



ORGANIZED CHAOS

A STRANGE JOURNEY FOR CHARACTERS OF ANY LEVEL

BY DIALECTRICAL

Credits and Acknowledgments

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A Note on Rulebook References:
Organized Chaos makes references to three core rulebooks, and does so through parenthetical abbreviations. The abbreviations used are:
PHB for the Player’s Handbook
DMG for the Dungeon Master’s Guide
MM for the Monster Manual

Content Warning: On pages 7 and 12, there is reference to vomiting. This is intended to mimic a certain scene from an animated film featuring a no-faced shadow-y figure and a girl who loses her name. The vomiting can be replaced in any way you see fit, so long as No-Name is made to shrink in size.

About the Author
Dialectrical enjoys speciality coffee, writes with fountain pens, and supports their local library. Follow them on twitter (@dialectrical) for tweets that are neither good nor enjoyable, and send them fan mail about how much your players enjoyed the Meeting Room at DMlectrical@gmail.com.



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Pre-Adventure Matters

SYNOPSIS

This module takes player characters to the Abyss for a strange journey through the halls of Abyssal Sorting Services Inc. They will encounter a puzzle of doors and portals, in which a multitude of doorways all lead to the exact same office. Should they find a doorway that leads elsewhere, they will find themselves in a labyrinth of bookshelves and filing cabinets and perhaps encounter Adrian the minotaur, a friendly but hungry vegetarian. From here, player characters may venture into a sprawling forest of fantastic encounters, including an inactive planar portal, a druid’s dwelling, a dragon’s lair, and the home of a friendly quasit. They may, also, venture deeper through the bizarre offices to confront a room full of apes left unattended with writing supplies, a massive demon with no face and no name and an insatiable appetite, a terrifyingly deadly meeting of demons who ought not be disturbed, and the humble Herbert in Accounting, who simply wants people to attend his game night. Encounters herein have been deliberately left vague, almost unfinished at times. Please read on with care, and consider every gap or point of confusion an invitation for you to figure out what ought to happen. Whatever you do, though, do not, under any circumstances, disturb the meeting.

Background

Crawford and Orzomir

Long enough ago to be history, the diabolist Sara Crawford besought a Duke of Hell for an imp to aid her studies. However, she was instead given a quasit by the name of Orzomir, unsuited in all ways to aid her studies. Patient and loving, however, Sara Crawford taught the eager Orzomir. Orzomir worked hard, defying their chaotic nature, to learn the alphabet, the basics of mathematics, and all manner of orderly practices in order to aid Crawford. Sara was, however, still mortal, and in time, passed away, leaving Orzomir to return to the Abyss.

Abyssal Sorting Services

Founded by Orzomir upon their return to the Abyss, Abyssal Sorting Services Inc. stands on a floating rock within the chaos of the Abyss. From the outside, it appears to be a magnificent cathedral-like fortress, yet, inside, it has the appearance of a common office building, the likes you are no doubt familiar with. It employs mortals, demons, and devils alike, although none are sure what business the company even conducts, and few others know of its presence, as Orzomir works away in secret, sorting lists, running numbers, and arranging affairs.

The Abyss Strikes Back

Greatly unsatisfied by the incursion of orderly and lawful energy to its land, the magic and powers of the Abyss itself have struck out against Orzomir’s creation, ripping a vortex of impossibly paradoxical power above Abyssal Sorting Services Inc. in an attempt to eradicate this affront to chaos. Clinging with all its might to reality, the halls of the offices have been warped and rearranged in strange ways. The surge of magical energy, in turn, has alerted Demon, Devil, and Angel alike, who all agree that whatever Orzomir has been up to has gone on too long.

Hooks

The hooks below offer suggestions on how to thrust your players and their characters into the adventure outlined in these pages. The specific details of these hooks, their potential rewards, and the effects of them upon your world are up to you. Feel free, as always, to crumple this page up and come up with your own justification for an adventure.

An Angel, a Devil, and a Demon walk into a bar...

While going about their business, the player characters are approached by an angel, a devil, and a demon who seem to be cooperating in their attempt to find someone to deal with whatever is happening inside Abyssal Sorting Services Inc. Whoever these trio are, they are certainly powerful and awe inspiring (perhaps Asmodeus himself has deigned to work with the Demagorgon!) but bear no ill will to the PCs should they deny their quest. If they do offer to help, however, the trio casts plane shift on themselves and the party as soon as they are ready, and remain outside the halls of Abyssal Sorting Services Inc. until Orzomir has been dealt with, at which point they will return the party to where they first encountered the trio and go about their business.

Complication: if the party opts to help Orzomir return to the Material Plane, the demon, devil, and angel will not be happy and will require a great deal of convincing, such as a Persuasion check (DC 25), to aid the quasit.

“Whoops, I meant to do that...”

A spell gone wrong, an experiment miscalculated, a device on the fritz, a prayer misspoke...whatever the cause, a horrible accident has lead to the player characters being transported to Abyssal Sorting Services Inc! There seems to be no clear path off of the floating mote of earth on which it stands, and there doesn’t seem to be a helpful quest-giver near by to explain what has going on, leaving the party with no choice but to press on and hope for answers or a way home within the strange halls inside.

Complication: if this hook is used, there is no way out but through! The party is trapped here until they figure out how to return to their home plane or otherwise depart from the floating mote of earth.

Remember, there are three options within the dungeon for returning home: Herbert’s scroll of Gate, Gwynn’s keystone, or Orzomir’s keystone! There is also a random encounter which places a portal in 10. the Courtyard (p 18) but this might not appear in every game.

“You can’t fire me, I quit!”

While going about their buisness, the player characters encounter a well-behaved and otherwise friendly Balor in business casual, perhaps enjoying a pint at the Yawning Portal (which they certainly didn’t spend 250 gp on!). The Balor is quick to bemoan their job at Abyssal Sorting Services to any who give them the time of day, and should the party show interest, the Balor thrusts a resignation letter into their hands along with a whistle that, when blown, teleports the party to Abyssal Sorting Services Inc. (if blown within Abyssal Sorting Services Inc. it returns them to the last location they were before entering the Abyss) and asks the party to deliver their resignation to “the big boss.”

Complication: Orzomir has no conceptof resignation letters, as they are simply unable to concieve of someone not being interested in organization and whatever else it is that Abyssal Sorting Services Inc. does. Orzomir will accept the letter, but is largely confused by the practice of a two week’s notice.

