

ELEMENTAL EVIL™



ADVENTURERS LEAGUE™

OUBLIETTE OF FORT IRON

When Fort Iron was taken from the duergar who inhabited it, much of their subterranean quarters were never fully explored. An ancient oubliette has been discovered and its contents have disturbed the miners. Can the mine and the miners be saved from the dangers of the Oubliette of Fort Iron? A two-hour adventure for 1st-4th level characters.

Adventure Code: DDEX2-11

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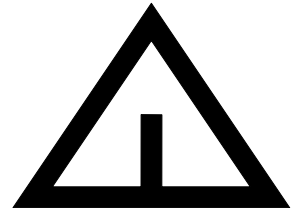
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INTRODUCTION

Welcome to Cloaks and Shadows, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Elemental Evil™ storyline season.

This adventure is designed for **three to seven 1st-4th level characters**, and is optimized for **five 2nd-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the Moonsea region of the Forgotten Realms, in the city of Mulmaster.

THE D&D ADVENTURERS LEAGUE

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

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

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

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the Player's Handbook™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will 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 XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes 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 Player's 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 THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 2nd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

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

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

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime

activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

Faiths that can call upon spellcasting services in Mulmaster include the following: Bane, Leira, Loviatar, Mystra, Savras, Tempus, Tymora, Velsharoon, and Waukeen.

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

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

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

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

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

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Point Iron was a dwarven iron mine roughly 225 years ago when it was overrun by duergar. Rumors of a rich vein of gold being found just before the fall of the dwarves have been rampant ever since. Five years ago, with the help of the temple of Tymora, Mulmaster marched on the mine only to find the few duergar left were sick or crazed. Reclaiming the mine, the High Blade ordered a fort (named Fort Iron) built on the site to defend the rich deposits of iron, and ordered the search for gold begun. The miners searched, but the gold was never found. Stories grew of some nameless fear in the deep mines and the area was sealed off and avoided in the years that followed.

Recently Leleanor, a descendant of Aurora the Eclectic (author of the Whole Realms Catalogue), found a map in her ancestor's belongings suggesting that the gold veins were located in an oubliette within the sealed tunnels. Contacting allies within the Lords Alliance and the Church of Tymora, she quietly secured access to the mine and, with a handful of adventurers, departed to search for the fabled wealth. Unfortunately for the young entrepreneur, the Cult of the Black Earth had previously detected powerful elemental magic in the area and they have begun digging toward it.

What neither party knows is that the duergar, while in possession of the mine, dug a bit deeper than they should—unearthing the seed of fel earth; a piece of Ogrémoch, the Prince of Evil Earth. Prizing this powerful shard of earth, the grey dwarves hid it away beneath the Oubliette. Over the centuries, the seed has corrupted the complex, giving the tunnels a semblance of life with the shard at its brain.

The Cult of the Black Earth, wholly devoted to Ogrémoch, have detected the seed, and have begun work to recover it for their own ends.

OVERVIEW

The adventure begins in Point Iron where the characters meet with Leleanor who explains that she has received access to the mine. She wants the characters to explore the Oubliette and determine if it accesses a hidden part of the complex as her map suggests. If so, she asks the characters to map the area unexplored area and find the gold!

As the characters leave, they have a chance meeting with a strange young girl and goat, with a dire warning about their journey.

Once the characters arrive, they are directed to the Oubliette, where they climb down and find a secret access to further tunnels. However, as they enter, the Oubliette closes behind them, leaving them trapped inside the living tunnels. The characters must find their way through the living complex to another way out. Eventually they cross paths with the Cultists of the Black Earth where they must fight to keep them from claiming the seed of fel earth.

ADVENTURE HOOKS

The characters are in meeting with Leleanor in Point Iron, having come for one of the following reasons, as appropriate for each of them.

FRIENDS OF ZOR GOS

Those characters that have participated in DDEX2-5 Flames of Kythorn, DDEX2-6 Breath of the Yellow Rose, or DDEX2-9 Eye of the Tempest have been contacted by Zor Garwyl Gos, a Mulman noble whom they have befriended. His family controls most of the forges and blacksmiths in Mulmaster and thus they have a significant interest in the Point Iron mine. Garwyl has asked characters to meet with Leleanor and do as she asks. Any success in this endeavor can only strengthen his family's position in the city and thus the aid that he can offer the refugees of Phlan.

FACTION ASSIGNMENT: EMERALD ENCLAVE

Members of the Emerald Enclave are able to contact the secretive Seranolla the Whisperer (female gnome) who met them on the road. She has been investigating a poisoning of the land. The wildlife near Point Iron have also been behaving erratically and she doesn't know why. Seranolla wants the character to bring the source, or at least a sample, of the corruption to her.

FACTION ASSIGNMENT: LORDS' ALLIANCE

Members of the Lords' Alliance receive a letter from Dornal Whitebeard (male dwarf), their faction contact. In it he explains that the Lords' Alliance has been courting the cooperation of Groshin Lor, a powerful member of the secret police known as the Hawks. Groshin is known to collect dwarven antiquities and so Dornal asks the character to be on the lookout for any unique dwarven items that the Lords Alliance might gift to Groshin.

Dornal mentions that good work will be rewarded with a bonus of 50gp if the character or his minions recover something suitable.

MERCENARIES FOR HIRE

If the characters do not know Zor Garwyl Gos nor does the party contain members of the Emerald Enclave or Lords' Alliance, then they have heard of an expedition sponsored by the Whole Realms Catalogue to Point Iron. Rumors are that the opportunity for reward is significant. Interested parties are to meet Leleanor, the granddaughter of the famed Aurora, at the Tower Shield, a tavern outside the fort in Point Iron.

ADVENTURE TIMING AND RESTS

This short dungeon crawl should take approximately two hours to complete. It is important to be mindful of the time remaining. The Introduction and Part One should take less than twenty minutes, leaving the other one hundred minutes for Part Two, which is the meat of the adventure.

The DM should keep track of the number of short or long rests the party takes after beginning Part Two, as it affects the final encounter. Should the characters take a short rest, subtract one successful saving throw for each short rest taken from the party's total in Area 4. This is what determines if they arrive in Area 6 before the cultists. If the characters take a long rest, they automatically arrive after the cultists.

ADVENTURE INTRODUCTION

The characters have arrived in the small town of Point Iron and make their way to the Tower Shield, read or paraphrase the following:

Your trip northeast from Mulmaster to the village of Point Iron was uneventful. For reasons of your own, you seek to join an expedition into the mines under the Fort being organized by Leleanor, the granddaughter of Aurora of the famous Whole Realms Catalogue. As these things often do, this chance for glory begins in a simple tavern.

The *Tower Shield* sits across from Fort Iron and seems heavily trafficked by the Mulman soldiers stationed there. Moving through the morning crowd, you manage to find the table you are looking for.

Once all the characters gather, Leleanor orders a round of drinks and a tray of bread and cheese for them to share. She is excited to make her fortune and revitalize her grandmother's business, so she gets right down to it.

ROLEPLAYING LELEANOR

Leleanor is a tall, thin human woman with long brown hair and a constant smile. She is excitable and generally in a good mood. She believes the best of others, but still has the business sense her family is known for and is not easily tricked.

