



LAST ORDERS AT THE YAWNING PORTAL

A Waterdeep Epic Adventure



Durnan has closed the Yawning Portal and mysteriously disappeared back down the well into Undermountain. His old adventuring companion Mirt has hung up his tankard and set off to find him, but he can't do it alone. Champions gather from afar to answer his call and rescue one of the city's most iconic heroes. Will YOU join them? A Three-Hour D&D Epics™ adventure for Tier 1-4 characters. Optimized for APL 3, 8, 13, and 18.

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INTRODUCTION

Welcome to *Last Orders at the Yawning Portal* - a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Season 8 storyline season.

This is a special D&D Epics™ 3-hour interactive adventure, designed for four or more tables playing together. Each group must contain three to seven 1st-to-4th-level, 5th-to-10th-level, 11-to-16th level, or 17-to-20th level characters.

Last Orders at the Yawning Portal starts outside Waterdeep's most iconic inn but soon descends to the Growling Groghouse, a tavern in the depths of the dungeon of Undermountain. To find the missing innkeeper, the heroes must unravel the tavern's secrets by mingling with its monstrous patrons.

EVENT ADMINISTRATORS

Guidelines for coordinating this event appear in appendix E, "Administrator Guide." If you're not helping coordinate, you don't need to read or print this section of the adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions for adjusting for smaller or larger groups, characters of higher or lower levels, and characters a bit more powerful than the adventure's optimized level. You're not bound to these adjustments; they're for convenience.

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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. Familiarize 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.)

PLAYING THE DUNGEON MASTER

You have the most important role—you bring the words on these pages to life. To facilitate this, keep the following in mind.

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

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues.

SPECIAL PREPARATIONS

Some Dungeon Masters enjoy preparing showpiece 3D terrain for D&D Epics™ adventures. For *Last Orders at the Yawning Portal*, suitable locations include the Growling Groghouse itself or any of the special quest locations. No preset maps are provided for any of these locations – so let your imaginations run wild!

ADVENTURE PRIMER

BACKGROUND

Long ago, the adventurer **DURNAN** quested through the dungeons of **UNDERMOUNTAIN** in search of gold and glory. Aided by his stalwart companion **MIRT**, Durnan returned to the surface with a sack of treasures, which he invested into the construction of the **YAWNING PORTAL** inn. For his sins, Mirt squandered his share of the riches on drink and women but remained a close friend of his comrade Durnan.

As the years whirled by, Durnan became obsessed that he'd missed some great treasure in the dungeon below. His mind eddied around a strange tavern that he and Mirt had found in the depths: the **GROWLING GROGHOUSE**. At last, Durnan found himself unable to contain his curiosity.

The proprietor of the Yawning Portal has mysteriously called time and disappeared into the dungeons below the tavern. His companion Mirt has an inkling that Durnan's headed for the Growling Groghouse, but alas, Mirt's too out of shape to hunt him down on his own. Instead, he tenders his purse to adventurers from far and wide to join him on a grand expedition into Undermountain to rescue the missing innkeeper.

WHERE IS DURNAN?

During Durnan's previous visit to the Growling Groghouse, the ancient black dragon **SKALLINDRAX** cast an insidious spell on him to lure him back down from the city when the time was right for the dragon to escape. Trapped for centuries inside a bottle of Maztican mezcal, the dragon plots to dominate Durnan and force him to steal the **DRAGONSTAFF OF AHGHAIRON**. Once Skallindrax has touched the staff, he can overcome Waterdeep's dragonward and rise above to conquer the city. Having recently drank from Skallindrax's bottle, Durnan has now wandered off into the dungeon and is slowly succumbing to the dragon's dominating power.

ADVENTURE OVERVIEW

This adventure has a duration of three hours and is played cooperatively between four or more tables. An extra hour is set aside for mustering groups and resolving the event.

As Dungeon Master, you guide your group through the mysterious Growling Groghouse tavern. Unlike previous D&D Epics™ events, *Last Orders at the Yawning Portal* pits characters of all tiers against the same threats! While mingling with the tavern's monstrous patrons, lower-tier characters could antagonize enemies vastly more powerful than themselves. To triumph in the event, players must cooperate between tables to share clues, overcome obstacles, and uncover Durnan's whereabouts.

As the players unravel the mysteries of the Growling Groghouse, they'll unlock four special quests: one for each of the four tiers. Any table can choose to take on a quest of their tier (or a tier above, if they're feeling brave!). Completing the quests successfully unlocks fragmentary verses of a drinking song that Durnan and Mirt composed long ago. Near the end of the event, the players unite to sing this song, summon the lost innkeeper, and hopefully free him from the curse of the black dragon Skallindrax!

At the start of the event, your group receives **player handout 1, Event Rules, from appendix C**. This handout summarizes the special rules of the event.

ADVENTURE HOOKS

Player handout 2, Adventure Hooks, from appendix C contains hooks to draw the players into the adventure. When the event begins, each player chooses a unique hook from this sheet. If none appeal, the character is simply answering Mirt's call for adventurers. Any character who completes the object of their hook gains the "Deep Delver" story award!

Missing Ally. You have a friend, relative, spouse, or ally who recently disappeared into the dungeons of Undermountain. Perhaps your search for Durnan can unearth clues to their whereabouts?

Legendary Grog. Some folk whisper of a tavern in the dungeons of Undermountain that brews spirits unseen in the world above. Bring a bottle of this grog to the surface to prove the rumors true!

Debt to Pay. The beholder Voolgrax dwells underneath Waterdeep. Years ago, you lost a bet to one of its henchmen, who sold the debt on to his master. If you can find Voolgrax, perhaps you can persuade the beholder to grant you a stay of execution?

Blood and Glory. Legends tell of an arena in the dungeons below Waterdeep, where gladiators can earn great renown by fighting monsters. Find this arena and win a battle within it!

Lift the Curse. An undead bard cursed a village in your homeland, rendering the inhabitants unable to talk without spitting out insults. The bard was recently sighted in Undermountain: if you find her, perhaps you can compel her to lift her curse?

One Good Turn. A mysterious barbarian recently rescued a comrade of yours from the dungeons of Undermountain. You've sworn to track this hero down and see if you can repay the favor.

Unmask the Proprietress. Brigands whisper of a secret Undermountain tavern governed by a mysterious proprietress. If you can uncover her real identity, the information could win you many friends.

EVENT RULES

Last Orders at the Yawning Portal is a D&D Epics™ adventure. Familiarize yourself with the following rules concepts before running this adventure. These rules are also summarized on **player handout 1, Event Rules, in appendix C.**

EPIC PARTICIPANTS

The following players comprise this D&D Epics™ event.

4+ GROUPS

Each table is run by a Dungeon Master and has 3-7 players. There must be at least four groups present, with one or more groups representing each of the four experience tiers. All characters within a group must belong to the same experience tier.

COMMANDER

A lead administrator, the commander, oversees the event. The commander keeps track of the overall flow of the event, makes important announcements, answers DM questions, and ensures everything runs smoothly. Full instructions for performing this role can be found in appendix E, “Administrator Guide.”

WANDERING CHARACTERS

This event also calls for three administrators to play the roles of wandering characters: Durnan the Innkeeper, Mirt the Moneylender, and the Black Viper. These administrators roam from table to table during the event and take over as temporary DMs for short interactions with the players. When a wandering character appears at your table, stop what you’re doing and wait for them to resolve the interaction!

GROUP CAPTAIN

Before the adventure begins, ask the group to designate one player as the group’s captain. The captain liaises with the administrators and the captains of other tables and makes decisions for the group when they can’t agree on a course of action through other means (such as voting). If your group can’t pick a group captain, appoint someone to the job yourself.

EPIC EVENTS

Last Orders at the Yawning Portal encourages interactivity between tables. The following rules are designed to work across multiple groups.

SHARING CLUES

As the players explore, they’ll uncover clues on how to overcome the tavern’s challenges and unravel Durnan’s story. Players are encouraged to share these clues with their allies – but they can only share each clue with **one other table!** Additionally, if a table shares a clue with your players, and they have a clue they haven’t shared, they must share an unshared clue as well.

Players must share their clues surreptitiously! If the wandering character known as the Black Viper uncovers too many clues, she could get to Durnan before the players find him!

As Dungeon Master, be clear to your players when they’ve found a clue, so they know it is information they can share. Clues are clearly called out in the adventure text with the clue symbol:



To unlock a clue, the players must first complete a challenge in the Growling Groghouse and win its victory point.

REQUESTING AID

Tell your players they can request aid from other tables at any time, but only **once** during the event. Perhaps they need the help of a high-level mage, a powerful spell of healing, or the services of a skilled rogue? If the group captain can locate a character who’s willing to help, they can call on their aid!

The following rules must be upheld when requesting aid:

- Each group can only call for aid **once** during the event.
- Groups can only request aid for challenges within the Growling Groghouse i.e. **they can’t request aid during special quests.**
- The character granting aid takes a single action to attack, cast a spell, make an ability check, or use an item. If needed, the player leaves their seat and visits the table to resolve this.

- The tavern's sigil of balance dispels any magical effects that linger for longer than a single encounter. For example, if a spellcaster uses *summon greater demon* to conjure a barlgura for the party, the demon is dispelled at the end of the encounter.

SPECIAL QUESTS

As players earn victory points, special quests are unlocked for all groups to participate in. When a quest is unlocked, the commander makes an announcement to the whole assembly.

Each quest is restricted to one of the four tiers. Your own group can choose to tackle any unlocked quest of their own tier – or any tier above, if they're feeling brave! A group can't undertake a quest of a lower tier than its own players.

You can run a quest as soon as it's unlocked, and each quest should take no more half an hour to play. If your group completes their quest, ask the group captain to summon Durnan the Innkeeper to your table. When this administrator arrives, he'll give the players a handout containing a verse of his drinking song and teach them how to sing it.

When the final verse of the song unlocks, the commander announces the closure of any special quests still in progress. Any players still participating in these quests return to the Growling Groghouse and gain inspiration for their efforts. Each player can also claim a tavern prize from the grab bag at HQ.

TAVERN PRIZES

Completed quests allow players to draw random prizes from the grab bag at HQ. All prizes are common magic items themed around taverns and drinking.

When specified by the text, send your players to HQ to draw prizes from the grab bag. If a player draws an item they already own, they can return it to the bag and draw another.

BAR FIGHTS!

Unless specified otherwise, any combat that occurs in the Growling Groghouse triggers a rowdy bar fight that spills across tables! When combat occurs at your table, stand up and shout "Bar Fight!" loud enough so any nearby tables can hear you, and then resolve the combat as normal.

If a DM at an adjacent table to your own shouts "Bar Fight!", each player at your table must stop what they're doing and roll a d20 on the Bar Fights table to determine a random effect!

BAR FIGHTS

d20	Effect
1	Someone smashes a lantern over your head. You take 2 (1d4) bludgeoning damage and must succeed on a DC 13 Dexterity saving throw or catch fire. While aflame, you take 5 (2d4) fire damage at the start of each of your turns until you or another creature uses an action to extinguish the flames.
2	Splinters of broken glass shower you. You must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) piercing damage.
3-4	A large bowl of hot stew flips into the crowd. You must succeed on a DC 10 Constitution saving throw or be blinded until the end of your next turn.
5-6	A table gets shoved into you from behind. You must succeed on a DC 10 Strength saving throw or be knocked prone.
7-8	A tray of food lands at your feet, making your footing dangerous. Your enemies have advantage to attack you until you move.
9-10	One of the brawlers is a bard and randomly chooses to give you bardic inspiration (1d6) as they sing a fighting song.
11-12	A thrown bottle cracks you on the head. You must succeed on a DC 10 Constitution saving throw or be stunned until the end of your next turn.
13-15	Your table is flipped with its contents being strewn across the floor. You must succeed on a DC 10 Dexterity saving throw to avoid landing prone with a table on top of you.
16-18	Someone's gold-capped tooth lands nearby (on the table, in your glass, in your food, etc.). It is rotten and smells so badly, you must succeed on a DC 10 Constitution saving throw or spend your turn retching and reeling.
19-20	Nothing happens.

VICTORY POINTS

As the players overcome challenges in the Growling Groghouse, they discover leads to Durnan's whereabouts. Each time your players find a new lead, tell your group captain to report the victory to the commander. When enough victory points are uncovered from each tier, the players unlock a special quest for all groups (see below).

Players should also track the number of victory points they've earned on **player handout 3, The Growling Groghouse, in appendix C**. At the end of the event, the group captains hand these sheets to the commander and the group which won the most victory points is declared the winning group. All players in that group gain the "Tavern Hero" story award.

DRINKING SONG

Near the end of the event, the administrators ask the assembled players to join them in singing Mirt and Durnan's drinking song! Each group holding a verse of the song must sing their verse aloud when the time comes.

If enough verses have been recovered, the players summon Durnan from captivity at the end of the song and unleash the dragon for the final battle. If the players fail to sing the full song, one hero must swear loyalty to the Black Viper as a trade to reveal Durnan's whereabouts. This character is lost forever!

INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epic™ event (these rules and others are summarized on **player handout 1, Event Rules, in appendix C**).

SHORT AND LONG RESTS

The event plays out in just a few hours of game time. Players can't afford to take long rests and can take

only **one short rest**. Opportunities to earn additional short rests occur during play.

If players have access to the *catnap* spell, they can cast it to gain the benefits of a short rest.

PLAYER SPELLCASTING

Right from the start of the adventure, the characters have limited time to rescue Durnan, making it difficult to cast certain spells.

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can only be cast during the event if the group uses their short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups in the Growling Groghouse at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.

SPELLCASTING SERVICES

During the event allied clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days. Such spells can't be cast during combat.

TAVERN RULES

- No Mounts
- No Large Animals (nothing bigger than size small)
- No Metal Contraptions
- No Undead
- Bards must register at the bar if they wish to perform. They get a free drink after performing.

BEGINNING THE ADVENTURE

Allotted Time: 15 minutes

When the event begins, the administrators make the following announcement:

The Yawning Portal! Most famous of all Waterdeep's inns and the entrance to the dungeon of Undermountain! Countless adventures have begun at this legendary drinking hole – and more than a few have ended in the labyrinth beneath. Tonight, on one of the busiest days of the year, the Yawning Portal is mysteriously closed...

As you stand outside in the rain, a plump nobleman beckons for you to join him. He introduces himself as Mirt the Moneylender.

"The Yawning Portal's closed for good, or at least 'til we figure out what's happened to its owner, my old pal Durnan the Wanderer. He's disappeared down the well to Undermountain! Years ago, we quested the dungeon together: it's how we made our fortunes. But that old stoat always thought he'd missed something down there in the dark. He's likely returned to take another look! Last time he didn't come back for a hundred years, and I don't fancy waitin' that long for a drink. If ye can help me find him, there's magic aplenty waiting for ye as a prize."

SETUP

Now run through the following steps in sequence.

EXPLAIN EVENT RULES

Give your group **player handout 1, Event Rules, from appendix C**, and briefly explain the rules listed on the sheet. Ensure everyone is clear on the restrictions placed on spells and resting.

INTRODUCE CHARACTERS

Go around the table and ask each player to offer a short introduction for their character. Grant inspiration to any player who acts in character or describes their character well.

CHOOSE ADVENTURE HOOKS

Give your group **player handout 2, Adventure Hooks, from appendix C**, and ask each player to choose an adventure hook for their character. No two characters may share the same hook. If none appeal, the character is simply answering Mirt's call for adventurers.

CHOOSE GROUP CAPTAIN

Ask the group to designate one player as the group's captain. If your group can't pick a group captain, appoint someone to the job yourself.

MIRT'S BRIEFING

Before the characters descend into Undermountain, Mirt shares the following important information:

- Decades ago, Mirt and Durnan explored the labyrinth of Undermountain together. Deep below ground, they found the Growling Groghouse: a tavern where wandering monsters from across the dungeon rubbed shoulders together.
- Durnan always suspected that the Growling Groghouse held hidden treasures that eclipse anything else they found. In the years since, he's become obsessed with going back down there.
- Mirt's worried for his old friend – Durnan's not the sword swinger he once was! – but Mirt's too unfit to mount a rescue himself. He needs the help of brave adventurers to do his dirty work for him!