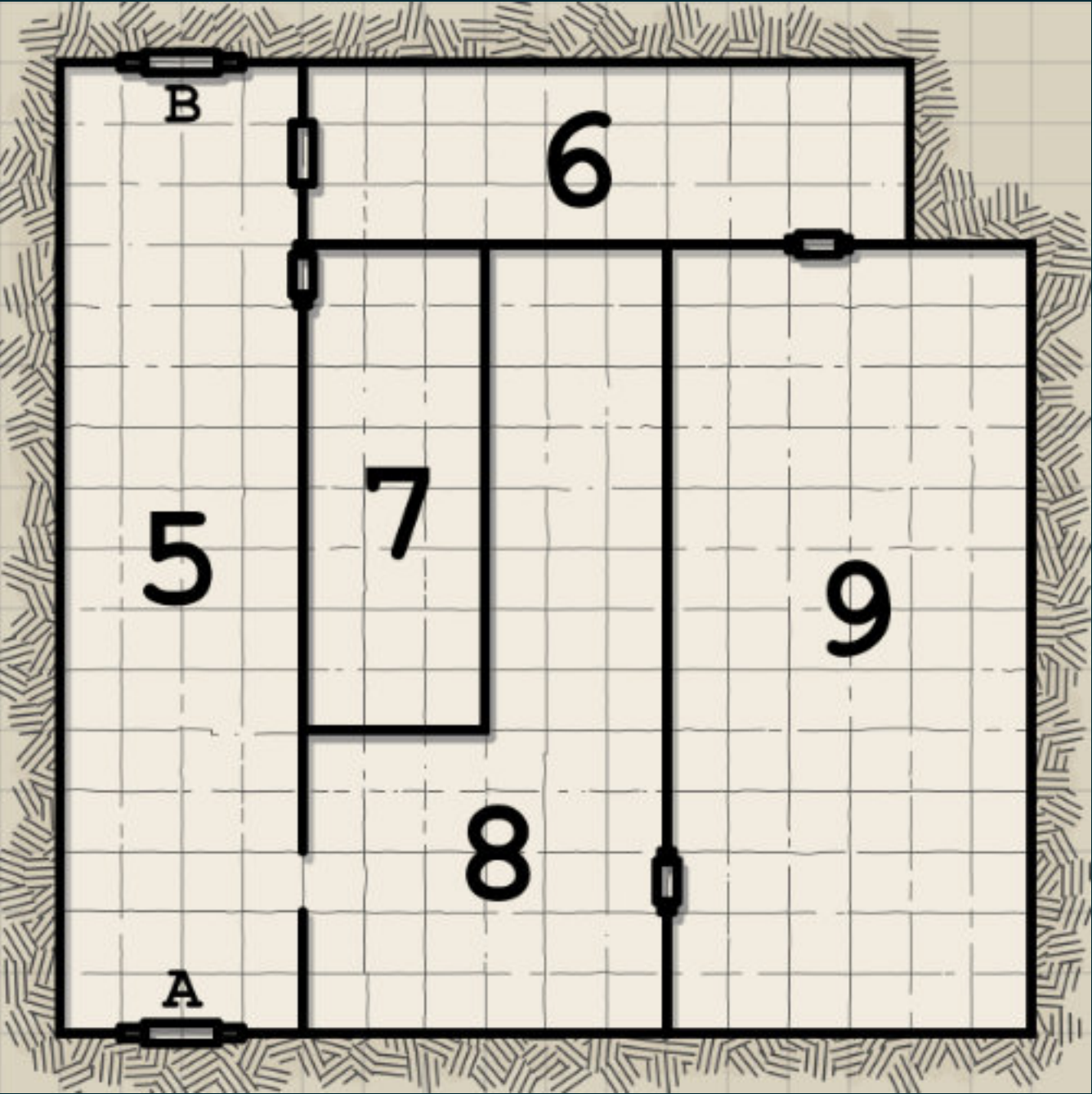
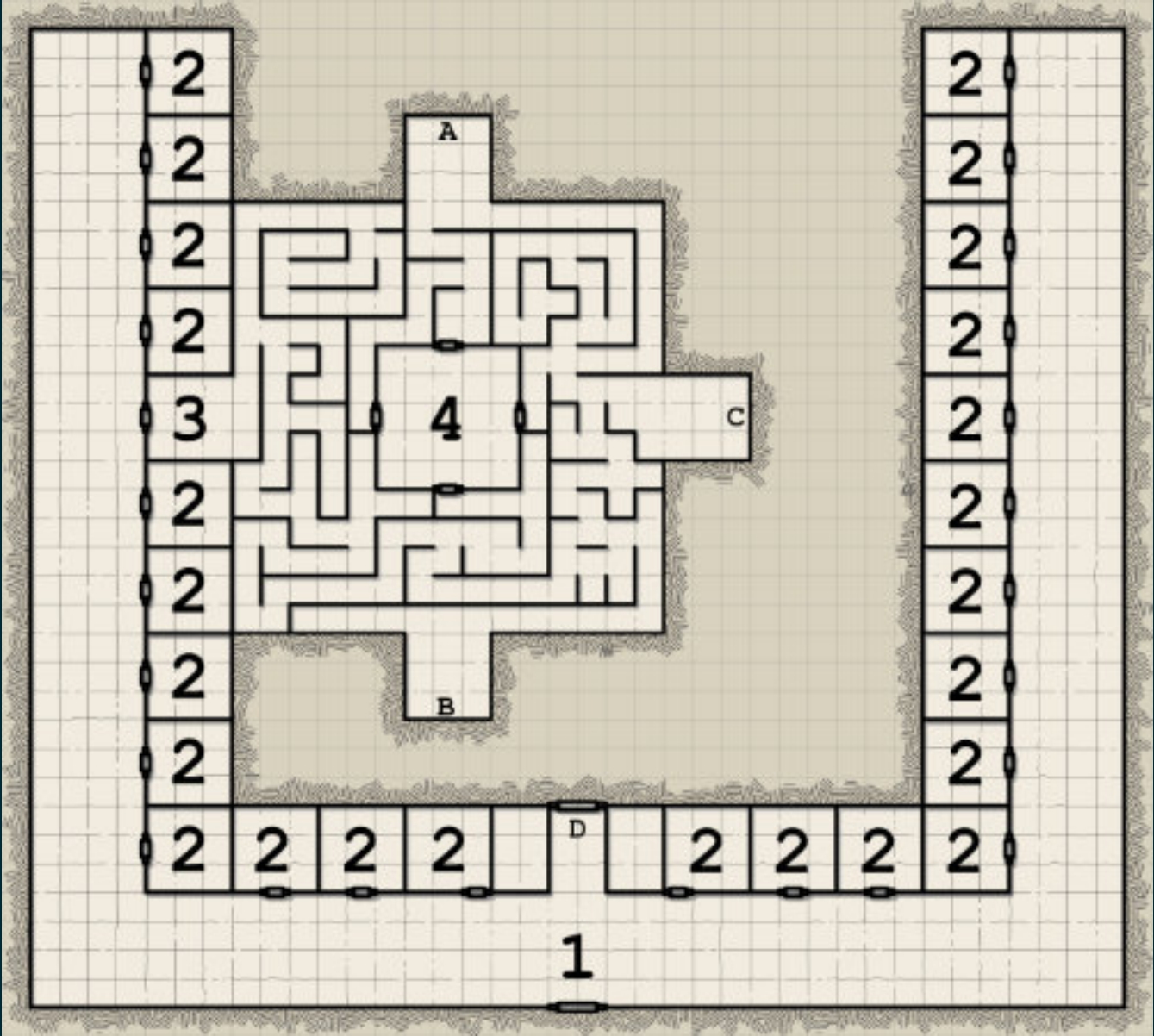
Interior Maps and Room Reference

