



# ADVENTURERS LEAGUE

## BLACK BLISS

A 2-HOUR ADVENTURE FOR TIER 3 CHARACTERS



CCC-RCC-01-04

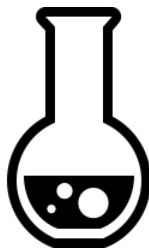
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# BLACK BLISS



*A Two-Hour Adventure for 11th-16th Level Characters*

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On the streets of Mulmaster, a highly addictive elixir called Black Bliss offers hours of relaxation and euphoria for those seeking respite from the dreary, difficult life many struggle to maintain. If left unchecked, it is only a matter of time before its widespread use starts to affect the economic and social structure within the City of Danger. But what exactly is the substance, and where did it come from?

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# BLACK BLISS

*I caught you knocking on my cellar door. I love you baby. Can I have some more?*

-Neil Young

## BACKGROUND

Tunnels and passages litter the **EARTHSUPR MOUNTAINS**. While many of them cut into the peaks themselves, some lead much deeper, connecting to the **UNDERDARK**, a lightless realm of creatures both fantastic and terrifying. Far below the Earthspur's peaks lies the small drow city of **RAL'NOTARA**, ruled by **MATRON MOTHER MOLDEARA RAKARN**. While Ral'notara pales in size to many of the larger drow cities in western Faerûn, Matron Mother Moldeara has visions of it one day eclipsing all other drow settlements—such is the will of the Spider Queen.

To accomplish her lofty goals, the Matron Mother has created a complex web of activities designed to grow her reach and power. One of the many strands of this web includes weakening the surrounding surface cities, so that they might one day be susceptible to a drow invasion—such is the will of the Spider Queen.

Two seasons ago, scouts from Ral'notara found a large patch of rare underground **TOGRE MUSHROOMS** while probing the upper Underdark. In drow culture, small doses of togre are used to expand the mind and allow those with latent psionic powers to better explore their gift. Upon learning of the find, Matron Mother Moldeara devised another plan for the fungi. She tasked her house's wizards with developing an addictive elixir that would mentally decimate the surface dwellers, making them slaves to their own weakness, all while filling the coffers of her own house—such is the will of the Spider Queen.

Once complete, drow spies from House Rakarn began transporting the **ELIXIR**, which was dubbed **BLACK BLISS**, to **MULMASTER** to test its effectiveness. The results were better than expected, and after its initial trail, production increased, leaving the city in the grip of a growing epidemic.



## EPISODES

This adventure is spread over five episodes that take approximately two hours to play. The episodes are initially introduced by a Call to Action episode.

**Episode 1: The Zhent Ghetto.** The characters meet with Chaab, a Zhentarim representative, in the Zhent Ghetto of Mulmaster, where they learn about Black Bliss. Chaab asks them to locate and destroy the source of the elixir. This is the **Call to Action**.

**Episode 2: Mountain Outpost.** The characters travel to a small dwarven outpost in the Earthspur Mountains to meet with a dwarf named Rort

Rollicker, who may have more information about the source of Black Bliss.

**Episode 3: Fifty Mile Maze.** To reach the drow camp where Black Bliss is made, the party has to navigate the Underdark and deal with its inhabitants.

**Episode 4: The Source of the Problem.** At the camp, the

characters must neutralize the drow responsible for making Black Bliss and destroy the mushrooms used in its creation.

**Episode 5: A Protective Shadow.** In this optional encounter, the characters find an adult green shadow dragon guarding the cavern where the mushrooms used to make Black Bliss grow. They can either fight the creature or negotiate its peaceful departure.

## EPISODE SEQUENCE

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

**Main Story Objective.** To complete the adventure's main objective, the characters must participate in Episodes 1 and 3.



## HOOKS

The characters may already have their own reasons for being in Mulmaster, but if not, use the adventure hooks below to draw them into the story.

**Faction Orders.** The factions of the Moonsea have learned about a new highly addictive elixir on the streets of Mulmaster called Black Bliss. While every city has its vices, the substance seems poised to become a serious epidemic. A Zhentarim agent by the name of Chaab in the Zhent Ghettos may know more, but contact should be made discreetly to avoid alerting those who support the Thayan occupation.

**Emerald Enclave.** An all-out war with Thay is likely in Mulmaster, and the Emerald Enclave supports the City of Danger in this fight. If a war does happen, the city must be at its full strength. Black Bliss has the potential to decimate the populace, and it must be eliminated—before it is too late.

**Harpers.** Harper spies have worked closely with the Zhentarim to determine the source of Black Bliss, which appears to be drow in origin. Once the dark elves establish themselves within a city, they are very difficult to dislodge. Stopping them now will prove beneficial to Mulmaster in the long run.

**Lords' Alliance.** The health of the Moonsea's economy depends on all of its major cities. Mulmaster is currently dealing with its fair share of issues, and it does not need another. Stopping Black Bliss from entering the city will help ensure the stability of legitimate business and trade.

**Order of the Gauntlet.** Those who make addictive substances tend to prey upon the poor and others who lead difficult lives. They are a threat to the greater good of society and must be stopped.

**Zhentarim.** The Zhents currently claim a substantial portion of Mulmaster's "recreational" elixir trade. Black Bliss not only threatens to hurt the city, it also stands to cut into Zhentarim profits—something that the Black Network cannot allow.

**Factionless.** Adventurers who do not belong to a faction may be traveling to Mulmaster when they meet other characters bound for the city. Alternatively, they may have heard rumors of the elixir from their own acquaintances and decided to investigate for themselves.

### TIER 3 DM ADVICE

Tier 3 characters have access to spells, magic items, and class features that can drastically impact the flow of an adventure. Because of this, you may need to alter or summarize the boxed text to suit the situations created by the characters.

DMing a party of high-level adventurers often requires you to think on your feet, and while it is important to keep the adventure challenging, don't be afraid to allow the characters to shine in the process. By tier 3, they've earned it!

## EPISODE I:

### THE ZHENT GHETTO

**Expected Duration:** 15 minutes

The adventure opens with the characters arriving in the Zhent Ghettos of Mulmaster to meet with **CHAAB**, a **ZHENTARIM** representative.

The spring air is heavy with the scent of freshly fallen rain. As you make your way through the streets of Mulmaster and into the Zhent Ghettos on the city's southern side, the cobblestones give way to lanes and crossings of mud. A short trek through the sticky mess brings you to a tavern called The Thin Lute, where you are to privately meet with a man named Chaab.

### ROLEPLAYING CHAAB

In his middle years, Chaab is a dark-haired nondescript man of average height and build who dresses to blend in with the rest of the folks that call the Zhent Ghettos of Mulmaster home. Formerly a Zhentarim agent in Phlan, he relocated to the City of Danger when Valjevo Castle fell to the green dragon Vorgansharax and its forces.

Chaab was born in Zhentil Keep and grew up on its streets, where he found favor with the Zhentarim, joining their ranks at a young age. Upon his mother's passing (he never knew his father), the Zhentarim became his only family.