"I'm so glad that you answered my call, because have I got a deal for you! I was going through my Grandmother Aurora's things and I think I found something that is going to make us all rich. She had a map of the old dwarven iron mines below Fort Iron, made just before the duergar invaded and on it there is a mark on it denoting a secret treasure in some sort of oubliette! It has to be the lost vein of gold. I've managed to negotiate for access to the mines, so I need you to check the map's accuracy by going into the mines and finding the gold. If you find it, I'll give you ten percent each of any profits I make from mining! It's the score of a lifetime!"

Leleanor tries to answer any questions the characters may have:

- **Who is your grandmother?** "Why have you never heard of Aurora's Whole Realms Catalogue? My grandmother started as an adventurer, but she invested wisely into a business shipping goods all across the world. Unfortunately, the Spellplague made a mess of things and my mother Lemily had a hard time of it. There's not much left of our family business except a few outlets in major cities like

Waterdeep, Westgate and Baldur's Gate. With this money I could reinstate our network of teleportation circles and really get things going again."

- **Where did you get this map?** "I was looking through some of my grandmother's belongings from her adventuring days, hoping there might be something worth selling when I found an old painting of the Moonsea coast near Mulmaster. Once I got it out of the frame, I found the map was on the back of it."
- **What do you know about the history of the mine?** "Not a lot. Point Iron started out as a profitable iron mine until a little over two centuries ago when it was overrun by duergar. There were always rumors that the dwarves had struck a vein of gold just before the attack, but it was never confirmed. That's how things stayed until about five years ago when the High Blade marched on the mine only to find the few duergar left were sick or crazed. They were overcome without much of a fight and the High Blade ordered the creation of Fort Iron over the mine to protect the valuable iron deposits."
- **What do you know about the rumors of the lost gold?** "Well, there were always stories that dwarves dug deeper than the current iron deposits in search for more and in the process struck gold. Unfortunately nearly all the dwarves were killed shortly thereafter in the duergar invasion. Those few dwarves that escaped either died out or are lost to time."
- **How did you get access to the mine?** "Well, I have some friends in the Lords Alliance and they used their pull with the Blades to get us access to the mines under the guise of an archeological dig to find information about the lost dwarven clan. We get anything we find, less a small percentage for our Lords Alliance backers. Sure there will be some blow back from Mulmaster when we find the gold, but we'll hire their miners to extract it and their smelting operation to purify it, so they'll get their cut too. Everyone wins."
- **Are you coming with us?** "I'll be staying behind and working out some last minute details with our hosts. Besides, I'm not really the adventurer that my grandmother was. I'd only get in your way."
- **What will you pay us if there is no vein of gold?** "Well, the map says there's some sort of treasure there. It's got to be the gold! If it's not, I guess we'll still split whatever it is you recover. You can also keep all the gear I'm sending with you."

EQUIPPING THE EXPEDITION

When the characters have asked all their questions, Eleanor pulls a large framed backpack onto the table and says an expedition for the Whole Realm's Catalogue can never be too prepared. The pack includes:

- A dungeoneer's kit consisting of a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin (filled with a fine wine) and 50 feet of hempen rope strapped to the side of it.
- A healer's kit, a vial of holy water, and a potion of healing.
- A block and tackle, a climber's kit, a lamp, a vial of oil, 2 sacks, and another 50' of hempen rope.
- A shovel and a miner's pick.

Eleanor tells the characters that it will take her a little while to get the proper clearances in order to allow them to access to the deep mine. They are free to do whatever they like in town until then, but they should meet at the gates to the fort in an hour.

PART 1: POINT IRON

Give each character a chance to run an errand if they desire, but do not spend more than fifteen minutes on this encounter. Those that have no desire to leave the inn are welcome to continue their meal at Leleanor's expense; though at least one character should encounter Elisande and her goat.

GATHERING INFORMATION

Scrounging rumors about the mine or its history costs the character an hour and 1d6 gp in bribes and drinks in order to make a Charisma check. The character receives all the information for the DC they achieve and below.

Those characters with the following Background features gain advantage on their checks: By Popular Demand, Rustic Hospitality, Guild Membership, or Military Rank. The DM may also choose to hand out information for good role-playing or bribes of an additional 10 gp or more during the investigation.

- **DC 5.** The mine? They pull lots of iron out of the ground and have for years. Better us than dwarves. You know, they say there is gold somewhere in that mine, but ain't no one never found it. Truthfully, I think it's a myth; prolly just to keep the miners digging hard, hoping to find it.
- **DC 10.** You ever hear the stories about the duergar they found here when the force arrived from Mulmaster? What once was a whole host of vicious grey dwarves was somehow turned into only a few dozen starving wretches, ranting about fertile earth that grows in the deep. That's what happens when you go too long without seeing the sun.
- **DC 15.** You know, you're not the first to be asking about the mines. Just yesterday morning there was a masked robed man with little feller wearing goggles and a hood come into the tavern asking around. The little one carried a bunch of shovels too big for him. They both smelled funny; like rotten fish.

HISTORY OF POINT IRON

Those characters that wish to rack their brain for scraps of history about Point Iron or the mine beneath it may attempt an Intelligence (History) check.

- **DC 5.** Five years ago, with the help of the temple of Tymora, Mulmaster marched on the mine and easily took it from the duergar. The High Blade ordered a fort (named Fort Iron) built on the sight of the mine to defend the rich deposits of iron. Much of the iron is

smelted and forged by House Gos.

- **DC 10.** Point Iron was a dwarven iron mine roughly 225 years ago when it was overrun by duergar. Rumors of a rich vein of gold being found just before the fall of the dwarves have been rampant ever since. Despite searching for the gold, the High Blade's men never found the gold. It is said that the deep mines were sealed by the order of the High Blade, though no one seems to know why.
- **DC 20.** Stories of some nameless fear in the deep mines are common among the miners and in fact the High Blade eventually ordered the deepest areas sealed off and avoided.

SHOPPING TRIP

Now fully knowing what they are hiring on for, some characters may wish to acquire some additional equipment. Point iron is a small village largely developed to supporting the garrison and miners. Items found in the Players Handbook of 25 gp or less and potions of healing are available. There are no spellcasters for hire, but one can easily purchase holy water.

OF LITTLE GIRLS AND BLIND GOATS

At some point, at least one character should encounter Elisande and her goat. If one or more characters are killing time while other characters do things, they are the optimal choice.

You see a waif of a girl picking at the mud with a knife. Her dress is torn and covered in dirt and blood. Her bone thin legs end in uncovered feet. A mud-covered, black furred goat with white eyes sits in a puddle near her. She sees you, offers you a wide yellow smile and waves.

Since leaving the isolated island where she was born almost a year ago, Elisande has since traveled south with the rest of the Phlan refugees. Now, she has recently found her way to Point Iron by stowing away on a caravan, only to cross paths with the characters.

If the character that see her does not approach her, she gets up and walks over to them, the goat following blindly behind. It is possible that some characters may have met her before, in which case, she greets them with a big, muddy, hug.

"Greetings Outside! Wut ist you doing? Do you hear the grounds? It screams when eyes poke at it!" The girl smiles and stabs into the dirt with her knife. "I think its lives. You shud stay ought of it. It hungers too."

Should the character try to ignore Elisande or move away from her, the goat interposes itself until such time as they converse. If the character insists on fleeing, it does not come to blows.

Elisande is attuned to strange things and hears the seeds desire to feast upon the cultists attempting to gain access. She wants to try to warn the characters that there is a danger in going into the earth, but she doesn't exactly know what's happening.