1. The Entrance Hall (p 8) - Black and white tiled floor, cool and well ventilated, illuminated by floating spheres of light. Windows line the wall peering into **7. the Meeting Room** (p 14) And function as one-way portals. A one-way portal at *D* leads to *the Quasit's chambers* (p 23)

2. Office B-50 (p 9) - Tidy and carpeted office, a well-kept wooden desk and ergonomic chair, generic and familiar. Connected to **1. the Entrance Hall** by 25 portals that attempt to replicate or harm any who exit the office. Contains paperwork worth 10 gp.

3. The Records Room (p 10) - A dimly lit maze of filing cabinets and bookshelves beneath an impossibly high, dimly lit ceiling. The cabinets and shelves may be easily climbed. Hallways at A and B lead to points A and B of **5. the Central Corridor** (p 12) respectively, which exists in non-Euclidean space. See next page for map of **5. the Central Corridor**. An iron door at point C opens onto **10. the Courtyard** (p 18)

4. The Break Room (p 11) - Carpeted, scattered armchairs and lunch tables, posters line the walls. Adrian the minotaur, a hungry vegetarian, is found here. A poster on the wall warns of disturbing the meeting. A handwritten note from Herbert in Accounting invites people to his boardgame night on Saturdays.



5. Central Corridor (p 12) - White and black tiled floor, dimly lit by flickering balls of light. Points A and B lead to points A and B of **3. the Records Room** (p 10). Sound of apes from door to **6. the Scriveners Office** (p 13). A window peers into **7. the Meeting Room** (p 14). Massive demon, No-Name, in the doorway to **8. the Wash Room** (p 15); eats anything, offering gold in exchange. If made to vomit, they shrink dramatically in size.

6. Scrivener's Office (p 13) - Layers of ink splatter the walls, parchment strewn about, the stench of beasts. 17 apes dwell here. Hostile, yet do not attack unless threatened.

They desire a better dwelling.

7. The Meeting Room (p 14) - Dark, still, and silent. Not to be disturbed. Five demons sit here, attacking viciously if disturbed, using a modified *bone devil* stat block in combat (see p 14). Drop a strange ball of organic matter if all are slain.

8. The Wash Room (p 15) - The faint scent of peppermint, the rhythmic drip of water, teal tile and chrome fixtures. A modern and elegant restroom equipped with showers.

9. Accounting (p 16) - Dimly lit, open air office, red and yellow carpeting, the sound of an abacus clattering. Herbert is found here, wants help inviting people to game night,

1. The Entrance Hall

Black and white tiled floor, cool and well ventilated, illuminated by floating spheres of light

- **Tall, narrow wooden doors line the interior wall**, marked by small metal placards which read A-12, Z-52, Y-32, and so on. All but one doorway function as portals to 2. *Office B-50* (p 9); the other doorway leads to 3. *the Records Room* (p 10). There are twenty-six doors in total. Twenty-five lead to *Office B-50*.
- **Tall, narrow windows line the exterior wall**, symmetrical to the wooden doors. They all peer into 4. *the Meeting Room* (p 14), showing five figures in blood-red robes and featureless silver masks sitting around a boardroom table. If the windows are broken, the empty window panes function as one-way portals to the meeting room. Those in *the Meeting Room* are otherwise unaware of the portal or window's presence.
- **A massive, screaming portal billowing with hot air swirls at the end of a hallway** before the entrance. Traveling through this portal teleports characters 20ft in the air above the entrance to 14. *the Quasit's Chambers* (p 23).



2. Office B-50

Tidy and carpeted office, a well-kept wooden desk and ergonomic chair, generic and familiar

- **The 25 doorways to Office B-50 are strange portals**. When each door is opened for the first time, a sucking vacuum attempts to pull all within 30ft of the doorway into *Office B-50*. Those who fail a Strength saving throw (DC 10) are sucked, harmlessly, into *Office B-50*. This vacuum effect ends after one round.
- **Inanimate objects passing out of Office B-50 unaccompanied by a person** are replicated for every doorway that leads to *Office B-50*. For each open door, a replicated object is tossed harmlessly into the entrance hall. For each closed door, a replicated object is tossed harmlessly back into *Office B-50*. These replicated objects bear no magical properties and disappear in a cloud of smoke after one minute.
- **Gasses, liquids, forces, and inanimate objects passing out of Office B-50** replicate as well, but pass through each closed doorway as they might normally. For example, smoke would replicate and billow out into the hallway for each open door, and for each closed door, replicated smoke would leak through the space between the doorway and the floor, the cracks where the hinges are, and so on. Particularly clever players might attempt to start a fire or something similar in *Office B-50* to more quickly locate the doorway to 3. *The Records Room* (p 10)!
- **People and animate objects passing out of Office B-50** must succeed a Wisdom saving throw (DC 10) or suffer one of 4 negative effects as the portal attempts to replicate them:

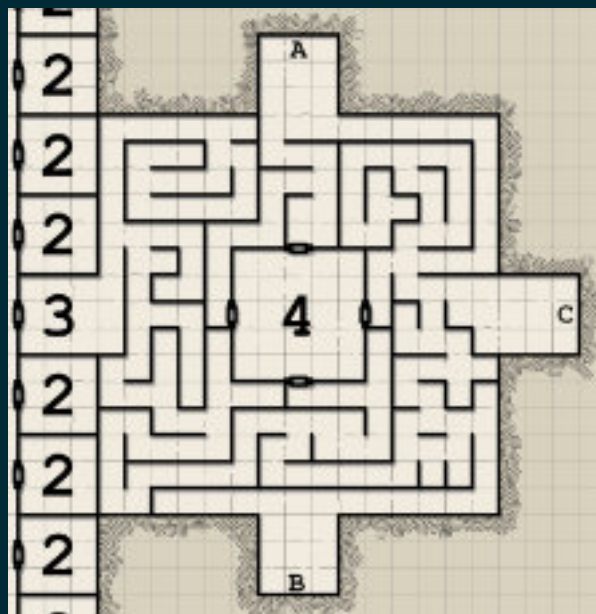
1d4	Effect
1	1d10 psychic damage
2	1d4 force damage; they fall prone into office B-50
3	Any items worn or held by the person are replicated following the above guidelines for inanimate objects
4	1d12 replicants of the person appear; disappear after 1d10 minute

- **The well kept desk** contains piles upon piles of neatly designed forms and paperwork written in Abyssal. The writing is nonsense, as if someone simply filled it with whatever random word or string of characters entered their head when they sat down to write. Those with interest in the demonic (or those that can be conned into believing these forms are valuable arcane scrolls) would be willing to pay 10 gp for the entirety of this paperwork.

3. The Records Room

A dimly lit maze of filing cabinets and bookshelves beneath an impossibly high, dimly lit ceiling

- **Bookshelves and filing cabinets make up the narrow interior walls of this room.** They range from 10 to 20 ft. in height and can be easily climbed and stood atop. The bookshelves and filing cabinets are neatly organized. The bookshelves contain thick binders full of forms and paperwork written in Abyssal, while the filing cabinets contain similar paperwork in thick manila folders. Although the forms appear like standard bureaucratic paperwork, anyone capable of reading Abyssal can determine on a DC 10 investigation check that the paperwork is utter nonsense, as if someone wrote down whatever random words or strings of characters came into their mind at the moment. If someone were able to find an interested buyer, the entirety of the paperwork in this room would sell for up to 500 gp.
- **A small, high walled room** stands at the center of the records room, with metal placards besides each of its doors that read “Break Room.” This room is, in fact, *4. the Break Room*.
- **Two large hallways** at the North and South of the records room lead to *5. the Central Corridor* (p 12). Each hallway is itself a portal that leads to one end of the corridor, which itself exists on its own demiplane within the Abyss.
- **A large iron door flanked by grotesque statues** stands at the end of a hallway to the East. Behind it lies *10. the Courtyard* (p 18), a massive, sprawling forest that somehow exists within the apparent center of the building.



4. The Break Room

Carpeted, scattered armchairs and lunch tables, posters line the walls

- **Adrian the minotaur sits at one of the lunch tables knitting.** He is friendly to the players, and greets them as they enter. He is able to navigate *3. the Records Room* (p 10) without getting lost. He is hungry for lunch and is a vegetarian. He knows mushrooms, nuts, and berries can be gathered from *10. the Courtyard* (p 20). If fed, he accompanies the party on their journey through Abyssal Sorting Services Inc. He does not know what has happened here, as he does not regularly venture out of the records room. He uses the minotaur (MM p 223) stat block but is also capable of speaking Common.
- **Posters line the wall.** Importantly, large red posters with black lettering in Common read **“A MEETING IS IN PROGRESS, DO NOT DISTURB THE MEETING.”** Additionally, a small hand written note pinned to the wall reads “Interested in going on fantasy adventures and slaying dragons? Join our Saturday night gaming group!” and is signed “Herbert in Accounting.” The remainder of the posters are humorous, yet largely irrelevant to the characters’ journey, things such as “we have gone days without an accident!” or a picture of a cat hanging from a tree branch with the text “hang in there!” Feel free to adorn the walls with whatever comedic posters you and your group will enjoy.



5. The Central Corridor

White and black tiled floor, dimly lit by flickering balls of light

- **The sound of chimpanzees pant-hooting fills the hallway**, coming from behind the door to 6. *the Scrivener's Office* (p 13).
- **A long, clean window looks in on 7. the Meeting Room** in which, currently, five figures in blood-red robes and featureless silver masks sit around a long wooden table. They do not respond to any noise or activity in the hallway.
- **"A MEETING HAS BEEN IN PROGRESS, DO NOT DISTURB THE MEETING!"** reads a poster plastered to the door of 7. *the Meeting Room* (p 14). An unearthly silence emanates from beyond the door.
- **No-Name, a massive, translucent demon with a body made of thick, shadow like ooze**, an expressionless white mask for a face, and a large toothed mouth protrudes from 8. *the Wash Room* (p 15), silently beseeching passerby's with tiny arms. If offered anything at all, the demon attempts to eat it. In return, the demon spits up one piece of gold per offering. If offered something poisonous or that would cause sickness or induce vomiting, the demon consumes it and vomits up a torrential outpouring of thick, black sewage-like water for several minutes, shrinking in size with each upheaval until they have reached the size of a medium creature. After this, No-Name retreats away into the wash room silently. In combat, No-Name uses the Yochlol stat block (MM 65) but is gargantuan in size, cannot shapechange, and does not speak. (NOTE: Yochlol are *immune* to poison damage!)