Mirt has the following plan to rescue his old friend:

- Mirt and Durnan spent days drinking down there in the dark. In their cups, they composed a drinking song to help them find each other if they ever got separated.
- On their way back the surface, that drinking song aided them many times. Alas, Mirt has since forgotten every word of it and can only hum the melody (which matches "Pop Goes the Weasel"). The denizens of the Growling Groghouse are sure remember some of the lyrics: if the characters can piece together the lost verses, perhaps they can all sing the song together to summon Durnan from the dungeon?

Treasure. As reward for finding Durnan, Mirt offers the group the magic item listed for your tier (see "Rewards").

PLAY!

You're now ready to begin play!

INTO THE DARK

When your group is ready to descend into Undermountain, read the following aloud:

In groups, your alliance of heroes is lowered down the well into the labyrinth of Undermountain. You have strength in numbers, but the dungeon of the mad mage is ever-changing and plays tricks on the mind. In the time it takes for Mirt to locate the lost tavern, the harrowing journey leaves scars on many of you.

UNDERMOUNTAIN EFFECTS

The journey through Undermountain imparts ongoing effects that last for the adventure or until cured with the right spell or ability. Before entering the Growling Groghouse, ask each player to roll on the Undermountain Effects table to determine a quirk their character picked up during the journey. If a player balks at the result for whatever reason, ask them to describe the 'wacky' circumstances that allowed this odd occurrence to happen.

UNDERMOUNTAIN EFFECTS

d20	Effect
1	A mind flayer partially ate your brain. You have disadvantage on Wisdom, Intelligence, and Charisma saving throws and ability checks.
2	A dart fired from a treasure chest has poisoned you until your next short rest.
3	A brush with a rust monster corroded any metal armor or shield you're wearing. Such items take a -1 penalty to the AC they offer.
4	After stepping on a cursed mosaic, your footsteps emit loud musical notes, granting disadvantage on all Dexterity (Stealth) checks you make.
5	The draining touch of a specter has reduced your hit point maximum by 4 hit points.
6	A glance into a magic mirror has drained one unused spell slot from you. If you don't cast spells, it instead grants you knowledge of a cantrip of your choosing.
7	To appease a hungry otyugh, you were forced to throw away one item listed on your character sheet that had a weight of 1 lb. or more.
8	A bugbear punched you in the throat, and now you can only speak in whispers.
9	Drinking the water from a magic fountain granted you 2d10 temporary hit points.
10	A mummy cast a spell on you that caused wings to sprout from your back. You gain a fly speed of 30 feet.
11-20	No effect.

THE BLACK VIPER

When the players are ready to enter the tavern, read the following aloud:

Up ahead, a snarling wolfman dressed in regal attire stands silhouetted in front of a firelit archway. From within echoes a cacophony of exotic music, monstrous laughter, and the barking of many hounds.

As you arrive, a woman swathed in black leather glides up to the wolfman and whispers in his ear. With a gasp, Mirt pulls you back into the shadows.

"Ye gods! That's the Black Viper!"

Mirt reveals the following information:

- The Black Viper is a notorious burglar, pickpocket, and assassin from the city above. The merest mention of her name is enough to strike fear into most folk.
- The Black Viper knew Durnan was obsessed with some treasure below. It looks like she's trying to find out for herself where he's gone: surely with the intention of stealing his treasure!
- Mirt warns the group to be careful with their dealings in the tavern. If they accidentally spill what they know to the Black Viper, she could get to Durnan before them!
- Mirt advises the characters NOT to attack the Black Viper outright, since she might know something of value.
- Mirt says that the group must go it alone from here but advises that he'll be surreptitiously moving around the tavern to offer help when needed.

If any character feels compelled to attack the Black Viper, whatever the attack or spell is fails, as she disappears in a cloud of smoke, before reappearing elsewhere in the tavern. (i.e. she's protected by Halaster.

Before he departs, Mirt answers any more questions that the group has about the mission and reminds them of their goals: find out what happened to Durnan and recover the lost verses of their drinking song!

THE GROWLING GROGHOUSE

Allotted Time: 2 hours

To find Durnan, the players must mingle with the monstrous patrons of the Growling Groghouse!

GETTING INSIDE

To enter the tavern, the group must talk their way past the werewolf doorman. This encounter is detailed in area 1, “Werewolf Doorman,” in the next episode of the adventure: “The Growling Groghouse”. Proceed there now.

WEREWOLF DOORMAN

A shaggy **werewolf** guards the front door of the tavern. The lycanthrope has assumed its hybrid form and is attired in a specially tailored costume, complete with tricorne hat, cape, and embroidered tunic. His name is Rackstraw.

Rackstraw greets visitors warmly but warns he'll only grant entry to them if their names are on his guest list. If their names aren't on the list, Rackstraw hints that he'll accept a gift of coin instead. The werewolf clutches an unfurled parchment bearing a long list of names scrawled in ink.

To gain entry to the tavern, the players must persuade Rackstraw to let them in, sneak past him, or overcome him using magic or brute force. If Rackstraw sniffs trouble, he howls for backup from his allies inside (use the **jackalwere** spellcasters described at the start of this episode under “Exploring the Tavern”). Rackstraw has been a lycanthrope from birth, so he's grown to accept his curse.

CHALLENGE: IF YOUR NAME'S NOT ON THE LIST

Rackstraw only talks freely to the characters if he's already granted them entry to the tavern.

Lifting names from Rackstraw's guest list is one way to gain entry. Characters who sneak a glance at the parchment must succeed on a DC 15 Wisdom (Perception) check, glimpsing 2d6 unchecked names on a success. On a failed check, Rackstraw notices the character staring at his parchment and hides it behind his back.

Rackstraw also grants entry to the group if they bribe him with 50 gp or more. He gets angry if the characters offer him silver, or worse, try to palm him actual silver. If the characters provoke him further, he howls for backup and dives into combat.

Success. Rackstraw confirms that the innkeeper visited recently and seemed unusually thirsty for drink: almost like a man possessed. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



The doorman also hints that the Proprietress keeps prisoners inside the cells of her monster pit. One of the prisoners, Sir Nikolas, was chatting to Durnan before his capture.

EXPLORING THE TAVERN

Read the following aloud when your group enters the tavern:

Steam rises from a grilled pit in the floor of this tavern. Monstrous patrons from across the Underdark lounge at tables around the pit and hell hounds snarl from iron pens in the walls. A glowing rune carved into the ceiling bathes the room in magical green light.

Give your group player handout 3, The Growling Groghouse, from appendix C. This handout highlights points of interest within the tavern and provides a few simple clues. Grant your players a few minutes to study the handout and then ask them which points of interest they wish to investigate.

THE GROWLING GROGHOUSE

For centuries, the Growling Groghouse has stood as a secret waystation in the depths of Undermountain. All are welcome in this hive of scum and villainy: whether they're here to gamble on the pit fights, trade, or get sloshed on rare spirits.

Dimensions and Terrain. The tavern is built around a sunken fighting pit. Animal pens filled with snarling hell hounds line the walls. Surfaces are worked stone and the ceiling is thirty feet high.

Lighting. The glowing rune in the ceiling floods the room with dim green light. Dripping candles cast warmer light over the tables, bar, and the dragon skull hanging from the ceiling.

Owners. The mysterious Proprietress built the tavern centuries ago and dwells here to this day. Her loyal jackalwere followers lead her hell hounds on regular hunts to gather captives for the pit fights.

TAVERN DEFENSES

The Growling Groghouse has many magic defenses that can impact play. Familiarize yourself with the following rules before running this episode.

Sigil of Balance. The glowing rune on the ceiling protects the staff from most spellcasting that occurs within the tavern. The Proprietress is particularly wary of spells that beguile her staff or patrons.

- If a spell is cast inside the tavern to summon a creature of CR 3 or above, the sigil dispels the creature after one encounter.
- If an enchantment spell is used to gain a clue from a patron or trick one of the staff, the sigil alerts the tavern keepers to the presence of the spellcaster (see below).
- The sigil dispels any spell used to carry out a mass assault on the patrons or staff (for example, a *cloudkill* spell). By contrast, the tavern keepers cast a blind eye to spellcasting used to resolve private disputes, unless enchantment spells are also used to gain information.
- The rune can't be dispelled, but its powers are suppressed if the rune is placed inside the area of an *antimagic field*.

Any character who succeeds on a DC 12 Intelligence (Arcana OR Religion) check recognizes the rune as a symbol of balance and neutrality. A *detect magic* spell or similar magic detects an aura of powerful abjuration magic emanating from it.

Tavern Keepers. Hooded jackalwere spellcasters prowl the shadows, keeping an eye out for trouble. Each tavern keeper has the statistics of a **jackalwere** with the following adjustments:

Innate Spellcasting. The jackalwere's spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *message*, *entangle*

1/day each: *see invisibility*, *faerie fire*, *giant insect* (tier 2+), *conjure fey* (tier 3+), *shapechange** (tier 4).

If the characters draw the ire of the tavern keepers, they receive a warning not to cast any more spells. Four **jackalwere** tavern keepers attack the group if they defy them further, trying to subdue the characters and throw them before the Proprietress. Above tier 1, the jackalweres use their summoning spells before entering combat or cast *shapechange* to transform into monstrous forms.

POINTS OF INTEREST

Your players can explore the Growling Groghouse as a group or split up. If they choose the latter, try to jump regularly between players to keep everyone engaged!

The following sections correspond to points of interest highlighted on **player handout 3, The Growling Groghouse, from appendix C**. These are provided in both alphabetic and numeric order.

1. ALEWIFE

A walking tankard slips furtively between the table legs, looking for cups to fill. This impish fey is an Astafottle, known more commonly as an “**Alewife**”.

Any creature that moves within 30 feet of the fairy is subjected to her Intoxicating Aura and risks being charmed (the alewife’s description explains this power in full). Charmed creatures relentlessly seek out alcohol to consume until the alewife dies or chooses to release them from her enchantment.

The tavern keepers allow the alewife to stay here so long as she excludes them from her aura, and the patrons are mostly tolerant of her. Characters who succeed on a DC 12 Intelligence (History) check recall the alewife lore detailed in appendix B.

CHALLENGE: LEGLESS BUT SMILING

The alewife refuses to talk to anyone who isn’t drunk. If a drunk character asks for her help, she only agrees to aid them if they do a favor for her first. Frustrated that she can’t spread her mirth to the tavern keepers, the alewife wants the character to find a way to make one of them “merry”. This is tricky, as the austere tavern keepers only ever drink milk while they’re on the job.

The players must come up with their own plan to intoxicate a tavern keeper. To spike one of their drinks, a character must succeed on a Dexterity (Sleight of Hand) check opposed by the tavern keeper’s passive Wisdom (Perception). Most alcohol cuts clean through the milk, but the Growling Groghouse also serves spirits that can knock a dwarf from their seat with a single sip. See the “Liquor Cabinet” entry for more details.

The tavern keepers attack the group if they catch them spiking their drinks or attempting to charm them with magic (see “Tavern Defenses” under “Exploring the Tavern”).

Success. The alewife agrees to help the group however she can and merrily answers their questions. If they enquire about Durnan, she reveals that he was muttering something about a spell that had drawn him back down here. When the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.



The alewife reports that the drow gunslinger playing opposite the beholder is cheating, as she’s seen him hiding a pair of loaded dice in his boot.

2. CRAWLING HANDMAIDENS

Undead hands crawl throughout the tavern, working as serving maids for the Proprietress. These **crawling claws** serve drinks, mop the bar, and occasionally play games of “Rock, Paper, Wizard” with the patrons.

The crawling claws were once attached to the wrists of a troupe of female Cormyrean dancers. When they refused an invitation to perform at the tavern, the Proprietress kidnapped them, cut off their hands, and threw the rest of them into the fighting pit. Any patron in the tavern can recount this grim tale.

The crawling claws understand Common but can’t speak or spell out messages. The best they can do to communicate is point, raise a thumb in approval, or dismissively waggle a forefinger.

When a character first interacts with the crawling claws, they notice that one of them is missing a wedding ring from its finger. The claw bears the imprint of a ring on its finger, but no ring can be seen...

CHALLENGE: THE MISSING RING

The crawling claw misses its ring, which was taken from it by one of the jackalwere kennel keepers and run through the nose of his favorite hell hound (see area “10: Hell Hound Kennels”). Unless the players uncover a clue to the ring’s whereabouts, the only way to locate it is to inspect the kennels on a whim.

Success. The crawling claw is delighted to be reunited it with its ring. If the characters ask it about Durnan, it points excitedly at the dragonskull hanging from the ceiling. When the players acquire this lead, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.



The crawling claw indicates that there is a key hidden in the muck of the fighting pit by miming the turning of a key and then pointing toward the pit.

3. BEHOLDER GAMBLER

A **beholder** gambler, Voolgrax, and its miscreant gang of cutthroats play high-stakes games of chance inside this private booth. Seated (or hovering) around the table are Voolgrax, four **bugbear** gangsters, the **drow gunslinger** A'jax Zorrin, and the hobgoblin **warlord** Badrok Vile. Only the bugbears are loyal to Voolgrax: the other two are trying to swindle the beholder. A'jax keeps a pair of loaded dice in his boot that he palms into his cup whenever he feels the need to improve his odds.

The gamblers are playing a popular dice game called Dragon Flight (see sidebar). Only three spaces remain at the table but Voolgrax gladly orders his bugbears to cash out to accommodate fresh challengers. Unfortunately, Voolgrax is a bad loser. If beaten in a match, the beholder is liable to disintegrate its opponents!

Combat. Voolgrax orders its goons to beat on anyone who fails to show proper deference. If overpowered, it spills the beans to avoid dying.

- At tier 1, the beholder orders its four **bugbears** into combat.
- At tier 2, the beholder pays the **drow gunslinger** to join the four **bugbears**.
- At tier 3, the beholder pays the **drow gunslinger** and the **warlord** to join the four **bugbears**.
- At tier 4, the **beholder** attacks alongside the other monsters.

Debt to Pay. Characters with an old score to settle with Voolgrax can attempt to negotiate a deferral of their payment. This requires success on a DC 20 Charisma (Persuasion) check. Grant advantage if the player roleplays the scene well. Voolgrax gladly defers the payment if the characters impress it by completing its challenge (see below).

CHALLENGE: SORE LOSER

Voolgrax isn't interested in talking about the innkeeper while there's coin to be won on the table. The beholder invites the characters to buy into the next round of Dragon Flight.

Each participant must buy into the round by meeting the table's ante of 10 gp. If a player can't afford to bet, the beholder accepts items of equal purchase value, which it cashes into coin. Each round has a betting limit of 20gp. After a player rolls their dice, they have an opportunity to raise their stake up to the betting limit. Participants who can't match the stakes must withdraw from the game and

lose their current bet. To keep things simple, count Voolgrax and its minions as a single participant, and A'jax and Badrok as another. Each player in your group can make their own bet if they participate.

To represent the advantage A'jax and Badrok gain from cheating, roll an additional die after their initial roll and swap it with any die rolled.

To gain Voolgrax's trust, one or more challengers must play a round of Dragon Flight – and lose! Don't reveal to the players that this is their goal; instead, describe how the beholder gets progressively angrier as the game turns against it. If it loses the match, it targets the winning player with a disintegration ray. Characters who survive this attack are ordered to leave the table on pain of death.

If the players expose A'Jax's deception, the beholder uses its Petrification Ray to turn the drow to stone. The characters instantly win the beholder's respect and it gladly answers their questions.

Success. Voolgrax reveals that Durnan had stolen a key from someone in the tavern. When the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



The cultists are awaiting the arrival of a new leader, the Great Dragonfang Vador Drex. None of the cultists have met him before.

THE RULES OF DRAGON FLIGHT

This may be the most widespread dice game in Waterdeep, and perhaps all the world. It's a favorite amongst casual gamers but is played by some serious gamblers in the City of Splendors.

