



DURLAG'S TOMB

East of Beregost, nestled in the outskirts of the Wood of Sharp Teeth, Durlag's Tower has intrigued and yet stymied adventurers for decades. Stuffed full of mechanical traps and arcane wards, and rumored to be inhabited by fiends, very few have managed to extract any REAL treasure from the former home of Durlag Trollkiller. However, a powerful item in the ancient fight against the giants is said to be housed there, and the cloud giant Baron Rajiram has committed significant resources toward recovering it. After a pleasant tea in her garden, SEER calls upon you to beat him there and put a stop to his efforts! Part of 2 of 2.

A 4-Hour Adventure for 11th—16th Level Characters



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INTRODUCTION

Welcome to *Durlag's Tomb*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

This adventure is designed for 11th through 16th-level characters, and is optimized for five 13th-level characters. Characters outside this level range cannot participate in this adventure.

This adventure takes place entirely within the confines of Durlag's Tower – specifically, the sublevels. The Tower lies east of the Wood of Sharp Teeth, and Beregost is the nearest major settlement.

THE D&D ADVENTURERS LEAGUE

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

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

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

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

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

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

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

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the

adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 13th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

DETERMINING PARTY STRENGTH

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

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

RUNNING THE ADVENTURE

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

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

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

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in

improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

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. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

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

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

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

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

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

DEATH

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

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

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

spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

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

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

ADVENTURE BACKGROUND

Durlag "Trollkiller" was a dwarven hero of old, from even before the fall of Delzoun. As he grew close to the sunset of his days he and his most loyal allies sought out a rocky space near the Wood of Sharp Teeth and raised a mighty tower. He and his team laced this tower with complex arcane traps and many mechanical hazards, as he was a brilliant inventor as well as a formidable weapon master. Upon his death, his tower was constructed of *hizagkuur*, a special enchanted stone from the Great Rift far to the east.

Over the centuries that followed many adventures, robbers, and monsters sought to break into Durlag's Tower and steal the treasures from within. Rumor has it that nobody has successfully plundered the tomb, but legend also has it that many powerful demons, devils, and undead now inhabit that place—as if the magical wards allow them to come close but they can never leave.

Now, SEER has learned of a plot by the storm giant Baron Rajiram to access the lower levels of the tower. While she is unsure of what the Baron seeks, she knows that it must be powerful indeed if the Baron is to lead this attack himself. She has already dispatched a team of adventurers to secure the grounds, and now the lower levels of the tower must be breached.

ADVENTURE OVERVIEW

SEER summons the adventurers to a Lord's Alliance meeting house in Beregost. There she offers them what little she knows of the impending attack by

Baron Rajiram, stressing that whatever dwarven artifacts may be located in the lower reaches of the tower must be powerful indeed.

She is not able to describe much about the lower reaches of the tower, but urges the characters to exercise great care and to use restraint; Durlag Trollkiller is one of the most famous dwarven heroes, and his tomb is an important heritage site.

The basement levels of the Tower are quickly revealed to be shrines to several different dwarven deities, and only by paying appropriate respect to those powerful beings can the characters safely proceed. Failing to be respectful, or attempting to force their way down, causes the progress to be impeded at the least and terminated at the worst.

Upon breaching Durlag's final resting place, the characters discover several things that he took with him to his eternal resting place. As they take stock of these revelations an emissary of Baron Rajiram announces its presence...

Should the characters survive and return to SEER, they must decide what to reveal—and how. The dwarves are very proud of their heritage!

WHEN DO I RUN THE PROLOGUE?

This “prologue” section only needs to be run if the characters have not run DDAL05-08 *Durlag's Tower, Part One*. If one or more of the characters at the table have not run this earlier adventure but everyone else has, feel free to adjust the content and encourage the other players to fill in details about that adventure.

For games in which everyone has played that earlier adventure, SEER teleports them directly to the now-secured teleport circle on the main level of Durlag's Tower. These characters do NOT need to run through the “prologue”.

ADVENTURE HOOKS

If the characters are coming straight from DDAL05-08 *Durlag's Tower, Part One* it is quite feasible that SEER sends an animal messenger, homunculus, or some similar agent to deliver new faction missions to them. Otherwise, consult the following list as-needed:

Secret Mission: Emerald Enclave. Any rank 2 (Summerstrider) members of the Emerald Enclave are given a secret mission.

Should the legends of Durlag's Tower be true, there may be artifacts of the world before it was corrupted by humans, magic, and the like—remnants of ancient powers buried within. SEER has provided information to your faction; information that, should it prove true, would potentially give Baron Rajiram a significant advantage in his quest to improve his standing in the Ordning. Delve into the

depths of the Tower and ensure that the Baron's and his agents remain unaware of the treasures contained therein!

Harpers. SEER has learned more about the treasures far below the Tower: she feels certain that ancient lore is present and possesses no small amount of power. Tread carefully and take care to not disturb the final resting place of Durlag Trollkiller, interred far below his Tower.

Lord's Alliance. SEER, a high-ranking operative, has requested your services. Your commanders have seen fit to deploy you, saying “it's good for your career—if you know what's good for you.”

The Order of the Gauntlet. Durlag Trollkiller was a great dwarven hero, a fearsome warrior that exists almost exclusive in myth and legend in modern days. In the stories, he was a hunter of giants and their kin, and the Order has asked you to recover any objects that would aid in similar efforts along the Sword Coast. There are rumors of such items in the depths of Durlag's Tower, his final resting place.

Zhentarim. Baron Rajiram's agents are drawing ever closer to Durlag's Tower, and they plan to scour the place clean of magical artifacts. Liberate the trinkets and valuables before the mad giant lord does!

Races of Stone. The contents of Durlag's Tower have never been disclosed, and although it is known to be the final resting place of a great dwarven hero, it is also a great challenge to your people. Cracking it open and returning with proof of your victory will likely curry great favor among your people!

PROLOGUE

WHAT LIES WITHIN COMES FROM MY EXPLOITS, MY PLIGHTS, AND MY BLOOD, SWEAT, AND TEARS.

You're gonna have to t'earn your way in, youngblood.

—Durlag "Trollkiller", dwarven hero

Expected Duration: 20 minutes

The characters have amassed no small amount of experience and wealth, and their exploits have not gone unnoticed by SEER. The spymaster seeks to employ the characters to recover an item of power from a dwarven heritage site; Durlag's Tower, east of Beregost and nestled in the outskirts of the Wood of Sharp Teeth.

NOTE: This adventure is quite trap-heavy. While it is not suggested that you tell your players this at the start of the session, be careful to observe their reactions – if they are not acclimated to this style of play, be prepared to give them hints and tips. Simply replacing the traps with additional creatures is not a suggested modification to this adventure, as Durlag's Tower has a dedicated fan base within the Forgotten Realms.

DETECTING A TRAP

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs actively looking for a trap can attempt an Intelligence (Investigation) or Wisdom (Perception) check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Investigation or Perception score to determine whether anyone in the party notices the trap in passing. Each trap's description indicates which ability is used in detecting it.

If the adventurers detect a trap before triggering it, they may be able to disarm it, either permanently or long enough to move past it. You might call for an Intelligence (Investigation) check for a character to deduce what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage. Some magical traps, however, can't be disabled outside of spells like *dispel magic*.

WELCOME TO BEREGOST

The characters have been summoned by SEER to a private room in the Red Sheaf Inn and Tavern in Beregost. SEER, a female Shou mage of no small

talent, has taken up temporary residence in this high-cost traveler's sanctuary, far from the relative safety of Baldur's Gate but still very much under the watchful eyes of both her Lord's Alliance employers and the Flaming Fist--the organization tasked with keeping law and order in Beregost. SEER is an agent of the Lord's Alliance, but it is obvious that she only truly answers to herself.

The meeting begins in the late evening.

"Visitors, ah, yes, good. Very good."

A wizened Shou woman enters this private meeting room and makes her way around the long ebony table. With a grace that would defy her apparent age, she seemingly at once takes a seat and makes a silver platter with a steaming tea pot and eight delicate cups appear. The room instantly smells of a heavy mix of mint and cinnamon.

She motions to the tea cups, which are all somehow immediately filled. "I am SEER. But more importantly, I am interested in you lot and what lies before us. As we begin, might we all share some pleasantries?"

Allow the characters a few moments to introduce themselves. SEER nods as they speak; respectfully listening to their exploits but giving no sign of being unimpressed--though, if anyone mentions their exploits against the recent giant activities in the area she does seem to perk up.

She doesn't tolerate violence, and has a vast array of magical abilities and trinkets to ensure that the discourse remains civil.

If any of the characters comment on her age, she simply responds with "It is not polite to speak of the *apparent* experience of your allies. Not all is as it seems." She concludes with a knowing, playful wink.