- "I hears the grounds talkin'. Its not happy. It hun-gers."
- "The grounds, its head hurts from the scrappin'."
- "Youse shudna go ins the grounds. Its belly is angry."
- "If youse are goin' in da grounds, you should take some good water. I things you wilse needs it. Icksey things down theres."
- "Goat says he want shiny rock. You find shiny rock, he want you bring it to me. Not sure why I want rock, but goat always right."

ROLEPLAYING ELISANDE

Elisande is a 13-year old orphan human girl and troublemaker from a disturbing, isolated island village in the Stormy Bay. Her years of malnourishment make her smaller than other children of her age and she is frequently mistaken for a younger age than her 13 years. She is fascinated with outsiders still despite her wanderings. She has few morals and due to her upbringing, no true concept of right or wrong. Elisande was encountered in *DDEX1-3 Shadows over the Moonsea* when the characters rescued her and brought her to Phlan. She disappeared shortly thereafter only to be seen in *DDEX1-10 Tyranny in Phlan* where she aided the characters in their escape.

ROLEPLAYING THE BLIND GOAT

The Blind Goat was originally found on the same island as Elisande (also in *DDEX1-3 Shadows over the Moonsea*). The black furred goat appears to be totally blind but for some inexplicable reason, seems able to see certain characters which it tends to follow; completely nonplussed by things that would bother a normal animal. It seems especially attracted to those who are "pure of heart." While nonthreatening, most find the goat a bit creepy.

PART 2: THE OUBLIETTE

Once the characters are ready to meet Leleanor, they gather in front of the fort before being lead in. They walk through the active part of the mines before Leleanor leaves and they head to the unexplored area of the mine.

The travel through the mines is uneventful. Whatever deal Leleanor has struck with the local military has gotten you past the guards, and the miners direct you through tunnels that are no longer part of the active mine. With a wave Leleanor parts company with you and your group moves into the abandoned portions of the mine. Before long you begin to notice the construction looks different from the rest of the mine, still solid, but greyer, with carvings of openmouthed dwarves upon the supporting arches. Whatever this place is, it is clear that no one has come this way in a long time.

The tunnels that the characters travel are dusty and quiet but the smell of moist earth is oddly ever-present despite no obvious source. A faint breeze seems to come from deeper in the caverns. Allow the characters to determine their marching order and make any other necessary plans.

Inspecting the Caverns. The mine looks old, but stable. Each cavern varies from ten to fifteen feet wide and is well-braced. A successful DC 15 Intelligence (History) skill check (dwarves make this skill check with advantage) notes that the abandoned sections of the mines have been dug by Duergar as opposed to the human and dwarven construction seen in the active areas of the mine. A successful DC 10 Intelligence (Investigation) or Wisdom (Survival) notes that the dust in these tunnels has not been disturbed for many years. There are no footprints from humanoids or subterranean fauna in this part of the mine.

THE NATURE OF THE TUNNELS

After the characters have entered into the tunnels (Area 2 or later), it may become obvious that all is not right with the complex. If the character begins to ask questions about the nature of the tunnel system, use the following to assist in answer those questions. All skill checks are made against a DC of 10.

- **Detect Magic:** The walls and all structures within the complex radiate strong transmutation magic.
- **Intelligence (Arcana or Nature):** Something magical is definitely going on. Moving walls and spontaneously generated mud are not a naturally occurring. This is not a naturally occurring complex, nor does it appear to be worked.
- **Investigation (Investigation):** The walls seem to vary, being made of rock or wet earth. When damaged, they weep wet mud. It's almost as if the walls are alive.
- **Wisdom (Survival):** The walls seem unnaturally stable though there is no bracing, natural or otherwise.

I. ENTRANCE

Once the characters have traveled the spot on Leleanor's map, they come to a dead ended tunnel with a pit at the end of it. This is the end of the living earth's gastrointestinal tract, and the source of the faint breeze and smell of fresh earth.

After traveling for more than an hour, the map Leleanor provided you with leads to a pit at the end wide tunnel. The pit is carved into an irregular pattern with rounded edges and there is a large iron ring embedded into the wall above the pit. The oubliette descends down into darkness.

The oubliette is forty feet deep and those with an appropriate light source or vision can see that it has an unfinished irregular floor that seems to slope towards the center. The ring is solidly set into the wall and holds the weight of any character using it to descend. Ask the players how they plan to get down and work out the appropriate details, but assume any reasonable plan succeeds without failure. The goal is not to have the party severely injured from a fall before even starting the adventure.

The Bottom of the Oubliette. The bottom of the oubliette is soft, loose dirt and the smell of fresh earth is even stronger here. A successful DC 10 Wisdom (Nature) skill check notes that the dirt here is very rich and fertile. The floor slopes noticeably towards the center, though not so much as to hinder movement or make it likely that a character might fall.

Searching the Oubliette. Searching the bottom requires a successful DC 10 Intelligence (Investigation) in order to find a rock that is able to be depressed into the floor. Pushing on the stone is difficult and requires a combined Strength of 20 to push it in.

OPENING THE ENTRANCE

When the characters press on the rock, the entire hallway is rocked by an earthquake.

As the rock is depressed into the wall, an earthquake rocks the entire hallway. For several seconds, you thrown to the ground, unable to determine which way is up as you bounce off the walls of the oubliette. In the center of the pit, a hole begins to spiral open as the shaft of the oubliette spirals closed. You are falling.

As the rock is depressed, the oubliette and the ground around it instantly falls several feet and a shudder proceeds down the hallway above towards the pit causing everyone in the hallway to fall into the oubliette. At the same time, the shaft squeezes closed from the top down and the bottom of the oubliette opens widely, dropping everyone in the oubliette, as well as those falling in to it, into the guts (area 2, below).

The earthquake and associated fall may injure some characters depending on where they were standing when the secret door was opened:

- **Floor of the Oubliette.** Those that are on the floor of the oubliette when the floor opens must attempt a DC 10 Dexterity saving throw. Those that succeed land roughly in the mud but are undamaged while those that fail suffer 3 (1d6) points of damage.
- **In the Hallway Above the Oubliette.** Those that are not in the oubliette when rock is depressed are forced into the oubliette via the peristaltic shudder that ripples through the hall, where they fall. These characters must attempt a DC 10 Dexterity saving throw. Those that fail suffer 6 (2d6) bludgeoning damage as they bounce off the now slanted wall and land painfully. Those that succeed manage to slow their fall along the wall, grab or rope, or otherwise mitigate the fall, taking half damage.
- **Alternatives.** It is possible that a character might find ways to avoid the fall using creative thinking, spells such as feather fall, or other alternatives. Reward quick thinking by eliminating the damage, but do everything possible to prevent characters from escaping the fall in general. The rippling and squeezing of the tunnel force the characters into the now opened trapdoor. Make it clear that staying above results in the character being crushed to death.

After the characters all fall through the entrance, it closes behind them.

2. GUTS

The characters now find themselves in a level tunnel that only proceeds in one direction. The door through which they have fallen has squeezed itself such again.

You find yourself in a tunnel moving in only one direction. The stones comprising the tunnel that you just fell through grind quickly closed. The narrow tunnel before you is wet and muddy rivulets run down the sides to the spongy floor somewhere under several inches of mud. It twists and turns out of sight.

The characters may consider attempting to dig their way out. Those that succeed in a DC 10 Intelligence (Investigation) realize that it is likely that the entire tunnel above them has collapsed and it would take weeks to dig out even if there are no secondary cave-ins. Dwarves make this check with advantage. It seems there is no choice but to move forward and look for another way out.