The game is played with five dice, and the purpose is to create as many matching faces as possible. On your turn, throw all five dice. You are permitted two rethrows, which allow (but don't oblige) you to reroll any of your dice.

After each player has had their turn, the player with the best roll wins, according to the following table:

Dragon Flight	Five of a kind
Hydra	Four of a kind
Rampage	Pair + Three of a kind
Chimera	Three of a kind
Ettin Heads	Two pair
Bugbears	One pair
Goblin Toes	No matches

As can be seen, each combination has its own name. By tradition, observers call out the name of the combination as it happens. There is typically much excitement when someone throws a "Dragon Flight"!

4. CULT CEREMONY

The Cult of the Dragon has booked this booth for a private party. Five drunken human **cultists** – Drim, Nimschel, Bodl, Nergim, and Stenn – are out celebrating Drim’s recent acceptance into the cult. They’re joined by their superior, **cult fanatic** Merl Coinmangler, who’s arranged for this evening to be paid from the cult’s coffers. Unfortunately, the giff barkeep has refused to serve them any more drinks after Stenn called him a “rhino-man”. With their tankards rapidly running dry, the cultists are becoming crabby and irritable.

The cultists are drunk, granting them disadvantage on ability checks, saving throws and attack rolls. Merl speaks on their behalf if challenged, pompously stressing his role as the boss. When he first speaks to the characters, he drunkenly reveals that “until the Great Dragonfang turns up, I’m the boss down here, understand?”

CHALLENGE: ROLL OUT THE BARREL

The cultists won’t help the group unless the giff barkeep can be persuaded to serve them more drinks; which in turn requires completion of the barkeep’s challenge (see area 6: “Giff Barkeep”).

Characters who offer to cover the cultists’ tab must succeed on a Charisma (Deception) check opposed by the barkeep’s passive Insight of 11. On a failure, the barkeep discerns that the drinks are being bought for the cultists and refuses to sell them. If the check succeeds, the characters must pay 10 gp per cultist to keep them pumped with booze.

Any character who poses as the Great Dragonfang must succeed on a Charisma (Deception) check opposed by the cult fanatic’s Wisdom (Insight) check. On a success, Merl drunkenly fawns before his superior and agrees to help however he can. The cultists attack the group if they believe they’re being tricked or manipulated.

Success. When asked about Durnan, the cultists reveal that the innkeeper was down here looking for information on a dragon called “Skallindrax”. When the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.



The cultists know that the inscription on the dragon skull hanging from the ceiling is an *illusory script*. Another message lies beneath, but they haven’t worked out what it is yet.

5. DRAGONSKULL

The candle-covered skull of an ancient silver dragon hangs from the ceiling. Iron chains keep the skull suspended 20 feet above the floor. A winch mounted on a nearby wall can be operated to raise or lower the skull from the ceiling.

The skull has the following motto painted on it in Draconic script: “A fine ale may be judged with one sip, but it’s best to be thoroughly sure”. The words wrap around the skull’s surface, meaning whole inscription can only be read by viewing the skull from multiple angles.

CHALLENGE: WHAT LIES BENEATH

A *detect magic* spell or similar magic reveals an aura of illusion magic emanating from the inscription. The motto is in fact an *illusory script* designed to mask a hidden inscription beneath.

The hidden inscription recounts a battle between the silver dragon Pallasargent and her nemesis, the black dragon Skallindrax (see “The Legend of Skallindrax” sidebar). The characters can dispel the illusory script to reveal the true message, or a creature with truesight can see through the illusion. The medusa peddler sells magic spectacles that can be worn to perceive the hidden script (see area 15).

If your players uncover the hidden script, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.

THE LEGEND OF SKALLINDRAX

Aghhairon’s dragonward prevents dragons from ever entering the city of Waterdeep. Only the *staff of Aghhairon* can bypass the ward, so meddling dragons have plotted for centuries to steal the staff and use it to infiltrate the city. Among these was Skallindrax, an ancient black dragon who dwelled in the dungeon of Undermountain. Skallindrax was opposed by his nemesis Pallasargent, a silver dragon tasked by Aghhairon himself to protect his ward.

For centuries, the two dragons warred against each other. Neither could defeat the other in battle, but Pallasargent eventually succeeded in trapping Skallindrax inside a magical bottle. Knowing that her enemy could potentially break free one day, Pallasargent swore to stand vigil beside the bottle until the end of time. The dragon eventually died, but her skull still watches over the sanctuary where the bottle was stored: the very skull on which this legend is inscribed!

6. GIFF BARKEEP

An enormous humanoid with the head of a hippopotamus works the bar. This is Balfour, a **giff** mercenary who serves as a barkeep while on “shore leave” from his regiment. Balfour wears a faded military uniform and has an arsenal of polearms, blunderbusses, and muskets mounted on the wall behind him.

When the characters first meet Balfour, he’s attempting to compose a poem to celebrate his regiment’s many military victories. So far, all he’s got is “We’re rough, we’re tough, we’ll bomb your stuff, we’re the Glorious Fighting Nine!”, but he isn’t really wedded to any of it.

Balfour encourages patrons to consult the drinks menu pinned behind him before placing an order at the bar (see “Liquor Cabinet”).

CHALLENGE: OH, FOR A MUSE OF FIRE!

Balfour only agrees to help the characters in their quest if they compose a four-line poem to celebrate his battalion.

The players must devise this poem themselves and then pitch it to Balfour by succeeding on a DC 15 Charisma (Performance) check. The barkeep doesn’t detail any of his regiment’s battles: instead, he advises the characters to compose a poem that praises the fighting spirit of the “Glorious Fighting Nine”. Grant advantage to the roll for particularly grand poems. Any poem that mentions the battle of Stardock automatically succeed.

Success. If impressed, Balfour reveals that Durnan was down here recently, and had asked for the “oldest bottle of grog in the house”. Balfour told him he only sold spirits by the measure, which angered the innkeeper and made him promise he’d get that bottle “by hook or by crook”. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.



The barman saw Durnan talking to the keepers of the hell hound kennels. He says that those jackalweres always attempt to lie, but they wince if they’re forced to tell the truth.

7. GLASS THE BARBARIAN

A huge female barbarian sits astride this barrel, supping beer from an adamantine stein. This is Glass, a human **berserker** from the world above. She’s dressed in furs, with a magic hammer lashed to her belt under a bulky bearskin cloak.

Glass doesn’t care much for strangers and gruffly warns those who approach her that she’d prefer to drink alone. To win her patience, a character must impress her with their prowess in the monster pit (area 16) or succeed on a DC 17 Charisma (Persuasion) check. Good aligned characters have advantage on this check if they behave kindly.

Glass is questing through the Underdark to rescue slaves kidnapped from the surface by the duergar. She’s currently sheltering a tiny gnome child named Pennyslip underneath her bearskin cloak. Glass is keen to return Pennyslip to her home, so she can resume her hunt. Any character who spies on Glass from across the room spots her slipping bacon rinds to a tiny gnome child hiding under her cloak.

One Good Turn. Characters who owe Glass a favor due to her previous good deeds can get chatting without needing to impress her first.

CHALLENGE: UNDER YOUR WING

Glass reveals what she knows about Durnan if the characters promise to return Pennyslip safely to the surface. If a good aligned character convinces Glass that they’ll protect the child, she reveals what she knows and returns to the labyrinth. Alternatively, a character could use magic to transport Pennyslip to safety. Glass hints that the medusa peddler may have spells that could help (see area 15).

Glass doesn’t yet know that the Proprietress (area 17) has detected Pennyslip’s presence and is eager to find her. If Glass learns this, she leaves at once to escort the girl to safety, stopping only to thank the characters for the warning by revealing what she knows about Durnan.

Success. Glass says Durnan was searching for magic to remove a curse, but she wasn’t sure if the curse had affected him or someone else. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.



Glass says that the hag drinking at the bar is called Pickled something-or-other.

8. HAPPY HOUR GONG

The toll of this gong announces the start and end of half-price “happy hour” at the bar. The gong itself is crafted like the grinning face of a halfling. Only the barkeep (area 6) can ring it freely: if anyone else tries, the gong casts a *silence* spell centered on itself.

When a character approaches the gong, the face on its surface slurs a drunken greeting. Those who talk to the gong find it to be a cheery conversationalist, albeit a little tipsy and forgetful.

Through hiccups, the gong recalls that Durnan recently visited the Growling Groghouse but says that its memories of his visit are hazy. It recalls that he was seeking information about a spell, but it can’t remember the spell’s name...

CHALLENGE: NAME THAT SPELL

The gong suggests playing a game to jog its memory. At least three characters must participate: if there are fewer than that, the gong insists that they fetch companions from elsewhere in the tavern.

When enough players are present, each character must act out a game of charades to their companions. The gong whispers a spell name to each actor, after which they have two minutes to pantomime it to their companions without talking, writing, pointing, or spelling out the words with their lips.

The gong whispers the following spell names to the actors, in order:

1. *Magic Missile*
2. *Charm Person*
3. *Phantasmal Killer*
4. *Antimagic Field*
5. *Prismatic Spray*
6. *Mordenkainen’s Magnificent Mansion*
7. *Leomund’s Secret Chest*

Players can only consult the spell lists during the game if their character has levels in a spellcasting class. If at least half of the group succeeds, the gong reveals its secrets and tolls the start of happy hour!

Success. The gong reveals that Durnan was hunting for a *Locate Object* spell to find a magic staff. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.



The gong says that one of the bottles in the liquor cabinet contains a genie who’ll grant a wish to anyone who frees him.

9. HAUNTED KEGS

Something horrible haunts these kegs, so nobody sits nearby. This spirit is called a **buzzkill**: a ghost created by a fatal accident involving alcohol. It was once the tavern’s duergar brewer Woadhl, who was brained by a dislodged keg while searching for a dram of “Baldur’s Gatecrasher”. The tavern keepers have elected to leave Woadhl’s spirit alone, at least until they hire a new brewer.

The buzzkill doesn’t move from this area. If anyone approaches within 30 feet, it uses its “What A Downer” power to inflict grief and madness on the intruder (the buzzkill’s description explains this power in full). Reveal the buzzkill lore detailed in appendix C to any character who talks to the other patrons about the ghost or succeeds on a DC 12 Intelligence (Religion) check after witnessing its manifestations. If asked, the giff barkeep Balfour reveals that the ghost belongs to the tavern’s recently-deceased duergar brewer Woadhl.

CHALLENGE: JUST A WEE DRAM!

Vanquishing the buzzkill does nothing to aid the group’s quest. To learn anything from it, the characters must instead lay it to rest.

Woadhl reveals his Horrifying Visage to any creature that calls out his name. If they survive the assault, he gasps that he wants “just one last wee dram of the special stuff to send me on my way!” Characters who search through the kegs find Woadhl’s skeletal corpse clinging to a keg of whisky labeled “Baldur’s Gatecrasher”.

Woadhl can’t resist toppling a keg of ale over the head of any character who stoops to examine his corpse. Character in the keg’s path must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage.

Success. If a character pours a dram of “Baldur’s Gatecrasher” into the corpse’s jaws, Woadhl’s spirit is released. Before he departs this world, Woadhl reveals that a dragon secretly cast a spell on Durnan when he and Mirt first visited the Growling Groghouse. When the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.



Woadhl knows that the previous barkeep hid the name of the lich bard’s first ever song in the titles of the bottles in the liquor cabinet.

10. HELL HOUND KENNELS

A pack of cackling **jackalweres** act as kennel keepers for the proprietor's **hell hounds**. The ten jackalweres prowl the tavern in hybrid form, only transforming into jackals to lead hunts through the dungeon. The jackalweres lie at every opportunity. As such, they deny ever meeting Durnan.

When roleplaying the jackalweres, try to turn every sentence into a lie. They only tell the truth if lying would be plainly apparent or if they're compelled to do so by magic. When they do speak truths, they twitch and sneer uncontrollably. If possible, try to change the subject instead! Players who notice their tic can use it to discern when they're lying as well as telling the truth.

Wedding Ring. Any character who pokes around the cages notices that one of the hell hounds has a wedding ring pierced through its nose. This belongs to a crawling handmaiden (see area 3). Each cage contains two hell hounds and is secured by a bolt on the door. Plucking the ring from the hound's nostril requires a successful grab attack and success on a DC 10 Strength check.

False Challenge. One of the jackalweres offers to share what she knows if the characters agree to muck out her kennels first. Doing so is a ghastly ordeal that requires success on three checks: a DC 11 Constitution saving throw to avoid contracting sewer plague (see chapter 8 of the *Dungeon Master's Guide*), a DC 12 Wisdom (Animal Handling) check to avoid being targeted by a hell hound's Fire Breath, and a DC 10 Strength (Athletics) check to avoid gaining a level of exhaustion. At the end of the task, the chuckling jackalwere refuses to reveal anything – as its original promise was a lie!

CHALLENGE: BAD DOGGY

To find out what the jackalweres know, the characters must coerce them or charm them with magic. When such leverage is applied, the jackalweres reveal that Durnan was looking for the key to get inside the liquor cabinet. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



The jackalweres also reluctantly reveal that the brewer Woadhl died while searching through the kegs for a dram of Baldur's Gatecrasher. His bones still lie underneath the fallen kegs.

11. KENKU STORYTELLER

This straggly bird man tells stories to a gaggle of goblin children. Like all his kind, the **kenku** storyteller can only imitate voices and sounds that he's heard before: but does so with perfect accuracy. His tales are accompanied by the crack of thunder, the clash of steel on steel, and the swell of dramatic music. Even the unruly goblin children are entranced.

The storyteller, whose name is Whistler, is happy to talk with the characters during any break in his routine. He recalls Durnan's first visit to the tavern and perfectly mimics the innkeeper talking to Mirt about whose round it was to buy drinks. Unfortunately, Whistler refuses to tell the characters any more unless they can enchant him a story of their own making.

CHALLENGE: A LIKELY STORY

To sway Whistler, a character must tell him a story he's not heard before. The player must narrate the story themselves, and then make a DC 15 Charisma (Performance) check. Grant advantage to the roll if the character uses magic or mimicry to enhance the tale, or the player does a grand job in the telling. On a success, Whistler recounts what he remembers about Durnan's visit. If the character fails their check, the goblin children start to heckle and pick holes in the story. The player can try a new tale, or another character can step in to take up the challenge.

Success. The kenku reveals that Durnan spent much of his first visit drinking from a bottle of Maztican mescal. It didn't sit right with him, so he returned it to the bar. Afterwards, he was heard to say, "What sort of madman slips a wyrm into a bottle of hooch?" If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



The kenku knows that the giff barkeep is a recent veteran of the Battle of Stardock.

12. LICH BARD

An undead cat-person sits in a darkened corner, plucking the strings of her darkwood lute. This is Tagore, a dreaded tabaxi **coronach**, or lich bard, who recently settled here to learn new songs. Anyone who gets close enough to discern her undead nature can identify her as a coronach and recall some lore on her kind with a successful DC 12 Intelligence (Religion) check. See the lore section in appendix B for details.

Characters who approach Tagore feel an unearthly chill emanating from her. She greets visitors pleasantly and explains that she's down here to broaden her repertoire of music. Unless the characters impress her with a rare song, she pays no more heed to them.

Lift the Curse. They players can't easily persuade Tagore to remove the curse she placed on the villagers (see "Adventure Hooks"). Indeed, she hisses that she'll "keep that curse alive for as long as I still sing". Destroying Tagore or magically charming her to dispel the curse are the only ways to remove it.

Destroying the coronach. Tagore hunted down and murdered the tavern's previous barkeep for witnessing her first ever performance and thus learning the song to undo her power. The Proprietress (area 17) hasn't forgiven the lich and is plotting her destruction. Unbeknownst to either of them, the old barkeep hid the title of Tagore's first song in the arrangement of bottle labels in the liquor cabinet (area 13). If anyone plays the tune on Tagore's own lute, they'll succeed in destroying both Tagore and her phylactery! Of course, the coronach only puts down her precious lute if distracted.