Any character that samples the tea she has offered finds it to be minty and quite refreshing; she claims that the recipe is an ancient family secret, from far off to the east and beyond the Hordelands. Those that refuse her tea find that they have disadvantage on all Charisma ability checks involving SEER for the remainder of the adventure.

ROLEPLAYING SEER

This Shou woman is a spymaster for the Lord's Alliance. As a powerful mage and operative, she changes her appearance nearly as often as she recruits new junior agents. She always seems to know the general goings-on for an area, and the true extent of her power lies well outside of this adventure. Simply put: SEER has interests and motivations far removed from the matters that concern the characters and possibly even the Realms.

She is a stickler for proper etiquette and respect, and offers exactly one admonishment before labeling someone as a lout or cretin.

Quote: “Hrm, yes, that is interesting. Please: go on.”

ROLEPLAYING HSING

A pseudodragon that serves as the ally of a Lord’s Alliance spymaster, codenamed SEER. He was stuck blind by lo himself (or so he claims), and though this malady is incurable he wears it as a badge of pride – as if this broken sense has somehow empowered him. Whatever the truth may be, Hsing is a font of historical facts. He prefers to spend his time curled up around someone’s shoulders, or in front of a roaring fire while atop a luxurious rug.

Quote: “Zzzzzzzzzzzzz...”

After introductions have been made and tea has been shared, SEER presses forward.

“It has come to my attention that Baron Rajiram, a cloud giant of well-earned ill repute, has turned his vision in-land for once. While historically he has kept his attention focused on the Sword Coast and the ocean, he has begun mobilizing his forces in an effort to breach Durlag’s Tower. I, and the Lord’s Alliance, would like you to ensure that this does not happen—and we will reward you handsomely for it.”

As SEER speaks, a small, golden pseudodragon with milky, white eyes fades into view snuggled around her shoulders. They share a series of rapid facial muscle twitches, after which the beast wraps itself tightly around SEER’s shoulders and dozes in and out of sleep.

“An advance team has secured the space around Durlag’s Tower at great cost. It is unfortunate, what has befallen them, but we cannot afford to lose the ground we have gained—you are needed to complete the task that they started.

You are to make your way below the Tower, but know that Durlag Trollkiller is an ancient hero of those stout folk. Proceed carefully and with the greatest of respect; take only what is needed and touch nothing else. It is known to us that Durlag was a trickster of great skill, and as such it is nearly certain that his final resting place will be filled with... foils. Traps.”

She sips from the delicate porcelain cup, her wrinkled eyes open and scanning each of you as if waiting for questions.

Hsing provides the information below, even if SEER is directly questioned. He speaks in a musical tenor and occasionally elongates his vowels—especially if

he feels that someone has asked a question that they should already know the answer to.

- Durlag’s Tower is the tomb of an ancient dwarf hero, and is rumored to have never been sacked or even fully breached
- The tower is built of *hizagkuur*, a rare enchanted stone made by the dwarves of Eartheart—far to the east, on the edge of the Great Rift. Hizagkuur is thought to contain the spirits of great dwarf warriors and clerics, and to reflect magic back at its caster.
- He feels that there is “sufficient evidence” to indicate that a potent dwarven artifact lies below the tower—not above in its upper reaches. Hsing confirms this suspicion, but neither elaborates further.
- The basement levels of the tower were recently discovered by SEER and her allies, but she does not comment further on who those allies are or were.
- Hsing describes the forces of Baron Rajiram as consisting of the cloud giant, a contingent of oni, two airships, and “a whole mess of uncouth vagrants, classless barbarians, and other indescribable miscreants from the Nelanther Isles.”
- Hsing relays that horrid demons and devils are plentiful in the area, and that proper precautions should be taken.
- They both comment that the upper reaches have been entered several times, but they are unaware of anyone entering the lower levels. As scrying magic does not pierce the Tower’s protections, they feel that the Baron’s efforts are focused there.

SEER hands the characters a *scroll of teleport*, saying that they “will need this if they wish to return”. She explains that it is a modified spell and will return them from the now-secured teleportation circle in the main hall directly back to Beregost, and that it is keyed only to them. Unfortunately, familiars, mounts, henchmen and the like must fend for themselves. SEER’s scroll only functions in this way one time, cannot be learned or scribed by a character, and loses its magic in 24 hours.

DEVELOPMENT

Once the characters have exhausted the above points, or if SEER or Hsing have grown tired of them (or worse, have been offended), SEER deftly flips the silver platter over. Inscribed on the bottom is a magic glyph (a pictogram of a teacup) that, when read, instantly teleports the characters to the

teleportation circle inside the main level of Durlag's Tower. Unfortunately, there is no saving throw for this effect; this is due to the rare herbs that she has been burning disguised by the mint and cinnamon, and exacerbated by the tea.

Proceed to Part 1.

PART 1. ENTERING THE TOWER

WHAT LIES WITHIN COMES FROM MY EXPLOITS, MY PLIGHTS, AND MY BLOOD, SWEAT, AND TEARS. Yer gonna have to t'earn your way in, youngblood.

—Durlag "Trollkiller", dwarven hero

Expected Duration: 10 minutes

At the conclusion of the meeting with SEER, the characters are transported to the interior of Durlag's Tower. They are immediately greeted by the aftermath of some previous battle (that may be recognizable to some characters if they played DDAL05-08 *Durlag's Tower*).

THIS SEEMS REALLY FAMILIAR

Characters that played DDAL05-08 *Durlag's Tower* may recognize the contents of this room. This is intentional and serves as a recap—but also to provide clues for the events that unfold on Sublevel 1.

THE GRAND FOYER

Durlag's Tower extends above the characters, but they are more interested in the lower reaches. To get there, though, they must figure out how to activate the elevator that descends into the earth.

GENERAL FEATURES

As with the exterior, the stonework here is constructed entirely of *hizagkuur*. Discretion is recommended.

Terrain. Durlag's Tower was well-constructed, and the craftsmanship is easily apparent. Dwarven stonemasons have left their mark here, and the interior is in very good condition.

Light. There is no ambient light on the first floor of Durlag's Tower.

Smells. Stale air and dust, with the occasional sniff of hot rocks.

Teleport Circle. A teleport circle lies to one side of the room.

Four statues dominate a large open space. While you can plainly see staircases on the far side of the room, you are reminded of SEER's request: secure passage to the basement and proceed as quickly as possible—the agents of Baron Rajiram cannot be far behind!

A ratty-looking chaise lounge sits in the center of the room. It is surrounded by refuse: tiny crumbs, bits of unidentifiable meat, and so on. The couch looks damp, and has a smell best described as a combination of salty meat, stagnant water, and a hint of pineapple.

The staircases are blocked off by walls of force, as their content lies outside the context of this adventure. The four statues are seemingly crafted from solid bronze and have silver nameplates along their bases:

- **The Shorn.** This bald dwarf lacks all hair; he has neither beard nor eyebrows nor coif. He has a massive, curly beard and sports a look of bemusement. His hand is outstretched and his fingers are curled, as if he was holding something but it has been removed.
- **The Hunter.** This stout dwarf is crouched down, as if prepared to pounce on his prey. He wields a wickedly curved dagger in one hand and holds a thick stone flagon in the other.
- **The Delver.** Bedecked with maps, pouches, a spyglass, and other gear typically found on explorers, this dwarf is clean-shaven and holds a bundle of parchments in one hand, and a smith's hammer in the other.
- **The Crafter.** Wearing thick goggles, this dwarf seems to have scorch marks over his face. He holds a wickedly curved dagger in one hand, and his forge apron sports the holy symbol of Moradin.

The chaise lounge is the trigger for the elevator platform in the center of the room. Once 500 pounds have been placed on the platform, the elevator can be activated by simply sitting upon the couch. Once this occurs, please proceed to Sublevel 1.

While the characters can proceed outside the Tower, that environment is outside the bounds of this adventure (as it was explored in DDAL05-08 *Durlag's Tower, Part One*). Encourage the characters to stay on-track with SEER's request!

HIZAGKUUR

Durlag had his tower constructed using *hizagkuur*, a very special stone enchanted by powerful priests of the dwarven pantheon. This curious stone cannot be made by non-dwarves, and loses its properties if removed from the area for more than an hour. It is quite powerful and has the following qualities:

Spell Reflection. Spells cast upon the stone reflect back upon the caster (target the caster instead of the stone).

Dimensional Shielding. The stones form a protective cocoon around the contents of the tower. If a spell or effect

would cause a creature to teleport (including spells like *misty step* and *banishment*), that spell's effect is changed and that creature must make a DC 18 Constitution saving throw. On a failed save, the character is teleported to the gates on the main level. If they fail this saving throw by 5-10, they are instead teleported to the gates of Waterdeep. If they fail by 11 or more, they are instead teleported to a random plane of existence (DM's discretion).