GENERAL FEATURES OF THE GUTS

Give the characters a chance to inspect their surroundings before they hear the rolling approach of the Shards of Ogrémoch. The tunnel is vague ten feet around with a spongy floor and drips mud from the walls and ceiling. It twists and turns frequently so that there is never more than thirty feet of visibility.

Light. There is no light in the tunnel, if any of the characters do not possess darkvision, the party needs a light source.

Mud. The ankle deep mud-covered ground is spongy and is considered difficult terrain. Creatures with the earth walk ability, such as earth genasi or shard of Ogrémoch ignore this penalty. In addition, the mud is slightly alkaline and after a few minutes, the characters develop an itchy rash on any exposed skin.

Smell. The mud has a strong fresh earth smell with the hint of a faint ammonia smell underneath. It's not enough to harm the characters, but it is clearly noticeable.

Walls. The walls seem to be made of unstable moist earth. The mud dripping from the walls does not seem to be part of the wall itself, and is not natural. Anywhere the wall is damaged, more mud runs from the wound.

SHARDS OF OGRÉMOCH

After the characters have moved down the slippery tunnel—drawing closer to one of the wider portions—any character that succeeds on a DC 15 Wisdom (Perception) hears a sound not unlike a large rolling stone plowing through thick mud. Those who succeed are not surprised by the two **shards of Ogrémoch** that roll around the corner 30 feet from the party. Each looks like a mud covered boulder. When slain, they split open revealing a very light, hollow geode with enough space for two Medium-sized creatures to squeeze into per hemisphere.

The shards of Ogrémoch use their earth walk ability to ignore the difficult terrain and then use their trampling charge whenever possible. They fight until killed.

TREASURE

The crystals of the geodes are worth 150 gp.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove one shard of Ogrémoch, and the remaining shard of Ogrémoch does not use *trampling charge* more than once.
- **Weak party:** Remove one shard of Ogrémoch.
- **Strong party:** Add one shard of Ogrémoch.
- **Very strong party:** Add two shard of Ogrémoch.

3. BELLY

After having traveled for almost hour, the characters come to another annulus like entrance next to a prominent rock like they found in the oubliette. This one is set into the wall instead of the floor and is much easier to be opened. No earthquake occurs, the door simply spirals open and the stone retracts into the wall.

GENERAL FEATURES OF THE BELLY

The pool is vaguely kidney bean shaped, and fills the entire room. The acid is a translucent green and the bottom cannot be seen. The pool is thirty feet deep, and the bottom is irregular. There is a visible annulus with rock nodule visible on the other side, one hundred feet away.

Acid. The pool is full of acid. Touching it deals 3 (1d6) acid damage. Any creature entering or beginning one's turn immersed in the pool takes 5 (1d10) points of acid damage.

Light. There is no light in the room.

Smell. The room smells overwhelmingly caustic. It is unpleasant to breathe but the fumes are not poisonous.

Walls. The walls of the room are rough with deep vertical fissures creating almost fin-like rocky protrusions throughout the room. They can be climbed with a successful DC 15 Strength (Athletics) skill check.

The stinging scent of acid burns your nostrils before you see the contents of this rocky oblong cavern. A vast pool fills the kidney-shaped cavern between you and the tunnel on the other side.

This oblong cavern is made of rock and filled with a lake of lightly churning acid. The smell is overpowering. Other than that the only obvious exit is one hundred feet on the other side of the lake of acid, there is no eminent threat. This room is a puzzle to be solved.

CROSSING THE LAKE

There are a number of possible solutions to crossing.

- **Block and Tackle.** The characters could try to use the block and tackle, rope, and other climbing gear to rig basket that moves back and forth on ropes above the acid. This would require someone to fly or free climb the rough wall over one hundred feet, setting pitons into the wall at least three points as a Standard action each. Someone riding in such a rope basket could pull themselves at half their movement speed, but at the end of each round the stomach grumbles and churns the acid, forcing them to attempt a DC 10 Dexterity saving throw. Those that fail take 3 (1d6) acid damage, while those that succeed take no damage.
- **Geodes.** The geode bodies of the Shards of Ogrémoch from Area 2 floats, creating a boat capable of carrying up to two Medium-sized creatures or four Small-sized creatures. A character can then use a shovel or similar object to paddle across the pool a distance equal to their movement. The geode has no lip and any creature using the dash action to move further than their movement causes acid to splash over the side forcing those inside to attempt a DC 10 Dexterity saving throw. Those that fail take 3 (1d6) acid damage, while those that succeed take no damage. If moving at full speed, the saving throw is made with disadvantage.
- **Mud.** Any character that succeeds at a DC 10 Intelligence (Nature) check realizes that the mud from the guts (srea 2) was mildly alkaline. A character could go back to the intestines and cover themselves in mud and subsequently attempt to swim across. Being completely covered in mud makes the character immune to acid damage for the first two rounds. At the beginning of the third the character must succeed at a DC 12 Constitution saving throw. If successful, the mud continues to provide its protection. Each round thereafter, the character must attempt the saving throw again with a cumulative +1 to the DC for each round after the third. Should the character fail the saving throw, the mud is dissolved and the character begins taking immersion damage, as normal.
- **Swimming.** A character could simply try to swim across, taking damage as appropriate. Despite the depth of the acid, it is quite thick and while there is some mild churning it requires no Strength (Athletics) to remain afloat, but swimming through the pool follows other swimming rules as normal.

- **Other.** There is no limit to the number of ideas that a creative player might come up with, especially once spells and magical items are added to the mix. The DM is encouraged to use the solutions given above as guidelines when adjudicating the success of any plan, and when in doubt, siding with the players.

Once the characters cross to the other side, they find that they can easily open the valve as they have previously.

4. THROAT

From the stomach valve, the characters find themselves in another circular tunnel, with slime-covered spongy walls. A constant ripple moves through the walls pushing towards the stomach. The characters have to fight to keep their feet and make forward progress.

GENERAL FEATURES OF THE THROAT

The tunnel is round and has a ten feet diameter. It runs straight for as far as the characters can see. The walls are made of spongy earth that gets firmer the more one digs. Everything is covered in a slippery slime.

Light. There is no light in the tunnel.

Mucus. The walls are covered in a thick, slippery slime. The mucus complicates walking in the tunnel. Any character with earth walk can mitigate the effects (see below).

Peristalsis. The rippling wave is about a foot high and runs the length tunnel with one wave coming once a round, forcing creatures to hop over it or be knocked prone. See below for more details on crossing the esophagus.

Smell. The room smells like fresh, wet earth.

Sound. A successful DC 12 Wisdom (Perception) detects what sounds like a strong breeze nearby (the lungs) and a rhythmic crashing (the heart) like two, immense rocks striking against each other, over and over.

The tunnel past the lake of acid is smooth and round, similar to the tunnel before the last room, only it clearly continues straight without turning. All surfaces are covered in a shiny slime and the soft spongy earth ripples, the wave passing through the ground and walls towards the lake of acid behind you. The wave is quickly followed by another and another.

The party needs to find a way to traverse the tunnel, with the peristaltic action constantly pushing them back. The longer they take, the more tired they become and the better positioned the Cult of the Black Earth team is when the characters finally arrive.