6. The Scrivener's Office

Layers of ink splatter the walls, parchment strewn about, the stench of beasts

- **17 chimpanzees make this office their home.** They are hostile (DMG pp 244 - 245) to others, but do not attack unless they feel threatened, using the ape stat block (MM p 317) in combat. They appear to be lead by a chimpanzee wearing a mop bucket as a helmet and a necktie, whose name is Bartleby. If communicated with in some way, Bartleby and the chimpanzees demand escort to a more suitable environment, such as a jungle or forest and will accompany the party peacefully should they promise them escort but otherwise demand any intruders leave the office.
- **Desks, chairs, papers, and writing instruments are strewn about the room,** suggesting several scribes once worked here. The papers are largely ruined or blank, the writing instruments broken beyond repair, and the ink spilled or otherwise missing.
- **The southern door to accounting, is locked.** The lock can be picked with Thieves Tools (DC 10). Alternatively, the door can be bashed open with an Athletics check (DC 15).

7. The Meeting Room

Dark, still, and silent. Not to be disturbed.

- **Five figures in blood red robes and featureless silver masks sit at a boardroom table.** They attack immediately if the door is opened, the window broken, or if anyone otherwise enters the room. Beneath their robes, these figures' bodies are comprised entirely of countless long, spider-like legs of bone, each sharpened to a spear-like point, which support their featureless, silver metallic heads. In combat, these figures use the Bone Devil (MM p 71) stat block except they are medium creatures, do not speak Infernal, they are Chaotic Evil, and their claw attacks deal piercing damage rather than slashing. They do not pursue fleeing targets far from the meeting room before returning and shutting the door. Please, hearken my word well: do not disturb the meeting, for your party shall likely die.
- **In the event all five of the figures are slain,** their remains explode into screaming clouds of smoke, as a small, round pellet of organic matter appears on the boardroom table. The strange pellet smells and tastes horrible. Anyone taking a small bite must make a Constitution saving throw (DC 20) or take 1d10 poison damage and become poisoned for one hour. Anyone consuming the entire pellet (or whatever remains of it after any small bites are taken) must succeed a Constitution saving throw (DC 20) or take 24d10 poison damage or half as much on a successful check.



8. The Wash Room

The faint scent of peppermint, the rhythmic drip of water, teal tile, and chrome fixtures

- **No-Name, after shrinking in size, retreats into a corner in the wash room.** They do not speak any languages, communicating only through nods and soft, quiet grunt-like noises. If the party appears friendly towards No-Name, they follow the party on their journey through Abyssal Sorting Services Inc. from a distance. They will not, however, join any combat.
- **The wash room is a fully functional modern restroom** equipped with showers.
- **The Eastern door** to accounting is closed, but not locked.

9. Accounting

Dimly lit, open air office, red and yellow carpeting, the sound of an abacus clattering

- **Long white wooden tables line the center of the room**, all are bare save for Herbert's work space.
- **Herbert, a human, works diligently at one of the tables**, doing complex actuarial math on an abacus, piles of books on various math and economic subjects piled high. Herbert does not notice the party's presence unless approached and spoken too, but he is otherwise friendly. He tells the party his job is to "run the numbers," but is unwilling (or unable) to provide any specificity as to what the even means. Herbert does not have any clue what goes on outside of this room and he tells anyone who asks him about Abyssal Sorting Services Inc. that he comes straight to work every morning, heads right to his desk, and then heads straight home at the end of the workday.
- **Herbert asks the party to remind the other workers** of Abyssal Sorting Services Inc. about his board game night this upcoming Saturday, and will be delighted if the party manages to successfully invite four or more people. As a reward, he will invite the player characters to his board game night, as well. Unbeknownst to the players, he also has a Scroll of Gate which he will use to teleport the party to the permanent teleportation circle in his apartment in Waterdeep (or a similarly suitable city in your game world) should the party return with 4 or more other NPCs interested in attending board game night. In combat, Herbert uses the commoner stat block except he is able to cast all levels of magic (but does not, himself, know any spells).
- **Any NPC willing to accompany the party for any reason** can be convinced to attend Herbert's game night once their business within Abyssal Sorting Services Inc. is tended to! Keep in mind, however, the constraints of *gate* and prepare accordingly. Should your party attend Herbert's game night, it is solely on you, Dungeon Master, to roleplay that meeple-filled evening of joy, rules debates, and frequent exchange of sheep for wood to its fullest.



10. The Courtyard

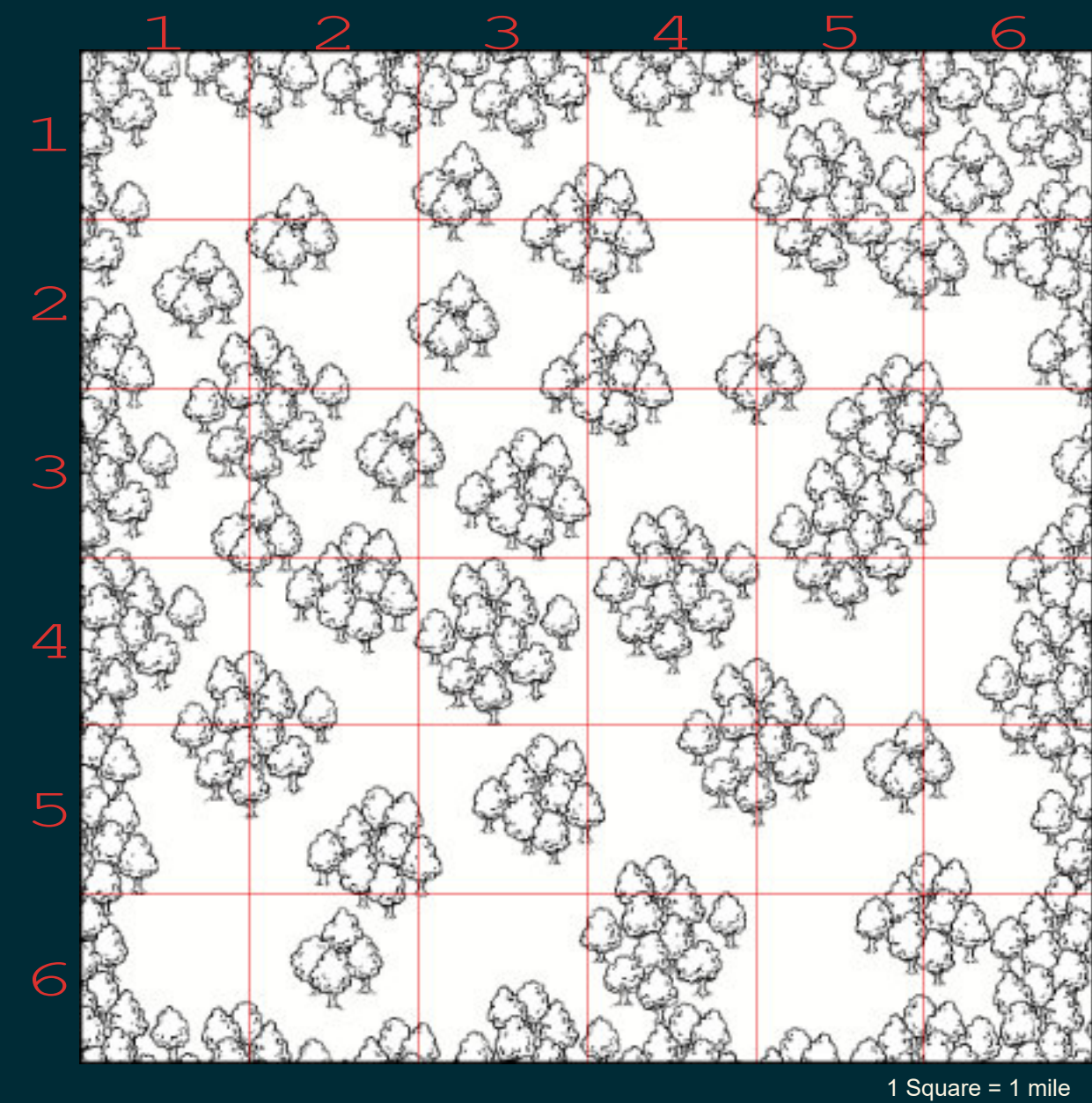
A sprawling forest, a clear blue sky, the courtyard encircled by high obsidian walls