Reality Anchor. Creatures are unable to phase through the stone, even if they are normally incorporeal.

Quasi-Sentience. Characters that use telepathy can feel the personalities of ancient dwarven heroes, priests, and people of great power contained within the stone. This is comforting for dwarves, but can be disconcerting for non-dwarves. Communication with these spirits is not part of this adventure, but you are encouraged to be creative!

Tough. Hizagkuur is immune to non-magical damage.

SUBLEVEL 1. HALL OF HONOR

Expected Duration: 10 minutes

Durlag spared no expense in protecting his treasures. Sixty feet below the walkway in this area lies a burbling, bubbling lake of magma. This magically-heated cauldron of molten earth and metal ensure that visitors must be very careful, as the pathways are sloped and treacherous. Furthermore, the intense heat here has caused several demons to roost in the upper reaches—and they are more than happy to antagonize the characters!

HALL OF WORSHIP

As the characters arrive in this place, they are greeted with what appears to be a near-duplicate of the floor above. While the exit door and teleportation circle are gone, the stairs are now relocated to the eastern and west walls and four very familiar statues can be seen just off the elevator platform.

As with the exterior, the stonework here is constructed entirely of *hizagkuur*. Dungeon Master discretion is recommended.

Terrain. Durlag's Tower was well-constructed, and the craftsmanship is easily apparent. Dwarven stonemasons have left their mark here, and the interior is in very good condition. The ceiling is forty feet above the walkway.

Light. Unlike the rest of the Tower, this floor has plenty of ambient light thanks to the magma pool. Everything between the magma and the bottom of the path is considered bright light, and the top of the path and up to twenty feet above it is considered dim light.

Magma. The magma is magically heated, causing 30 (10d6) fire damage per turn that a creature is in contact with it.

The platform descends and grinds to a halt at the floor below. At each corner stands a statue that looks very similar to the ones above, but you can't shake the feeling that they are different somehow—as if their eyes are upon you; waiting, judging.

Stairs descend further down along the eastern and western walls, but the room itself is empty save for these statues.

ARE THESE IDENTICAL?

These statues look very much like those in the room above. If any of the characters comment on this, grant advantage on their first Investigation check. The key here lies in the differences!

Much like the floor above, four statues are in this room. While they look similar, on a DC 17 Passive Perception or DC 20 Intelligence (Investigation) check, certain changes can be detected. Once these changes are discovered, any character proficient in Religion—or that succeeds on a DC 17 Intelligence (Religion) check—can identify that these statues represent four dwarf deities and their associated holy symbols:

- **The Shorn.** This bald dwarf lacks all hair but his wild beard; he lacks eyebrows and coif. He sports a look of bemusement, and he is wearing a necklace of a hammer-and-anvil. There is a plate at the base of the statue that reads: "I am that which is necessary. I protect my people." (Moradin)
- **The Hunter.** This stout dwarf is crouched down, as if prepared to pounce on his prey. He wields a wickedly curved dagger in one hand and holds an overfull flagon in the other. Several loose coins are scattered around his feet. There is a plate at the base of the statue that reads: "I am pure glory. I entertain my people." (Vergadain)
- **The Delver.** Bedecked with maps, pouches, a spyglass, and other gear typically found on explorers, this dwarf wears no beard but carries a fist full of parchments in one hand, and a jeweled shortsword in the other. There is a plate at the base of the statue that reads: "I am the temptation of power. I am to be respected but not touched." (Abbathor)
- **The Crafter.** Wearing thick goggles, this dwarf seems to have scorch marks over his face. He

wears a gilded mask decorated with scorch marks across his face, and eyes appear sharp and focused. He holds an ornate gauntlet in his outstretched hand. There is a plate at the base of the statue that reads: "I am the balance between war and defense. I am stretched thin but hold strong." (Gorm)

DWARVEN DEITIES

The dwarven deities are often mired in honor and their specific purposes within the pantheon. As most D&D Adventurers League games are held in time-sensitive environments, here is a quick breakdown of each of the above deities; dwarven characters should automatically know who each of these deities are:

Moradin. Moradin is the "head" deity amongst the dwarven gods. He is often the only dwarven god known to humans and other outside races. He is often referred to as "He before all others", as even the neutral and evil dwarf deities hold him in high respect. His holy symbol is that of a hammer and anvil.

Vergadain. Often referred to as "the trickster god", Vergadain also champions wealth, merchants, and laughter. While many dwarf bards follow his teachings, others would curse him for his chaotic ways; he takes great joy in offering deals that are too good to be true just so that he can see what befalls those that are not wise enough to pass up the chance to effortlessly better their place in life. His holy symbol is that of a heavily stylized coin covered in Dethek (dwarf) runes.

Abbathor. Abbathor is a vile god and places greed and treasure above all else. While he does not have a good relationship with the rest of the pantheon, he can sometimes be found working with Vergadain on some scheme. He holds no love for Moradin, instead following the elder deity with grudging comments and snarky attitude. His holy symbol is an ornately jeweled shortsword.

Gorm. Gorm is the closest thing that the dwarves have to a god of fire. He tends the forge with Moradin, and shields the dwarves from the never-ending shower of sparks that comes from Moradin's mighty hammer blows. He is sometimes known as the sentinel for his unwavering stance in the face of danger—especially where dwarves are concerned. His holy symbol is a gilded golden mask covered in flames.

Carved in a circle around the statues is a series of Dethek runes (the dwarven script); hand the characters the **Player Handout 1**. If the characters can read it, it translates as:

"Take only what is necessary. Some gifts must be given freely and can never be taken."

The characters can examine the rest of the floor, but these statues are the only feature. The staircases on either side of the room are open and descend some fifty feet down to Sublevel 2.

As the characters spend time in this chamber, they hear a grinding noise that grows louder and louder. At the beginning of their fourth round in this room (or when the first character attempts to descend the staircase), several of the statues begin moving—two formerly-dormant **clay golems** march forward!

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** The golems have disadvantage on attack rolls during the first round of combat.
- **Strong party or very strong party:** The grinding noise continues to grow louder and louder, and once combat begins each of the golems is emitting a loud stone-on-stone shrieking noise. Any character within twenty feet of a golem must succeed on a DC 14 concentration check when attempting to cast a spell, or else the spell fails and the spell slot is expended.

DEVELOPMENT

The golems do not seek to kill the characters. If all of the characters are knocked unconscious, the golems carry them up to the main entrance and then return here (though the combat is triggered again if the characters return).

If the golems are destroyed, they reform at dawn the next day. Nothing short of a *wish* spell can prevent this from happening, as each of the statues are consecrated creations, and dedicated to the dwarven pantheon.

Each golem sports a glowing set of Dethek runes once they are animated. Any character that both worships a dwarven deity and that can read Dethek can see that the runes read "Divine Sentinel"; any character may then expend one use of their divine intervention ability to stun a golem until the start of that character's next turn. There is no saving throw for this ability.

The golems do not pursue characters that flee towards the entrance chamber, nor do they pursue characters that flee down the stairs.

TREASURE

Nothing on the statues can be removed, save for the holy symbol of Moradin.

ADVANCING THE ADVENTURE

The characters are free to proceed to Sublevel 2 at any time. They do not need to take the holy symbol of Moradin, though a later encounter is affected if they do. If they desire to travel up to the entrance chamber, they simply need to stand upon the

platform and mentally command the platform to rise.

SUBLEVEL 2: VERGADAIN'S CRUSADE

Expected Duration: 45 minutes

This floor, like much of Durlag's Tower, is laden with traps and danger. The characters may need some hints as to how best to proceed, in order to ensure that the adventure does not get bogged down in repetitive details.

The biggest challenge in this room is the fact that the firespirits (see sidebar)—once released--fill the entire level. The characters must negotiate combat, the trap mechanics, and the horrifying (or comforting) thought of potentially drowning in the potent liquor.

Stone. The stone here is *hizagkuur*, and as such can be a bane for spellcasters that do not appropriately aim or manage their spells.

Light and Visibility. The stones are enchanted with a permanent *light* spell.

Smells and Sounds. The air here has an acrid tang to it, and smells very much like an upturned distillery. The sharp scent of alcohol permeates this place; any Wisdom (Perception) checks that rely on smell are made with disadvantage.

Hizagkuur. Please see the sidebar in Sublevel 1.

Firespirits. The statue of Vergadain releases a never-ending flow of firespirits, a potent dwarven liquor. This liquid fills the entire room in a matter of seconds. Any creature submerged for five rounds in a 24-hour period (they need not be continuous), must succeed on a DC 13 Constitution saving throw or be struck blind for 1 hour; succeeding on this saving throw reduces the duration to 30 minutes.