CHALLENGE: SING FOR YOUR SUPPER

The characters must impress Tagore with a song she's never heard before. This requires success on a DC 20 Charisma (Performance) check. Grant advantage if the player describes a good song or sings the song themselves! Tagore recounts that Durnan was muttering something about a black dragon's curse. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



Tagore says the medusa peddler demands souls for her trades. As it happens, the drunken hag at the bar carries a *soul bag* containing the stolen soul of an evildoer.

13. LIQUOR CABINET

A bewildering assortment of magical liquors are stored in a locked cabinet behind the bar. The bottles have rested here for as long as anyone can remember and are draped in a layer of dust. Reinforced glass shields them from harm. **Player handout 4, The Drinks Menu, from appendix C** shows the bottles on offer.

The cabinet's doors are magically locked and can only be opened using the barkeep's key, the spare key (which was lost and now sits in the mud of the monster pit at area 16), or a *knock* spell. Characters who attempt to steal from the cabinet must first find a way to distract the giff barkeep (see area 6).

Buying a drink. Only the wealthiest drinkers can afford to sample the magical liquors. A single dram costs 10 gp but is exquisitely flavored and extremely potent. If consumed within the Growling Groghouse, a single measure of spirit reproduces the effects of a sorcerer's wild surge ability (see chapter 3 of the *Player's Handbook*). The bottles refill magically each morning and lose their powers if removed from the tavern.

Hidden message. Combined and read from top to bottom, the first letters of the bottle labels spell "Roll out the Barrel". This is the title of the first song that the lich bard ever performed (see area 12) and can be used to destroy her. Only Woadhl's ghost (area 9) knows about the puzzle.

Legendary Grog. Characters hunting a bottle of rare spirits to complete their adventure hook must steal one from the cabinet to complete their task, as the barkeep only sells measures by the dram.

Trapped Genie. The bottle labelled "Efreeti Firewater" contains an imprisoned genie named Baalmeshag. If this bottle is unstopped, the genie is released and grants its liberator one *wish* of their choosing before it departs to the elemental planes (see the *Adventurer's League FAQ* for rules on adjudicating *wish* spells in organized play). Characters who order from the giff barkeep are unlikely to unstop the bottle themselves: in this case, the genie grants the *wish* to the barkeep. The giff wishes for the perfect poem to bring glory to his regiment: the result brings tears to his eyes and prevents players from completing his challenge if they haven't done so already. Only a character who opens the bottle with their own hand gains the benefit of the genie's *wish*.

14. MARILITH ARMWRESTLER

A six-armed she-demon challenges all who dare face her to an arm-wrestling bout. Zerikurgal is a **marilith** who deserted her superiors following the failed drow defense of Q'Xorlarrin. She now works freelance for all who can afford her, and spends her downtime drinking and wrestling in the tavern.

When the players first encounter Zerikurgal, she is arm-wrestling a group of six duergar. She dispatches them without breaking a sweat and challenges the characters to try their own hands at beating her. If the characters enquire after Durnan, she insists that they prove their strength to her before she deigns to offer them her information.

CHALLENGE: ARMED AND DANGEROUS

Up to six characters can challenge the Marilith to an arm-wrestling bout. The rules are simple: they must all win or they all lose. To resolve the bout, roll contested Strength checks between each participant and the marilith, rolling separately for each of the marilith's arms. If fewer than six characters participate, the marilith uses her spare arms to brace the table. Each spare arm grants her a single reroll of a check. For example, if a single character challenges the marilith, she can reroll her die five times.

Zerikurgal warns that anyone who loses the bout must serve as her slave for the remainder of the evening. Exactly what this entails is up to you, but at the very minimum her slaves must serve her drinks, polish her scales, and ask for permission to leave her presence. If anyone defies Zerikurgal in these obligations, she attacks them.

If Zerikurgal is beaten in the arm-wrestling or in combat, she reveals that Durnan recently left the tavern and wandered off into dungeon clutching a bottle of Maztican mescal. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



The marilith reveals that the Proprietress has sensed the presence of something "frail and innocent" inside the tavern and is hunting it down for her supper.

15. BOOZE HAG

A sozzled **night hag** props up the bar, trying to remember her own name. Pickled Lily is so drunk she can barely speak, giving her disadvantage on ability checks, attacks rolls, or saving throws. When the players approach Pickled Lily, she's lurching on the spot, holding a slurred conversation with herself about what her name could be.

Occasionally, Lily opens the sack at her belt and drunkenly yells at whatever's held inside to reveal her name. Characters who succeed on a DC 15 Intelligence (Arcana) check recognize this item as the night hag's *soul bag*. If asked, Pickled Lily claims that it contains the soul of Evard, an evil warlock. Characters who try to steal the *soul bag* from Lily's belt must succeed on a Dexterity (Sleight of Hand) check opposed by her Wisdom (Perception) check. If Lily catches the thief in the act, she attacks them.

CHALLENGE: IT'S ALL IN THE NAME

To gain any sense from Pickled Lily, the players must first guess her name. All she remembers is that her name has something to do with flowers, and that it starts with a "describing word" (i.e. an adjective). Characters who succeed on a DC 12 Intelligence (Arcana) check recall that hag names often use quaint combinations such as "Rotten Ethel", "Drowned Sal", or "Salty Nell".

If the players guess "Lily" correctly, the hag recalls that her first name "has something to do with onions". Unless players can acquire a clue from another challenge, that's all they've got to go on!

Success. Pickled Lily pledges her everlasting loyalty to whomever helped remember her name (as it happens, she forgets her savior soon after her next drink, along with her own name). If asked about Durnan, Lily reveals that a spellcaster had lured him down here, but she can't remember who it was. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



The hag says that there's a spare key to the liquor cabinet lying around here somewhere...

16. MEDUSA PEDDLER

A blindfolded **medusa** 'hawks' rare items from this makeshift stall. Her price for such items is always the same: the immortal soul of a humanoid.

The medusa, whose name is Breccia, has the magical ability to perceive the world through the eyes of her serpentine hair. When the characters first approach Breccia, her snakes slither around to stare at them. The medusa then reveals her wares and whispers her damnable price.

If asked about Durnan's visit, Breccia says she'll only share such information with those who purchase her wares.

Medusa's Wares. The medusa offers the following bespoke magical wares:

- Magic dust that restores one dead character to life if sprinkled on their corpse inside the Growling Groghouse.
- A cape that makes a character invisible when worn inside the Growling Groghouse.
- A tasteless serum that forces any creature that imbibes it to tell the truth while they remain inside the Growling Groghouse.
- A pair of spectacles that grant truesight when they're worn inside the Growling Groghouse.

CHALLENGE: RAW DEAL

Breccia demands the soul of a humanoid to seal her deal. Characters who don't have a trapped immortal soul to offer (e.g. the soul kept inside the hag's *soul bag*) can draw up a contract to promise their own soul to the medusa when they die. These characters gain the "Sold Soul" story award.

A character can only sell their own soul: they can't promise the soul of another humanoid unless it's already imprisoned in a vessel of some sort.

Once paid, Breccia reveals what she knows about Durnan. She says that hooded figures were tailing the innkeeper during his stay in the tavern, who spoke in the Draconic tongue. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



The medusa's snakes saw a kennel keeper pick up a ring from the floor that belonged to a crawling handmaiden.

17. PROPRIETRESS

The enigmatic proprietress holds court inside this private chamber. A pair of tavern keepers guard the steps ascending to her chamber (see "Exploring the Tavern" at the start of this episode). The tavern keepers refuse entry to anyone who doesn't have an invitation from the Proprietress.

If the characters triumphed in the monster pit (area 16) or destroyed the lich bard (area 12), a melodic female voice drifts down from above to invite them upstairs. In all other cases, the characters must find a way to distract the tavern keepers or use magic to defeat them. Characters who resort to brute force won't trigger an alarm if they defeat both tavern keepers within one round.

LAIR OF THE PROPRIETRESS

The Proprietress is a cruel **lamia** named Nindara. Her chamber is decorated with silks and cushions, but such fineries can't mask the cold, cracked stone of the dungeon beneath. The lamia lounges behind a screen, so that only the silhouette of her humanoid upper body is visible. She speaks in mocking whispers and revels in the mystery surrounding herself. Four tavern keepers stand guard nearby.

Nindara says an "old evil" has claimed Durnan. She refuses to speak further until the characters have done a favor for her: either ridding her tavern of that meddling coronach (see area 12) or bringing her the innocent child she can smell in the tavern. If the players foolishly brought Pennyslip up here (see area 7), the lamia detects the child's presence and demands they hand her over on pain of death.

Unmask the Proprietress. To reveal the tavern keeper's true nature, the characters must find a way to distract the tavern keepers and peer behind the screen. Seeing her true form completes this adventure hook.

CHALLENGE: A SMALL FAVOR

If the characters win the Proprietress's favor, she reveals that she built the tavern over the prison of an ancient dragon. It's been growing in strength and now wants Durnan to help it escape. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group's success through to the commander.



The lich bard can be destroyed if someone uses its instrument to play the first tune it ever learned.

18. MONSTER PIT

A caged-off pit in the taproom floor opens into an arena of blood, gristle, and bone. Challengers seeking glory must descend into the pit to do battle against monsters chosen by the Proprietress.

A halfling **cult fanatic** named Morg serves as pit master. Morg dresses in hooded green robes and shuffles about with a loping gait. He is quite mad and delights in watching creatures get torn to shreds in his pit. Characters wishing to try their luck below must first speak to the pit master, who lowers them into the pit in a bucket.

No prizes are offered for the bout, but the pit master hints that his mistress looks favorably upon those who impress her in the arena. The pit master recalls seeing Durnan in the tavern but has no further information to offer about him: however, he hints that his mistress is sure to know more.

Rules of Combat. The pit master advises challengers to enter the arena as a group if they want to survive. Characters can buff themselves up with spells before entering, but the pit master warns against casting spells into the pit from above. Such actions draw the attention of the tavern keepers (see “Exploring the Tavern” at the start of this episode), who use *detect magic* spells to monitor the crowd during bouts. Characters who flaunt the rules are thrown into the pit themselves!

Blood and Glory. Characters seeking to prove themselves in the arena must win a bout here to complete their adventure hook. They don’t have to fight alone: they merely must survive!

INTO THE PIT

A 60 ft. wide arena awaits at the bottom of the pit, scattered with rusted armor and bones. Barred cells containing bedraggled captives are set into its walls. Characters who succeed on a DC 14 Wisdom (Perception) check spot a gleam of metal in the muck of the arena floor.

Key. The spare key to the liquor cabinet lies hidden in the mud. The key is plain, but small enough to be identified as the key to a drawer or cabinet rather than a door.

Captives. A total of ten captives of various Underdark races dwell in the cells. Among the captives are:

- Sir Niklas, a bumbling Chondathan knight who proclaims himself heir of Beleron, an insignificant barony east of Baldur’s Gate. The tavern keepers

hurled Sir Niklas down here after he lost a bet with the beholder gambler. The knight pleads with the characters to free him from captivity!

- If any player chose the “Missing Ally” adventure hook, they also spot their lost companion in the cells.

ENTER THE GLADIATORS

Soon after the characters reach the bottom of the pit, a portcullis grinds open on a nearby wall and grim-faced gladiators emerge dressed in spiked armor. The characters face the following opponents:

- At tier 1, they face one **half-red dragon veteran**.
- At tier 2, they face three **half-red dragon veterans**.
- At tier 3, they face a **warlord** and three **half-red dragon veterans**.
- At tier 4, they face two **warlords** and five **half-red dragon veterans**.

Combat in the pit does not trigger a bar fight. If the characters defeat the gladiators, the pit master lowers the bucket to hoist them back up to the surface. The players have a few minutes to search the pit if they so desire.

CHALLENGE: FREE THE CAPTIVES

To free the captives, the characters must bargain with the Proprietress (see area 17) or help the captives escape the pit without the tavern keepers spotting them. This requires magic, or a notable distraction (ringing the bell to sound happy hour at the bar could work).

The padlocks securing the prisoners’ cells can be picked with a DC 12 Dexterity check made with thieves’ tools, or smashed using brute force (AC 12, 8 hp, immunity to poison, psychic, or necrotic damage).

Success. If Sir Niklas is freed from the pit, he thanks the group profusely. He reveals that he gambled with Durnan during his recent visit, and the innkeeper told him that he was trying to raise coin to buy something from the liquor cabinet. If the players acquire this information, tell the group captain to note down a victory point on **player handout 3, The Growling Groghouse** and report the group’s success through to the commander.



The Proprietress will pay handsomely if someone can rid her tavern of that accursed lich bard!

TIER 1 QUEST: JUST A SATYR IN THE DARK

Allotted Time: 30 minutes

This quest is locked until enough victory points have been earned by groups in tier 1. When the quest unlocks, the administrators announce its availability to all groups in tier 1.

BEGINNING THE QUEST

From the taproom of the Growling Groghouse, the characters hear a voice singing from a nearby hallway. A capricious **satyr** named Dio is eager to imbibe and socialize with fellow guests and has set up a great feasting chamber at the end of the hall.

ROLEPLAYING DIO

Like most satyrs, Dio is a trickster who enjoys socializing with strangers. He's lived in the vicinity of the Growling Groghouse for decades and is always hopeful to find new friends to partake in his revelry: particularly drinking, games, drinking games, and riddles.

Characteristics. Dio has wild, curly black hair and a pointed black goatee. He proudly sports a pot belly, thanks to his lifestyle. Dio is charming and clever.

Motivations. Dio is friendly to strangers and eager to hear their life stories and engage in lively debate. However, he does not care for people who dislike drinking, feasting, or conversation. He quickly becomes frustrated with characters who lack charisma.

THE SATYR'S FEAST

The door to the feasting chamber opens automatically as the characters approach. Inside is a startlingly lush scene, a far cry from the rest of the Growling Groghouse's interior.

- Vines spiral down from the ceiling, and vases filled with roses and unfurling ferns are clustered around the room.
- In the center of the room is a long (20 ft.) wooden table laden with food and drinks: pies, cakes, fruit, bowls of wine and mead. The table is an **animated table** under Dio's command.
- Every few feet, a lit candelabra emits a pleasant glow. There are ten chairs around the table, all unoccupied, except for the one that Dio sits in, which is directly opposite from the door.

The lighting inside here is dim. Dio warmly invites the characters to partake in the feast. The food and drink are untainted and quite delicious.

DIO'S TRAPS

Dio has gone to great lengths to keep people in his room and has set up obstacles to prevent them from leaving. He watches with glee if the characters try to fight their way out; however, if they turn on him directly, he becomes cowardly and fearful.

- When the group enters the room, the door slams shut behind them and locks. Characters who succeed on a DC 13 Intelligence (Arcana or Investigation) check discern that the door is magically locked and can't be picked open.
- A suit of **animated armor** is revealed behind the door as it closes. The armor attacks anyone who tries to leave but attempts to grapple them instead of dealing damage.
- If someone sits in a chair, vines snake around their legs, binding them to the chair. The character is grappled (Escape DC 12). Each mass of vines has AC 12 and 26 hp.
- If the characters attack Dio, the **animated table** shakes its false appearance and fights in his stead. If the characters defeat the table, Dio surrenders and reveals his information.
- Dio agrees to let the characters leave the room if they can solve his riddle.

RIDDLE ME THIS!

Despite his traps, Dio is keen to meet new friends. He also knows a forgotten verse of Mirt's song; having encountered both Mirt and Durnan during their previous escapades in Undermountain.

If the characters tell Dio about their mission to find Durnan, he recalls the song that Durnan and Mirt had once written and offers to teach them what he remembers of it: but they must earn it by answering a riddle. After chatting with them for a while, Dio challenges them to name three words that share two meanings: a musical definition and a physical object.

The players must solve Dio's riddle themselves. See below for possible solutions. If they struggle, you can roleplay Dio engaging in charades or singing songs to give the characters hints. The satyr is eager to draw out their stay for as long as possible, so his hints may not always be forthright.