- **The iron door to *the Records Room* opens onto a large forest**, the forest is fenced in on all sides by immensely tall walls made of sheer obsidian and stands beneath a clear blue sky. By all accounts, it seems as though this area exists on the Material Plane. The only apparent exit to this area is through the doorway to *the Records Room*.
- **The forest is massive, but easily traversed.** The forest is six miles deep by six miles wide, full of many different types of trees, plants, and rocks. Gently sloping hills and thick exposed roots threaten to trip the unwary, but do not pose any significant impediment to travelers. Use the map on p 22 to mark locations and track your group's progress through the forest.
- **Determine the placement of the 4 key locations** listed on p 22 by rolling 1d6 to determine the x-axis placement and 1d6 to determine the y-axis placement for each location. For example, if I rolled a 3 and a 5 while determining the location of the *Druid's Dwelling*, I would place *the Druid's Dwelling* (p 22) in the square located in the 3rd row and 5th column of the map. These key locations are detailed on pp 22-23.
- **As characters enter each square for the first time, roll 1d6.** On a roll of 1, 3, or 6, roll 1d3 to determine which random encounter table on p 23 to roll on and then roll 1d6 to determine a random encounter. (NOTE: these encounters should be unique and not recur throughout the forest. If you roll an encounter that has already been used, simply reroll until something that has not yet been encountered occurs.)



Courtyard Map and Random Encounters

- Randomly determine the placement of the 4 key locations. Details on these locations found on pp 22-23.
- As characters enter each square for the first time, roll 1d6. On a roll of 1, 3, or 6 roll 1d3 to determine which encounter table to use and roll 1d6 to determine encounter.



Key Locations

- 11. The Druid's Dwelling
- 12. The Dragon's Lair
- 13. The Planar Gate
- 14. The Quasit's Chambers



RANDOM ENCOUNTER TABLE #1	
1d6	Encounter
1	A luxurious tavern, fully stocked and staffed by dozens of Unseen Servants
2	A miniature replica of a popular city such as Waterdeep, Sharn, Athkatla, populated by extremely tiny humanoids
3	An abandoned temple (Roll 1d3: on 1, the temple is of significance to a religious character and casts Bless on the character and their allies if an hour is spent praying within, this effect lasts 24 hours; on 2, the temple is of no importance, but contains 1d5 x 100 gp worth of treasure; on 3 the temple is dedicated to a god opposed by a religious character and casts Bane on the character and their allies as they enter the temple, this effect lasts 24 hours.
4	An ancient battlefield, scattered with weapons and armor. A History check (DC 15) identifies this battlefield as the site of an important battle in the history of your game's setting. The ghosts of fallen soldiers roam this forgotten place, uninterested in the presence of others.
5	A circle of standing stones, coated in moss and etched in glowing runes. An Arcana check (DC 15) allows a character to read the runes on the stones and activate the circle's magic, restoring any and all of that character's expended spell slots. This effect can only occur for a particular character once per day.
6	A grove in the shade of a mighty oak guarded by innumerable well-hid dryads who attack any that bear ill will to the forest. A Nature check (DC 15) allows a character to identify this grove as a peaceful and restful place. Any short rest taken in this grove instead has the effect of a long rest.



RANDOM ENCOUNTER TABLE #2	
1d6	Encounter
1	A stone tower, like a guard outpost, occupied by a platoon of animated armor who act as mortal guards standing watch at the border of a kingdom might in the Material Plane.
2	An impossibly still and clear lake with cool and refreshing water, twelve feet deep at the center. Devoid of aquatic life, but a singular longsword is lodged loosely in a stone at the bottom of the lake's center. The longsword bares no magical properties.
3	Large crystals, thick as a sequoia's trunk, protrude from the ground like the fingers of so many hands, gold etching lines the crystals. Anyone studying the crystals for any amount of time is overwhelmed with memories of childhood.
4	A fully stocked general store, as one might find in any village across the land, operated by an animated skeleton who flames eternally and speaks all languages. The flames do not ignite anything else, but emit light and heat.
5	Nothingness—the space in which this encounter is rolled simply does not exist.
6	A wooden door, standing alone in a clearing. The door is a one-way portal to the Scrivener's Office.

RANDOM ENCOUNTER TABLE #3	
1d6	Encounter
1	A ship graveyard, overgrown with moss and fungi. Within the hull of a ruined ship is a locked treasure chest which can be unlocked with Thieves Tools (DC 20) or bashed open with an Athletics check (DC 10). It contains an assortment of children's toys of no monetary value.
2	A graveyard, fenced by an iron gate and populated by the unmarked graves of heroes from ages past.
3	An impossibly deep hole in the ground from which pleasant music emanates endlessly. The pit has no bottom—any who fall into it fall eternally with no hope of recovery.
4	A garden of statues, strangely life-like and reminiscent of those the player characters have met before.
5	An ornate dining table, set in an extravagant feast. Any who sit and dine here exchange bodies at random with the other diners. This effect lasts one hour after the diners finish their meal and leave the table. This is quiet the chaotic effect, please think long and hard about how to referee this outcome fairly and responsibly at your table.
6	A one-way portal to a city of significance in your game, such as Waterdeep, Sharn, or Chicago.