TRAVELING THE THROAT

Travelling through the esophagus is abstracted by a skill check and a saving throw. Each character must attempt a DC 13 Dexterity (Acrobatics) check to hop over the waves in the floor and maintain their footing. Characters with earth walk, float, levitate or similar movement abilities make this check with advantage. Those that fail slip in the mucus and fall prone. This is then followed by a DC 10 Constitution saving throw. Characters that are prone make this saving throw at disadvantage. Those characters that fail gain one level of exhaustion (disadvantage on ability checks until a long rest is completed).

Total the number characters that succeed in their saving throw subtracting one success for each short rest the party takes before entering Area 6. If the result is equal to half or more of the total characters, the party is outpacing the cultists; the characters arrive first and hear the cultists enter Area 6. If more than half fail, the cultists in Area 6 are already in the room waiting for the characters.

5. MOUTH

Having finally forced their way up the esophagus, the characters pass through another valve, into the mouth.

GENERAL FEATURES

The room is hemispherical with the characters entering from the flat wall. Stalagmites and stalactites line the curved wall like teeth. The withered corpse of a purple worm hangs from the center of the ceiling, its head resting on the ledge above the entrance. A glowing battle axe is buried in the worm, anchoring its head to the stone ledge.

Purple Worm Corpse. The corpse of a huge purple worm hangs from the center of the ceiling with its head resting on the ledge, making a "J"-shape. The bottom of the "J" is ten feet from the floor and can be climbed ten feet to the ledge. Unfortunately the worm has withered so that it no longer fits snugly in its burrow. Any character pulling on the worm causes it to slide from the ceiling. A character holding onto the worm can choose to safely let go and move away or must succeed in a DC 15 Strength (Athletics) check in order to climb the worm's body faster than it falls from ceiling. If the character fails, they must succeed in a DC 12 Dexterity saving throw or be knocked prone and be buried in the coils of the worm's body. The character can be freed with a DC 15 Strength check or by doing 20 slashing damage to the worm's body. After the body falls from the ceiling, the weight of the corpse tears it free of the axe, and the head falls to the floor as well.

Ledge. The skeletal corpse of Malus Blackiron, dressed in a rotted tabard and rusty mail, lies on the ledge is fifteen feet above the entrance. In addition to his magical battle axe and a potion of growth in his belt pouch, there is a shield chased in silver next to his body. Embossed upon it is the holy symbol of Deep Duerra, which can be recognized with a successful DC 15 Wisdom (Religion) check as the Duergar demigoddess of psionics, conquest, and expansion; now a dead power who is no longer worshiped in the Faerûn. Dwarves make this check with advantage. A narrow tunnel exits the room from the ledge.

Light. There is no light in the room.

Stalagmites/Stalactites. The stalagmite/stalactite formation can be climbed with a successful DC 10 Strength (Athletics) check, reaching the ledge. However, anyone climbing them prompts the ceiling and the stalactites to move up and down in a chomping and grinning motion. Nothing but dirt can be seen on the other side of the "teeth." On initiative count 20 (losing ties), the stalagmites and stalactites grind together. Any creature climbing any of them must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) bludgeoning damage and fall to the ground below.

Before you is a room with rows of stalagmites and stalactites on the three sides opposite the entrance. A giant unmoving worm with purple skin hangs from ceiling, its end resting on a ledge above you. A chill blue light shines from a battle axe embedded in its head, a skeletal humanoid hand still wrapped around the hilt.

This is the final resting place of Malus Blackiron, a duergar driven to insanity by the proximity of the seed of fel earth. It was he that carried the seed into the tunnels beneath the oubliette to its final location. Unfortunately for Malus, before he could return to his people, the seed attracted a purple worm. In an epic battle, they slew each other. Tormented by the seed, he could find no rest, and now he lurks here as a **specter**.

Malus manifests in the room as soon as a living creature enters the room, but does not initially enter combat unless attacked first. In time sensitive environments such as conventions, be wary of role-playing with Malus for too long. If the characters are aggressive, attack him, attempt to climb to his axe, or spend more than three rounds asking questions, Malus attacks them. He fights until destroyed and gives chase to anyone that flees if there are no other targets.

Use the following as a guide for the types of things Malus might impart to the characters.

- "Do you hear its thoughts? It festers in the pain of earth."
- "Go no further. Death is the only release for you!"
- "I am the champion of my people. Tell me I carried the seed of fel earth far from them."
- "I am the sickness and the fever."
- "Seek not the brain of the great earthen beast."
- "Face the wrath of Malus Blackiron, Norothor of Deep Duerra!"

ROLEPLAYING MALUS BLACKIRON

Malus Blackiron was a Norothor (cleric of Deep Duerra) of Clan Blackiron. His goddess granted him some protection from the *seed of fel earth's* malevolent mental influence that infected his duergar brothers. Taking it upon himself, he fled deep into the caverns with the seed before he died. In undeath, his mental connection to the seed torments him. He feels as though he is a germ trapped inside a great beast that cannot rest and feels all of its pain. He rambles his lamentations frequently and is prone to violent outbursts.

TREASURE

A +1 battle axe, a potion of growth, and a shield decorated with the holy symbol of Deep Duerra and chased in silver worth 50 gp. Those who recover the shield can turn it over to Dornal Whitebeard in order to succeed in the Lords Alliance Faction assignment and are reimbursed 50 gp for their trouble.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Replace the specter with a shadow. Reduce the shadow's hit points by 5 and change damage to 6 (1d8+2) necrotic damage.
- **Weak party:** Replace the specter with a shadow.
- **Strong party:** Add one shadow.
- **Very strong party:** Add two shadows.

Two narrow tunnels exit the ledge. The tunnels quickly meet and form a wider tunnel that leads to the brain, Area 6.

6. BRAIN

After traveling through the tunnels, the characters enter the brain cavity either before or after the Black Earth Cultists, depending on the party's success travelling the esophagus.

GENERAL FEATURES OF THE BRAIN

Light. The room is brightly lit by the pulsing light of the seed of fel earth.

Rocks. There are several large rocks spread throughout the room that can be used to hide behind or take cover.

Seed of Fel Earth. On a stone pedestal attached to the floor in the center of the room sits the crystal seed of fel earth. During the combat, the seed tries to infect others with its madness. At the beginning of each vulnerable creature's turn, they must succeed in a DC 10 Wisdom saving throw or be affected (see sidebar). Note that the cultists are not immune to the effects of the seed of fel earth.

THE PARTY ARRIVES FIRST

If half or more of the total characters succeeded in the saving throw while traveling through area 4:

A glowing crystal the size of a man's head rests upon a rocky, pedestal dominating the center of this round, domed cavern. The glow crystal strobos angrily at your approach and arcs of electricity crackle along its surface.

Scrapping sounds emanate from the wall, three quarters of the way around the room from your entrance. The wall vibrates as if it could crumble at any moment—revealing whatever is making the sound.

The characters have one round with which they may prepare, cast spells, or move about the room as they desire. See below for the general features of the room. After one round, the cultists break through the wall, badger in the lead.

THE CULTISTS ARRIVE FIRST

If less than half of the total characters succeeded in the saving throw while traveling through Area 4:

A glowing crystal the size of a man's head rests upon a rocky, pedestal dominating the center of this round, domed cavern. The glow crystal strobos angrily at your approach and arcs of electricity crackle along its surface.

A freshly dug tunnel breaches the wall, a quarter of the way around the room from your entrance. A group of humanoids encircle the crystal, their faces smiling with ecstasy. Their apparent leader, a human in robes covered in plates of rock, kneels before the pedestal in the middle of the room—his hand reaching for the crystal.

