared in these caves."

Bond: "Mother and the children give me purpose."

Flaw: "I truly cannot protect you from all danger."

Appendix 2. Creature Statistics

Animated Armor

Construct

Armor Class 18

Hit Points 33

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poison

Senses blindsight 60ft. (blind beyond this radius)

passive Perception 6

Languages ---

Challenge 1 (200 XP)

Anti-Magic-Susceptibility. The armor is incapacitated while in the area of an anti-magic field. If targeted by a dispel magic, the armor must succeed a Constitution saving throw against the spellcaster's spell save DC or fall unconscious for one minute.

False Appearance. While the armor is motionless it is indistinguishable from a normal suit of armor.

Actions

Multi-attack. The armor makes two melee attacks.

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

Brown Mold

Brown mold feeds on warmth, drawing heat from everything around it. A patch of brown mold typically covers a 10-foot square, and the temperature within 30 feet of it is always frigid.

When a creature moves within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution Save throw, taking 22(4d10) cold damage on a failed save, or half as much damage on a successful one.

Brown mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it instantly to expand outward in the direction of the fire, covering a 10-foot square area (with the source of the fire at the center of the area). A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.

Derro

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 49 (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 120ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 1/2 (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 magic 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 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)	10 (+0)	5 (-3)	14 (+2)

Skills Stealth +4

Senses darkvision 120ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 3 (750 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 magic 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 Short spear. *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.

Drow

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2. Stealth +4

Senses darkvision 120ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow have advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell Save DC 11). It can innately cast the following spells without spell components.

At will: dancing lights

1/day each: darkness, faerie fire

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

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 +2) piercing damage, and the target must make a DC 11 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Duergar Darkhaft

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 120ft., 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. The darkhaft's innate spellcasting ability is Intelligence (spell Save DC 10). It can innately cast the following spells without spell components.

At will: friends, mage hand

1/day each: disguise self, sleep

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: 6 (1d8+2) piercing damage, or 11 (2d8+2) piercing damage when 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.

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 the spell). Any equipment the duergar wears or carries is invisible with it.

Firenewt Warrior

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-2)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

Actions

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft. one target. Hit:4 (1d6 + 1) slashing damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

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

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing, and slashing for non-magical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60ft., passive Perception 13

Languages any languages it knew in life

Challenge 4 (1100 XP)

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

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

Actions

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

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

Horrible Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for one minute. If the save fails by five or more, the target also ages 1d4X10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ghost's Horrible Visage for the next 234 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13

Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened,. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features or proficiencies.

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

Grimlock

Medium humanoid (grimlock), neutral evil

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities blinded

Senses blindsight 30ft., or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages Undercommon

Challenge 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) Checks to hide in rocky terrain.

Actions

Spiked Bone Club. Melee Weapon Attack: +5 to hit, reach 5 ft. one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Magmin

Small Elemental, chaotic neutral

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 weapons

Damage Immunities fire

Senses darkvision 60ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When a magmin dies, it explodes in a burst of fire and magma. 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 magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin 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.

Mind Flayer

Medium Aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 +13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	12 (+3)	17 (+3)

Saving Throws Int +7. Wis +6. Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6. Stealth +4

Senses darkvision 120ft., passive Perception 16

Languages Deep Speech, Undercommon, Telepathy 120 ft.

Challenge 7 (2900 XP)

Actions

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magic effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no spell components:

At will: detect thoughts, levitate

1/day each: dominate monster, plane shift (self only)

Actions

Tentacles. *Melee Weapon Attack:* + to hit, reach 5 ft. one target. *Hit:* 15 (2d10 +4) psychic damage. If the target is Medium or smaller it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one incapacitated humanoid grappled by the mind flayer. *Hit:* the target takes 55 (10d10) piercing damage. If this damage reduced the target to 0HP, the mind flayer kills the target by extracting and devouring the brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-ft cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 +4) psychic damage and be stunned for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.



Rothe

Medium Beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	14 (+2)	2 (-4)	10 (+2)	4 (-3)

Senses Darkvision 60ft., passive Perception 10

Languages ---

Challenge 1/4 (50 XP)

Charge. If the cow moves at least 20 feet straight towards a target then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Innate Spellcasting. The deep rothe's spellcasting ability is Charisma. It can innately cast dancing lights at will, requiring no spell components.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Steeders (Male)

Medium Beast, unaligned

Armor Class 12 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +5

Senses darkvision 120ft. passive Perception 10

Languages ---

Challenge 1/4 (50 XP)

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

Leap. The steeder could expend all its movement on its turn to jump 60ft. vertically or horizontally, provided that its speed is at least 30 feet.