The sharp scent of dwarven spirits assaults your nose as you enter this space, and finely-carved motifs of dwarves engaged in epic battles and epic parties adorn the walls. Every ten paces or so there appears to be a recipe of some form as well.

To the north along this 20-foot-wide hallway you can easily spy a spiral staircase that descends into the floor. There is a 20-foot-wide passage that runs east and west, but it is apparently filled with water that has been magically suspended in place. You can easily see a statue of a dwarf inside the liquid, his hand outstretched and grasping a mug; a crooked and slightly sloppy smile can be seen even from this distance.

Once the characters have had a moment to look around, they find a carving of Vergadain, his mug upside down and empty, and a sad look on his face. While the body of Vergadain is carved into the stone, his mug is projected out from the wall as if waiting to be filled. For more information on Vergadain, refer to the firespirits sidebar.

FIRESPIRITS

Firespirits is the name used by dwarf master brewers and distillers for this ancient and quite potent alcohol. As legend goes, it is created through magic and has been refined for ten years (or more) by gelatinous cubes, and can spontaneously catch fire if left shaken or in direct sunlight.

The truth is not quite as fantastic, but the drink is still exceedingly rare and incredibly valuable. It is certainly volatile, but only explodes if left in direct sunlight or exposed to fire. Dwarves have advantage on any check made to recall the following information:

Intelligence (Nature/ Religion) DC 12. Vergadain is the dwarven deity of warfare, carousing, and alcohol. He is not a major deity for the Realms. A dwarf that has spent too much time in the local alehouse may sometimes be referred to as "being on Vergadain's crusade".

Intelligence (Nature/ Religion) DC 14. Firespirits is the gift that Vergadain gives his most fervent followers; this rare liquor is worth more than gold, and is guaranteed to have an effect on even the hardest of constitutions.

Intelligence (Nature/ Religion) DC 18. This liquor acts as holy water for the faithful of Vergadain, and can also serve as alchemist's fire. It is known to explode if agitated or if left in the sunlight for too long.

Intelligence or Wisdom (Insight) DC 10. Using acid, fire, lightning, or other explosive effects near firespirits is a very bad idea.

THE TEST OF FAITH

The spiral stairs are both surrounded by magical walls of force; to access them, the characters must interact with the **statue of Vergadain**. Once the characters have gained access to the stairs, they easily see that there are levers at the top of the staircases that lead down. These levers are just behind the walls of force. Adjusting the levers causes the walls of force surrounding the east-west hallway to reappear. Any alcohol in the staircase drains down to the lower levels and sloughs away within a few minutes.

The narrow east-west passageway is filled with tens of thousands of gallons of magically preserved dwarven spirits. The enchantment laid upon the alcohol has rendered it as transparent as water, and has raised the quality of the already-fine liquor by a significant amount (see the Firespirits sidebar). There is a statue of a dwarf deity named Vergadain

in the narrow hall, holding out a mug as if in celebration or victory—it looks identical to the statue as seen on Sublevel 1. Turning the mug upside down causes the walls of force surrounding the spiral stairs to be temporarily shut off.

If the characters wish to gain access to the central hallway, they must interact with the carving of Vergadain near the entrance stairs (those that lead up). His mug is empty, but if it is filled with liquid or is otherwise interacted with, the walls of force surrounding the east-west hallway are suppressed, causing the tens of thousands of gallons of dwarven spirits to fill all available portions of this floor. Unfortunately for the characters, hidden within the dwarven spirits are five **gelatinous cubes**. Magic prevents the firespirits from entering the staircases.

DEVELOPMENT

It is highly unlikely that the characters discover the **gelatinous cubes** while they are in the alcohol, as they are completely transparent. For this encounter, so long as the alcohol is filling the space that the creature is in it is treated as being invisible. As such, this encounter is likely to prove dangerous as the characters are at an extreme disadvantage. Spotting the cubes requires a DC 15 Wisdom (Perception) check, but thanks to the alcohol masking their presence this check is made at disadvantage.

Once the walls of force surrounding the central hallway are suppressed, firespirits flood the entire floor in a matter of seconds. For each 10 minutes that the characters spend in this area, they must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion from the potent alcoholic fumes.

The danger does not end there, though; with the hall completely filled, the characters find themselves underwater (potentially drowning), facing a group of enemies that they have difficulty seeing—even with *see invisible* effects, and unable to cast some of the most common attack spells like fireball, lightning bolt, and so on—even if they can perform the verbal components underwater, any spell dealing fire or lightning damage causes the alcohol to explode. Should this happen, any creature in the alcohol must succeed on a DC 17 Dexterity save or take 99 (18d10) fire damage and gain a level of exhaustion from the scalding fumes. Those that succeed take half damage. This does not diminish the amount of alcohol on this floor as it is immediately replenished by the statue of Vergadain. Any character immersed in the alcohol immediately recalls that fire effects are likely to be quite dangerous, and should be

informed that using those types of attacks may result in unwanted effects.

Once the characters have access to the central east-west hallway, they can turn the flagon in Vergadain's hand right-side up and stop the flow of firespirits. Any firespirits in the room slowly leech through the stone and mortar thanks to some crafty enchantments by his priests many years ago, and the liquid leaves the room completely dry one minute after the mug is returned to its rightful position.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative. *Note that this encounter is technically underwater, as the characters are completely submerged in the firespirits.*

- **Very weak or weak party:** The floor fills with firespirits in two rounds instead of immediately
- **Strong party or very strong party:** The effect of the alcohol fumes is so strong on this floor that vision is limited to twenty feet

TIME TO REST?

The characters are unable to rest here, as any creature breathing the alcohol fumes risks gaining a level of exhaustion (see above).

ADVANCING THE ADVENTURE

Once the characters have corrected Vergadain's mug, the never-ending flow of firespirits stops and the walls of force surrounding the descending spiral staircases are suppressed. Inventive characters may rig up something to reset this trap in case Baron Rajiram's forces are following; reward their creativity and allow them to do so. Unfortunately, the mug is not magical if removed from the statue, and the statue is part of the Tower's construction.

SUBLEVEL 3. GORM'S GAUNTLET

Expected Duration: 45 minutes

Durlag spared no expense in protecting his treasures. 60 feet below the walkway in this area lies a burbling, bubbling lake of magma. This magically-heated cauldron of molten earth and metal ensure that visitors must be very careful, as the pathways are sloped and treacherous.

Furthermore, the intense heat here has caused several demons to roost in the upper reaches—and they are more than happy to antagonize the characters!

THE PLATFORM

The stairs and platform here are exquisitely crafted, and reflect the best efforts of dwarven craftsmen. The southern opening reveals a bubbling pool of magma far below, with only a narrow walkway connecting this platform to the exit staircase further south.

As with the exterior, the stonework here is constructed entirely of *hizagkuur*. Discretion is recommended.

Terrain. Durlag's Tower was well-constructed, and the craftsmanship is easily apparent. Dwarven stonemasons have left their mark here, and the interior is in very good condition. The ceiling is forty feet above the walkway.

Hizagkuur. Please see the sidebar in Sublevel 1.

Light. Unlike the rest of the tower, this floor has plenty of ambient light thanks to the magma pool. Everything between the magma and the bottom of the path is considered bright light, and the top of the path and up to twenty feet above it is considered dim light.

Magma. The magma is magically heated, causing 35 (10d6) fire damage per turn that a creature is in contact with it.

Exiting the stair case, you find that this next level is intensely hot. Bubbling liquid, bright red and white, can be seen far below—it looks like magma! The chamber before you has a long, narrow stone walkway that is bisected by what essentially looks like a balance beam. At the far end of the path is a stone platform with what appears to be another staircase down.

The staircase to the far south is blocked by a heavy adamantine portcullis, which can be raised by pulling both of the levers on the balance beam at the same time. The levers need more pressure than a standard *mage hand* spell provides, though; a DC 13 Strength (Athletics) check successfully moves them.

As the last of the characters steps out onto the first landing from the staircase (or otherwise exits the stairs), read the following:

The staircase makes a mighty grinding and a series of ominous clicks emanate from it; the steps corkscrew up into the ceiling in a flash... and the back wall begins to creep forward. A walkway extends to the south, terminating at an iron-grated staircase. Halfway across that path is a precariously-balanced stone span; at either end of that span can be spied posts with upside-down shields on them.

The wall moves forward at a rate of 5 feet per round, and pushes characters into the magma. Characters attempting to delay it or stop it do so only if they succeed on a DC 30 Strength (Athletics) check. Should the wall encounter a *wall of force* or a similar effect, it is delayed for one round before destroying the spell or conjured object at the end of the round.

Once the rear wall begins moving, characters with a passive Perception of 15 or higher hear shouts of deep, scratchy voices in Infernal— devils are in the area and on the hunt!