He is a no-nonsense individual who has little time for frivolous conversation. Blunt and to the point, many find his mannerisms unrefined and consider him of low intellect, when, in fact, he is quite intelligent and cunning.

Chaab has never married, nor does he desire to do so. While he is fiercely protective of his Zhent brothers and sisters, he has a soft spot for children, the elderly, and others who cannot rightly protect themselves—provided they pay the Zhentarim proper respect.

It is early morning when the characters arrive, and aside from a lean barkeep washing mugs in a tub of dirty water, the establishment is empty.

Preferring privacy, Chaab sits at a table near the back of the establishment, awaiting the party's arrival. Once introduced, he spends little time on pleasantries, and instead gets right to the point, sharing the information below with the characters:

- **BLACK BLISS** is thin, inky liquid sold in small vials. It produces a euphoric feeling for about 8 hours, leaving the imbiber in a nearly catatonic state.
- The elixir is non-magical and appeared in the Zhent Ghetto nearly a season ago. Its use has quickly spread to the city proper.
- The substance is highly addictive, and the price on the street (1 gp) is affordable.

- Heavy users are called “death mouthers”, because the black liquid stains the teeth of those who regularly use it, and because too much of the elixir in too short of a span can result in death.
- The Zhent Ghetto has been hit the hardest by the elixir’s effects, but it is only a matter of time before its use becomes an epidemic.
- The Zhentarim have learned that the substance is **DROW IN ORIGIN** and is making its way into the city from the **UNDERDARK**. They have tasked agents with locating those who distribute Black Bliss, but the source of the product needs to be destroyed.
- Chaab does not have a sample of the elixir.
- Zhentarim spies have learned that shipments of the elixir are being transported through lands patrolled by the **LUDWAKAZAR** clan of dwarves.
- The shield dwarves have a citadel deep in the **EARTHSPUR MOUNTAINS**, but a small Ludwakazar outpost exists five days south of Mulmaster.
- A dwarf named **RORT ROLICKER** is stationed in the outpost. He has agreed to share his knowledge of the elixir for the exorbitant price of 5,000 gp.
- The Zhentarim require adventurers to meet with the dwarf, learn where the elixir is coming from, and destroy its source. Since the drow are involved, highly skilled individuals are needed.
- The Zhents are willing to reward the characters for their service and provide them with five large diamonds (worth a total of 5,000 gp) to pay Rort.
- Chaab can provide the characters with a map to the outpost and the diamonds for Rort. They will receive their payment once the flow of Black Bliss dries up and stops entering the city.

## FACTION ROLEPLAYING: ZHENTARIM

If any of the characters are members of the Zhentarim, Chaab pulls them aside and privately tells them the following:

- While Black Bliss is a serious threat to the populace of Mulmaster, its distribution has also severely cut into the sales of potions and other “recreational” elixirs in the city, much of which is controlled by the Zhentarim.
- Eliminating the source of the substance is a high priority, but the Zhentarim are eager to see if they can somehow reproduce the elixir in a safe form and monetize its distribution.
- If possible, retrieve a sample of what is used to make the substance and any additional information you might find.

### BLACK BLISS

Black bliss is distilled from a rare Underdark mushroom called togre, which means “slow drift” in Undercommon. Togle mushrooms are ground and mixed with crushed black beetles and water to form a mash. After sitting for several days, the mixture is distilled multiple times and then blended with the inky digestive juices of a roper.

**Effects.** Large or smaller creatures that consume a vial of Black Bliss succumb to the effects of the elixir within 1d10 +10 minutes, after which they are rendered incapacitated for 1d4+4 hours. During their incapacitation, they experience intense feelings of euphoria and visions that include an altered awareness of their surroundings, perceptions, and feelings, as well as sensations and images that seem real but are not. Creatures immune to poison are not affected by the elixir. Those resistant to poison suffer its effects for half of the duration.

Prolonged use of the substance often leads to adverse mental reactions such as anxiety, paranoia, and hallucinations. Any spell, class feature, or magic item that cures a creature of disease, can remove these long-term effects. Otherwise, a creature can make a DC 10 Constitution saving throw each day after discontinuing its use. Three successful saving throws in a row rid a creature of the adverse effects.

### A NOTE FROM THE AUTHOR

Addiction is a very real and serious problem. This adventure is not meant to downplay or trivialize physical dependence or recovery from it in any way.

Black Bliss differs from other substances in the Realms because it was maliciously created by the drow to intentionally harm surface dwellers. All of the factions recognize it as a serious issue and desire its elimination. The characters are heroes attempting to stop the drow for the betterment of Mulmaster.

If you are playing this adventure with children or young adults present at the table, and you feel the subject matter may be too strong, consider toning down the addictive aspect of Black Bliss in favor of an elixir that is simply making the residents of Mulmaster sick.



## EPISODE 2:

# MOUNTAIN OUTPOST

**Expected Duration:** 15 minutes

The Ludwakazar outpost lies south of Mulmaster within the Earthspur Mountains. It takes five days to reach the site on foot, but if the characters have access to flight or other magical transportation, they have no trouble locating it quicker.

In the distance, a waterfall plummets from top of a rocky cliff. From your position, you can make out squat structures built into the natural rock surrounding the waterfall, indicating you've arrived at the outpost Chaab described.

As you make your way closer, you hear the unmistakable sound of battle on the boulder-strewn trail ahead.

If the characters choose to investigate the fighting further up the trail, they arrive just as a patrol of six dwarves from the outpost are finishing off a group of four trolls. Several of the dwarves are tending minor injuries from the fight, while the rest burn the corpses of the creatures with brush and torches.

If the party makes their presence known, the dwarves are initially apprehensive, but assistance or the mention of Rort's name calms them considerably, and the patrol's leader, a thick dwarf with a long, black beard named **UOLD FLATIRON**, offers to take them to guest quarters within the outpost.

Uold may have questions about why the characters wish to speak with Rort. It is up to each party member to decide how much information they wish to share about their mission. Allow the players to roleplay their characters as they see fit, and feel free to award them inspiration if they do it well.

### SCENE A: AT THE OUTPOST

Upon reaching the outpost, you and your companions are shown to simple guest quarters near the base of the waterfall. Within fifteen minutes, a dwarf with a braided brown beard and a large belly enters the room and introduces himself as Rort Rollicker.

#### WHAT RORT KNOWS

Rort shares the information below with the characters, but only **AFTER** they pay him the agreed upon 5,000 gp. He considers this price fair, as it will

allow him to relocate far away from the Ludwakazar clan—and the drow of House Rakarn—to start a new life elsewhere. A successful DC 20 Charisma (Persuasion or Intimidation) check convinces the dwarf to accept 4,000 gp instead. If the characters told anyone in the outpost (such as Uold Flatiron) about Black Bliss or Rort's possible involvement with the drow, the check is made with disadvantage.