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 (Recahrges 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).

Svirfneblin (Deep Gnome)

Small Humanoid, neutral good

Armor Class 15 (chain shirt)

Hit Points 16 (3d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses darkvision 120ft., passive Perception 12

Languages Gnomish, Terran, Undercommon

Challenge 1/2 (100XP)

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

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no spell components:

At will: non-detection (self only)

1/day each: blindness/deafness, blur, disguise self

Actions

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

Vampire Mist

Medium undead, chaotic evil

Armor Class 13

Hit Points 30 (4d8+12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Saving Throws WIS +3

Damage Resistances Acid, Cold, Lightning, Necrotic, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Conditions Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses passive Perception 11

Languages –

Challenge 3 (700XP)

Life Sense. The mist can sense the locations of any creature within 60 ft. of it, unless that creature's type is construct or undead.

Forbiddance. The mist can occupy creature spaces and vice versa. In addition, if air can pass through a space, the mist can pass through it. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The mist can't manipulate objects in a way that requires fingers or manual dexterity.

Sunlight Sensitivity. The mist takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls & ability checks.

Actions

Life Drain. The mist touches one creature in its space. The target must succeed on a DC 13 Constitution saving throw (undead and constructs automatically succeed), or it takes 10 (2d6+3) necrotic damage, the mist regains 10 hit points, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finished a long rest. The target dies if its hit point maximum is reduced to 0.

Underdark Fungi

These Underdark fungi are featured in this adventure:

Nightlight: A nightlight is a tall and tube-shaped bioluminescent mushroom that grows to a height of 1d6 + 4 feet and emits bright light in a 15-foot radius and dim for an additional 15 feet. A nightlight that is uprooted or destroyed goes dark after 1 round. If a living nightlight is touched, either by a creature or an object, its light goes out until it is touched again.

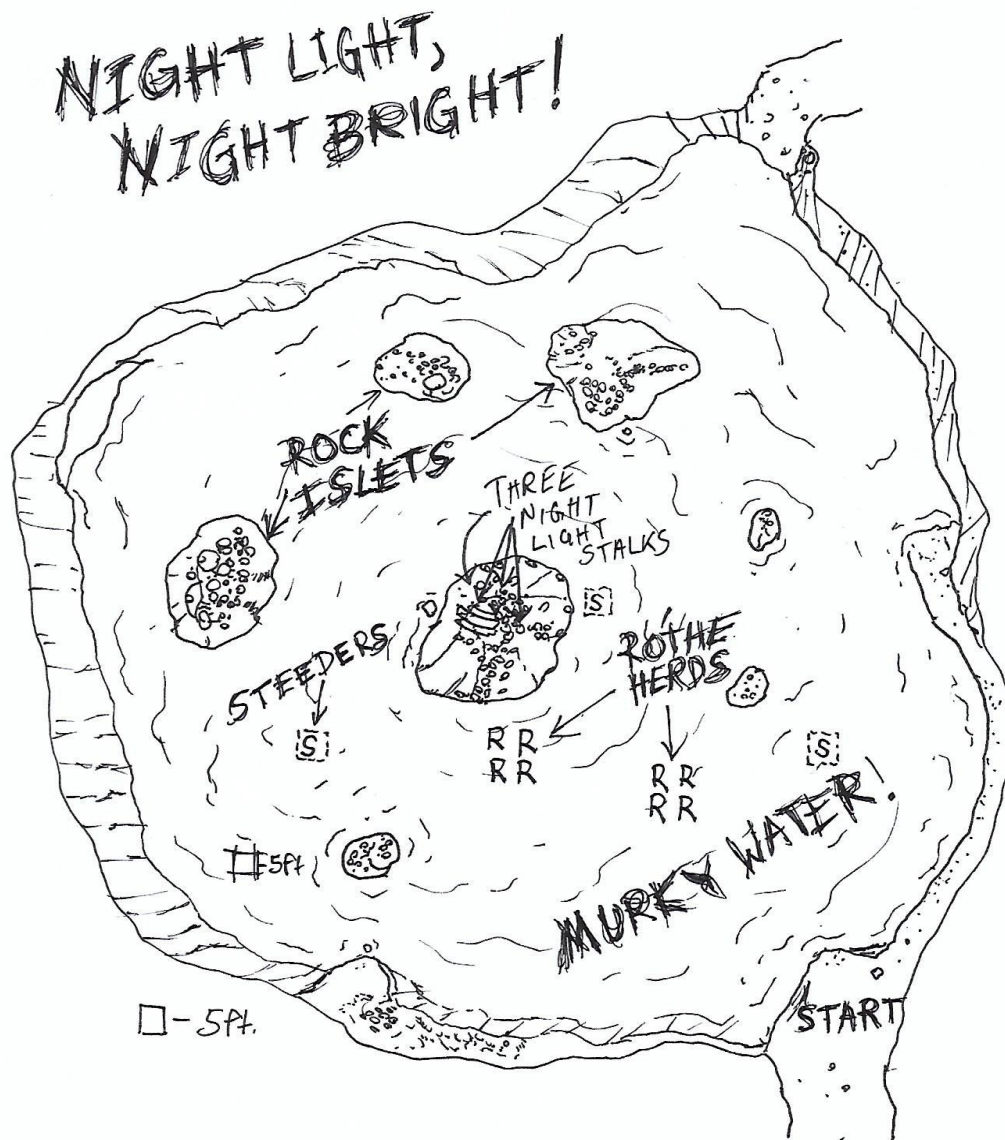
Timmask: Also known as "the devil's mushroom" a timmask is a two-foot tall toadstool with orange and red stripes across its beige cap. Uprooting or destroying a timmask causes it to expel a 15-foot-radius cloud of poisonous spores. Creatures in the area must succeed at a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, the creature is under the effect of a confusion spell with a duration of 1 minute. When the spell effect ends the poisoned condition also ends.