As the characters progress, the north-south walkway has a slight slope to it and is damp from the humid air; any character that moves along the edge for any length of travel must succeed on a DC 13 Dexterity saving throw or potentially go tumbling down into the magma below—allow the character a second DC 13 Dexterity saving throw to catch the edge of the path.

The east-west path has a post at either end. Upon each post is an upside-down shield emblazoned with the holy symbol of Gorm. Characters that identified the statues on the floor above automatically recognize the symbol.

The east-west path represents a more dangerous situation: it is only 3-feet wide and is precariously balanced across the north-south path. Two characters must work their way across the path in a slow and steady pace or else risk tumbling into the magma below. Once they arrive at the end, the characters can twist the upside-down shield on the post back to its rightful position with a successful DC 13 Strength (Athletics) check. If the levers are pulled at the same time, the grates blocking off the southern staircase recedes into the floor and ceiling, and the characters can proceed.

However, the three **horned devils** in this room target characters on the narrow ledges first. Any ability checks or attack rolls made by characters on the ledges are made at disadvantage, and any creatures attacking them have advantage on their attack rolls.

If the characters attempt to force the two grates open, they are in for a stark surprise: there is no visible lock or mechanical motor holding them closed—they are merely bars set into the wall. As such, they are not considered locked, and cannot be picked (effects such as *knock* are likewise ineffective). They can be forced open with a successful DC 30 Strength (Athletics) check, but this breaks the grates permanently. They are made of adamantine (AC 12, 300 hit points; immune to psychic and poison damage; resistant to

bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't made of adamantine). Note that if the characters use spells against the bars, they risk triggering the enchantments laid into the *hizagkuur* stones!

Once the characters step out from the northern alcove, the horned devils begin circling the room.

FUN & DEATHTRAPS

This encounter can quickly become a tiresome experience for the characters as well as the Dungeon Master. The devils should taunt the characters and draw them further into the room, but this should not result in the end of the adventure unless some really poor decisions are made. Creative players may choose to use fly spells or other creative solutions (note that the levers provide too much resistance for a mage hand or most familiars); they should be rewarded for ingenuity.

The east-west path is essentially a teeter-totter: equal weights must be applied on both sides, otherwise the path rotates and sends the heavier party flying into the magma below. This may prove very challenging for poorly-balanced parties or parties that only have heavily armored characters; feel free to suggest the use of ropes or other such tactics as needed.

You are responsible for ensuring that everyone—including yourself—is enjoying the game!

TACTICS

The three **horned devils** taunt the characters and attempt to draw them further into the area. They may circle around the characters, or may even hide under the walkway if the characters have formidable magic or ranged attacks. This is a wide-open room and the devils feel right at home.

The devils are not concerned with characters that may be attacking them from the wide north-south path, but they attack any character on the narrow east-west path with wild abandon. More often than not they attempt to shove characters off the ledge and into the magma below; any creature shoved off the edge, may attempt a DC 13 Dexterity saving throw as a reaction. If successful, they are able to grab the side of the ledge instead of falling all the way down.

ADJUSTING THE ENCOUNTER

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

- **Strong party:** Add two **horned devils**.
- **Very strong party:** As Strong party, and swirling winds fill the chamber. Ranged weapon attacks against targets more than 15 feet away are made at disadvantage

DEVELOPMENT

This level of the Tower should provoke the characters into thinking creatively. The enemies may not pose much of a direct challenge, and as such they should be played smartly—use Shove instead of attacking outright, hiding beneath the walkway, or even diving into the magma if necessary. They know that the moving wall to the north is reset when both levers are pulled simultaneously, and that it also automatically resets once every tenday.

Should all of the devils be killed or sent away, the tower conjures 1d6 new devils every minute, but only a maximum of eight devils in the room at any one time.

TIME TO REST?

There is no safe place to rest in this room. The narrow, sloped floor, the moving wall, and the intense heat all make for a very uncomfortable environment. Characters that stay here must make a DC 16 Constitution saving throw every minute or take 3 (1d6) fire damage and gain one level of exhaustion. Creatures that are resistant to fire make this saving throw with advantage. The devil-summoning enchantment laid into the ceiling also makes this rest problematic, as detailed in Development, above.

ADVANCING THE ADVENTURE

Once the levers have been pulled, the path forward is clear; this also resets the moving wall to the north. Inventive characters may wish to reset the levers as they leave; reward their creativity and allow them to do so, as this slows down the Baron's forces.

SUBLEVEL 4. GREED & AVARICE

Expected Duration: 45 minutes

This looks like an overfull bank vault, but trouble brews below the surface if the characters are not careful.

THE DEPOSITORY

As the characters arrive in this place, they are greeted with what appears to be a money-lender's office. Fine, wooden panels cover the far walls (though the *hizagkuur* is still present), and a desk and chair sit unused. A placard on the wall sports an inscription in Dethek sandwiched between two carved faces of Abbathor (see **Player Handout 2**):

*In Service to
Glorious Abbathor*

*What is Yours is Mine
What is Mine is Forever
Leave Twice What Ye Find
Or Ye Will See the Sun Never*

Terrain. Durlag's Tower was well-constructed, and the craftsmanship is easily apparent. Dwarven stonemasons have left their mark here, and the interior is in very good condition. The ceiling is ten feet above the floor. Piles of coins, gems, and objects litter this place—at the least they count as difficult terrain, and at the worst they extend to the ceiling in some places.

Hizagkuur. Please see the sidebar in Sublevel 1.

Light. Light dazzles off the piles of riches. This entire floor is well lit, despite the lack of an apparent light source.

This floor is cooler than the magma-filled one above, but the air is heavy with the scent of coins and metal. Looking around it appears that you have found Durlag's treasure vault! Piles of coins, gems, and other valuables stretch from wall to wall. The value is immense and could easily be enough to purchase a significant portion of Waterdeep—or at least a seat as a Masked Lord.

Just barely visible over the piles of treasure you can see the heads of four dwarven statues off in the distance.

The treasure spread around this chamber is illusory. Any character that touched the statue of Abbathor on Sublevel 1 believes that it is real, however, no matter what evidence is shown (even spells like *truesight* fail to reveal the false nature of the valuables to such characters); there is no saving throw for them. Any character that did not touch the statue of Abbathor may make a DC 18 Wisdom saving throw to ignore the effect; dwarves make this saving throw with advantage. Make this saving throw in secret to preserve the illusion for the characters as well as the players! The particular details of the horde are up to you, but it should be a glittering, splendor-filled place rife with coins, goblets, jeweled short swords, and the like (again, it's all illusory and none of it exists outside of this floor of Durlag's Tower).

If the characters attempt to leave this place with any of the treasure from the hoard, the *contingency* spell held between the statues (and near the stairs) activates and casts *animate objects*. For each piece of treasure taken, ten tiny pieces of treasure (coins, goblets, necklaces, a Chultan jaguar effigy; be

creative!) located near the characters rise and attack any characters carrying treasure. Attacks made by these objects against any character that is carrying the ill-gotten treasure are made with advantage due to this floor being dedicated to Abbathor and thus sanctified in his name.

For the sake of simplicity, you may refer to the rules for Handling Mobs (Dungeon Master's Guide, page 250). These creatures attack as a swarm. This *contingency* spell is permanent, and triggers again each time a character attempts to cross onto the platform or stairs while holding any portion of Abbathor's hoard.

If a character that triggered the trap drops the treasure they picked up plus an additional amount of valuables equal to the treasure's value, any objects animated by that character fall inert. Any treasure sacrificed in such a way is permanently gone and becomes part of this hoard; his holy symbol hovers in the air for a moment but quickly fades as the swarm disperses and falls to the ground.

ADJUSTING THE ENCOUNTER

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

- **Strong party:** At initiative count 20 (losing ties), a blast of Malice bursts from the statues, targeting up to two characters that have taken from the treasure pile. Characters that touched the statue of Abbathor on Sublevel 1 make the saving throw with disadvantage.
- **Very strong party:** As strong party, above, but the poison affects every creature in the room.

POISON

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

DEVELOPMENT

The characters were warned by SEER to only take that which was necessary, and the ancient treasure of the dwarves is decidedly not necessary for the overall success of their mission. The combat here should be surprising but should not feel like the characters are being punished—every coin, gem, and valuable (other than the ledgers; see the treasure section) object in the room has Abbathor's holy symbol inscribed upon it. Any character that touched the statue of Abbathor on Sublevel 1 feels a compulsion to pick up as much treasure as they can carry; this is not a mechanical interaction but rather something that you should describe to the character.

Treasure. The ledgers here are of extreme interest to certain parties around the world—

Candlekeep, for example, would dearly treasure their submission to the Great Library. Dwarven cultures would also greatly appreciate this record of Durlag's vast resources and his exploits. Though the ledgers are quite valuable, they do not trigger the *contingency* spell at the far end of the room.