RIDDLE SOLUTIONS

Answer	Definitions
Bridge	A transition between two sections of a musical composition, or a structure that carries a road over a body of water.
Key	A system of notes in a musical piece, or an object that unlocks a lock.
Note	A pitch or duration of a sound, or a written document.
Ring	A reverberating sound, or a round wearable object or fighting arena.
Scale	A succession of musical notes, or a rough plate that protects the skin of a reptilian creature.

QUEST REWARD

Completing Dio's riddle - or beating the information out of him! - awards the characters with a lost verse from Mirt's song. If they acquire this, call the administrator playing Durnan to your table so he can teach the players the forgotten verse.

If the characters solve Dio's riddle, he grants them leave to exit the room and invites them to return any time to partake in his feast. In addition, **every character in the group** can claim a tavern prize from HQ!

TIER 2 QUEST: CHANGING THE PUMPS

Allotted Time: 30 minutes

This quest is locked until enough victory points have been earned by groups in tier 2. When the quest unlocks, the administrators announce its availability to all groups in tier 1-2.

BEGINNING THE QUEST

The ale tap has suddenly run dry! As panic spreads throughout the Growling Groghouse, Balfour the giff barkeep (area 6) asks the characters to check the valve in the ale vat. He says that he sent the barmaid, Brunhilde, to investigate the problem, but she's not returned. Balfour is annoyed, but not concerned, about Brunhilde's absence. He promises the characters free beer in exchange for their help!

Potion of Alebreathing. Balfour gives each character a glass beer bottle that contains a modified *potion of water breathing*. The potion allows the characters to breathe in the depths of the beer for one hour. Rather than the potion's standard greenish color and floating jellyfish bubble, this potion is effervescent, orange in color, and has a yeasty blob floating at the bottom.

THE BEER VAT

The beer vat is accessible from a hall behind the bar. A small trap door in the middle of the hallway floor opens into the vat.

- The vat is 40 feet in diameter and 45 feet deep. Bubbling, fermented beer fills the vat from floor to ceiling.
- The valve is at the very bottom of the vat, jutting out from the floor. It is large - 5 feet in diameter - and is currently stuck in position.
- Characters who fight within the vat must follow the rules for Underwater Combat (see sidebar).

THE THING IN THE DEPTHS

Strange things lurking through Undermountain sometimes find themselves drawn to the weird beer vat, and the beer sustains life within it as much as it enhances life for those who drink it.

In the depths of the beer vat is an underwater scene with strange flora and fauna. Much of it looks familiar to anyone who has delved into the sea: there is "coral," "fish," and even a "mermaid." The environment has altered these creatures:

- The coral is comprised of hop vines that grow from the bottom of the vat.
- The fish are tiny "yeastlings" that flit around and play in the liquid.
- The mermaid is Brunhilde, a female **merfolk**, who, while in the vat, sports golden fins in place of legs.
- The mermaid is waving her mop at a vicious creature that seems intent on eating her: a **malformed kraken**.

The malformed kraken turns on the characters as soon as it sights them. Brunhilde cowers behind the characters during combat and tries not to get involved.

Draining the vat. During combat, the valve can be loosened. This takes an action and requires success on a DC 17 Strength check. Other characters can spend their actions to assist, granting advantage to the character making the roll. If the valve is loosened, the beer flows back through the pipe and the vat drains. Every round, the beer drains 10 feet (draining the vat completely after five rounds). When exposed to air, the underwater creatures revert to their above-water forms.

- When the beer drains 30 feet (three rounds), Brunhilde transforms to her land form and clambers out of the vat.
- When the vat drains entirely, the malformed kraken can continue to breathe, but three of its ten tentacles seize up from the fast change in atmosphere.

UNDERWATER COMBAT

While in the vat, combat is more challenging. The character must swim, and the beer is thick and cloudy.

- Creatures who are fully immersed in the beer have resistance to fire damage.
- Characters and creatures that don't have a swimming speed (natural or via magic) have disadvantage on attack rolls unless the weapon is a dagger, javelin, shortsword, spear, or trident.
- A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin.

Brunhilde. Brunhilde's true form as a merfolk comes in handy since she's the one tasked with keeping the vat clean. This means ensuring that the lively ecosystem in the depths remains balanced. As the vat drains through daily use, she refills it, ensuring that the creatures drawn into the vat have a hospitable place to share.

Brunhilde doesn't know how the malformed kraken found its way inside but suspects that someone - a rival of the Growling Groghouse, perhaps - transported it there on purpose. "The proprietress has many friends, but also a fair few enemies," Brunhilde says.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group. This combat is optimized for APL 8.

- **Very Weak:** Lower the **malformed kraken's** hit points to 125. The **merfolk** fights alongside the group as an ally.
- **Weak:** Lower the **malformed kraken's** HP to 150.
- **Strong:** Add two **hunter sharks**.
- **Very Strong:** Add four **hunter sharks**.

QUEST REWARD

Cleansing the vat of the malformed kraken and unsticking the valve earns the characters a round of free drinks. In addition, **every character in the group** can claim a tavern prize from HQ!

If she survives, Brunhilde also awards the characters with a lost verse from Mirt's song, which she remembers from his last visit. If they acquire this, call the administrator playing Durnan to your table so he can teach the players the forgotten verse.

TIER 3 QUEST: DANCING ON THE CEILING

Allotted Time: 30 minutes

This quest is locked until enough victory points have been earned by groups in tier 3. When the quest unlocks, the administrators announce its availability to all groups in tier 1-3.

BEGINNING THE QUEST

The sounds of laughter, clinking glasses, and clattering dice suddenly emanate from a hallway of the Growling Groghouse. The giff barkeep announces that a feywild portal to the mysterious Turnabout Den has just opened. All are welcome to join if they're willing to hang loose and party!

ENTERING THE TURNABOUT DEN

A shimmering, translucent substance fills the doorway to Turnabout Den. This barrier is incorporeal and harmless to touch but radiates a strong aura of conjuration and transmutation magic to those who can discern such things.

Characters looking through the portal perceive a lively room on the other side, not unlike the taproom of the Growling Groghouse. Feywild patrons sit around six circular wooden tables, playing card and dice games and enjoying beverages. The festivities are quite raucous, and everyone is having a wild time. There is just one important difference: tables, patrons, drinking cups, and lanterns are all suspended upside down from the room's ceiling!

JOINING THE PARTY

Passing through the doorway triggers a *reverse gravity* spell on the characters, making them fall 15 feet to the room's ceiling. Characters must succeed on a DC 17 Dexterity (Acrobatics) check to land safely their feet. On a failed check, they take 7 (2d6) bludgeoning damage and fall prone.

The characters, and the contents of the room around them, are now upside down. Everyone is now suspended from the ceiling.

Area features. The chamber is rectangular, 60 ft. long by 30 ft. wide. Six round tables are spaced across the ceiling, each occupied with patrons. The room has only the one door and no windows.

Any magic (spell, item, etc.) that would normally allow a character to fly is negated upon entering the room. If the magic is an ongoing effect or item of some kind, and the caster has successfully

maintained their concentration (if required), it resumes upon leaving the room.

Door. Characters can grab onto the top of the doorframe to pull themselves through to the other side. The reverse gravity effect instantly abates and the characters land in a heap back in the hallway. The fairy patrons encourage them to rejoin the party.

The Patrons. Patrons of various fairy races throng the tavern. None of them react oddly to being upside down or claim that anything is amiss. Characters who mingle for a while note that everyone is drinking the same cocktail: a bright purple elixir. If the characters ask a patron about what's happening, they are told that "everything makes sense when you drink more." This is not entirely true.

THE ELIXIR

A large bowl of "elixir" rests a table in the corner of the room. Like everything else, it is held upside down by the magic of the reverse gravity spell. The drink is delicious and has perception-altering qualities.

Characters who examine the drink using an herbalism or healing kit can make a DC 16 Wisdom (Medicine) check. On a success, they deduce that it imbues the drinker with confidence, but may make them feel dizzy.

- **Drinking one cup.** The character perceives the room as tilting 45 degrees. They are imbued with the effects of a *heroism* spell but have disadvantage on ability checks and saving throws based on Dexterity.
- **Drinking two cups.** The character now perceives the room as tilting 90 degrees. In addition to the effects for drinking one cup, they gain advantage on ability checks and saving throws based on Strength.
- **Drinking three or more cups.** The character now perceives the room tilt 180 degrees. They gain disadvantage on all attack rolls. At this point, they likely feel brave, clumsy, and quite drunk.

The effects of the fairy elixir persist until the character leaves the Turnabout Den and returns to the Growling Groghouse.

EVENTS IN THE TURNABOUT DEN

As the characters explore the drinking den, run the following events in order. If the group is strong, try running multiple events at the same time.

THE BRAWLERS

Pick a character at random. An intoxicated **spring eladrin** named Wizdil throws a punch at this character. If the character retaliates, two more **spring eladrins** join in on the fight, attacking both Wizdil and the character. All three of them talk smack while fighting and are backed up in their taunts by a **quickling** hype squad of six that don't attack and do their best to steer clear of the brawl. The fight continues until one or more combatants fall unconscious, as fighting to the death would surely kill the party vibe.

THE HEIST

Four gnomish **master thieves** attempt to steal the bowl of elixir from the room. If the thieves remove the elixir from Elsewhere, the fairy patrons start to sober up and realize that they are upside down. Panic ensues in the room. The thieves abandon their plot if the characters reclaim the bowl or defeat two or more of their number.

THE REVELERS

A group of drunken fairy patrons sing an off-key song. The character with the highest passive

Perception score discerns that the melody matches the one that Mirt hummed at the start of the adventure. The fairies explain that they overheard the song while Mirt and Durnan were exploring Undermountain.

Three fairy patrons challenge three of the characters to a dance-off in exchange for the song. Each character must succeed on an opposed Charisma (Performance) against their fairy opponent, who rolls with a +5 bonus to their check. Ask each player to describe their dance before making their check. If they do well, grant them inspiration.

Whichever team scores the most successes wins the dance-off. If the characters win, the revelers concede and share the missing verse of Mirt's song. If they fail to beat the fairies, the fairies offer to trade their verse for a bottle of spirits from the liquor cabinet of the Growling Groghouse (see area 13).

QUEST REWARD

If the players acquire the lost verse of Mirt's song, call the administrator playing Durnan to your table so he can teach them the lyrics.

In addition, the fairy patrons of the Turnabout Den give the characters leaving gifts. **Every character in the group** can claim a tavern prize from HQ!

TIER 4 QUEST: NINE-PIN ALLEY

Allotted Time: 30 minutes

This quest is locked until enough victory points have been earned by groups in tier 4. When the quest unlocks, the administrators announce its availability to all groups in tier 1-4.

BEGINNING THE QUEST

A robed and hooded **Halaster Blackcloak** approaches the characters and asks if they'd like to compete in a private game for the ultimate prize. If the characters accept, the figure leads them to one of the tavern's private rooms.

NINE-PINS FOR THE WIN!

Upon entering the room, the figure takes down his hood, revealing himself as Halaster Blackcloak. Four additional robed figures, all identical copies of Halaster, occupy the private room. They go about various custodial tasks such as setting up the nine-pins, polishing balls, tending the private bar, and issuing the proper footwear for the game to the characters.

When the characters enter, the figures immediately set upon them, issuing shoes in the proper size, and finding each character a ball that is the perfect weight for their strength. Any character who succeeds on a DC 20 Wisdom (Insight) check discerns something unnatural about their mannerisms, like they aren't comfortable in their own skins.

These 'other' Halasters are adventurers that have played this game against the mad mage and lost. They now serve him for a year and a day, maintaining his private nine-pin alley, and making sure that all who participate are comfortable and refreshed.

PLAYING THE GAME

This 100 ft. long by 30 ft. wide chamber has a pair of lanes. An official length lane is 60 feet from the foul line to the first pin and another 23 feet past that it ends at a sturdy basket. A 3 ft. wide service alley at the back allows a servant to reset the pins easily each time.

Each character is expected to participate on their own behalf, and Halaster will do the same. A game is made up of 10 frames. Each frame represents one

turn for the bowler, and in each turn the player rolls the ball twice. If the player knocks down all the pins with the first roll, it is a strike; if not, a second roll at the pins still standing is attempted. If all the pins are knocked down with two balls, it is a spare; if any pins are left standing, it is an "open frame."

To determine how many pins a player knocks down on the first roll, they must make a successful improvised weapon attack using either their Strength or their Dexterity modifier (player's choice). To get the ball all the way down the lane, requires a base DC 12 check. For each number above 12 they roll, they knock down a single pin. So, if on the first roll, a character rolls a 15 on their check, they knock down three pins (12 + 3). If a player knocks down 5+ pins, but not all nine, the DC of the 2nd roll increases by 2. So, with four pins remaining, a player would need to make a successful check DC 18 (12 + 4 + 2) in order to knock all four pins down.

Any character scoring a strike or spare during a frame, is treated to a drink from the bar. If they will in fact drink with Halaster, the wizard also orders himself a drink each time he scores a strike or spare. Each drink taken will cumulatively increase the DC of all subsequent rolls by 2.

Scoring. For the purpose of maintaining tension, as well as to make this easier (assuming you're not a bowling enthusiast), scoring has been simplified.

- **STRIKE:** 15 points
- **SPARE:** 10 points
- **OPEN:** 1 point per pin knocked over.

Goal. The goal of the game is for each player to score more points than Halaster, who plays with an active *foresight* spell, granting him Advantage on all his checks and attacks. For the purpose of this game, Halaster has a +10 to make this attack roll.

USING MAGIC TO PLAY

For spellcasters that wish to use spells like *mage hand*, *telekinesis*, or something similar to roll/guide their ball down the lane, instead of making the improvised weapon attack using their Strength or Dexterity modifier, they may use the modifier from the ability score they use for spellcasting instead. However, if they do this, Halaster will arch an eyebrow and play in kind. This increases his attack roll (still made at Advantage), to +13.

ROLEPLAYING HALASTER

During play, Halaster should provide colorful commentary throughout the match. Smack talking when he does well (or a character does poorly) and coming up with interesting epithets that don't involve real-world swearing when the opposite happens. Over the course of the match Halaster will appear to be as sane as any ultra-competitive bowling champion, which is to say he'll be completely insufferable as a competitor.

WINNING OR LOSING

At the end of the game, all points are tallied, and any character that scores lower than Halaster loses, while any character that scores higher than Halaster wins. Getting the same exact score as Halaster gets a sly chuckle and a handshake from the wizard. More information about winning and losing are listed under Quest Rewards below.

ATTACKING HALASTER

This is ill advised. All attacks, spells, or other effects directed at Halaster here in his nine-pin alley fall away from the wizard harmlessly. Halaster will warn the characters ONCE, asking them to please stop and be civilized. If any of them continue to enact hostilities, cast spells of any kind at his person or his servants, the mad mage disappears in explosion of magical force doing 150 hit points of force damage to all characters in the room.

QUEST REWARD

If Halaster is defeated by even one character, he provides a lost verse from Mirt's song. If the players acquire the lost verse of Mirt's song, call the administrator playing Durnan to your table so he can teach them the lyrics.

Each character that loses to Halaster, must spend one year and a day serving the mad mage here in his nine-pin alley, at the conclusion of the adventure. This can be accounted for a couple different ways.

- The character spends 366 downtime days and may now be played again.
- The character is shelved for 366 real days, returning to play, once that time has passed.
- The player may write a 1500 word journal of their time in service to Halaster (make it entertaining and keep it family friendly) and email a PDF to community@dndadventurersleague.org to receive a full pardon and have the downtime day requirement waived.

In addition, characters that beat Halaster, find minor magic items stuffed in their footwear when they're returned to them. **Every winning character in the group** can claim a tavern prize from HQ!

FINALE: ENTER THE DRAGON

Allotted Time: 45 minutes

Near the end of the event, the assembled players sing the song to summon Durnan – and in doing so, confront the black dragon Skallindrax!

SINGING THE SONG

When they're ready, the administrators call an end to any encounters still in progress and lead the players in song to summon Durnan. The commander makes the following announcement:

Mirt gathers you all together in a side room of the Growling Groghouse. He stands on a table to speak.