Torchstalk: A one- to two-foot-tall mushroom with a combustible cap, a single torchstalk burns for 24 hours once lit. There is a 1-in-6 chance that a torchstalk explodes when lit, bursting into a cloud of fiery spores. Creatures within ten feet of an exploding torchstalk take 3 (1d6) fire damage.

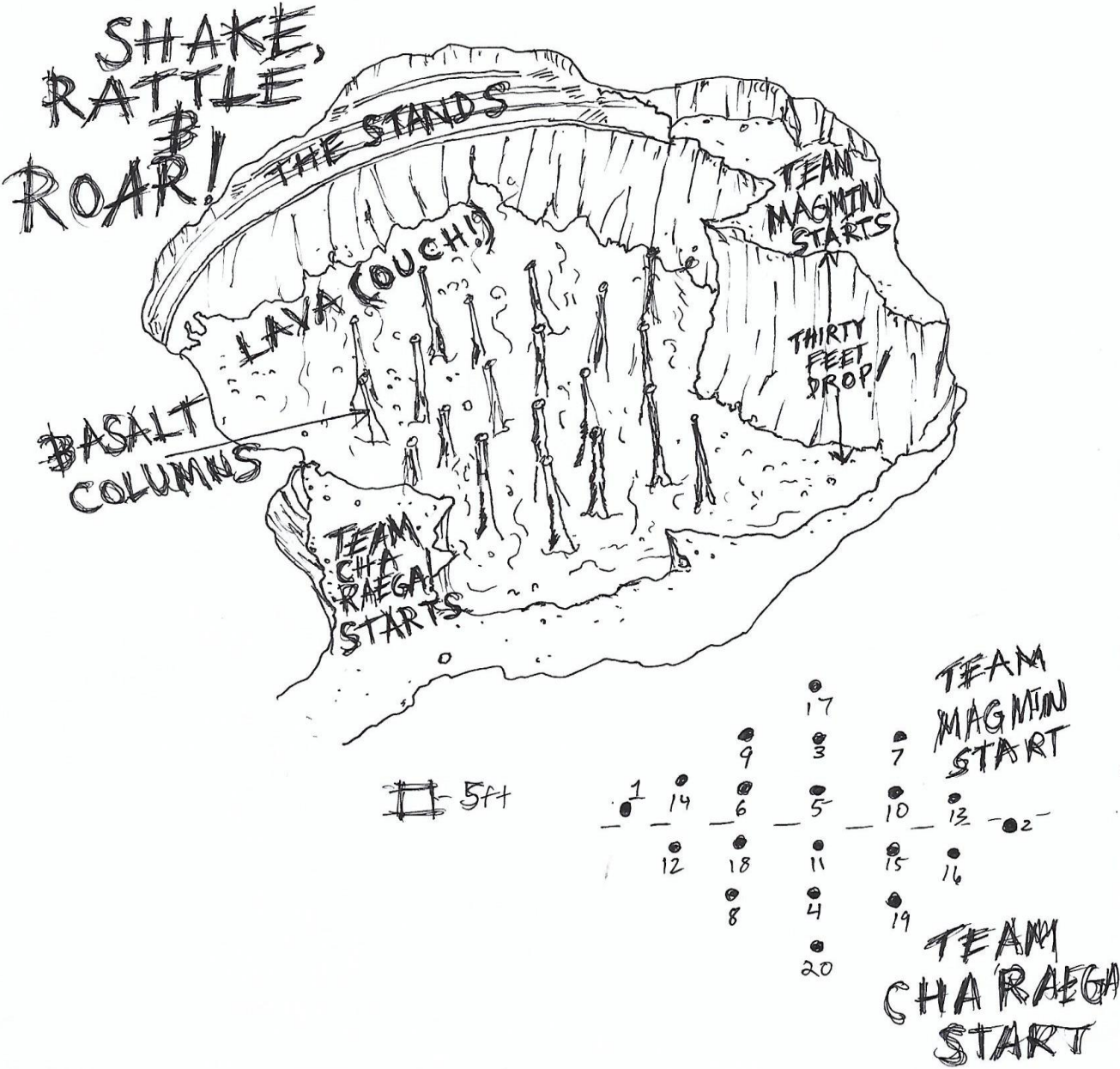
Appendix 3a. Map- Qaarhez



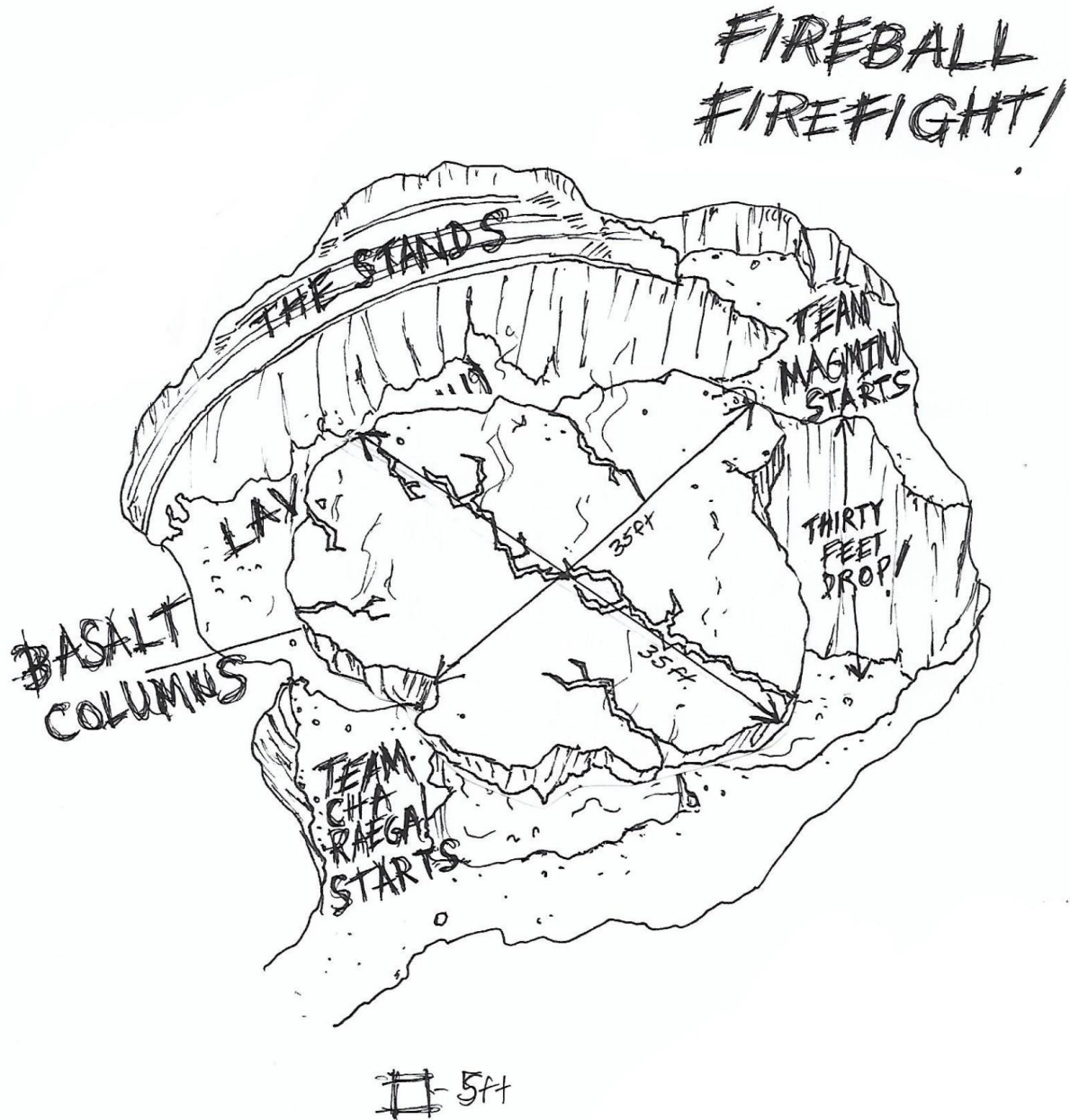
Appendix 3b. Map- Nightlight, Nightbright



Appendix 3c. Map- Shake, Rattle and Roar



Appendix 3d. Map- Fireball Firefight!