THE STATUES

The stone statues are carved from *hizagkuur*. They look very similar the statues from the upper reaches, but with a few differences:

SUBTLE DIFFERENCES

There are subtle differences between these statues and those encountered earlier. Read them carefully, and if the characters remark on the similarities work with them to help them identify those differences. For instance, a dwarf (or a character well-versed in dwarf lore and history) could feasibly have advantage on Intelligence (Investigation) checks during this part of the adventure.

This is indeed the third time that the statues have been seen in the Tower, and as such the characters should have some concept that their repetition is important. Mechanically speaking, a DC 10 Wisdom (Insight) check tells the characters that they should carefully inspect the statues.

- **The Shorn.** This bald dwarf lacks all hair but his wild beard; he lacks eyebrows and coif. He sports a look of bemusement, and he has a shallow depression where a necklace should be placed. There is a plate at the base of the statue that reads: "I am that which is necessary. I protect my people." (Moradin)
- **The Hunter.** This stout dwarf is crouched down, as if prepared to pounce on his prey. He wields a wickedly curved dagger in one hand and holds an overfull flagon in the other. Several shallow, coin-shaped indentations are scattered around his feet. (Vergadain)
- **The Delver.** Bedecked with maps, pouches, a spyglass, and other gear typically found on explorers, this dwarf wears no beard but carries a fist full of parchments in one hand, and a jeweled shortsword in the other. There is a plate at the base of the statue that reads: "I am the temptation of power. I am to be respected but not touched." (Abbathor)
- **The Crafter.** Wearing thick goggles, this dwarf seems to have scorch marks over his face. He wears a gilded mask decorated with scorch marks across his face, and eyes appear sharp and focused. His hand is outstretched as if it once held something. There is a plate at the base of the statue that reads: "I am the balance between war

and defense. I am stretched thin but hold strong." (Gorm)

Excluding items found in this room, the characters can place any necklace on Moradin (including the one the statue was wearing on Sublevel 1), spread 50 gp at Vergadain's feet, and place a gauntlet in Gorm's hand. If the characters do not have these resources, reward creativity—especially if the intentions of the characters pay respect to the deities themselves (such as if the character chose to place worthless metal disks instead of coins at the feet of Vergadain).

If the characters get stuck for more than a few minutes, provide some hints to characters that succeed on a DC 10 Wisdom (Insight) check, however, the players should be thinking creatively here.

Any character that touches the statue of Abbathor must succeed on a DC 16 Wisdom saving throw or else they immediately begin gathering as much treasure as possible—possibly triggering another wave of swarms of animated objects. Dwarves make this saving throw with advantage.

TIME TO REST?

The characters can rest here without issue, so long as nobody touches the statue of Abbathor.

ADVANCING THE ADVENTURE

If the characters can't proceed, they can return to SEER and Hsing where they are thanked for their service. Proceed to Conclusion, below.

Otherwise, the characters can proceed down the elevator by satisfying the needs of the three statues and simply deciding to move on; no switches or levers need to be used as the platform responds to mental commands.

SUBLEVEL 5. TROLLKILLER'S TOMB

Expected Duration: 45 minutes

Durlag's final resting place has been discovered, and the forces of Baron Rajiram show their faces.

THE VAULT

The platform from Sublevel 4 descends into the middle of this space. It quickly becomes apparent that this is designed not only as Durlag's final resting place, but also as a showcase of his significant treasures.

As with the exterior, the stonework here is constructed entirely of *hizagkuur*. Dungeon Master discretion is recommended.

Terrain. Durlag's Tower was well-constructed, and the craftsmanship is easily apparent. Dwarven stonemasons have left their mark here, and the interior is in very good condition. The ceiling is ten feet above the floor here. Small displays and curio cabinets dot the entire floor, each containing small bones, objects, and trinkets from his many adventures.

Hizagkuur. Please see the sidebar in Sublevel 1.

Light. No light is present on this floor.

Unlike the space above, the treasures contained here are deliberately placed and appear to be reverently held. Objects of affection and baubles of Durlag's many adventures have been lovingly laid out along shelves and inside of display cases. Holy symbols of Clangeddin Silverbeard are plentiful: two crossed silvered axes over a field of blue.

Durlag's marble casket is near the north wall, and standing at the southern wall—directly opposite of Durlag's resting place—is a huge, leather-wrapped parcel.

The treasure cases here contain trinkets and baubles from Durlag's many adventures. They are all labeled in ancient Dethek. The script is an ancient form of Dwarvish, and even characters proficient in the language must succeed at a DC 15 Intelligence check to decipher it.

Each entry refers to a specific event (e.g. "The holding of the dam"; "Finger of the ogre chieftain"; "Beard of traitorous Darguhn 'One-Eye' Bristlebunch, banished to Undermountain"; etc.) The items here would be invaluable to the dwarves of the Realms but do not carry much, if any, direct gold piece value.

As the characters explore this space, they can find a single parcel that carries value—but it is a value beyond mere gold. Wrapped in supple trollskin leather and carved into a 1,000-pound slab of copper measuring 7 feet on a side, taken directly from the City of Brass, Durlag had brought a collection of teachings and poems with him into the afterlife. If one or more of the characters can read Dwarvish, they can learn the following:

- **It is Ancient.** The Dethek characters used predates modern Dwarvish, and unless the character can read Ancient Dethek they may struggle to read the tablet. Characters can read Dwarvish must succeed on a DC 15 Intelligence check to learn more, and only other characters proficient in Dwarvish may assist on this check.

- **It is Culturally Significant.** The tablet contains a first-hand account of dwarven creation lore, though it is unclear if it was written by Moradin himself. As such, its value is incalculable.
- **It Promotes Love Over War.** The words scribed here indicate that the most brutal battleground is that of the heart, and that the shedding of blood is anathema to the wisdom of the gods.
- **It contains a Broken Ritual.** Carved into the tablet is the beginning of ritual that seemingly binds souls together. In this current state it appears as if it is usable though incomplete. Casting this ritual requires components that the characters simply don't have access to as they date from before the creation of the world, but would result in the victims of the ritual being bound together eternally in some type of symbiosis.
- **It is a Family Tree.** The dwarven deities are each listed, and their relationships are outlined (see the *Sword Coast Adventurers Guide* for more information).
- **It Details the Betrayal of the Giants.** Contained here is the history of the animosity between the giants and dwarves, and hints that the trolls are the unintended aftereffects of magical experimentation upon both. The broken ritual almost certainly plays a part in their creation.

TREASURE

The main treasure in this room is the copper tablet, though Durlag's faithful weapon *Skeggöx* can be taken. Any character that worships Clangeddin Silverbeard feels pulled toward it, though in the absence of such a character, a follower of Moradin or even a character whom has proven themselves to be truly respectful of the dwarven deities while exploring the tower.

DEVELOPMENT

Once the characters have had some time to explore the environment here and read the tablet (if they can), they must move on. They can return to the main floor of the Tower and use the teleport circle to escape. However, upon their return to the main chamber (or once they finished reading the tablet, if they did not reset any of the traps on the above floors), read the following:

The room grows starkly cold in the space of but a few heartbeats. The scraping of metal on stone echoes through the chamber and a hollow voice rings through the chamber: "Surrender the tablet and your deaths will be swift."

There are two **warlords**, one **master thief**, and one **cloud giant smiling one** here.

Where this encounter occurs depends on the characters' conduct within the tower:

- If the characters did not rest, this encounter takes place on the main floor of Durlag's Tower and is initiated as soon as the characters can see the teleportation circle.
- If the characters rested and did not reset any of the traps, this encounter takes place on Sublevel 5.
- If the characters reset at least one of the traps, this encounter takes place on the floor that would grant the characters a slight edge in the combat (DM discretion encouraged).

ADJUSTING THE ENCOUNTER

This combat encounter changes significantly based on party composition—Baron Rajiram would send his minions based on the perceived weaknesses of the characters. Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** *Skeggöx* grants advantage on the first melee attack roll made on its wielder's turn (if it is used in the fight).
- **Strong party:** The **cloud giant smiling one** is affected by a *potion of invulnerability*.
- **Very strong party:** As Strong party, and the enemies have advantage on their initiative check. Also, add two **master thieves**.

NOTE. This combat is intended to be difficult, as it highlights the lengths that Baron Rajiram is willing to go to in order to recover these artifacts. The characters should have picked up the greataxe—remind them that *Skeggöx* desires to destroy giants at every opportunity and that its wicked spikes have deployed—it will be a great help here!

It is quite likely that the characters still have many of their resources available. Encourage them to use their abilities, else the minions of the mad Baron may get the best of them!