"Listen up, ye all. We don't have much time: the Black Viper is at large, so we need sing the song to find Durnan afore she gets to him. If he's out there in the maze, he'll hear us, I know it!

"I'm going to count to three. On three, I want whichever group found the first verse of the song to sing it out loud! And give it some welly, so Durnan can hear ye! Then the next group sings, and the next, until the whole song is done!"

"One. Two. Three!"

Each verse of the song corresponds to a different level of the dungeon. In this order, each group holding a verse stands up and sings when the time comes. Everyone is encouraged to join in for the last two lines of each verse.

SONG SUCCESS

If the assembled players acquire enough verses to summon Durnan, the commander makes the following announcement:

Your voices echo through the dungeon of Undermountain. For a long while, silence reigns... and then the innkeeper of the Yawning Portal stumbles into the light, clutching a dusty bottle of spirits!

"Mirt, is that you? Ah, I know it is, I'd could tell that belly from a mile away! Oh, I am cursed, my friend! Remember when we were last down here, and we drank from that old bottle of Maztican mescal? The one with the worm in it? That was no normal worm, Mirt! It was a dragon!

"It's been getting stronger ever since, trying to escape its prison, and now it's damned near ready to break free! It's lured me down here to bring it the dragonstaff! It wants to conquer the city above! Mirt, we need to stop it!"

Boom! Suddenly the bottle in Durnan's hand explodes! There's a swirl of acrid smoke that fills the room and buns your nose. When it clears enough to see, you find yourselves hip deep in a swamp!

SONG FAILURE

If the assembled players don't have enough verses to summon Durnan – or if the Black Viper stole enough clues! – the commander makes the following announcement:

Your voices echo through the dungeon of Undermountain. For a long while, silence reigns... and then the Black Viper steps forward.

"Pathetic! I've heard sweeter music from a sack full of drowning kittens. You'll never find Durnan with a performance like that. You didn't find enough verses - or perhaps I found too many! – so it falls to me to summon Durnan and claim his treasure.

"If you want to see your innkeeper alive, one of you so-called heroes must swear loyalty to me and join me forever on my adventures!"

One player must now surrender their character to the Black Viper. This character is lost forever. The Black Viper then sings the final verse to summon Durnan (see "Event Success").

FIGHTING THE DRAGON

Each group must now do battle against the black dragon Skallindrax! This battle takes place in a swamp that resides within an isolated pocket of the Shadowfell. Each group of characters faces an 'echo' of the dragon, multiplying the creature's power out as necessary to face each group individually. This is, of course, all by Hallaster's design.

Skallindrax has grown mighty enough to break free from his prison but at some tiers, he is still far from his full strength. Please see your particular tier listing for more information.

- **Tier 1:** Use the **black dragon wyrmling** stat block, with two changes. Skallindrax is size large and has 54 hit points.
- **Tier 2:** Use the **young black dragon** stat block with no changes.
- **Tier 3:** Use the **adult black dragon** stat block and increase the number of legendary actions Skallindrax can take by one to a total of 4 legendary actions.
- **Tier 4:** Use the **ancient black dragon** stat block and increase the number of legendary actions Skallindrax can take by one to a total of 4 legendary actions.

FIGHTING IN A SWAMP (TIER 1 & 2)

All movement in this area of the Shadowfell is over difficult terrain, plus anyone taking the dash action must succeed at a DC 15 Dexterity (Acrobatics) check or fall prone.

FIGHTING IN A SWAMP (TIER 3 & 4)

At these tiers, the water is quite a bit deeper where the characters start (4 feet-deep) and can get as deep as 20 feet in some places. All movement is difficult terrain (every foot of movement counts as 3 feet of a character's speed), unless a character swims, which requires a successful DC 10 Strength (Athletics) check during this fight, unless the character has a swim speed somehow.

THREAT (TIER 1)

At this level, when the characters appear in the swamp, they're immediately assaulted by a small band of two **lizardfolk** and a **lizardfolk shaman**. These creatures are fanatical in their devotion to Skallinthrax and do not want to see their guardian dragon harmed. Two rounds after combat begins, Skallintrax enters the fray, emerging from a nearby pool of water. The dragon uses hit and run tactics on the adventurers, taking advantage of its ability to fly to gain the upper claw.

ADDITIONAL THREAT (TIER 2)

At this level, when the characters appear in the swamp, they're immediately assaulted by a small band of three **lizardfolk**, a **lizardfolk shaman**, and a **lizard queen**. These creatures are fanatical in their devotion to Skallinthrax and do not want to see their guardian dragon harmed. Two rounds after combat begins, Skallintrax enters the fray, emerging from a nearby pool of water. The dragon uses hit and run

tactics on the adventurers, taking advantage of its ability to fly to gain the upper claw.

ADDITIONAL THREAT (TIER 3)

At this level, when the characters appear in the swamp, they're immediately assaulted by **shambling mounds**. Created by Skallinthrax as guardians, they rise from the water to attack the characters. There should be one shambling mound for every two characters, rounded up.

#CHARACTERS	#SHAMBLING MOUNDS
3 – 4	2
5 – 6	3
7	4

One round after combat begins, Skallintrax enters the fray, emerging from a nearby pool of water. The dragon uses hit and run tactics on the adventurers, taking advantage of its ability to fly to gain the upper claw.

ADDITIONAL THREAT (TIER 4)

At this level, when the characters appear in the swamp, they're immediately assaulted by **froghemoths**. Created by Skallinthrax as guardians, they rise from the water to attack the characters. There should be one shambling mound for every two characters, rounded up.

#CHARACTERS	#FROGHEMOTHS
3 – 4	2
5 – 6	3
7	4

One round after combat begins, Skallintrax enters the fray, emerging from a nearby pool of water. The dragon uses hit and run tactics on the adventurers, taking advantage of its ability to fly to gain the upper claw.

DEFEATING THE DRAGON

Once your group defeats the dragon and any minion creatures present, they reappear in the Growling Groggouse. **Stand up to let the administrators know and ask the group captain to deliver handout 3, the Growling Groggouse, to them.**

When enough groups have defeated the dragon, the commander announces that Skallindrax is slain! At that time, assign rewards to the players (see "Rewards"), but make sure you wait for the end of the event to find out if your group found the most clues and won the "Tavern Hero" story award.

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

TIER 1 AND 2 AWARDS

The characters receive **4 advancement checkpoints** and **4 treasure checkpoints** for completing this adventure.

TIER 3 AND 4 AWARDS

The characters receive **4 advancement checkpoints** and **8 treasure checkpoints** for completing this adventure.

PLAYER AWARDS

The characters earn the following player awards for completing the adventure.

MAGIC ITEM UNLOCK (TIER 1)

Characters completing the adventure at this tier unlock the following item:

Rope of Climbing. This fleshy cord is the magically animated tentacle of a roper bound with rings of silver. While you grasp hold of the rope, you can't be forced to let go of it against your will. This award can be found in **Appendix D**.

MAGIC ITEM UNLOCK (TIER 2)

Characters completing the adventure at this tier unlock the following item:

Winged Boots. These leather boots are fitted with mechanical wings of gnomish manufacture that clatter loudly when used. While flying, you have disadvantage on Dexterity (Stealth) checks made to move silently. This award can be found in **Appendix D**.

MAGIC ITEM UNLOCK (TIER 3)

Characters completing the adventure at this tier unlock the following item:

Animated Shield. This shield appears as the head of a large beer keg, ringed by a rusty iron band. Whenever the shield is struck by a blow, a chorus of cheering dwarven voices are heard. This award can be found in **Appendix D**.

MAGIC ITEM UNLOCK (TIER 4)

Characters completing the adventure at this tier unlock the following item:

Ring of Invisibility. This cold steel ring is invisible when unworn but becomes visible when slipped onto the wearer's finger. To avoid being spotted while invisible, the wearer must cover the ring with a glove. This award can be found in **Appendix D**.

STORY AWARDS

At the completion of this adventure, the characters may earn the following story award:

Tavern Hero. At the end of the event, the group that uncovered the most leads is declared the winning group and all players in that group earn this story award. This award can be found in **Appendix D**.

Drinking Deep. Any character who completes their adventure hook goal gains this story award. This award can be found in **Appendix D**.

Sold Soul. Any character who sells their soul to the medusa peddler at area 15 gain this story award. This award can be found in **Appendix D**.

DM REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure at the highest tier, but none of the adventure's **player awards**.

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

APPENDIX A. NPCs AND LOCATIONS

MIRT THE MONEYLENDER

Mirt has a reputation as an adventurer and philanderer. “The Old Wolf” now serves as one of the city’s Masked Lords, and a close advisor to Laeral Silverhand. Mirt spends his days embroiled in politics and enjoy the finer things in life but remains stout of heart and quick with a sword.

Personality: Mirt may seem a buffoon at times, but to judge him as such would be a grave mistake. He is quick-witted and resourceful.

Ideal: “The North is kept strong by loyalty, unity, and dependency between city states.”

Bond: “Waterdeep is the greatest city on earth – it has no compare”.

Flaw: “I’m a sucker for a pretty cake.”

DURNAN THE INNKEEPER

The proprietor of the Yawning Portal is a man of few words with a gruff demeanor and a mercenary outlook to life. Long ago, Durnan returned from Undermountain with a haul of riches; among which were said to be magic items which extended his own lifespan. He bought the Yawning Portal by investing a small portion of that treasure haul.

Personality: Durnan believes that everyone must fend for themselves in this cruel world.

Ideal: “Someone who can stand alone can stand against anything.”

Bond: “The Yawning Portal is my home. I’ll not get attached to the people here: just like the tavern, I’ll outlive them all.”

Flaw: “If you want sympathy you’ve come to the wrong place.”

THE BLACK VIPER

The Black Viper died a century ago but has returned in recent months to carry out a spate of crimes across the city. The notorious thief is in fact the noble Esvele Rosznar, who takes to the streets in disguise to strike fear into the noble families who spurned her own disgraced House.

Personality: Esvele throws herself into her role and delights in the legend she’s building around herself.

Ideal: “I will become the change I want to see in the world.”

Bond: “Restoring my family’s lost honor means everything to me”.

Flaw: “I occasionally let confidence veer into foolishness.”

HALASTER BLACKCLOAK

Halaster, the Mad Mage of Undermountain, is the deranged individual behind most of the traps and horrors found in the great dungeon under Waterdeep. Undermountain is his home, an amusement gallery in which others perform to entertain him. The Mad Mage knows the ever-changing ways of Undermountain as no one else does, for he is the one who controls those changes.

Halaster’s true form is that of a tall, gaunt, male human, but he uses magic to take on many other visages and shapes. No matter what form he wears, the Mad Mage giggles and mutters incessantly. Contrary to appearances, however, Halaster is alert and attentive to the activities and preparations of all beings near him. He never willingly enters combat without first casting mage armor and mind blank on himself.

APPENDIX B. MONSTER & NPC STATISTICS

ALEWIFE

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 22 (4d6+8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	10 (+0)	8 (-1)	19 (+4)

Skills Insight +1, Perception +1, Stealth +7

Senses Passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Intoxicating Aura. An alewife radiates an intoxicating aura that affects creatures within 30 feet of it. Any creature that enters this area for the first time on its turn or starts its turn inside it must succeed on a DC 14 Wisdom saving throw or become charmed by the alewife. A creature that succeeds on the save is immune to the alewife's aura for 24 hours. Although a charmed target isn't under the alewife's control, it is compelled to seek out and drink the nearest alcoholic beverage until the effect ends or it passes out from intoxication. The effect lasts 24 hours or until the alewife is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

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

Innate Spellcasting. The alewife's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only alcoholic spirits as a component:

At will: *friends*, *prestidigitation*

1/day each: *charm person*, *create food and water* (creates 30 gallons of ale only), *grease*, *tasha's hideous laughter*, *purify food and drink*

ACTIONS

Broken Bottle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d3 + 3) slashing damage.

Possess Stein (1/Day). The alewife magically possesses a stein, cup, or other drinking vessel within 30 feet of it, giving it a semblance of life. The alewife disappears and enters the drinking vessel and the vessel animates. While inhabiting the vessel, the alewife retains its Intelligence,

Wisdom, and Charisma scores, as well as its understanding of Sylvan and its traits. It otherwise adopts the statistics of a **tiny servant**.

If the vessel drops to 0 hit points or a *protection from evil and good* spell is cast on the vessel, the alewife is forced out and appears within 5 feet of its drinking vessel. The alewife can voluntarily leave the vessel.

ALEWIFE LORE

Some fairies protect natural places, while others are drawn to hearth and home. Astafottles, more commonly called alewives, revel in the comradery of drinking. Wherever people gather to drown their sorrows, rejoice in life, or just throw back a couple, the party is greatly enhanced when an alewife comes to call.

Just barely taller than a whiskey bottle, alewives appear as plump, rosy-cheeked grandmothers bundled in several colorful coats. Their faces are split by an oversized toothy grin that becomes more fearsome when they are angry.

Bring the Party. The presence of an alewife enhances drunkenness and the urge to imbibe further. When a tavern attracts an alewife, the spirits flow. By the end of the night, the common room is littered with unconscious, inebriated patrons.

Mercurial Mood. While the mood of an alewife is often friendly and bemused, her mood changes with the mood of the tavern she inhabits. If the patrons become melancholy, so does the alewife. A bar fight can turn an alewife into a true danger, using a broken bottle to shiv the brawlers.

Spirit of the Stein. An alewife can possess any drinking vessel that has touched alcohol. When inhabiting a stein or cup, the vessel sprouts arms, legs, and a cartoonish face. Alewives often inhabit beer-filled steins to maneuver them into patrons' hands who have become too drunk to lift another pint.

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

ACTIONS

Multiattack. The armor makes two melee attacks.

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

ANIMATED TABLE

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	13 (+1)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The table is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the table must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the table remains motionless, it is indistinguishable from a normal table.

Charge. If the table moves at least 20 feet straight towards a target and then hits it with a ram attack on its turn, the target takes an additional 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

BEHOLDER

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.
2. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed 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.
3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened 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.
4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

- **Eye Ray.** The beholder uses one random eye ray.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (–1)	11 (+0)	9 (–1)

Skills Stealth +6, Survival +2

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

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

BUZZKILL

Medium undead, neutral evil

Armor Class 15

Hit Points 54 (12d8)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	11 (+0)	10 (+0)	12 (+1)	16 (+3)

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

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

Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The buzzkill makes two attacks with its forceful slam.

Forceful Slam. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) psychic damage.

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

Horrifying Visage. Each living creature within 60 feet of the buzzkill that can see it must succeed on a DC 13 Wisdom saving throw or take 21 (6d6) psychic damage. If the save fails by 5 or more, the target also ages 1d4 × 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

What a Downer (Recharge 6). One creature that the buzzkill can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed for 1 minute. An intoxicated creature makes this saving throw with disadvantage. A charmed creature can repeat the

saving throw at the end of each of its turns or if it takes damage, ending the effect on itself on a success.

A creature charmed in this way is afflicted with an intense emotion of the buzzkill's choosing:

- **Anger.** At the beginning of each of its turns, the creature attacks the creature nearest to it. However, it is filled with primal rage and eschew weapons, attacking with unarmed strikes instead.
- **Despair.** At the beginning of each of its turns, the creature must move to the nearest chair, or if none are nearby, lie down on the floor. Once there, it uses its action to mowl with despondent sorrow.
- **Envy.** At the beginning of each of its turns, the creature is overcome by jealousy of an item belonging to a random creature it can see. On its turn, the creature must move towards the target of its jealousy using the shortest and most direct route. If the creature ends its movement within 5 feet of the target of its jealousy, it must attempt to take the object from its owner, by force if necessary.

Invisibility. The buzzkill magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).

BUZZKILL LORE

Accidents happen. It's a tragic fact. And when fatal accidents happen in a brewery, the spirit of the deceased is occasionally unable to find rest—forever tormented by the thought of never again being able to enjoy a cold beer. These bitter, resentful spirits are called buzzkills.