Appendix 4a. Players Handout- Qaarhez Sanctuary

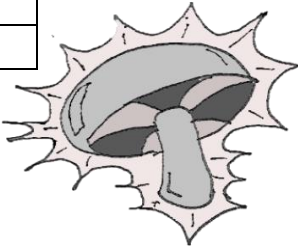


Appendix 4b. Players Handout- Rai-Li’s Scavenger Hunt

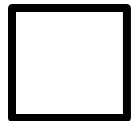
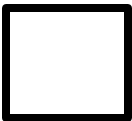
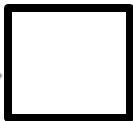
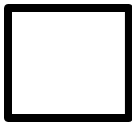
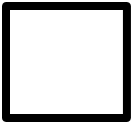
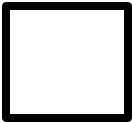
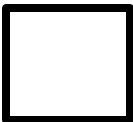
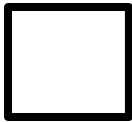
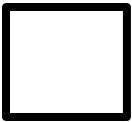
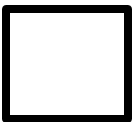
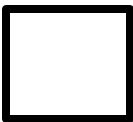
The blocks represent the holes in your wall that you must plug with critters (dice) you’ve collected from the Scavenge Cave. Block the hurtful light and help little Rai’Li to her feet!

1) When the DM tells you to, roll 4d6 and consult the critter chart below

Scavenge Cave Critters!
A 2 on the die is a Purple Dot Spider!
A 4 on the die is a Gold Cap Mushroom!
A 6 on the die is some Blue Bubble Slime!



2) Plug up your wall holes below! (MARK YOUR ROLLS) Once filled your walls wait for others to fill theirs! If you haven’t filled your walls, wait till the DM tells you to roll again!



3) IF YOU DIDN’T CATCH MORE THAN TWO CRITTERS ON YOUR TURN YOU MIGHT GET BITTEN, BURNED OR POISONED BY THEM! (Let the DM know!)

Appendix 4c. Player Handout-Baby Cha’Raega’s Tiles

Cut squares to use in game!



Appendix 4d. DM's Handout- Shake, Rattle and Roar's Rules

Present the game on a grid or use this handout or something similar

1) Have them place their character on their side or indicate where they want to be when the game starts. Once placed, announce the start of the event, have them roll for initiative.

2) The lava bubbles and the arena rumbles! Roll 3d20 behind the screen, then reveal them (slowly if you want the suspense!). These columns crumble into the lava!

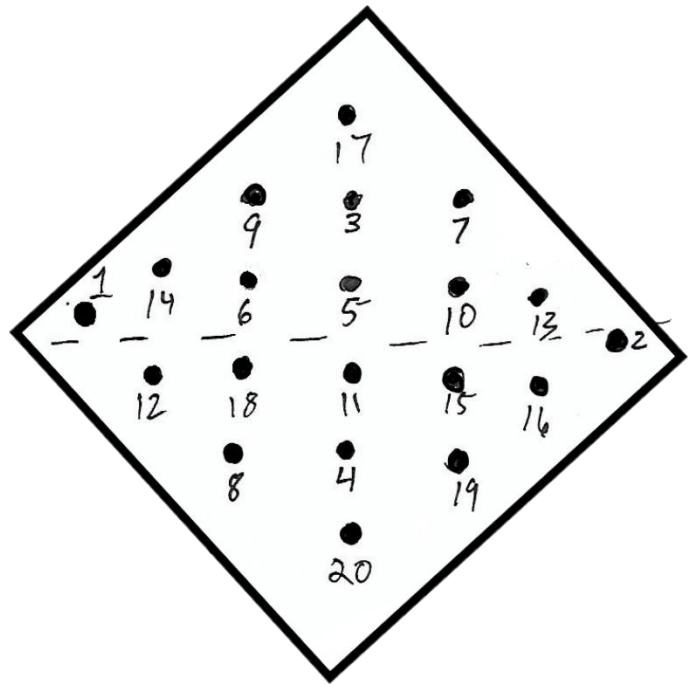
3) Participants that were on those columns must make a DC 8 Dex Saving throw or fall into the lava and be eliminated! On a success the player may move to an adjacent unoccupied column! If there is no adjacent column then the participant falls into the lava! Participants may not move to a ledge or any other surface.