SECRET MISSION: EMERALD ENCLAVE

Durlag's finest treasure—the massive tablet—details an account of how the trolls were created. This is not part of the known lore of the Realms, and they would be right to fear that this tablet might be used to create more trolls should Baron Rajiram ever get his hands upon it. Members of the Emerald Enclave should be given ample clues about the grotesque nature of the ritual and should be keenly aware that allowing an enemy to raise an army of hate-filled, dim-witted, regenerating shock troopers would almost certainly spell doom for the Sword Coast.

If any of the characters are members of the **Emerald Enclave**, the **cloud giant smiling one** is slightly modified. The **cloud giant smiling one** is a simulacrum created by Baron

Rajiram and is in telepathic communication with the would-be king. It gains the following abilities:

- **Languages** telepathy 60 ft.; permanent telepathy with Baron Rajiram regardless of distance
- **Magic Resistance.** The cloud giant smiling one has advantage on saving throws against spells and other magical effects
- **Frozen Effigy.** When the simulacrum is reduced to 0 hit points, it explodes in a burst of icy shrapnel. Any creature within five feet of it must make a DC 15 Dexterity saving throw or take 55 (10d10) cold and piercing damage. A success reduces the damage by half. The simulacrum and any gear it was in possession of at the start of combat melts into water immediately.

The enemies facing the party all sport the sigil of Baron Rajiram and offer to make the deaths of the characters swift and efficient if they would just lay down their arms. They fight to the death.

If any of the characters are members of the Emerald Enclave, the simulacrum focuses on those characters first. He exclaims "Only the giants are fit to dictate the natural order!" while attempting to lay waste to his opponents. Any character that can read his mind immediately realizes that another presence—the true Baron Rajiram—is observing the content. The simulacrum and his allies all refer to him as "the Baron", which may provide interesting roleplay opportunities mid-combat as the simulacrum refers to himself in the third person.

If any point the characters offer to abandon the tablet, the assailants break off from combat. They throw a sack of gold (see the Treasure section) to the characters and genuinely thank them for their efforts, then attempt to depart. Baron Rajiram is smart and may recall this act at a later time, though it is certain to earn the ire of SEER. If the characters do this, award them experience as if they had defeated their foes.

Upon defeating their foes, the characters find evidence of another party of adventures outside the gate to Durlag's Tower. This party bears a communique from SEER and it seems that they, like the characters, were sent here to secure the tower. Unfortunately, the Baron's forces were too strong, and took their lives.

Treasure. The minions of Baron Rajiram hold 1,200 gp between them, a barbed, silvered longsword, and a *potion of superior healing*. Additionally, there is a map of the Sword Coast that appears to detail either trade routes or attack plans, and a huge circle to the west of the coast line marked "KRAKEN!". There are runes in Giant along the

bottom of the page that read “The fall of the Sword Coast”.

DEVELOPMENT

The characters can use the teleportation circle to return to SEER and Hsing. Should they do this during combat, they should know that their enemies—Baron Rajiram and his forces—will be able to easily track them to Beregost and SEER’s current base of operations.

CONCLUSION

Once the characters return to SEER with the tablet—or at least with news of the tablet—they receive their rewards. SEER asks for any other information they might possess, and is keenly interested in the array of minions that Baron Rajiram sent against them (if that encounter occurred). Their final reward is determined by whether or not the characters retrieved the huge brass tablet:

WITHOUT THE TABLET:

SEER seems pleased at your return, and offers to a generous cup of mint tea. She takes a long sip of her drink, deep in contemplation.

“It is most unfortunate that your efforts were thwarted by the designs of Durlag’s Tower. I can only hope that the other party is more successful, and that the Baron’s forces are held at bay until the object can be safely located within our vaults.”

The characters have returned to SEER but were not successful in their efforts. However, she is understanding—though thoroughly disappointed—of their trials and tribulations. While the characters do not gain any renown for this adventure, she gifts them with a diamond worth 1,500 gp and each character gains a *potion of superior healing*.

WITH THE TABLET

SEER seems pleased at your return, and offers to a generous cup of mint tea. She takes a long sip of her drink, deep in contemplation.

“Baron Rajiram is focused on the control and manipulation of people. Heroes, villages, nobles and merchants: he sees not a person, but instead a slab of meat meant for menial tasks. The ritual contained on the tablet would have allowed him to do exactly that. It is exceedingly fortunate that you were successful in your mission. The Lord’s Alliance thanks you, and while your views may not always align with ours... your efforts today were truly heroic and transcend such mundane definitions.”

If the characters choose to turn over the massive copper slab to Candlekeep, they each earn the **Favor of Candlekeep** story award. Alternately, they could endeavor to surrender it to the dwarves of Mithril Hall, or even let SEER retain it—so long as it does not fall into the hands of Baron Rajiram she is pleased.

For their efforts, the characters are given a total of 5,000 gp worth of assorted gems and rare statuettes—many of which hail from Chult and the Anauroch Desert. She also provides each character with a *potion of superior healing* and tells them that the forces of the giants have been merely delayed, and regroup soon.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Gelatinous Cube	450
Horned Devil	7,200
Clay Golem	5,000
Warlord	8,400
Master Thief	1,800
Cloud Giant Smiling One	7,200

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Refusing to touch Abbathor	500
Resetting at least 1 trap	500

The **minimum** total award for each character participating in this adventure is **10,125 experience points**.

The **maximum** total award for each character participating in this adventure is **13,290 experience points**.

TREASURE

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

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

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

TREASURE AWARDS

Item Name	GP value
SEER's reward (successful)	5,000
SEER's reward (not successful)	1,500
Gem-encrusted holy symbol	250

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

SKEGGÖX (+3 BATTLEAXE)

Weapon (battleaxe), very rare

This impressive battleaxe possesses a massive haft with a huge gear turning gently atop it. Connected to the gear are a series of gnashing blades that extend when the weapon is wielded against giants. As a bonus action, a dwarf or a character that worships a dwarven deity may brandish this weapon and gain advantage on one Charisma (Intimidation) check. Once this property has been used, it can't be used again until the following dawn. A description of this item can be found in the **Player Handout 3**.

POTION OF SUPERIOR HEALING

Potion, rare

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

POTION OF INVULNERABILITY

Potion, rare

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

RENOWN

All faction members gain one renown point for completing this adventure.

Members of the **Emerald Enclave (Summerstrider)** that defeated Baron Rajiram's forces (the cloud giant smiling one, warlord, and the

rest) gain **one additional renown point** and mark the completion of a secret mission on their logsheet.

STORY AWARDS

The characters have the opportunity to earn the following story awards:

Favor of Candlekeep. Your surrender of the copper tablet to the acolytes of Oghma at Candlekeep has them overjoyed. The Great Readers spend many weeks poring over the ancient artifact's hidden meanings and may one day puzzle out where the missing section is located.

The next time you visit Candlekeep or interact with the faithful of Oghma, any Charisma ability checks you make are made with advantage.

DOWNTIME

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

DM REWARDS

You receive **3,375 XP, 1,688 gp** and **ten downtime days** for running this session.

DM APPENDIX 1: NPC SUMMARY

The following NPCs are present in this adventure:

SEER (*SEE-er*). Female Shou. SEER is merely a codename for a Lords' Alliance operative. This Shou woman is of curious origin, as in some situations she may appear as a wizened old woman and in others a spry woman in her early 20s. She has great command of the Art, and her spells serve her well as she recruits junior operatives and pursues agendas that blur the line between the Lords' Alliance, her own inscrutable goals, and the safety of the entire Sword Coast. May have history with Baron Rajiram.

Hsing (*SING*). Golden pseudodragon with milky-white eyes. Serves as the familiar of SEER, the Lords' Alliance spymaster, SEER.

Baron Rajiram (*BAH-ron rah-JEER-am*). Male cloud giant. Ambitious cloud giant and pirate lord that has turned his attention from the Sword Coast to locations of power in-land. Desires a powerful object from the depths of Durlag's Tower. NOTE: Baron Rajiram is not present in this adventure, but his shadow looms over all of these events. May have history with SEER and Hsing.