Key Locations in the Courtyard

11. THE DRUID’S DWELLING

Earthen, humble, smelling of herbs and your favorite tea

- **In the hollowed out trunk of a massive tree, the druid Gwynn Rosser, makes her home.** It is humble yet cozy, as if the most comfortable cottage you could possibly imagine tucked itself away inside a tree trunk. Gwynn is friendly, yet cautious, towards any guests, but finds any who do not wish ill will upon the forest to be more or less agreeable. As far as Gwynn is aware, the forest in which she lives is simply part of a larger forest on the Material Plane, such as Neverwinter woods—she is entirely unaware of Abyssal Sorting Services Inc. and does not seem to ever travel outside the bounds of the forest.
- **Gwynn possess a keystone capable of activating the planar portal** but will not part with it until the dragon in 12. *the Dragon’s Lair* is slain, driven away, or otherwise no longer a threat to the forest in which Gwynn lives. Although she wishes the dragon gone, she is hesitant to aid others in dealing with it herself, but can be Persuaded (DC 15) or Intimidated (DC 10 if she believes the party is stronger than her, DC 20 otherwise) into assisting. In combat, Gwynn uses the druid stat block (MM, p 346).

12. THE DRAGON’S LAIR

Foreboding, littered with bones, a terrible place to fight a dragon

- **A ruined stone tower stands atop a tall hill**, its ceiling and upper floors caved in, its ground floor a mess of rubble and piled high with a dragon’s treasure hoard.
- **A dragon, fearsome and vain, makes their lair here**, never far from their hoard. They would sooner die than abandon their spoils, although the promise of a lair more suitable to their status and vanity may tempt them to relocate. Strangely, they enjoy board games, as well. Roll on the following tables to decide the dragon’s age and color.

3d6		1d6	Color
3-6	Age	1	Black
	Wyrmling	2	Blue
	Young	3	Green
	Adult	4	Red
	Ancient	5	White
		6	Reroll and apply the Shadow Dragon template (MM p 85) to the result

13. THE PLANAR PORTAL

Mossy and ancient, an imposing platform of stone, eternal and still

- **The planar portal is a large stone platform surrounded by tall standing stones**, etched with runes and covered in moss. The runes on the pillars depict the portal’s sigil sequence, which can be used with spells such as *plane shift* to return to this location. The portal is currently inactive and can be activated by standing on the stone platform and speaking a location or sigil sequence while in possession of a keystone, like the kind possessed by Gwynn the Druid or Orzomir the Quasit.
- **When activated, a large portal at the center of the stone platform opens** that leads to—or close enough to—the location or sigil sequence spoken when activating the portal. The portal remains open for one hour.

14. QUASIT’S CHAMBERS

A small wooden house, tidy, studious, reminiscent of a wizard’s study and living quarters

- **A pulsating vortex of chaos and destruction throbs overhead**, threatening to unhinge reality.
- **Orzomir, the quasit, cowers in the corner.** They fear all who approach, and beg for help, wishing to return to the Material Plane and apologizing profusely for ruining everything.
- **A leather bound journal pulsates paradoxical magical energy.** If removed from the Abyss, Abyssal Sorting Services Inc. will slowly return to normal over the course of one year. The journal contains Orzomir’s attempts to learn organizational skills—at learning the alphabet, rudimentary notes on basic mathematics, attempts at ordered lists, and so on. By all accounts, this should resemble an adorable, grade schooler’s notebook except that that grade schooler is in fact a little demon. An Arcana (DC 15) check determines removing this journal from the Abyss might cause things to return to normal.
- **Expansive, twisting bookshelves tucked with notes and scrolls and tomes line the walls**, containing four books of interest: *Aldenbaun’s Guide to the Natural World*, *Elminster’s Elements of the Arcane*, *Alexander’s Incantations of Religious Significance*, and *An Incomplete Guide to the History of the Multiverse by A Certain Doctor*. In addition to these books, a portal keystone can be found. See *Appendix A* for details on these items.

Appendix A - Items of Magical or Noteworthy Status

A Small, Round Pellet of Organic Matter (Rare)

- Obtained from *the Meeting Room* (p 16)
- Smells and tastes horrible
- Anyone taking a small bite must make a Constitution saving throw (DC 20) or take 1d10 poison damage and become poisoned for one hour. Anyone consuming the entire pellet (or whatever remains of it after any small bites are taken) must succeed a Constitution saving throw (DC 20) or take 24d10 poison damage or half as much on a successful check.

Portal Keystone (Rare)

- Obtained from *the Druid's Dwelling* (p 24) or *the Quasit's Chamber* (p 25)
- Large, rune-etched rock, heavy and cool to the touch
- When standing on the stone platform of *the Planar Portal* (p 25), the holder of the keystone may open a portal to a location by speaking aloud the name of the location of the sigil sequence of a teleportation circle.

Books found in the Quasit's Chamber (Uncommon, require attunement)

- Obtained from *the Quasit's Chamber* (p 25)
- *Aldenbaun's Guide to the Natural World*, *Elminster's Elements of the Arcane*, *Alexander's Incantations of Religious Significance*, and *An Incomplete Guide to the History of the Multiverse by A Certain Doctor* are all large, well-worn guide books on Nature, Arcana, Religion, and History respectively
- Each book may be consulted once per day to gain advantage on a skill check that corresponds to the book's topic. *Aldenbaun's Guide to the Natural World* grants advantage on a Nature check, *Elminster's Elements of the Arcane* grants advantage on an Arcana check, *Alexander's Incantations of Religious Significance* grants advantage on a Religion check, and *An Incomplete Guide to the History of the Multiverse by a Certain Doctor* grants advantage on a History check.