4) Those unaffected can do one of the following:

Move their movement (Opportunity attacks are allowed; as Push below, but if taken attacker loses their turn), **Push** an adjacent competitor into the lava (Opposed Strength Checks; if the attacker rolls a one, they fall into the lava!) **Reaction**-If adjacent to someone who failed a save, the participant can react in some way to prevent them from being eliminated (grab their arm, swing then to another nearby column; you DECIDE the limits of this!) After the round ends, go back to Step 2 and continue play until one team is left! They are the WINNER and might win the rattle!

5) Cheating. (Optional) If you allow cheating, apply an appropriate opposed ability check against Old Firesnake, the Magmin crowd or Baby Cha'Raega. If successful, the cheater succeeds. Have cheaters make this check every round for cheating actions that have a duration beyond instantaneous. Remember, this is optional. You can just have Old Firesnake bite them or Baby Cha' Rage Bawl if they cheat! Have fun with it!

6) If any player comes up with a creative way of moving around or wants to do something exciting, consider giving them a chance! This exciting contest should rouse the crowd!!



Appendix 4e. DM Handout- Fireball Firefight!

The battlefield for Fireball Firefight is a 35 ft. sq earth node, floating above a bubbling lake of lava. Old Firesnake belches out one glowing ball-shaped rock for each participant. Present the game on a grid or use this handout as needed.

1) Players start anywhere on their side of the field. Once players are set. Roll for initiative!

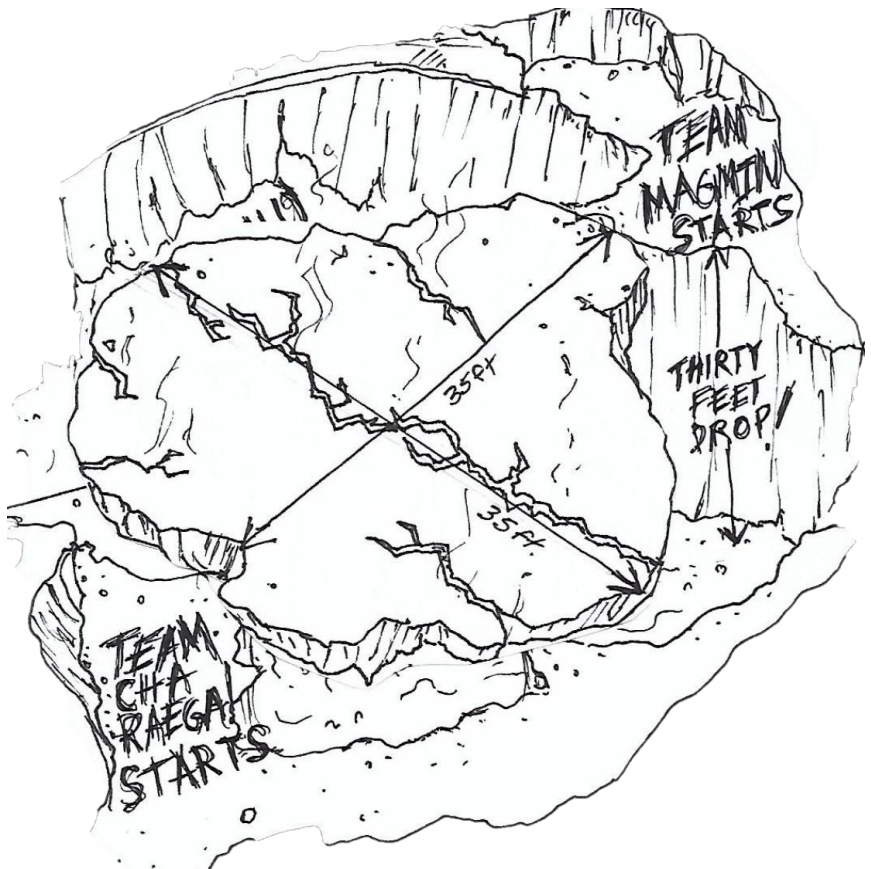
2) In initiative order, players try to hit an opponent with their fireball! The fireball is a ranged weapon and is cumbersome, have a range of 10/20, and when they hit, they immolate the target, eliminating them from play! Players take actions as normal but can **only attack with the one fireball they are given a turn!**

3) Players may use their action to Block an attack, adding +2 to their AC for this round or +2 AC to a participant within 5ft. of them.