Once paid, Rort shares the following:

- A drow house named Rakarn has located a grove of extremely rare subterranean togre mushrooms. Togle means "slow drift" in Undercommon.
- The drow are using the mushrooms to distill an elixir called Black Bliss.
- They used Mulmaster as a test bed for the elixir, and its sales have been unparalleled, all but stamping out the use of other recreational elixirs.
- Rort works with an unnamed drow operative, who he meets monthly to get delivery schedules.
- Since the delivery route to the surface runs partially through Ludwakazar territory, it is Rort's job to see that his patrol is not around when the drow send through shipments of their product.
- The drow production camp and the mushroom grove are in the upper Underdark, somewhere at the end of a system of tunnels called **FIFTY MILE MAZE**, but Rort does not know the exact location.
- Fifty Mile Maze is a complex stretch of caverns and passages with lots of dead ends.
- There are two known routes through the area: One requires crossing a large underground lake, and the other navigating several miles of caverns and tunnels filled with razor stone, a naturally occurring Underdark hazard capable of shredding boots and other footwear.
- Rort can provide the characters with directions to either of the two areas, but he has not traveled through them himself, so he knows nothing of the dangers that may lie within or beyond.

#### ROLEPLAYING RORT

Originally from the dwarven mining city of Mirabar, Rort departed the Sword Coast nearly three decades ago after being discharged from the Axe of Mirabar, an army of around two thousand, for suspected—but never proven—treason.

After wandering the north for many years, he finally fell in with the Ludwakazar clan of the Earthspur Mountains, where he rose to the position of patrol leader for his prowess in battle. While Rort genuinely cares for his comrades and wishes them no harm, his greed forces him to make bad choices, and he is not above lying to save his own skin.

## EPISODE 3: FIFTY MILE MAZE

**Expected Duration:** 15-45 minutes

To reach the drow camp where Black Bliss is being made, the characters must navigate Fifty Mile Maze, a complex stretch of caverns and passages with lots of dead ends. Fortunately, Rort provided them with two ways to traverse the maze: either by crossing a large underground lake or by traveling through caverns of razor stone.

As the players begin part 3, ask them which route their characters would prefer to take. Both paths take the party roughly two days to navigate, and both eventually lead them to the drow camp. Once the party is in agreement as to a path, proceed to either the **Scene A Underground Lake** encounter or the **Scene B: Razor Stone Caverns** encounter below.

### SCENE A: UNDERGROUND LAKE

With the exception of a minor attack by several darkmantles earlier in the day, your journey through the lightless caverns of the Underdark has been uneventful. Time can be difficult to judge while underground, but after many hours of travel, you arrive at the shore of a giant lake. The cavern that contains it is equally enormous, its ceiling well beyond the reach of your vision. As you survey the dark water, you spy a dim light far down the shore.

If the characters choose to investigate the light, they find it coming from mildly luminescent fish carried by a band of eight deep gnomes (svirfneblin), who just traversed the lake on two rafts made of planks cut from giant mushroom stalks.

The gnomes have stopped to take a quick meal and are in the process of cleaning the fish, which they caught from the lake while crossing it. They have passive Perception scores of 12 and darkvision out to 120 feet. If they notice anyone approaching, they quickly throw a blanket over the fish and hide behind a cluster of large rocks a short distance from the shore.

If the characters attempt to engage the gnomes in a non-threatening manner, they hesitantly emerge. A successful DC 15 group Charisma (Persuasion) check convinces them that the characters are not a threat, and they even offer to share their meal (sliced raw lumenard fish served in crunchy beetle shells and topped with spicy firelichen). If the characters threaten or attempt to intimidate the gnomes, they flee into the Underdark.

**Note.** While a stat block is presented in appendix 1 for the gnomes, this is not intended to be a combat encounter. The svirfneblin pose no real threat to a party of tier 3 adventurers. If for some reason the

characters insist on killing the gnomes, they find none of the potions detailed under the “Making Friends” portion of the encounter on their bodies, nor do they find any other items of value.

### A CAST OF GNOMES

Below is a brief description of each of the gnomes to use for roleplaying purposes.

**Dret.** Bald with a small chin beard, Dret is muscular for a gnome. He carries a silvered warpick and looks like he knows how to use it.

**Fruda.** Shy and quiet, Fruda has braided white hair. She carries a flute on her belt and plays it well.

**Kassie.** Yellow eyes peer out from inside the hood of Kassie’s black cloak. She does not say much, but you get the impression she hears everything.

**Nigli.** Quick to laugh, Nigli loves a joke or a good story, and he isn’t opposed to telling some of his own. Unlike most male deep gnomes, he isn’t bald, but he keeps his white hair close-cropped.

**Sned.** With a bald head, thick arms, and a long, braided, white beard, Sned looks more like a small dwarf than a gnome. In spite of his appearance, he is soft spoken and reserved.

**Taasga.** Taasga’s wild white hair gives her a somewhat crazed appearance, but she is quick to smile and naturally curious.

**Vit.** Bald with large ears and a big belly, Vit loves food and cooking. He is the leader of the expedition.

**Wyn.** With a clean-shaven head, non-descript features, and a neutral voice, Wyn’s gender is somewhat of a mystery. Wyn is easily the most welcoming of the group.

### MAKING FRIENDS

If the characters show interest in the gnomes and treat them kindly, they learn the following:

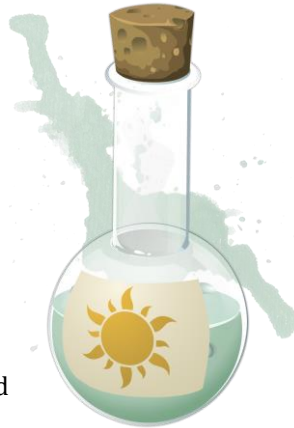
- The gnomes are from a settlement deeper in the Underdark called **RAPSTAKAL**.
- Twice a year, they make a pilgrimage to the surface to sell dried mushrooms, bat guano, and other items native to the Underdark that are sometimes used by spellcasters.
- With their profits, they buy grains, potatoes, dried meats, and other surface delicacies not found underground.
- The svirfneblin know nothing of Black Bliss or of drow operating in or near the Fifty Mile Maze, but the gnomes only cross a small part of the area.
- Tunnels on the other side of the lake lead deeper into the Underdark, so the drow may be residing there.
- Rafts and paddles made from **ZURKWOOD** (enormous mushrooms) can be found all along the shore of the lake. Anyone can use them.
- With the exception of a few rare albino quippers, no dangerous creatures live in the lake, which only takes a few hours to paddle across.



A successful DC 15 Wisdom (Insight) check reveals the gnomes are telling the truth, but they are also holding something back. Their secret is that the alchemists in their settlement also make magical potions to sell on the surface.

The svirfneblin do not reveal this detail unless they truly believe the characters are decent individuals. Use this as a roleplaying opportunity. The previous sidebar lists each gnome's name and a few of his or her characteristics. If the characters take the time to learn about the gnomes and really get to know and trust them, their leader, Vit, offers to sell them the potions in the **Potions for Sale** list below.

There is no fixed benchmark for the party's success or failure at befriending the svirfneblin. Have fun with the encounter, encourage the players to roleplay creatively, and award them inspiration if they do something particularly clever or amusing.