The cultists group consists of two **troglydytes**, one **giant badger**, Alfun Deeprock a **svirfneblin** hiding and carrying a big clay jar with three **stirges** inside, and Lorn Tauh, an **acolyte** of the Cult of the Black Earth. The cultists believe that they are divinely entitled to the seed of fel earth and they are offended by the very presence of unbelievers. Lorn is more than willing to sacrifice all of his minions to retrieve the seed for the glory of Ogrémoch, the Tyrant of Black Earth.

MADNESS OF THE FEL EARTH

The whispers of the *seed of fel earth* are ever-present. Any living creature with an Intelligence of 3 or higher that begins its turn within 30 feet of the seed must attempt a DC 10 Wisdom saving throw. Creatures that have telepathy, the elemental type, or speak Primordial make this saving throw with disadvantage. Those that fail must roll 1d6 and consult the chart below:

- **1: Earth Lover.** You are overwhelmed by a love of solid stone. You immediately move towards the nearest large rock and express your newfound affection by embracing it.
- **2: Solid Hysteria.** You fall to your knees and cry out about the crushing despair of The Mountain of Doom (Ogrémoch). You see only your inevitable death under his pulverizing enormity. You grant advantage to attack rolls against you until the beginning of your next turn.
- **3: Stone Legs.** Your legs have turned to stone, or at least you think they have! Your speed becomes zero until the end of your turn.
- **4: Rockspeaker.** A flood of Terran words fill your mind and you have no choice but to scream them out for the course of your turn. This prevents you from hiding or casting spells with a verbal component.
- **5: Mental Erosion.** You feel yourself slipping away but hold on for a few more seconds. Act normally this round but next round roll 2d6 and use the lowest number to determine what happens.
- **6: Insane Inspiration.** You are flooded with the enduring and relentless power of Ogrémoch. You gain 5 temporary hit points and make saving throws with advantage until the beginning of your next turn.

FIGHTING THE CULT OF THE BLACK EARTH

The troglydytes run to the nearest enemy and try to block access to Lorn. All of the cultists have successfully saved against the troglydytes' stench within the last hour. The giant badger moves toward a different foe and chases them wherever they flee. Alfun spends his first action to throw the stirge bomb (see sidebar) and then tries to hide behind the pedestal or a rock. Lorn tries to get the seed on the first opportunity and thrust it into a bag attached to his belt. He uses spells as appropriate, but flees the room if he has the seed and it looks like the cultists might lose the fight.

STIRGE BOMB

Alfun has constructed a fragile clay sphere that has several small holes in it. Inside he has sealed several stirges along with some glass jars of fragrant mud mixed with dried blood. When he throws the bomb (*Ranged Weapon Attack*: +4 to hit, reach 15/30 ft., one target. *Hit*: 1 bludgeoning damage), the mud splatters over the target and the now freed stirges target the victim over all other targets until they are satiated. If Alfun misses the target, the bomb splatters at their feet and they must succeed at a DC 15 Dexterity saving throw or still be covered in the mud (but do not take any bludgeoning damage). If the target succeeds, the stirges choose their targets randomly.

The mud might be washed or scraped off or spread to another foe at the DM's discretion. The DM is encouraged to reward creative thinking.

TREASURE

The characters can recover 100 gp worth of various coins from the cultists' pouches.

ADJUSTING THE ENCOUNTER

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

- **Very Weak party:** Remove two troglodytes, one giant badger and two stirges.
- **Weak party:** Remove one troglodyte and one stirge.
- **Strong party:** Add one troglodyte and one stirge.
- **Very strong party:** Add one troglodyte and one svirfneblin.

INTERROGATING THE CULTISTS

The cultists are clearly insane. The troglodytes are hire thugs, but Alfun and Lorn can be interrogated successfully. Alfun and Lorn are members of the Cult of the Black Earth who dreamed of the seed of fel earth while passing through Mulmaster. Believing they had been touched by The Mountain of Doom, they immediately began digging for it with the plan to bring it back to their cult. They are unable to tell the characters anything useful to locate other cult members and endure further interrogations stoically.

CONCLUDING THE ADVENTURE

Once the characters have defeated the cultists, they can claim the seed of fel earth and find their way out of the living caverns via the tunnel dug by the cultists.

THE SEED IS RECOVERED

Climbing out through the tunnel dug by the cultists, you escape the strange living caverns and finally see the light of day. You bare an odd glowing brain-like crystal that pulses with life. What do you do with it?

The characters need to decide what to do with the seed of fel earth.

- **Give it to Leleanor.** Leleanor is disappointed that the characters were unable to find the long lost gold, but is still interested in trying to find a buyer for the strange crystal. She gives the characters 50 gp as their share of the profits.
- **Give it to the Emerald Enclave.** The Emerald Enclave contact, Sarenolla the Whisperer meets the characters outside Fort Iron and is deeply troubled to see the seed of fel earth. Unwilling to touch it, she has the characters put it in a leather bag and then turns into an eagle and carries it away to determine what it is, and how to destroy it. She rewards the characters with 25 gp. Characters that choose this option succeed in the Emerald Enclave faction assignment. Characters that bring back only pieces of the seed still succeed in the Emerald Enclave faction assignment but are not rewarded with any gold.
- **Give it to Other Faction.** The faction is pleased the characters think of them over their other options and rewards the characters with 25 gp.
- **Give it to Elisande.** Elisande looks at the seed with wide eyes and then stares at the goat who nods. She thanks characters ("Dis fer me?") and she picks up the seed which causes the glow to fade. Looking sad, she pitches the now dull-grey crystal into the nearest ditch and is quickly distracted by a cat which she chases as it runs away. The goat follows at a leisurely pace.
- **Give it to Someone Else.** The DM must adjudicate an appropriate response.
- **Destroy It.** Smashing the seed with a bludgeoning weapon or tool causes the glow to fade from the resulting fragments.
- **Characters Keep It.** Only one character may keep the seed. Whomever keeps it earns the "Seed of Fel Earth" story award. Having removed it from the living caverns, it no longer causes madness and after a few days the glow appears to fade.

THE SEED IS NOT RECOVERED

Climbing out through the tunnel dug by the cultists, you escape the strange living caverns and finally see the light of day. Leleanor is disappointed to learn that you have not found the long-lost gold, but she says with a smile, "I suppose that's the life of an adventurer!"

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Specter	200
Shadow	100
Shard of Ogrémoch	100
Alfun Deeprock, svirfneblin	100
Giant badger	50
Lorn Tauh, acolyte	50
Troglodyte	50
Stirge	25

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Research information about the mine	25
Talk to Elisande	25
Mine Tunnels	50
Removing the seed from the mine	50

The **minimum** total award for each character participating in this adventure is **225 experience points**. The **maximum** total award for each character participating in this adventure is **300 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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

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

TREASURE AWARDS

Item Name	GP Value
Shard of Ogrémoch geodes	150 gp
Malus Blackiron's silver shield	50 gp
Cultists' loose coins	100 gp
Sell the seed of fel earth	50 gp
<i>or</i>	
Give the seed of fel earth to a faction	25 gp

The characters may keep any of the mundane equipment given to them by Leleanor in the Introduction.

+1 BATTLE AXE

Weapon, uncommon

This ancient axe is made of grey stone marbled with purple veins. Its head is inscribed with ancient dwarven runes and its haft is covered with the cured hide of a purple worm. A description of this item can be found in the Dungeon Master's Guide.

POTION OF GROWTH

Potion, uncommon

A description of this item can be found in the Dungeon Master's Guide.