4) **NO CROSSING THE MID WAY LINE!** If you do, the fans boo and magmin call for Old Firesnake to deal with cheating (see below).

5) **Cheating.** (Optional) If you want to allow for this in your game, apply an appropriate opposed ability check against Old Firesnake, the Magmin crowd or Baby Cha'Raega. If successful, the participant is able to pull off the cheat. Have the participant make this check every round for cheating actions that have a duration beyond instantaneous. Remember, this is optional. You can just have Old Firesnake come bite them or Baby Cha' Rage Bawl if they cheat! Have Fun with it!

6) If you want to amp up the excitement, have the platform split in the middle, creating a 10ft chasm, or allow a running jump attack that if successful knocks an opponent 10ft back, knocking anyone they hit back 5ft. There is that pool of lava down at the bottom that you could bring in to play.



Appendix 5. Nightlight, Nightbright! (Bonus Objective A)

Estimated Duration: 60 Minutes

Our heroes delve further into Breegla's cavernous mindscape to find a "safe-light", sliding down a FUN-gus-filled funnel, and dealing with a balky bovines and their top-dropping tormentors.

Prerequisites. The adventurers have completed Episode Two, Scene A and decided to help Breegla.

Bonus Objective A. Escape the cavern with a stalk of nightlight to complete this bonus objective.

Area Information (Appendix 3b)

Dimensions and Terrain. A waterfall splashes into a drain-like rock formation covered in slippery lichen and fungus, spiraling 180ft. down into a tunnel drain which empties into a warm, humid 100ft. wide by 50ft high cavern, feeding a cave lake. A 20ft sq. islet sets the center.

Light. 15 ft. radius bright light and another 15ft of dim light radiate from nightlight. The rothe herd's *dancing lights* also emit bright light in areas.

Nightlight. Three 6ft. stalks of this yellow-glowing fungus are deep-rooted on the ground of the islet.

Stalactites. These protrusions hang from the ceiling at varying lengths; a translucent sticky-slime drips down (steeder goo) into the waters.

Mucky Waters. The mixture of fungus and cave water make the water murky (difficult terrain).

Creatures/NPCS

Breegla launches down the natural slip-and slide! weaving through harmless mushroom and lichens, however, timmask and torchstalk mushrooms, and **brown mold** are veiled within the growth.

An eight **rothe** herd graze on floating lichens on the waters; a display of Breegla's protective love for nightlight. A cluster of four **male steeders** lurk above; the child's fear of those that would steal it.

Goals/Objectives. Breegla waits to be brought a nightlight, which rests her mind. The funnel mushrooms and mold react to agitators. The rothe stubbornly block any who move to/away from the nightlight. The steeders strike if they get to someone who has "stolen" the nightlight.

What Do They Know? Breegla is excited to get a nightlight. The rothe like the glowing fungus. It's soothing and makes eating in the dark pleasant.

Conclusion. Breegla laughs and hugs the nightlight stalk like a doll and **awakens**. Remove hit points as necessary from Mother Pqwirli's hp total, which impacts Episode 3. **Proceed to Episode Two** and continue as necessary.

Playing the Pillars

COMBAT

Players slide at double movement rate to reach the bottom of the slide. They must succeed a DC 12 Dex Save after each move or take 9 (2d10) cold dmg (save for half). The rothe herd cover two 10ft. sq. areas in the water. They block advances to the islet but hold their action to Charge those who have a nightlight. The steeders drop upon those who move over the herd or uproot a nightlight. Remove two rothe for weak groups. Add two rothe for strong groups.

EXPLORATION

The steeders can be spotted with a successful DC 15 Wis (Perception) Check. Those on the islet that succeed on a DC 15 Int (Nature) Check knows that nightlight will die shortly after being uprooted, unless removed with soil. A successful DC 15 Dex (Sleight of Hand) Check removes a nightlight properly. On failure, the nightlight dies. They have **three** chances to get right!

SOCIAL

If anyone speaks to Breegla the nightlight is obtained, they can learn about the nightlight roots (Exploration) and that Mother Pqwirli is really worried for all of them and is scared. Spells similar to *animal friendship*, if casted successfully, prevent a rothe from attacking and blocking its caster from moving past them.

Appendix 6. Shake, Rattle and Roar! (Bonus Objective B.)

Estimated Duration: 60 minutes

A rattle-robber lures adventurers to an arena, where they face hellacious-heated hot-foots, fireball-dodging duels, and pacify a perturbed python to win Baby Cha’Raega’s rattle!

Prerequisites. The adventurers must have completed Episode Two, Scene D. and given chase!

Bonus Objective B. If the adventurers win the volcanic arena contests and calm the cantankerous quetzalcoatlus, they can win the rattle and complete this bonus objective!