### Potions for Sale

Qty	Potion	Cost per potion
10	potion of healing	45 gp
7	potion of greater healing	90 gp
7	potion of water breathing	90 gp
4	potion of superior healing	450 gp
1	potion of supreme healing	4,500 gp
1	potion of invisibility	4,500 gp

### CONTINUING THE ADVENTURE

When the characters have finished their encounter with the svirfneblin, they are free to paddle across the lake without incident and continue their journey. Proceed to **Episode 4: The Source of the Problem**.

## SCENE B: RAZOR STONE CAVERNS

Caverns of razor stone stretch for many miles, skirting the eastern edge of Five Mile Maze. While the hazard is avoidable in most cases, the party must navigate **five separate caverns**, each spanning 120 feet in length, where the stones completely cover the floor. There are many ways for a tier 3 party to avoid the razor stone, such as flight, teleportation, etc., and as long as a player can reasonably describe how their character is avoiding the area, it is fine to allow them to cross without incident. If a character chooses to walk through the razor stone in one or more of the caverns, they suffer 4 (1d8) slashing damage for every 10 feet they travel.

When the party finishes crossing the last cavern of razor stone, read the text below.

After spending the better part of the day navigating caves filled with razor stone, you finally emerge into a large cavern littered with sizeable boulders. As you pick your way through the area, you notice two deep shafts surrounded by rocks and gravel.

The holes in the stone were left by **two purple worms (W)** making their way through the cavern. If the characters examine the ceiling, they automatically notice two holes there as well. The worms are still in the area, resting in the rock above the cavern ceiling, and when the party entered, they awoke. As the characters approach the holes, they burst from the ceiling and attack with surprise.

**Special.** Characters with a passive Perception of 15 or higher notice tremors in the surrounding rock before the worms emerge and are not surprised.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove one **purple worm**; the remaining **purple worm** has 325 hit points
- **Weak party:** Each **purple worm** has 200 hit points
- **Strong party:** Add one **purple worm**
- **Very strong party:** Add one **purple worm** and each **purple worm** has 325 hit points

### AREA INFORMATION

The area has the following features.

**Light.** Darkness.

**Ceiling.** The cavern ceiling is 20 feet high.

**Rocks.** Large rocks between 1 and 5 feet in height dot the area. The rocks are difficult terrain for creatures of Large or smaller size.

**Holes.** Two 15-foot-diameter holes exist on the cavern floor, remnants of the purple worms' tunneling. A character falling into a hole plummets 30 feet to where it turns sharply and suffers 10 (3d6) bludgeoning damage. Climbing out of the hole requires a DC 10 Strength (Athletics) check for every 15 feet of movement. Characters who fail this check by 5 or more fall back to the bottom.

### TACTICS

The purple worms employ little in the way of tactics. They attempt to sting, bite, and swallow the nearest enemy. The worms fight to the death.

### CONTINUING THE ADVENTURE

When the characters have finished their encounter with the purple worms, they are free to continue their journey. Proceed to **Episode 4: The Source of the Problem**.





1 square = 5 feet





## EPISODE 4:

# THE SOURCE OF THE PROBLEM

**Expected Duration:** 45 minutes

After following one of the two routes provided by Rort, the characters manage to navigate through the area known as Fifty Mile Maze and proceed deeper into the Underdark.

Read the following to continue the adventure.

After emerging from Fifty Mile Maze, you and your companions stopped to make camp. You found quiet rest in a small cavern filled with spectacular natural formations, colors, and patterns.

Upon rising, you continued your journey, traveling several hours only to arrive at a dead end. A quick backtrack put you on the proper path, and three hours later, you detected an acrid scent mixed with the cool, earthy dampness of the Underdark.

Following the odor down passages of twists and turns, you finally arrived at an anomaly. Roughly 100 feet ahead, the wide corridor ends in a wall. A set of iron doors 10 feet wide and 10 feet tall occupy the middle of the wall. Though small, you can make out tapered indentions that flank the doorway 4 feet above the ground. They are suggestive of arrow slits, but are blocked by iron plates from the other side.

The acrid scent you picked up earlier is stronger here, and as you scan the wall, you notice a series of 1-inch vent holes near the ceiling.

If the characters take time to examine the wall, they notice its stone is smoother than the rest of the passage. A DC 15 Intelligence (Arcana) check reveals that the surrounding rock has been shaped by magic. When the drow of House Rakarn located the togre grove and decided to claim it as their own, they sent wizards and priests to fortify the area and create a space suitable for producing Black Bliss. The drow camp is the result of their work.

The **drow house captain (C)**, **two drow mages (M)**, and **three drow elite warriors (W)** within the camp are currently busy cleaning the still with a special solvent (hence the acrid odor) and preparing togre mushrooms for another batch of Black Bliss. The iron door is the only sizeable entrance into the camp, and it is currently barred from the interior side. The arrow slits flanking the door were constructed with iron shutters that allow them to be sealed and latched closed. Because of this, the drow have little fear of an attack and have set no guard.

To destroy the still and the togre mushrooms in the cavern beyond the camp, the characters need to find a way inside. The 1-inch vent holes at the top of

the wall span its entire width. They are easy to see through, as lanterns in the east and west chambers of the camp provide bright light to those areas.

The doors and the arrow slits are closed and do not provide line of sight to the interior.

Below are a few possible ways the characters might get inside the camp.

- Characters that can find a way to look into the vent holes (perhaps by casting *fly*, *levitate*, etc.), can use spells such as *misty step* or *teleport* to safely gain entry.
- Characters capable of casting *dimension door*, can easily teleport to the other side of the wall or door.
- A character can attempt to force open the door or the shutters that block the arrow slits. Doing so requires a successful DC 25 Strength (Athletics) check.
- A character with the *stone shape* spell can use it to open a doorway in the wall.

If one or more characters manage to quietly enter the camp, they surprise the drow, and combat ensues immediately. If the characters make their presence known by unsuccessfully attempting to force open the doors or shutters, or by simply knocking on the door, the drow are alerted to their presence and attack without further provocation (see Tactics for more information). The drow consider all intruders to be enemies. They have no interest in peaceful discussions or negotiations.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove a **drow mage** and the **drow house captain**
- **Weak party:** Remove a **drow mage** and a **drow elite warrior**
- **Strong party:** Add a **drow elite warrior**
- **Very strong party:** Add a **drow elite warrior** and a **drow house captain**

### AREA INFORMATION

The area has the following features.

**Arrow slits.** Iron shutters cover the arrow slits that flank the entry doors. The shutters can only be opened by releasing a latch from the inside. Forcing the shutters open from the outside requires a successful DC 25 Strength (Athletics) check.

The slits provide three-quarters cover to creatures attacking from within the camp and do not impose a penalty when attacking targets on the outside. The openings limit line of sight as shown by the shaded triangles on the battlemap.

**Barrels and crates.** The crates and barrels contain water and food, as well as supplies such as dried black beetles, roper digestive juices, and glass







vials, which the drow use in making Black Bliss. Their continents have little to no value.