Appendix B - Persons of Dramatic Importance

NPCs, in order of Appearance:

Adrian the Minotaur (he/him)

Found in *the Break Room* (p 13)
Friendly
Hungry for a meal, but is a vegetarian and will not eat meat and most animal byproducts
If fed, accompanies the party in their journey throughout Abyssal Sorting Services Inc.
Capable of navigating *the Records Room* without getting lost

Bartleby and the Chimpanzees (they/them)

Found in *the Scriveners Office* (p 15)
Hostile, but only attack if threatened
Lead by Bartleby, a chimpanzee with a bucket on his head and a necktie.
They collectively desire a more suitable dwelling, such as a forest, jungle, or apartment

No-Name (they/them)

Found in both *the Central Corridor* (p 14) and *the Wash Room* (17)
Neutral but can be made friendly
First encountered as a massive creature who eats anything and offers gold in exchange
If fed anything that would induce vomiting, No-Name vomits up waves of dark waste water
After vomitting, No-Name is a medium sized demon who follows the party at a distance
No-Name uses the Yochlol stat block (MM 65) but cannot shapeshift
No-Name does not join fights of their own volition

The Meeting Attendants (they/them)

Found in *the Meeting Room* (p 16)
Hostile and aggressive
They attack immediately if disturbed
In combat, they each use a Bone Devil (MM p 71) stat block with modifications (see p 16)
They do not pursue fleeing targets far before returning to *the Meeting Room*
It is quite likely they kill most parties

Herbert from Accounting (he/him)

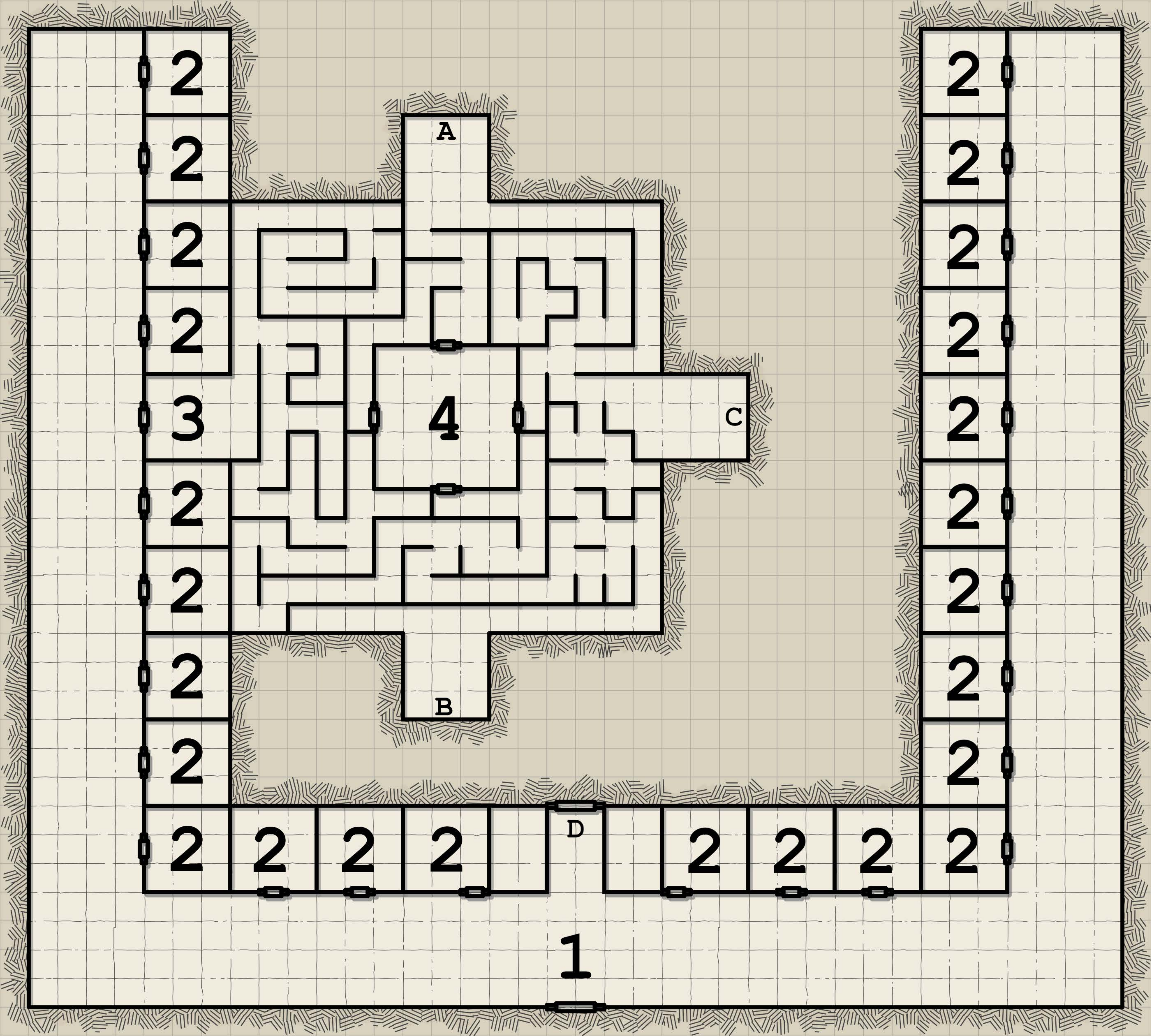
Found in *Accounting* (p 18)
Friendly but inattentive
Busy at work on an abacus, says he "runs the numbers"
Doesn't otherwise know what goes on in the world around him
Asks for help recruiting 4 other NPCs for his board game night at his apartment
Uses the Commoner (MM p 345) stat block but is capable of cating all levels of spells
Possesses a *scroll of Gate*
Has a teleportation circle in his apartment he can teleport to with his scroll of Gate
Will teleport the party, himself, and any board game night attendees to his apartment

Gwynn Rosser the Druid (she/her)

Found in *the Druid's Dwelling* (p 24)
Friendly to those who do not wish ill will upon the forest
Believes she is in a forest on the Material Plane
Wants the dragon in *the Dragon's Lair* (p 24) dealt with in some fashion
Possess a keystone
Can be convinced to accompany the party

Orzomir the Quasit (they/them)

Found in *the Quasit's Quarters* (p 25)
Friendly, but scared. Adorable by all accounts.
Possesses a journal that has caused things to go awry at Abyssal Sorting Services Inc.
Scared of what has occurred here, wishes to return to the Material Plane. Deeply sorry.
Possess a keystone



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