Area Information (Appendix 3c/d)

Dimensions and Terrain. The chase ends on a thin rocky ledge in a volcanic cave, overlooking a 100ft chasm. 30ft. Below is a bubbling lake of lava. Long ridges line the cave walls, like arena benches.

Sights and Sounds. Orangish-red bright light pulsates from the lava. The sounds of toxic gases and forming rock pop and hiss from below. Cha’Raega’s bellowing bawling is still there.

Basalt columns. Twenty 2ft. diameter basalt columns rise 30ft. from the lava-pool. A pulsating, bothersome heat courses through the columns.

Rockfall. Rocks fall causing 1d8 bludgeoning dmg to those that fail a DC 12 Dex Save.

Rattle. The firenewt’s toy is made of cracked obsidian and gives off a comforting orange glow.

Creatures/NPCS

The marauding **magmin** joins more of its kind on the **basalt columns**. They gave the rattle to the **old flying firesnake** (**quetzalcoatlus** with fire immunity; speaks Common) that watches from its lair above. The magmin face the heroes in **Hot Foot Hustle** and **Fireball Firefight!**

Goals/Objectives. A magmin win forces the heroes from the child’s mind. The old flying firesnake and Cha’Raega watch for “funny stuff”!

What Do They Know? The magmin and old flying firesnake are continued figments of bullies and a sense of fair play. Cha’Raega bawls if the heroes cheat! Magmin know they will respawn, so they are daring! Old flying firesnake spits the rattle out to the victor with an exception (See ‘Social’ Pillar).

Conclusion. Victorious or not, Cha’Raega and the heroes **awaken**. Remove hit points as necessary from Mother Pqwirli’s hp total and proceed to **Episode Three**.



Playing the Pillars

COMBAT

Use **DM Handout 4d. Shake Rattle and Roar or 4e. Fireball Firefight!** for game rules. Games take place simultaneously. Old flying firesnake **bites** cheaters or Cha’Raega bawls, causing a **rockfall** (See ‘Area Information’). Defeated players sit out until the next game! (If applicable).

EXPLORATION

As an action, adventurers can attempt a DC 12 Wis (Insight) check. If successful, the player may negate one of the DMs 3d20 rolls in **Shake, Rattle and Roar** contest or can anticipate when a magmin strikes in **Fireball Firefight!** granting advantage to a players attack roll!

SOCIAL

If Cha’Raega bawls, the old flying firesnake grows increasingly irritated and may refuse to award the rattle! A successful DC 10 Cha (Persuasion) check convinces it otherwise. Increase the DC by two for each time the firenewt bawls.

Appendix 7. Magic Items

Characters completing this adventure's objective unlock these magic items.

Mother Pqwirli's Pod Pouch (Bag of Holding)

Wondrous Item, Table B, 8 treasure checkpoints

The small, mauve-hued, bloated organism has tiny tentacles that sprout from around its body and wrap around the owner's shoulder. Squeezing the knobby surface of the pod causes the organism to gestate a translucent slime over its surface before opening, revealing a throat-like pinkish interior. This pouch functions as a Bag of Holding (pg. 153 DMG)



Cha'Raega's Porridge (Potion of Fire Breath)

Potion. Uncommon, Table B, 8 treasure checkpoints

Mother Pqwurli's always keeps a pot of this special soup prepared for her temperamental toddler. A mix of crushed precious stones, fire lichen, and candied fire beetles, this infernally spicy stew is only suited for a resilient palate. To anyone else it quickly causes skin to pulsate with an orange-reddish glow and bowels rumbling for hours after consuming it. This porridge functions as a *potion of fire breath* (pg. 187 DMG).



Breeгла's Nightlamp (Candle of the Deep)

Wondrous Item, Common Magic Item, 2 treasure checkpoints

This unique lamp consists of a planted exotic Underdark fungi, Nightlight. A four-foot preserved stalk planted in a clay pot functions as a *Candle of the Deep* (pg. 136 XGtE). It's luminance soothes the hearts of Underdark children and can be aesthetically pleasing to others.

Appendix 8. Player Handout (Story Award)

Characters completing this adventure's objectives may receive this story reward and/or downtime activity.

Always Home

The children of Qaahrez Sanctuary have been cured of their ailments! Your play with them has showed that kindness, courage, and hope can defeat sickness and mean spirits like the Dark Priory. Mother Pqwirli's sanctuary will always welcome you during journeys in the Underdark or in future CCC-ELO Adventures.



Appendix 9. Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

About the D&D Adventurers League

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

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<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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. Familiar yourself 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown.

These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

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