POTION OF HEALING

Potion, uncommon

A description of this item can be found in the Player's Handbook.

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

REOWN

All faction members earn **one renown point** for participating in this adventure.

Emerald Enclave characters earn **one additional renown point** if the group surrenders the seed of fel earth to the Emerald Enclave.

Lords Alliance characters earn **one additional renown point** if the group returns the dwarven shield emblazoned with the holy symbol of Deep Duerra to Groshin Lor.

FAVORS AND ENMITIES

The characters have the opportunity to earn the following story reward during the course of play.

Seed of Fel Earth. You are in possession of the seed of fel earth; a piece of Ogrémoch, the Prince of Evil Earth, himself. Unbeknownst to you, the seed glows faintly while you sleep. While you slumber, those around you can hear the faint, yet distinct rumbling noises of something burrowing closer and closer to you.

DOWNTIME

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

DM REWARDS

You receive **100 XP**, **50 gp**, and **five downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter 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.

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SHARD OF OGRÉMOCH

Medium elemental, neutral evil

Armor Class 11 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	3 (-4)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Terran

Challenge 1/2 (100 XP)

Earth Walk. The shard of Ogrémoch can move across difficult terrain made of earth or stone without expending extra movement.

Trampling Charge. If the shard of Ogrémoch moves at least 20 feet in a straight line toward a creature and then hits with a slam attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the shard of Ogrémoch can move through the target's square and continue its movement (provoking an attack of opportunity from the prone creature if it moves out of its threatened area). If the shard of Ogrémoch comes to a second creature, it may attempt another attack with its slam as a bonus action. The second attack has no chance of knocking the foe prone.

ACTIONS

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

ALFUN DEEPROCK, SVIRFNEBLIN

Small humanoid (gnome), neutral evil

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.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

LORN TAUH, ACOYLTE

Medium humanoid (human), neutral evil

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. Lorn Tauh is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared (asterisked spell is from the *Elemental Evil Player's Companion*):

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bless*, *cure wounds*, *earth tremor**

ACTIONS

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

TROGLODYTE

Medium humanoid (troglydote), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 10

Languages Troglydote

Challenge 1/4 (50 XP)

Chameleon Skin. The troglydote has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglydote that starts its turn within 5 feet of the troglydote must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglydotes for 1 hour.

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

ACTIONS

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

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

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

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

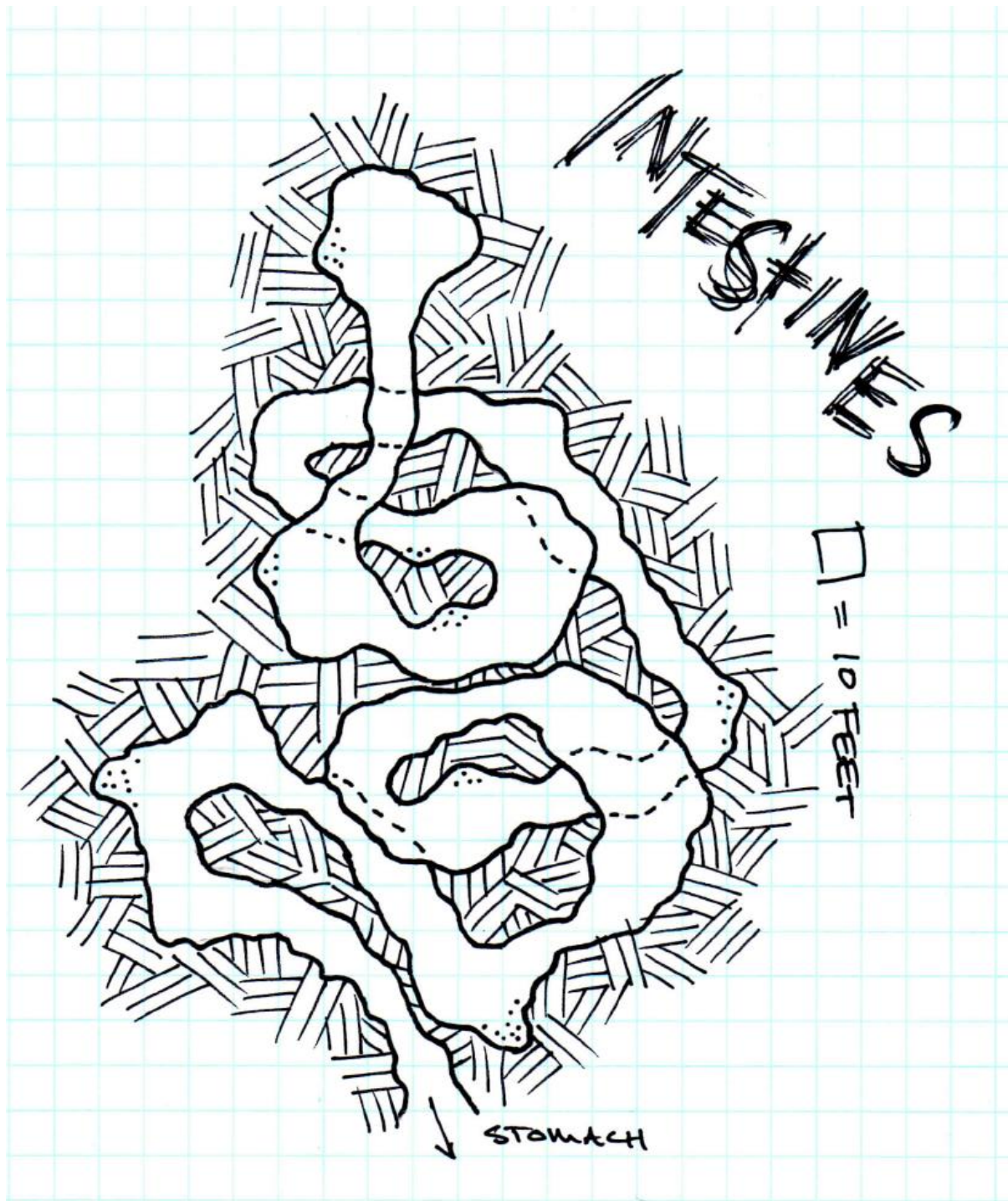
Challenge 1/8 (25 XP)