**Ceilings.** The camp and passage ceilings rise twenty feet above the floor.

**Coal furnace.** A small coal furnace rests in the northwest corner of the eastern chamber. The drow use it to heat the coal used during distillation.

**Cots.** Sleeping cots dot the area. Squares containing cots are difficult terrain.

**Chests.** A small chest containing each drow's personal items rests near each cot. See "Treasure" for more information.

**Iron doors.** Each of the doors is made of 4-inch-thick iron. An 8-foot-long piece of steel-reinforced wood bars the doors from the inside.

Barring or unbarring the doors takes an action. Forcing the doors open requires a successful DC 25 Strength (Athletics) check.

**Light.** Bright light from wall lanterns in the east and west chambers of the camp. Dim light in the camp's main hallway. Darkness in the passage outside the camp.

**Rocks.** Rocks between 1 and 3 feet in height dot the area. The rocks are difficult terrain for creatures of Medium or smaller size.

**Still.** A tarnished copper still rests in the northern portion of the east chamber. Its lyne arm is made of coiled copper that connects to a smaller collection pot constructed of glass and aluminum. The still is currently filled with an acrid solvent that is used during its cleaning.

As the components of the still are relatively thin, the characters can destroy it by simply smashing the individual pieces. No check is required.

**Tables.** Tables occupy each chamber of the camp. The western table is empty. The eastern table contains togre and various other mushrooms.

**Walls.** The cavern walls and floors are unworked natural stone.

## TACTICS

Unless the characters make an excessive amount of noise approaching the camp, the drow are unaware of them until they either try to force their way in or appear inside by using magic.

If the characters manage to get inside without alerting the drow, they gain surprise. The drow house captain does his best to marshal his elite drow warriors, commanding them to focus on any spellcasters he sees as a threat. The drow mages immediately cast *greater invisibility* on themselves and then use instantaneous damage spells such as *blight*, *scorching ray*, and *magic missile* to finish off heavily injured enemies.

If the characters alert the drow to their presence before making their way inside, the drow attack

through the arrow slits. The drow mages start combat with *mage armor* cast. On their first turn, they each cast *fireball* on the area outside the camp, targeting as many enemies as possible before moving to the side and out of view. On the following round, one of the mages casts *cloudkill*, and the other casts another *fireball* spell.

As long as the characters do not breach the doors or find a way inside, the drow house captain and his elite warriors use a combination of *faerie fire* and hand crossbow attacks to pepper their enemies. Once the characters get inside, they switch to melee attacks and use their reactions to parry whenever possible.

The Spider Queen does not accept defeat kindly. As such, all of the drow fight to the death.

**Special.** The drow house captain carries Night Cutter, a scimitar that is a *sword of life stealing* (**Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage; see **Appendix 2: Player Handouts** for a full description of the weapon.), which he can wield in place of his whip or hand crossbow.

## TREASURE

Each of the six chests near the cots contains various personal effects. Each drow carries a key to their own chest, or each chest can be opened with a DC 10 Dexterity (Thieves' Tools) check. One chest contains a *potion of superior healing*.

The drow house captain carries Night Cutter, a black-bladed scimitar that is a *sword of life stealing* (see **Adventure Rewards** for details).

## FACTION MISSION

One of the drow mages (your choice) carries a journal detailing the process of making Black Bliss. Delivering the journal and a togre mushroom (from the table or the cavern beyond the camp) to Chaab completes the Zhentarim faction mission.

**Note.** The tiny togre mushrooms are rare and prefer to grow underneath larger fungi, where they are often overlooked by creatures of the Underdark. A character can easily identify a togre mushroom from its drawing in the journal.

## CONTINUING OR ENDING THE ADVENTURE

Once the characters defeat the drow, they are free to destroy the still. To complete their mission, the party must also destroy the grove of togre mushrooms in the cavern beyond the camp. If you are running short on time, you can simply gloss over the grove's destruction and end the adventure here by allowing the characters to return to Mulmaster and collect their reward. If sufficient time remains, proceed to **Episode 5. A Protective Shadow**.

## EPISODE 5: A PROTECTIVE SHADOW

**Expected Duration:** 30 minutes

The drow of House Rakarn made a considerable investment in the camp they built to produce Black Bliss, but the elixir's creation is only possible because of the togre mushrooms that grow in a large cavern not far from it. The passage leading north from the camp tapers quickly to a tunnel roughly 10 feet in diameter. After four miles, it opens into a small cave with a 10-foot drop. The drop leads to a set of stepped ledges that open into the togre mushroom cavern.

As part of their mission, the party needs to destroy the mushrooms in the cave, but the drow enlisted the services of an **adult green shadow dragon (D)** (see the "Garstillondalix" sidebar for more information.)

Read the following when the characters enter the cavern.

After following the passage leading north from the drow camp for roughly an hour, you arrived in a small cave with a ladder leading down 10 feet to a larger cavern. You now stand atop a set of stepped ledges that each drop 5 feet to the floor below. Four large luminescent purple and blue mushrooms fill the space with dim violet light, and in the soft glow you see hundreds of mushrooms of all sizes surrounding a pool at the cavern's center.

Water drips rhythmically from the 60-foot-high ceiling, echoing throughout the chamber, but the peacefulness of the scene is broken as a shadowy form with charcoal-hued scales rises near the back of the cavern. The huge dragon flexes its translucent wings and speaks in a deep voice, "You are not the ones I expected. Where are the drow of House Rakarn?"

### TALKING WITH THE DRAGON

The dragon, **GARSTILLONDALIX** (or simply Garst), does not immediately attack the characters. As an adult green shadow dragon, he has little fear, and his curiosity concerning the characters is genuine.

The drow of House Rakarn promised Garst items of great power for his horde if he watched over the mushroom grove for them. He agreed, because the task seemed like an easy way to grow his wealth, which was severely depleted after he finally escaped the wretched bleakness of the Shadowfell.

Unlike many of his kin, Garst has no interest in flattery. He favors logic and pragmatism. He knows that even if the drow in the camp are dead, his

chances of payment are still good, providing he kills the intruders before him. However, even though he has been transformed by years in the Shadowfell, he is still a dragon, and he can all but smell the magic items the characters carry.

If the party informs the dragon of their desire to destroy the mushroom grove, he offers to stand aside and let them, providing they buy out his agreement with House Rakarn. To convince the dragon to stand aside, Garst requires the characters to meet one of the following conditions:

- The characters must give Garst **one permanent magic item** of **very rare** rarity.
- The characters must give Garst **two permanent magic items** of **rare** rarity.
- The characters must give Garst **three permanent magic items** of **uncommon** rarity.
- The characters must give Garst **5,000 gp** in coins, gems, or jewelry (or a combination thereof).

The dragon will not negotiate and rejects any other offers. If the characters meet one of his demands, he gathers an iron box containing his personal treasure from beneath a large rock in the northeastern corner of the cavern, and then departs, leaving the characters to do what they desire with the grove.

If the characters cannot—or refuse to—give Garst what he desires, he attacks. See the "Fighting the Dragon" encounter below for more information.