Resentful of Fun. Buzzkills lurk in the Border Ethereal, in search of parties to ruin and tavern reputations to destroy. Even if not prone to violence, they're known to knock over drinks, pull out chairs just as someone is about to sit down, or even foment anger and sadness in those under the influence.

Grotesquely Un-Fun. Buzzkills bear exaggerated features of the accidents that took their lives. Those who drowned in a fermentor might look bloated and water-logged, while a buzzkill whose life was snuffed out in a cleaning accident might bear terrible chemical burns. However, they're terribly embarrassed about their appearance, and spend most of their time invisible. Their appearance is a terrible weapon of last resort; revealed only if all other attempts to ruin the fun fail.

CORONACH

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Con +7, Wis +6, Cha +9

Skills Arcana +7, Deception +13, History +7, Insight +6, Perception +6, Performance +13, Persuasion +13

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages All

Challenge 11 (7,200 XP)

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

Magical Instrument. Attacks made with the coronach's instrument are magical.

Rejuvenation. If its instrument hasn't been destroyed, a destroyed coronach gains a new body and instrument in d10 days, regaining all its hit points and becoming active again. The new body appears on the first stage that the coronach ever played upon in life.

Spellcasting. The coronach is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save 17, +9 to hit with spell attacks). The coronach can cast *charm person* and *disguise self* at will and knows the following bard spells (spells marked with an asterisk appear in *Xanathar's Guide to Everything*):

Cantrips (at-will): *friends*, *prestidigitation*, *thunderclap**, *vicious mockery*

1st level (4 slots): *dissonant whispers*, *Tasha's hideous laughter*, *shield*

2nd level (3 slots): *see invisibility*, *silence*

3rd level (3 slots): *fear*, *hypnotic pattern*

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

5th level (3 slots): *dominate person*, *synaptic static**

6th level (1 slot): *Otto's irresistible dance*

7th level (1 slot): *forcecage*

8th level (1 slot): *feeblemind*

9th level (1 slot): *power word: kill*

Turn Resistance. The coronach has advantage on saving throws against any effect that turns undead.

ACTIONS

Instrument Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is a creature, it must also succeed on a DC 17 Constitution saving throw or be paralyzed 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.

REACTION

Jarring Words (3/day). When a creature within 60 feet of the coronach makes an attack roll, ability check, damage roll, or saving throw, the creature rolls a d8 and subtracts the result from the number rolled. A creature is immune to this effect if it can't hear the coronach or if it is immune to being charmed.

LEGENDARY ACTIONS

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

- **Cantrip.** The coronach casts a cantrip.
- **Instrument Slam (Costs 2 Actions).** The coronach uses its instrument slam.
- **Shocking Revelation (Costs 2 Actions).** The coronach recounts a shockingly personal secret about a creature it can see within 10 feet of it. The creature must succeed on a DC 17 Wisdom saving throw or be charmed by the coronach until the end of the coronach's next turn. While charmed in this way, the creature is incapacitated and has a speed of 0. The effect ends if the creature takes any damage or if someone else uses an action to shake it out of its stupor.
- **Devastating Dirge (Costs 3 Actions).** The coronach plays a deafening tune on its instrument. Each living creature within 20 feet of the coronach must make on a DC 17 Constitution saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. The coronach then regains a number of hit points equal to half the damage dealt.

CORONACH LORE

A lifetime only lasts for so long, and musicians strive to collect the tales of hundreds of lifetimes. As such, it's only expected that the most dedicated entertainers would seek out undeath as a means of perfecting their craft. Coronachs are obsessed, undead entertainers who spend eternity in pursuit of lost and forgotten stories and songs: a hunger that they can never satisfy.

Becoming a Coronach. Becoming a coronach involves a lengthy ritual that spans a tenday. During this time, the would-be coronach must continuously play the first song it ever learned. At the end of the ritual, the musician's heart finally fails and its soul is drawn into its instrument, where it remains forever. Due to the need to eat and drink during the ritual, the would-be coronach usually enlists the aid of others (who are slain afterwards to ensure that the coronach's first song remain a secret).

Eternally Searching. Coronachs must travel from place to place and search ancient ruins and libraries for new stories to tell through their songs. The instrument of a coronach who fails or forgets to do so physically decays until it's finally destroyed.

Eternally Ironic. Only by destroying a coronach's instrument can it be prevented from reforming. Physical destruction is only temporary as the instrument reforms along with its owner. However, if the instrument is used to play the first song that the coronach ever learned, both it and the coronach explode in a jarring blast of sound. Because of this, coronachs jealously guard their own story—lest it be used to destroy them.

Death and Restoration. When a coronach's body is destroyed, its spirit is drawn into its instrument which fades away into nothingness. Within days, the coronach and its instrument reforms on the stage upon which the coronach played its first song in life.

Undead Nature. A coronach doesn't require air, food, drink, or sleep.

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (−3)	10 (+0)	4 (−3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

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

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

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

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

2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

DROW GUNSLINGER

Medium humanoid (elf), any alignment

Armor Class 18 (studded leather, shield)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +6, Con +4, Wis +3

Skills Perception +3, Stealth +8

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Undercommon

Challenge 4 (1,100 XP)

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

Gunslinger. The drow gains the following benefits:

- Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the drow's ranged attack rolls with a pistol.
- The drow ignores half cover and three-quarters cover when making ranged attacks with a pistol.
- The drow deals an extra 1d10 piercing damage on ranged weapon attacks made with a pistol (already accounted for in its statistics)

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*

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:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

FROGHEMOTH

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (–4)	12 (+1)	5 (–3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

GIFF

Medium humanoid, lawful neutral

Armor Class 16 (breastplate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, that creature must succeed on a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

ACTIONS

Multiattack. The giff makes two pistol attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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

Musket. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 7 (1d12 + 2) piercing damage.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Fragmentation Grenade (1/day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

HALF-RED DRAGON VETERAN

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +2

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

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

Fire Breath. The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

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

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (–2)	13 (+1)	6 (–2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HUNTER SHARK

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (–5)	10 (+0)	4 (–3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages –

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

JACKALWERE

Medium humanoid (shapechanger), chaotic evil

Armor Class 12

Hit Points 18 (4d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	13 (+1)	11 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 12

Languages Common (can't speak in jackal form)

Challenge 1/2 (100 XP)

Shapechanger. The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it's weapon or carrying isn't transformed. It reverts to her true form if it dies.

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

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

ACTIONS

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

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

KENKU

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LAMIA

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Deception +7, Insight +4, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 4 (1,100 XP)

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

At will: *disguise self* (any humanoid form), *major image*
3/day each: *charm person*, *mirror image*, *scrying*,
suggestion
1/day each: *geas*

ACTIONS

Multiattack. The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

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

Intoxicating Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The creature is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

LIZARDFOLK

Medium humanoid (lizardfolk), neutral evil

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (–2)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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

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

LIZARDFOLK SHAMAN

Medium humanoid (lizardfolk), neutral evil

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (–1)

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*

1st Level (4 slots): *entangle*, *fog cloud*

2nd Level (3 slots): *heat metal*, *spike growth*

3rd Level (2 slots): *conjure animals* (reptiles only), *plant growth*

ACTIONS

Multiattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

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

Change Shape (Recharges after a Short or Long Rest).

The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

LIZARD QUEEN

Medium humanoid (lizardfolk), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

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

Saving Throws Con +4, Wis +2

Skills Perception +4, Stealth +5, Survival +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Draconic

Challenge 4 (1,100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

ACTIONS

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

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

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

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

MALFORMED KRAKEN

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	11 (+0)	15 (+2)	15 (+2)

Saving Throws Str +11, Con +9, Int +4, Wis +6, Cha +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities frightened, paralyzed

Senses truesight 60 ft., passive Perception 12

Languages understands Common but can't speak; telepathy 60 ft.

Challenge 10 (5,900 XP)

Amphibious. The kraken can breathe air and water.

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Multiattack. The kraken makes three tentacle attacks. One of them can be replaced with a bite attack, and any of them can be replaced with Fling.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling One Medium or smaller object held or creature grappled by the kraken's tentacles is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken creates three bolts of lightning each of which can strike a target the kraken can see within 150 feet of it. A target must make a DC 16 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

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

Saving Throws Str +9, Con +10, Wis +8, Cha +10

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Magic Resistance. The marilith has advantage on saving throws against spells and spell effects.

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Common, thieves' cant

Challenge 5 (1,800 XP)

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

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

MEDUSA

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

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

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

MERFOLK

Medium humanoid (merfolk), neutral

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Aquan, Common

Challenge 1/8 (25 XP)

Amphibious. The merfolk can breathe air and water.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

NIGHT HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Condition Immunities Charmed

Senses darkvision 1200 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back to her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

Nightmare Haunting (1/Day). Already used today, so including the text for the ability is unnecessary.

QUICKLING

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (−2)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

SATYR

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	16 (+3)	5 (–3)	10 (+0)	5 (–3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SPRING ELADRIN

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	18 (+4)	11 (+0)	18 (+4)

Skills Deception +8, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fey Step (Recharge 4–6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *Tasha's hideous laughter*

3/day each: *confusion*, *enthrall*, *suggestion*

1/day each: *hallucinatory terrain*, *Otto's irresistible dance*

Joyful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Joyful Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

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

ACTIONS

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, plus 4 (1d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) psychic damage.

WARLORD

Medium humanoid (any race), any alignment

Armor Class 20 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

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

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

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

Senses passive Perception 15

Languages Common, Giant

Challenge 12 (8,400 XP)

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

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

ACTIONS

Multiattack. The warlord makes two weapon attacks.

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

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

LEGENDARY ACTIONS

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

Weapon Attack. The warlord makes a weapon attack.

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

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.

WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true human form. Its statistics, other than her AC, are the same in each form. Any equipment it's weapon or carrying isn't transformed. It reverts to her true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks when using the Attack action.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (All Forms). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

APPENDIX C. SKALLINDRAX

BLACK DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

LAIR ACTIONS

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

- Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

YOUNG BLACK DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

LAIR ACTIONS

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

- Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

ADULT BLACK DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

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

Skills Perception +11, Stealth +7

Damage Immunities Acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 14 (11,500 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 4 (1d8) acid 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.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 56 (12d8) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR ACTIONS

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

- Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

ANCIENT BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills Perception +16, Stealth +9

Damage Immunities Acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 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: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.*

Claw. *Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.*

Tail. *Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) 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 19 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.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR ACTIONS

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

- Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

APPENDIX D. PLAYER HANDOUTS

The following player handouts are used during the adventure. Print at least one copy of each, though one copy of each per player is ideal.

PLAYER HANDOUT 1. EVENT RULES

You can make use of the following interactive actions during this event!

REQUESTING AID

You can request aid from other tables at any time, but only **once** during the event. Perhaps you need the help of a high-level mage, a powerful spell of healing, or the services of a skilled rogue? If your group captain can locate a character who's willing to help, they can call on their aid! The following rules must be upheld when requesting aid:

- Each group can only call for aid **once** during the event.
- Groups can only request aid for challenges within the Growling Groghouse i.e. they can't request aid during special quests.
- The character granting aid take a single action to attack, cast a spell, make an ability check, or use an item. If needed, the player leaves their seat and visits the table to resolve this.
- The tavern's sigil of balance dispels any magical effects that linger for longer than a single encounter. For example, if a spellcaster uses *summon greater demon* to conjure a barlgura for the party, the demon is dispelled at the end of the encounter.

SHARING CLUES

As you explore, you'll uncover clues on how to overcome the tavern's challenges and unravel Durnan's story. You are encouraged to share these clues with their allies – but they can only share each clue with **one other table**! You must share your clues surreptitiously! If the wandering character known as the Black Viper uncovers too many clues, she could get to Durnan before you can find him! Your DM will inform you what counts as a clue as you find them.

INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epic™ event.

SHORT AND LONG RESTS

The event plays out in just a few hours of game time. You can't afford to take long rests and can take only **one short rest**. Opportunities to earn additional short rests occur during play.

If you have access to the *catnap* spell, you can use it to gain the benefits of a short rest.

PLAYER SPELLCASTING

Right from the start of the adventure, you have limited time to rescue Durnan, making it difficult to cast certain spells.

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can only be cast during the event if the group uses their short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups in the Growling Groghouse at the administrators' discretion.

SPELLCASTING SERVICES

During the event allied clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. You must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days. Such spells can't be cast during combat.

PLAYER HANDOUT 2. ADVENTURE HOOKS

When the event begins, each player chooses a hook from this sheet. No two players can share the same hook. If none appeal, the character is simply answering Mirt's call for adventurers. Any character who completes the object of their hook gains the "Deep Delver" story award!

MISSING ALLY

You have a friend, relative, spouse, or ally who recently disappeared into the dungeons of Undermountain. Perhaps your search for Durnan can unearth clues to their whereabouts?

LEGENDARY GROG

Some folk whisper of a tavern in the dungeons of Undermountain that brews spirits unseen in the world above. Bring a bottle of this grog to the surface to prove the rumors true!

DEBT TO PAY

The beholder Voolgrax dwells underneath Waterdeep. Years ago, you lost a bet to one of its henchmen, who sold the debt on to his master. If you can find Voolgrax, perhaps you can persuade the beholder to grant you a stay of execution?

BLOOD AND GLORY

Legends tell of an arena in the dungeons below Waterdeep, where gladiators can earn great renown by fighting monsters. Find this arena and win a battle within it!

LIFT THE CURSE

An undead bard cursed a village in your homeland, rendering the inhabitants unable to talk without spitting out insults. The bard was recently sighted in Undermountain: if you find her, perhaps you can compel her to lift her curse?

ONE GOOD TURN

A mysterious barbarian recently rescued a comrade of yours from the dungeons of Undermountain. You've sworn to track this hero down and see if you can repay the favor.

UNMASK THE PROPRIETRESS

Brigands whisper of a secret Undermountain tavern governed by a mysterious proprietress. If you can uncover her real identity, the information could win you many friends.

PLAYER HANDOUT 3. THE GROWLING GROGHOUSE

The following points of interest are visible throughout the tavern. Your objective is to question these patrons about the missing innkeeper and uncover clues about his fate.

ALEWIFE

A walking tankard slips furtively between the table legs, looking for other cups to fill.

BEHOLDER GAMBLER

A beholder gambler and its miscreant gang of cutthroats play high-stakes games of chance inside this private booth.

CRAWLING HANDMAIDENS

Undead hands crawl throughout the tavern, working as serving maids for the proprietress.

CULT CEREMONY

The Cult of the Dragon has booked this booth for a private party.

DRAGONSKULL

The candle-covered skull of an ancient silver dragon hangs from the ceiling.

GIFF BARKEEP

An enormous humanoid with the head of a hippopotamus works the bar.

GLASS THE BARBARIAN

A huge female barbarian sits astride this barrel, supping beer from an adamantine stein.

HAPPY HOUR GONG

The toll of this gong announces the start and end of half-price “happy hour” at the bar.

HAUNTED KEGS

Something horrible haunts these kegs, so nobody sits nearby.

HELL HOUND KENNELS

A pack of cackling jackalweres act as kennel keepers for the proprietor’s hell hounds.

KENKU STORYTELLER

This straggly bird man tells stories to a gaggle of goblin children.

LICH BARD

An undead cat-person sits in a darkened corner, plucking the strings of her darkwood lute.

LIQUOR CABINET

A bewildering assortment of magical liquors are stored in a locked cabinet behind the bar.

MARILITH ARMWRESTLER

A six-armed she-demon challenges all who dare face her to an arm-wrestling bout.

MEDUSA PEDDLER

A blindfolded medusa hawks rare items from this makeshift stall.

MONSTER PIT

A caged-off pit in the taproom floor opens into an arena of blood, gristle, and bone.

THE PROPRIETRESS

The enigmatic proprietress holds court inside this private chamber.

WEREWOLF DOORMAN

A shaggy werewolf guards the front door of the tavern.

WINE HAG

A sozzled night hag props up the bar.

GROUP NAME:	
VICTORY POINTS:	

PLAYER HANDOUT 4: DRINKS MENU

The following bottles of magical spirits are visible in the cabinet. Each single measure of each bottle costs 10gp.