ACTIONS

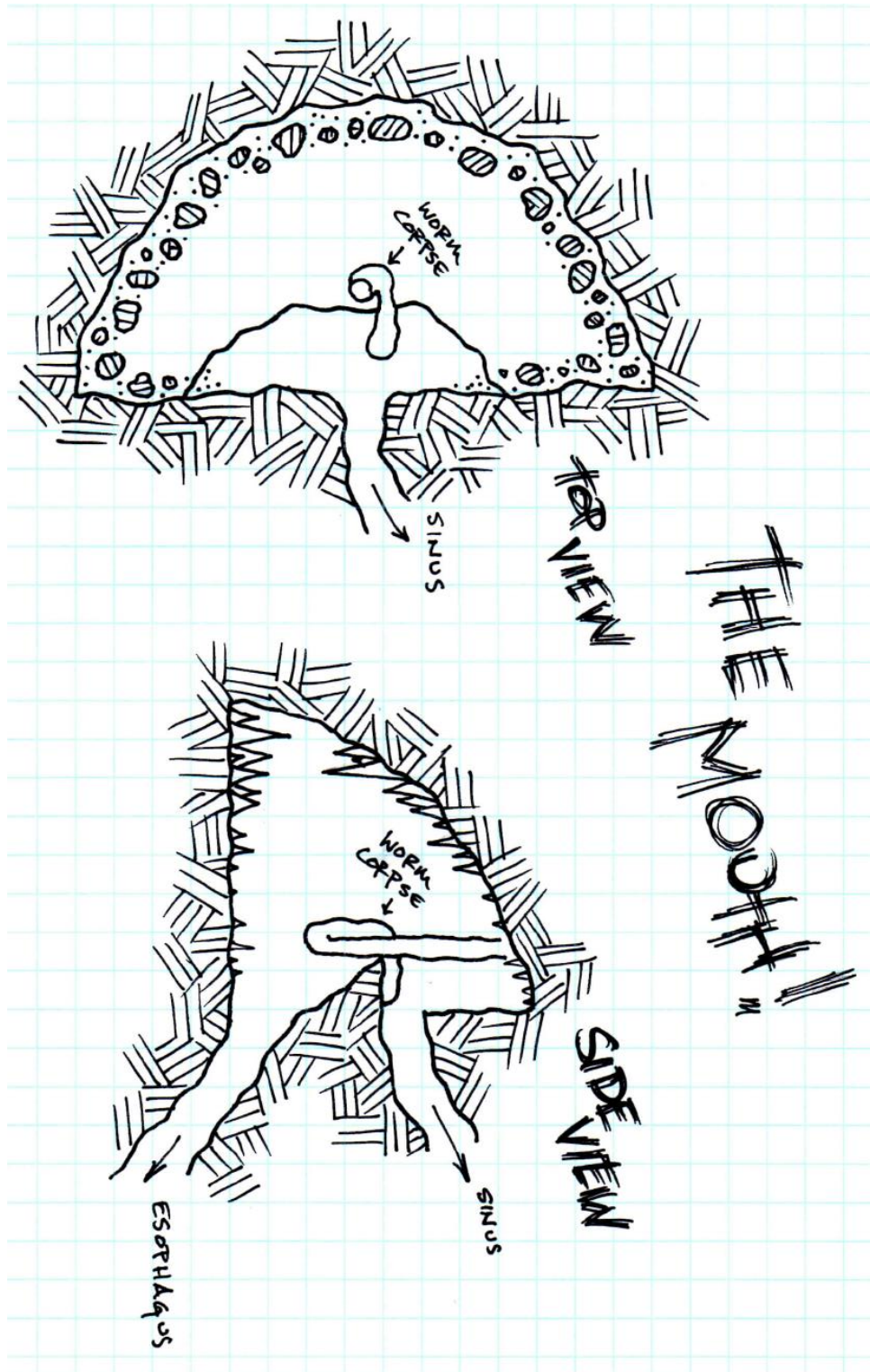
Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

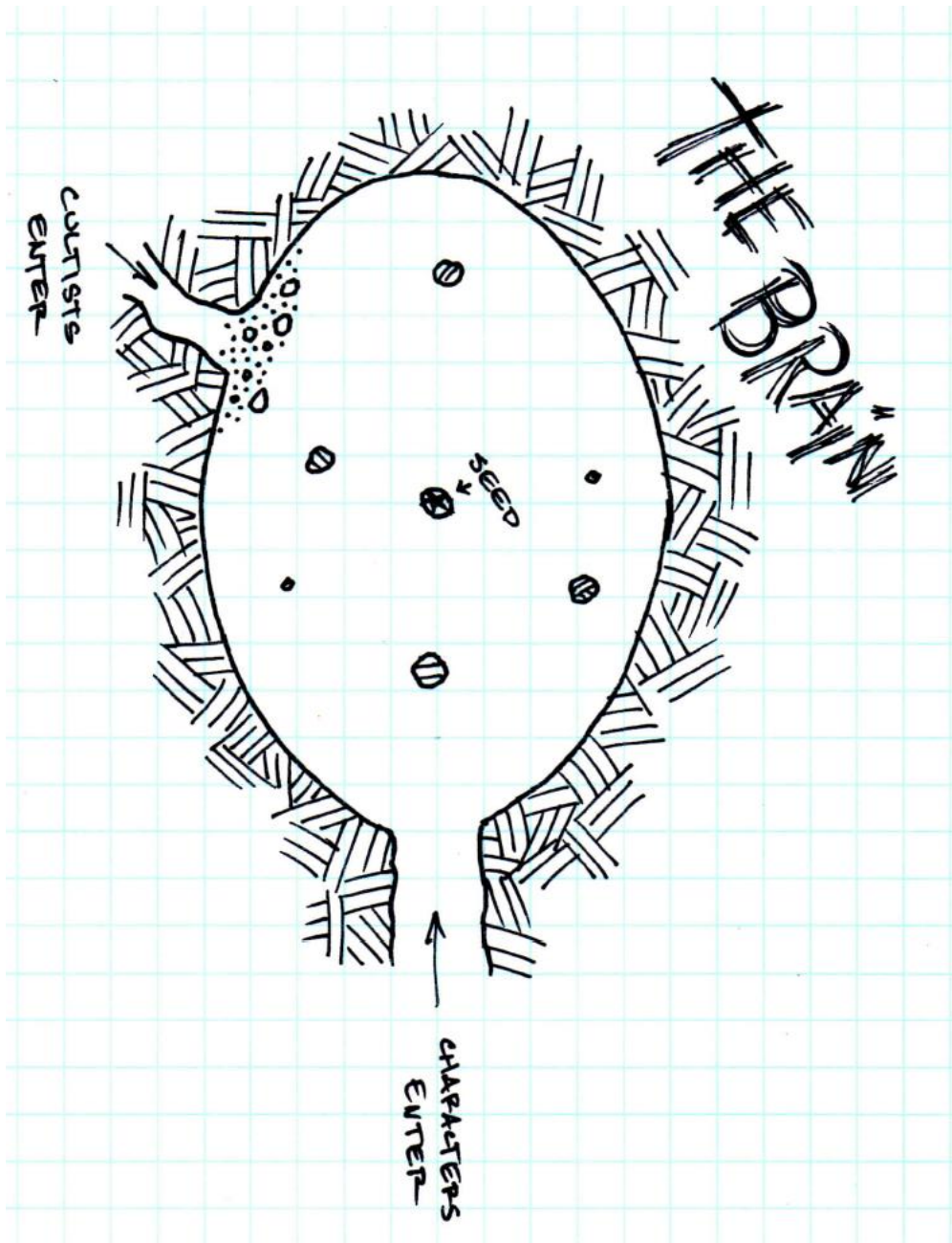
MAP 1: THE GUTS



MAP 2: THE MOUTH



MAP 3: THE BRAIN



DM APPENDIX: NPC SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Lleanor (luh-LEE-uh-nore). Human female. Descendent of Aurora the Eclectic; author of the Whole Realms Catalogue. Excitable, she is a shrewd businesswoman despite her cheerful and trusting demeanor.

Elisande (ELL-ih-sand). Human female. A young and thoroughly disquieting girl. Introduced in DDEX1-3 Shadows over the Moonsea and appeared in DDEX-10 Tyranny in Phlan. Elisande is seldom seen without her goat.

Goat (GOTE). Male goat. Goat eat food. Food goat food. Food.

Malus Blackiron (MAL-us). Deceased male duergar. Died within the Oubliette and wanders its corridors in undeath.

RESULTS CODE: JUNE-JULY 2015

If you are DMing this adventure during the months of June or July 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