### GARSTILLONDALIX

As a shadow dragon, Garstillondalix uses the Shadow Dragon Template on page 84 of the *Monster Manual*. For convenience, the changes, which modify the **adult green dragon** statblock in appendix 1, are summarized below.

**Damage Resistances.** The dragon has resistance to necrotic damage.

**Skill Proficiency:** Stealth. The dragon's proficiency bonus is doubled for its Dexterity (Stealth) checks.

**Living Shadow.** While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

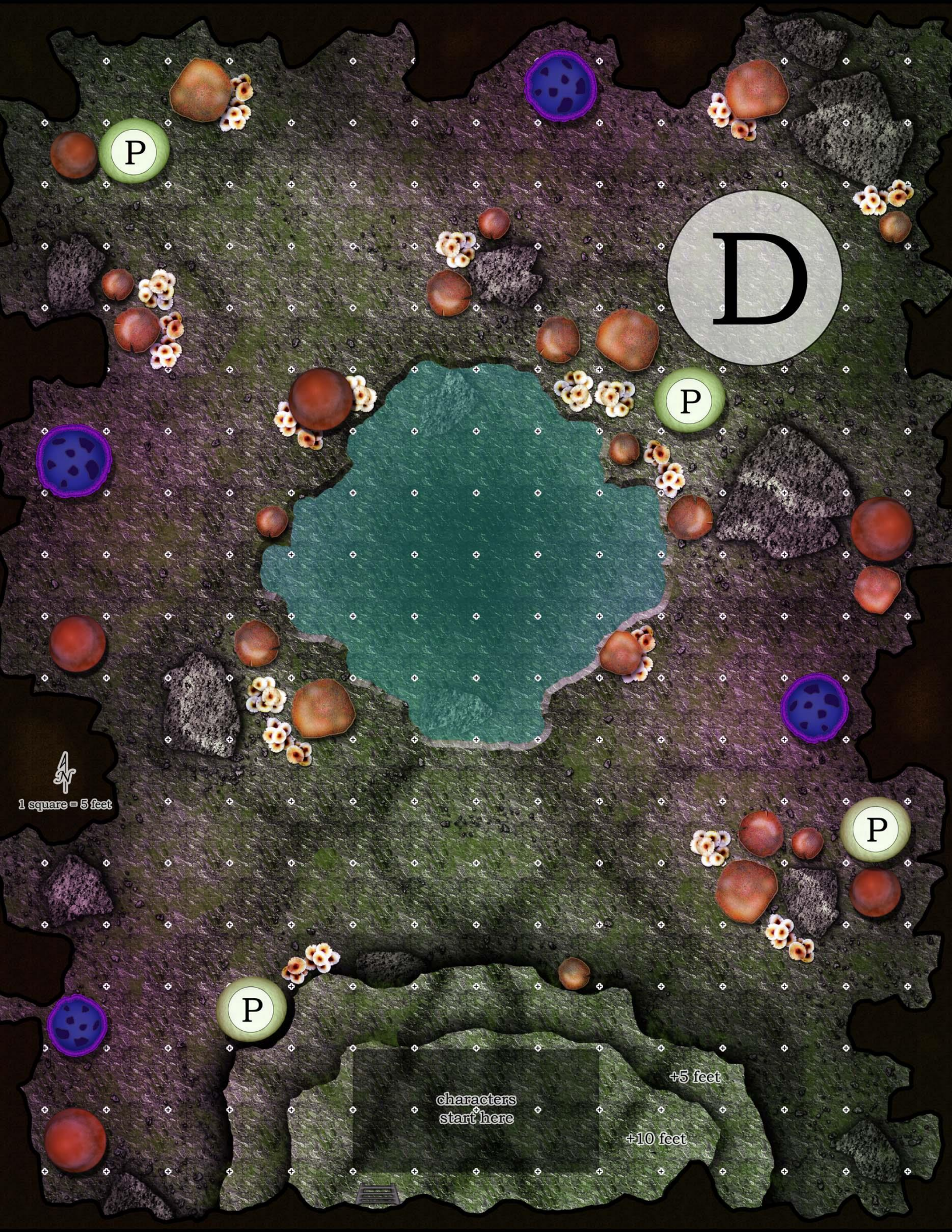
**Shadow Stealth.** While in dim light or darkness, the dragon can take the Hide action as a bonus action.

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

**New Action: Bite.** If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, change that damage type to necrotic.

**New Action: Shadow Breath.** Any damage-dealing breath weapon possessed by the dragon deals necrotic damage instead of its original damage type. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.





P

D

P

P

P



1 square = 5 feet

characters  
start here

+5 feet

+10 feet



## FIGHTING THE DRAGON

While Garst considers himself superior to the characters, unlike many other dragons, he does not relish combat. If the party cannot meet his demands, he attacks and fights with fierceness, but there is no joy or rage in his actions. He sees the battle simply as a means to an end.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Garst has 157 hit points and his Poison Breath only recharges on a 6
- **Weak party:** Garst has 182 hit points
- **Strong party:** Garst has 256 hit points
- **Very strong party:** Garst has 307 hit points

### AREA INFORMATION

The area has the following features.

**Ceiling.** The ceiling is 60 feet above the cavern's main floor.

**Light.** Dim violet light from large luminescent mushrooms.

**Mushrooms.** Most of the mushrooms in the cavern are of considerable size. Use your judgment when determining which squares contain enough mushrooms to make navigating through them difficult terrain for Medium or smaller creatures.

**Poison green puffballs.** Four of the mushrooms on the map are **poison green puffballs (P)**. A puff ball has an AC of 5. If it suffers 1 or more points of acid, bludgeoning, cold, fire, force, lightning, piercing, radiant, slashing, or thunder damage, it explodes, creating a cloud of poisonous spores in a 20-foot radius that dissipates within moments. All creatures in the cloud must make DC 16 Constitution saving throw or suffer 28 (8d6) poison damage and be poisoned for 1 minute. Creatures that succeed on the saving throw take half of the poison damage and do not suffer the poisoned condition. A poisoned creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

**Pool.** A pool of blue water roughly 30 feet in diameter occupies the middle of the cavern. It is three feet deep and is considered difficult terrain for Medium or smaller creatures.

**Rocks.** Rocks between 1 and 5 feet in height dot the area. The rocks are difficult terrain for creatures of Large or smaller size.

**Rock ledges.** Two rock ledges exist at the southern end of the cavern. Each is 5 feet in height, putting the highest ledge 10 feet above the cavern's floor.

A 10-foot-tall ladder, which leads to a small cave above, rests on the top ledge.

## TACTICS

Garst knows his greatest weapon is his shadow breath, and he uses it on the first round of combat to target as many foes as possible. When it is not available, he focuses all of his claw and bite attacks on a single target, hoping to take down his enemies quickly. If he sees a character healing fallen foes during the fight, he does not hesitate to use his legendary actions to attack the dying, speeding them on their way toward death.

The dragon knows what the poison green puffballs are (see Area Information for more details), and if enough characters get close to one, he attempts to hit the mushroom with his tail and send its cloud of poisonous spores into the air.