RADAGAN'S RED RUM
OGREFIRE ALE
LADY'S LAMENT NO. 4
LIEUTENANT TALBOT'S MOONSHINE
OLD PHARAOH'S RUIN
UNDERMOUNTAIN HOMEBREW
TOTEM DOG BEER
TRAVELLER'S YARN
HELL'S TEETH CIDER
EVERARD'S BLACK BARLEYWINE
BEGINNER'S LUCK BEER
AFTERMATH ABBEY ALE
REVENANT'S NECROTIC TONIC
REGAL EAGLE ALE
EFREETI FIREWATER
LIGHTNING'S LURE LIQUEUR

APPENDIX E. MAGIC ITEM AND STORY AWARD HANDOUTS

TIER 1 MAGIC ITEM UNLOCK: ROPE OF CLIMBING (MAGIC ITEM TABLE B)

Wondrous Item, Uncommon.

This fleshy cord is the magically animated tentacle of a roper bound with rings of silver. While you grasp hold of the rope, you can't be forced to let go of it against your will. The 60-foot length of rope weighs 3 pounds and hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. When knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

TIER 2 MAGIC ITEM UNLOCK: WINGED BOOTS (MAGIC ITEM TABLE F)

Wondrous Item, Uncommon (requires attunement)

These leather boots are fitted with mechanical wings of gnomish manufacture that clatter loudly when used. While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use. While flying, you have disadvantage on Dexterity (Stealth) checks made to move silently.

TIER 3 MAGIC ITEM UNLOCK: ANIMATED SHIELD (MAGIC ITEM TABLE H)

Shield, Very Rare (requires attunement)

This shield appears as the head of a large beer keg, ringed by a rusty iron band. Whenever the shield is struck by a blow, a chorus of cheering dwarven voices are heard. While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

TIER 4 MAGIC ITEM UNLOCK: RING OF INVISIBILITY (MAGIC ITEM TABLE I)

Wondrous Item (requires attunement)

This cold steel ring is invisible when unworn but becomes visible when slipped onto the wearer's finger. While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying – apart from this ring – is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again. To avoid being spotted while invisible, you must cover the ring with a glove.

STORY AWARD: DEEP DELVER

Your successes in the dungeons of Undermountain have brought you glory in the city above. You earn any additional point of renown. Whenever you return to Waterdeep following a successful expedition into the dungeons of Undermountain, you gain a free healing potion.

STORY AWARD: TAVERN HERO

Your actions were noteworthy in rescuing Durnan the Innkeeper from the dungeons of Undermountain. The proprietor of the Yawning Portal has granted you free accommodation and drinks in his inn for the rest of your life and commissioned a portrait of your group to hang in the taproom until the end of time.

STORY AWARD: SOLD SOUL

Your soul has been promised to Breccia of the Growling Groghouse. If you later die, she claims your soul and uses it for own mysterious purposes. The only way you can be restored to life is via a *true resurrection* spell, after which this award is removed.

APPENDIX F. ADMINISTRATOR GUIDE

This section provides guidance on running *Last Orders at the Yawning Portals* a D&D Epics™ event for your game day or convention.

EPIC PARTICIPANTS

The following players comprise this D&D Epics™ event.

4+ GROUPS

Each table is run by a Dungeon Master and has 3-7 players. There must be at least four groups present, with one or more groups representing each of the four experience tiers. All characters within a group must belong to the same experience tier.

COMMANDER

A lead administrator, the commander, oversees the event. The commander keeps track of the overall flow of the event, makes important announcements, answers DM questions, and ensures everything runs smoothly. Full instructions for performing this role can be found in appendix E, “Administrator Guide.”

WANDERING CHARACTERS

This event also calls for three administrators to play the roles of wandering characters: Durnan the Innkeeper, Mirt the Moneylender, and the Black Viper. These administrators roam from table to table during the event and take over as temporary DMs for short interactions with the players. When a wandering character appears at your table, stop what you’re doing and wait for them to resolve the interaction!

GROUP CAPTAIN

Before the adventure begins, each table designates one player as the group’s captain. The captain liaises with the administrators and the captains of other tables and makes decisions for the group when they can’t agree on a course of action through other means (such as voting).

SETUP

The following steps are important for ensuring the event runs smoothly.

STEP 1. PREPARE HEADQUARTERS

Headquarters (or “HQ”) is an area set aside for the administrative staff.

- The commander needs the **order of events** provided at the end of this section, a clock or stopwatch, a pen or pencil, and at least one copy of this adventure.
- A grab bag containing the tavern prizes must be placed in plain view on the table (see “Tavern Prizes”).

STEP 2. PREPARE TABLES

One table is required for each group. All tables need a good view of HQ, so they can see and hear the commander’s updates.

STEP 3. MUSTER GROUPS

During muster, players are assigned to dungeon masters.

STEP 4. COUNT GROUPS

The commander needs to know how many groups of each tier are playing. When the event begins, the administrators must count the groups and note down which tiers are represented.

STEP 5. PLAY!

When play begins, the commander reads the briefing aloud to the assembled players (see “Order of Events”, below).

INTERACTIVE ELEMENTS

As a D&D Epics™ event, *Last Orders at the Yawning Portal* features several opportunities for players to interact with other tables. The administrative team must be ready to coordinate these interactive elements.

COUNTING VICTORY POINTS

The commander must note down how many victory points each tier accrues. When each tier meets their target of victory points, they unlock the special quest for their tier.

Victory point target = no. of groups in tier x2

Once the quest has been announced, there is no need to continue tracking victories for that tier!

Groups can continue tracking victories on player handout 3, *The Growling Groghouse*, as the group with the most victories at the end of the event wins a prize.

PLAYING WANDERING CHARACTERS

The administrators play the following wandering characters. Administrators are encouraged to dress up in costume and act in character throughout.

Durnan the Wanderer. Durnan carries separate handouts for each verse of the drinking song. When called to a table, he gives out the next numbered verse in the list and teaches the players how to sing it. It is vital that Durnan gives out his verses in the correct order! The song has one verse for each table participating in the event (maximum ten verses).

Mirt the Moneylender. Mirt wanders from table to table, selling cut-price magic potions and scrolls. Players can call him to their table at any time.

The Black Viper. The Black Viper sneaks around, trying to overhear clues being passed between tables. If she hears a clue, she notes down a point on his parchment. At the end of the event, the Black Viper gets to Durnan first if she has enough clues!

Black Viper target = no. of groups in event /2

RUNNING THE DRAGON FIGHT

When the dragon fight occurs at the end of the event, the administrators must track the number of groups that beat their dragon as it happens.

Dragon fight victory = no. of groups in event / 2

When the victory target is met, the administrators announce that the next group to defeat their dragon delivers the final blow!

SINGING THE SONG

As players complete quests, they unlock lost verses to the song. To complete the event without penalty, the players must recover every verse of the song. The song has one verse for each table participating in the event (maximum ten verses).

When all the verses have been recovered, the commander announces the closure of all special quests! Any character still playing earns inspiration and can take a tavern prize from the grab bag.

TAVERN PRIZES

The administrators should place a grab bag at HQ containing print outs of each tavern prize. Each group present in the event should have one full set of prizes placed in the bag, which is then shuffled for all. Players draw prizes from the grab bag for completing special quests.

ORDER OF EVENTS

The commander must supervise the following events and make the listed announcements when prompted to do so by the text.

START OF EVENT: INTRODUCTION

Once everyone is settled, the commander makes the following announcement:

The Yawning Portal! Most famous of all Waterdeep's inns and the entrance to the dungeon of Undermountain! Countless adventures have begun at this legendary drinking hole – and more than a few have ended in the labyrinth beneath. Tonight, on one of the busiest days of the year, the Yawning Portal is mysteriously closed...

As you stand outside in the rain, a plump nobleman beckons for you to join him. He introduces himself as Mirt the Moneylender.

"The Yawning Portal's closed for good, or at least 'til we figure out what's happened to its owner, my old pal Durnan the Wanderer. He's disappeared down the well to Undermountain! Years ago, we quested the dungeon together: it's how we made our fortunes. But that old stoat always thought he'd missed something down there in the dark. He's likely returned to take another look! Last time he didn't come back for a hundred years, and I don't fancy waitin' that long for a drink. If ye can help me find him, there's magic aplenty waiting for ye as a prize."

It's now over to the DMs to run the adventure!

45 MINUTES BEFORE END: BEGIN THE SONG

The commander calls an end to any encounters still in progress. The commander makes the following announcement:

Mirt gathers you all together in a side room of the Growling Groghouse. He stands on a table to speak.

"Listen up, ye all. We don't have much time: the Black Viper is at large, so we need sing the song to find Durnan afore she gets to him. If he's out there in the maze, he'll hear us, I know it!

"I'm going to count to three. On three, I want whichever group found the first verse of the song to sing it out loud! And give it some welly, so Durnan can hear ye! Then the next group sings, and the next, until the whole song is done!"

"One. Two. Three!"

Each verse of the song corresponds to a different level of the dungeon. In this order, each group holding a verse stands up and sings when the time comes. Everyone is encouraged to join in for the last two lines of each verse.

SONG SUCCESS

If the assembled players acquired all the verses of the song, the commander makes the following announcement:

Your voices echo through the dungeon of Undermountain. For a long while, silence reigns... and then the innkeeper of the Yawning Portal stumbles into the light, clutching a dusty bottle of spirits!

"Mirt, is that you? Ah, I know it is, I'd could tell that belly from a mile away! Oh, I am cursed, my friend! Remember when we were last down here, and we drank from that old bottle of Maztican mescal? The one with the worm in it? That was no normal worm, Mirt! It was a dragon!

"It's been getting stronger ever since, trying to escape its prison, and now it's damned near ready to break free! It's lured me down here to bring it the dragonstaff! It wants to conquer the city above! Mirt, we need to stop it!"

Boom! Suddenly the bottle in Durnan's hand explodes! With a swirl of green smoke, the black dragon Skallindrax appears!

SONG FAILURE

If the assembled players don't have enough verses to summon Durnan – or if the Black Viper stole enough clues! – the commander makes the following announcement:

Your voices echo through the dungeon of Undermountain. For a long while, silence reigns... and then the Black Viper steps forward.

"Pathetic! I've heard sweeter music from a sack full of drowning kittens. You'll never find Durnan with a performance like that. You didn't find enough verses - or perhaps I found too many! – so it falls to me to summon Durnan and claim his treasure.

"If you want to see your innkeeper alive, one of you so-called heroes must swear loyalty to me and join me forever on my adventures!"

One player must now surrender their character to the Black Viper. This character is lost forever. The Black Viper then sings the final verse to summon Durnan (see "Event Success").

DRAGON FIGHT

The players now fight the dragon at their own tables. The administrators must track the number of groups that beat their dragon as it happens.

Dragon fight victory = no. of groups in event / 2

When the victory target is met, the administrators announce that the next group to defeat their dragon delivers the final blow!

When the dragon is slain, the commander makes the following announcement:

The black dragon Skallindrax is dead! Durnan has been freed from his curse and the city above is safe! Congratulations! Your alliance has won!

When the dragon is slain, ask the group captains to deliver **handout 3, the Growling Groghouse**, to the administrators and determine which group won the event.

15 MINUTES BEFORE END: ANNOUNCE RESULTS

Fifteen minutes before the end of the event, the commander calls the event to a close, even if the dragon has not been killed.

The black dragon Skallindrax retreats from the battle to nurse its wounds! Durnan is safe, and the day is won! However, you've won the day as perfectly as you could have. A terrible threat still waits down there in the dark!

If the assembled groups fail to kill the dragon, inform the DMs that nobody can win the "Deep Delver" award – as there is still a great threat down there in the dungeon to hunt! Ask the group captains to deliver **handout 3, the Growling Groghouse**, to the HQ.

Tell the group that won the most victory points that each player in that group has won the "Tavern Hero" story award!

THE DRINKING SONG

The drinking song is sung to the tune of “Pop Goes the Weasel”. Whichever group acquired a verse sings the first two lines of their verse, with the administrators and assembled players joining in for the last two lines of each verse.

VERSE 1

*On level one we tiptoed through
A goblin dormitory,
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 2

*On level two we triggered a trap
It's quite a funny story,
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 3

*On level three we fought a troll
Its lair was bloody gory,
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 4

*On level four the manticores
Were very predatory,
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 5

*On level five the thieves contrived
To rob our inventory,
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 6

*On level six the pixie tricks
Made dancing mandatory
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 7

*On level seven we were chased
From undead territory,
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 8

*On level eight the devils wait
In hellish purgatory,
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 9

*On level nine a death knight gave
A boring oratory,
Shout if you can hear our song,
CHEER for gold and glory!*

VERSE 10

*On level ten we saved a flumph
The deed was laudatory,
Shout if you can hear our song,
CHEER for gold and glory!*

TAVERN PRIZE: ENDLESS BAR TAB

This magic chalkboard lets you rack up an endless bar tab at any inn or tavern in the world, so you never have to pay for your drinks!

TAVERN PRIZE: TALKING TANKARD

The talking tankard is a chatty fellow who will keep you company on your journey home after a long night of revelry, ensuring that you get home safely.

TAVERN PRIZE: BEST SEAT IN THE HOUSE

Whenever you enter a tavern, this table magically appears and is always yours to claim. In fact, your name is etched onto it.

TAVERN PRIZE: NEVER-SPILL MUG

This mug — or glass — can never be tipped over and spilled, no matter how raucous you or your fellow patrons get.

TAVERN PRIZE: INSTANT AERATOR

This smartly designed glass instantly aerates your wine, making it immediately delectable.

TAVERN PRIZE: YOUR FAVORITE SONG

When you tinkle this bell, any bard performing in an inn or tavern is obligated to perform your favorite song on your request.

TAVERN PRIZE: HANGOVER, SHMANGOVER

No matter how much you imbibe at an inn or tavern, a sprinkle of these magic salts on the tongue before bedtime means you'll never get a hangover.

TAVERN PRIZE: KEEP YOUR COOKIES

Take a swing of this potion before you go out drinking, and you'll never barf it all up in a back alley.

TAVERN PRIZE: MECHANICAL WAITER

This tiny mechanical assistant always on hand to bring you drinks and food from the bar and will do whatever you ask of them within the confines of an inn or tavern (short of any task that would harm another person).

TAVERN PRIZE: TOP SHELF ONLY

While wearing this floppy hat, you get the best liquor available in all of your cocktails – only the top shelf for you!

TAVERN PRIZE: PERSONAL BARTENDER

This fey staff member appears by magic in any inn or tavern you enter, and serves only you and your party. The other staff accept their presence without question.

TAVERN PRIZE: IDEAL VOLUME

When you blow this silent whistle, the music in the tavern always adjusts to the ideal volume so you can converse and socialize without having to shout at your friends.

TAVERN PRIZE: TASTE TESTER

While you wear this bow tie, any brewery or distillery in your vicinity sends you free samples of their new, and often exotic, acquisitions.

TAVERN PRIZE: YOUR PERSONAL MENU

When you look at a menu through these spectacles, it always has your favorite meal available, and magically supplies the cook with ingredients for preparing it.

TAVERN PRIZE: ALWAYS CLEAN TABLE

When you put this napkin on your lap, your table always remains clean and unmarred by crumbs or spilled beverages.

TAVERN PRIZE: PRIME EAVESDROPPING

Whenever you put this trumpet to your ear inside an inn or tavern, you hear a juicy rumor about someone you know.

TAVERN PRIZE: FRONT OF THE LINE

This pendant on this necklace is shaped like a roll of toilet paper, and means you never have to wait in line for the restroom while wearing it.

TAVERN PRIZE: VIP LIFE

A flash of this card means a private room is always made available for you to conduct your business in an inn or tavern — no questions asked.

TAVERN PRIZE: READY FOR A FIGHT

When you ring this bell, a good natured and fair bar brawl is yours for the taking, whenever you're itching to fight.

TAVERN PRIZE: FAMILIAR ATTENTION

If you fit this collar to your familiar or pet, they are given VIP treatment complete with treats and lots of good petting from the staff.