Because of his size, Garst cannot navigate the tunnel leading from the chamber to the drow camp quickly (he has to squeeze). This makes retreat an unattractive option for the dragon. If reduced to one quarter or less of his starting hit points, he stops fighting and offers to give the characters the location of a small treasure horde he has stashed within the cavern—providing they agree to let him leave alive. See “Treasure” for more details.

### TREASURE

Garst has hidden an iron treasure box under the large rock in the northeast corner of the cavern. If the party searches the cavern, characters with a passive Perception of 20 or greater, or those who make a successful DC 20 Wisdom (Perception) check, notice that the rock has been moved recently.

Pushing the rock aside to investigate requires two or more characters with combined Strength scores of 40 or greater. Alternatively, characters may use spells, such as *stone shape* to open a hole in the rock or *teleport* to move it elsewhere.

The unlocked iron box beneath the rock contains coins, gems, jewelry, and other valuables, as well as a *potion of fire giant strength*, and a *spell scroll of teleport*.

### ENDING THE ADVENTURE

Whether the characters choose to negotiate with Garst or fight him, their mission is complete when they successfully destroy all of the mushrooms in the cavern. They can accomplish the task with magic, or they can simply crush the fungi using conventional means. The exact method isn't important.

Upon returning to Mulmaster, Chaab pays the characters for a job well done. Zhentarim members that deliver a togre mushroom and the journal detailing the process of making Black Bliss to Chaab earn the thanks of their faction.



## ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

### ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 2 advancement checkpoints and 4 treasure checkpoints for completing the **story** objective below:

- **Story Objective:** Eliminate the source of the elixir known as Black Bliss, and stop its flow into Mulmaster.

### PLAYER REWARDS

The characters earn downtime and renown as outlined in the *D&D Adventurers League Dungeon Master's Guide* for completing the adventure and any bonus objectives.

### MAGIC ITEM UNLOCK

Characters completing the adventure's **story** objective unlock this magic item.

**Night Cutter (sword of life stealing).** The blade of this scimitar is solid black and etched with intricate spider webs. A full description of this item can be found under **Appendix 2: Player Handouts**.

### STORY AWARDS

During this adventure, the characters may earn the following story award:

Characters who keep the drow scimitar, Night Cutter, for their own, earn the following story award:

**Night Cutter.** You openly carry the black-bladed scimitar called Night Cutter, which once belonged to a respected drow captain of House Rakarn. Unless your race is drow, you are considered unworthy by most drow to carry it, and they take an instant dislike to you, treating you as a usurper.

If your race is drow, or if you do not openly carry the weapon, this drawback does not apply to you.

### DM REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the *Adventurers League Dungeon Master's Guide* for more information about DM Quests.



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## APPENDIX I. MONSTERS/NPCs

### ADULT GREEN DRAGON

*Huge dragon, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

**Saving Throws** Dex +6, Con + 10, Wis +7, Cha +8

**Skills** Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 15 (13,000 XP)

**Amphibious.** The dragon can breathe air and water.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

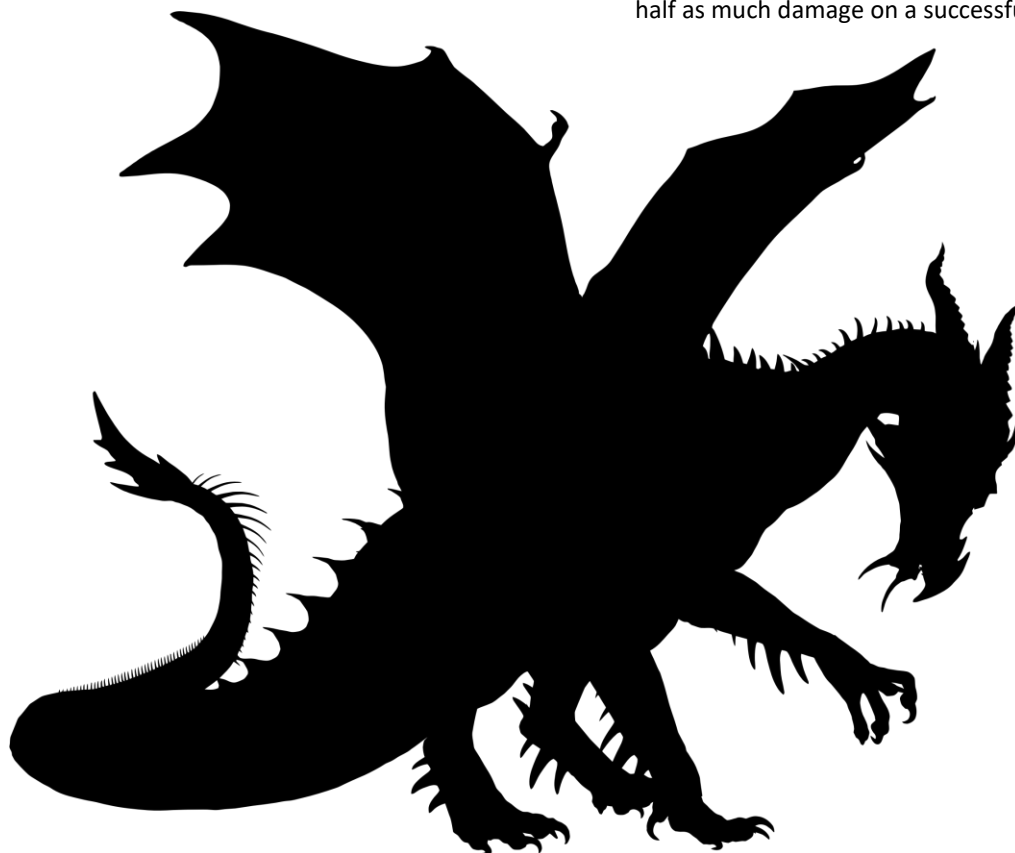
**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* + 11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Poison Breath (Recharge 5-6).** The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.



## DEEP GNOME (SVIRFNEBLIN)

*Small humanoid (gnome), 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 120 ft., passive Perception 12

**Languages** Gnomish, Terran, Undercommon

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

**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 material components:

At will: *nondetection* (self only)

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

### ACTIONS

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

**Poisoned Dart.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## DROW ELITE WARRIOR

*Medium humanoid (elf), neutral evil*

**Armor Class** 18 (studded leather and shield)

**Hit Points** 71 (11d8+22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

**Saving Throws** Dex +7, Con +5, Wis +4

**Skills** Perception +4, Stealth +10

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

**Languages** Elvish, Undercommon

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

**Fey Ancestry.** The drow has 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 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

### ACTIONS

**Multiattack.** The drow makes two shortsword attacks.  
**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 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 in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

### REACTIONS

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

## DROW HOUSE CAPTAIN

Medium humanoid (elf), neutral evil

**Armor Class** 16 (chain mail)

**Hit Points** 162 (25d8 + 50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

**Saving Throws** Dex +8, Con +6, Wis +6

**Skills** Perception +6, Stealth +8

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Elvish, Undercommon

**Challenge** 9 (5,000 XP)

**Battle Command.** As a bonus action, the drow targets one ally he can see within 30 feet of him. If the target can see or hear the drow, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

**Fey Ancestry.** The drow has 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 13). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

### ACTIONS

**Multiattack.** The drow makes three attacks: two with his scimitar and one with his whip or his hand crossbow.

**Scimitar.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 14 (4d6) poison damage.

**Whip.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the target is an ally, it has advantage on attack rolls until the end of its next turn.

**Hand Crossbow.** *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 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 in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

### REACTIONS

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

## DROW MAGE

Medium humanoid (elf), neutral evil

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

**Skills** Arcana +6, Deception +5, Perception +4, Stealth +5

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

**Languages** Elvish, Undercommon

**Challenge** 7 (2,900 XP)

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

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

**Spellcasting.** The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *misty step*, *scorching ray*, *web*

3rd level (3 slots): *fireball*, *lightning bolt*

4th level (3 slots): *blight*, *greater invisibility*

5th level (2 slots): *cloudkill*

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

### ACTIONS

**Staff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

**Summon Demon (1/Day).** The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.



## PURPLE WORM

*Gargantuan monstrosity, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 247 (15d20 + 90)

**Speed** 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

**Saving Throws** Con + 11, Wis +4

**Senses** blind sight 30 ft., tremorsense 60 ft., passive Perception 9

**Languages** —

**Challenge** 15 (13,000 XP)

**Tunneler.** The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

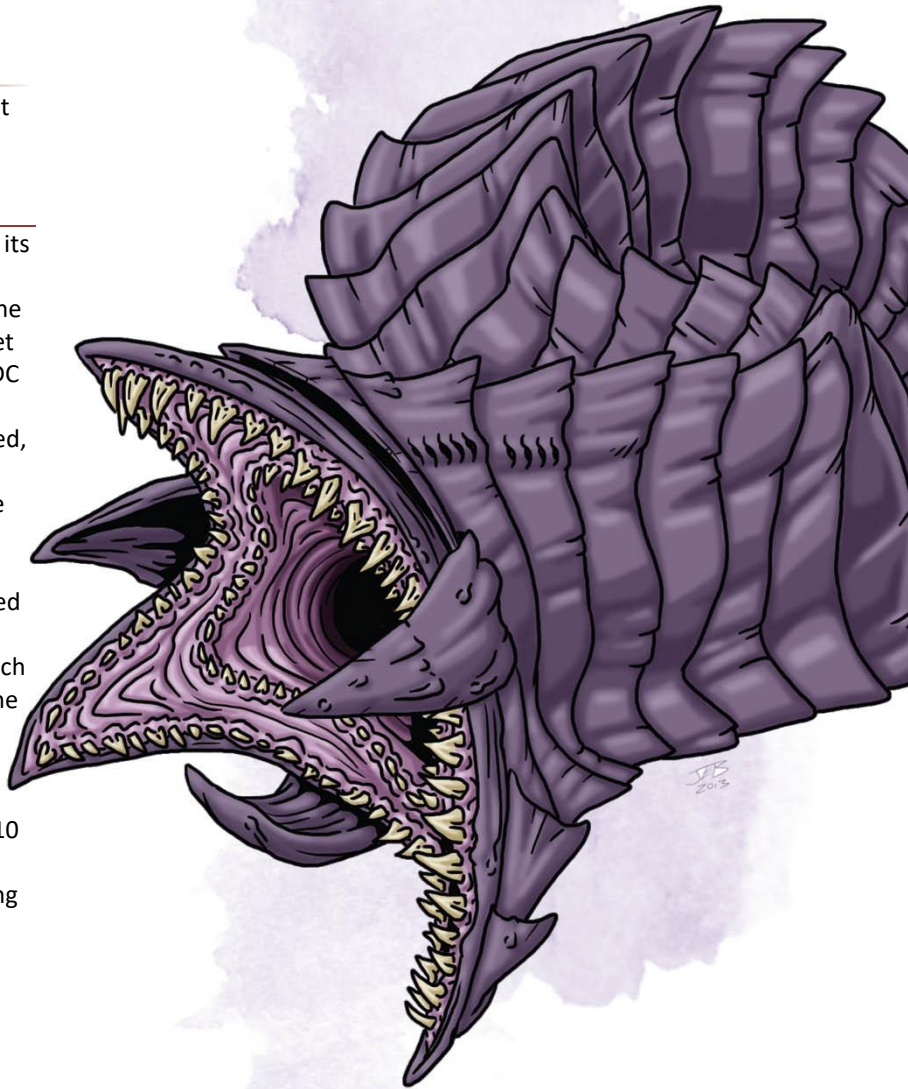
### ACTIONS

**Multiattack.** The worm makes two attacks: one with its bite and one with its stinger.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

**Tail Stinger.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.



## APPENDIX 2: PLAYER HANDOUTS

During the course of the adventure, the characters may unlock or acquire the rewards below. If you are distributing these to your players, print as many as you need to ensure all eligible characters receive a copy. Alternatively, allow each player to take a picture of the information with their mobile device.

### MAGIC ITEM UNLOCK

#### NIGHT CUTTER (SWORD OF LIFE STEALING)

*Weapon (scimitar), rare (requires attunement), table G*

The blade of this scimitar is solid black and etched with intricate spider webs.

When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 10 necrotic damage if it isn't a construct or an undead. You also gain 10 temporary hit points. In addition, the weapon has the **delver** minor property: While bearing it, you always know the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

**Special.** When you acquire this scimitar using treasure points, you automatically gain the *Night Cutter* story award (see below).

#### STORY AWARD: NIGHT CUTTER

You openly carry the black-bladed scimitar called Night Cutter, which once belonged to a respected drow captain of House Rakarn. Unless your race is drow, you are considered unworthy by most drow to carry it, and they take an instant dislike to you, treating you as a usurper.

If your race is drow, or if you do not openly carry the weapon, this drawback does not apply to you.

### CONSUMABLES

#### POTION OF SUPERIOR HEALING

*Potion, rare*

You regain  $8d4 + 8$  hit points when you drink this potion.

#### POTION OF FIRE GIANT STRENGTH

*Potion, rare*

When you drink this potion, your Strength score becomes 25 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than 25. This potion's transparent liquid has sliver of a fire giant's fingernail floating in it.

#### SPELL SCROLL OF TELEPORT

*Scroll, very rare*

This scroll contains a single *teleport* spell.

## APPENDIX 3: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

### NEW TO D&D ADVENTURERS LEAGUE?

Welcome to the D&D Adventurers League! [You can learn more about this global organized play campaign on our website.](#)

### NEW TO BEING THE DUNGEON MASTER?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the Dungeon Master's Guide and join our Facebook ([player group](#) and [DM group](#)) and [Twitter discussions](#).

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, you're 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 provides a sidebar to help you to determine the best mix/number of opponents to provide characters with to create an appropriate challenge. You are not bound to these adjustments. They are presented 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