APPENDIX: NPC/MONSTER STATISTICS

CLAY GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 9

Languages understands Dethkek but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

CLOUD GIANT SMILING ONE

Huge giant (cloud giant), neutral evil

Armor Class 15 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +10, Int +6, Cha +7

Skills Deception +11, Insight +7, Perception +7, Sleight of Hand +9

Senses passive Perception 17

Languages Common, Giant

Challenge 11 (7,200 XP)

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

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

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

Spellcasting. The giant is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The giant has the following bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, silent image, Tasha's hideous laughter*

2nd level (3 slots): *invisibility, suggestion*

3rd level (2 slots): *major image, tongues*

ACTIONS

Multiattack. The giant makes two attacks with its morningstar.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning

damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. **Hit:** 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Change Shape. The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form. Any equipment the giant is wearing or carrying is absorbed by the new form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

CLOUD GIANT SIMULACRUM

If any of the characters are members of the **Emerald Enclave**, the **cloud giant smiling one** is slightly modified. The **cloud giant smiling one** is a simulacrum created by Baron Rajiram and is in telepathic communication with the would-be king. It gains the following abilities:

- **Languages** telepathy 60 ft.; permanent telepathy with Baron Rajiram regardless of distance
- **Magic Resistance.** The cloud giant smiling one has advantage on saving throws against spells and other magical effects
- **Frozen Effigy.** When the simulacrum is reduced to 0 hit points, it explodes in a burst of icy shrapnel. Any creature within five feet of it must make a DC 15 Dexterity saving throw or take 55 (10d10) cold and piercing damage. A success reduces the damage by half. The simulacrum and any gear it was in possession of at the start of combat melts into water immediately.

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

HORNED DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 55)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, range 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

MASTER THIEF

Medium humanoid (human), neutral evil

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.

WARLORD

Medium humanoid (human), lawful evil

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

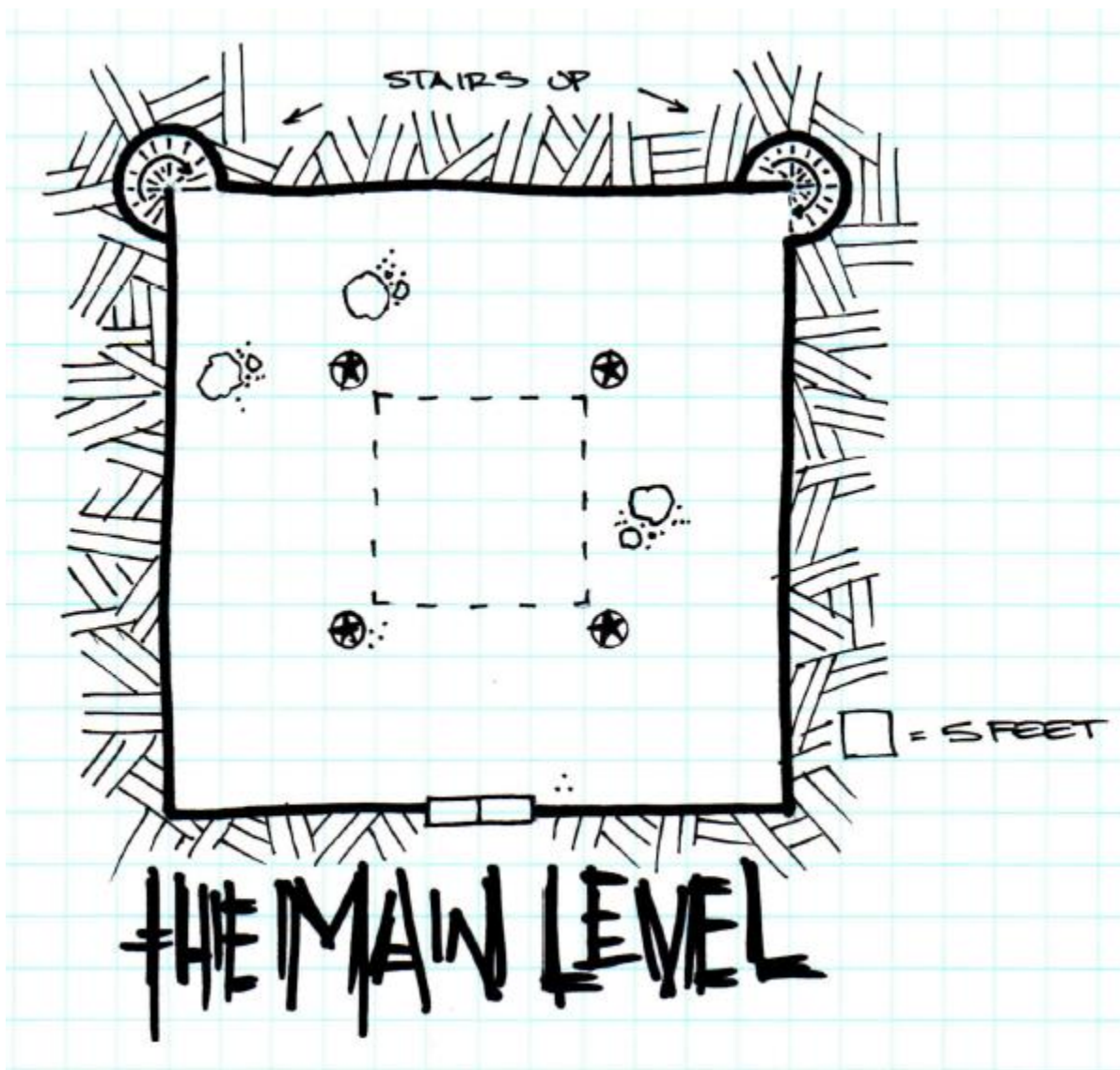
The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

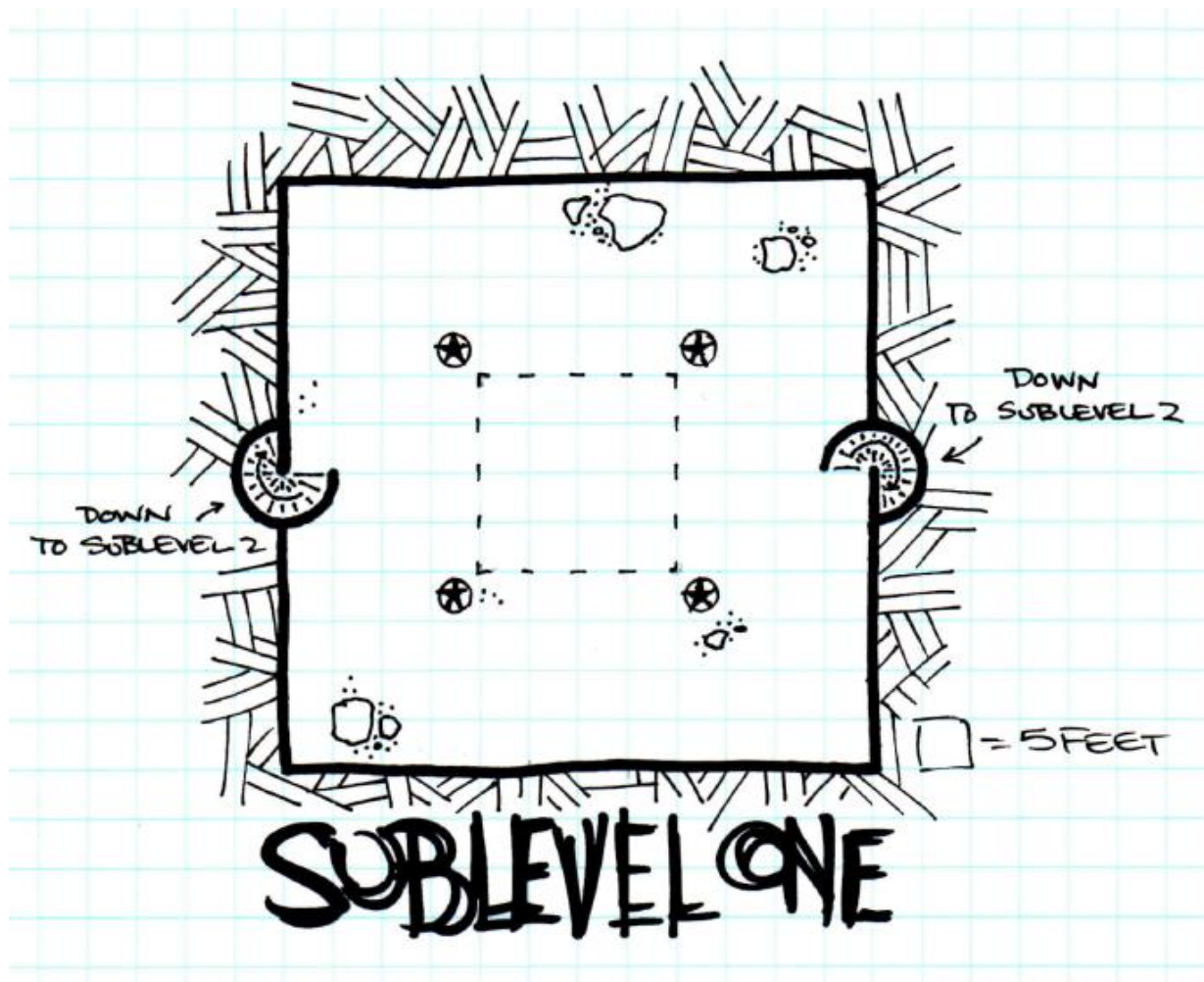
Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

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.

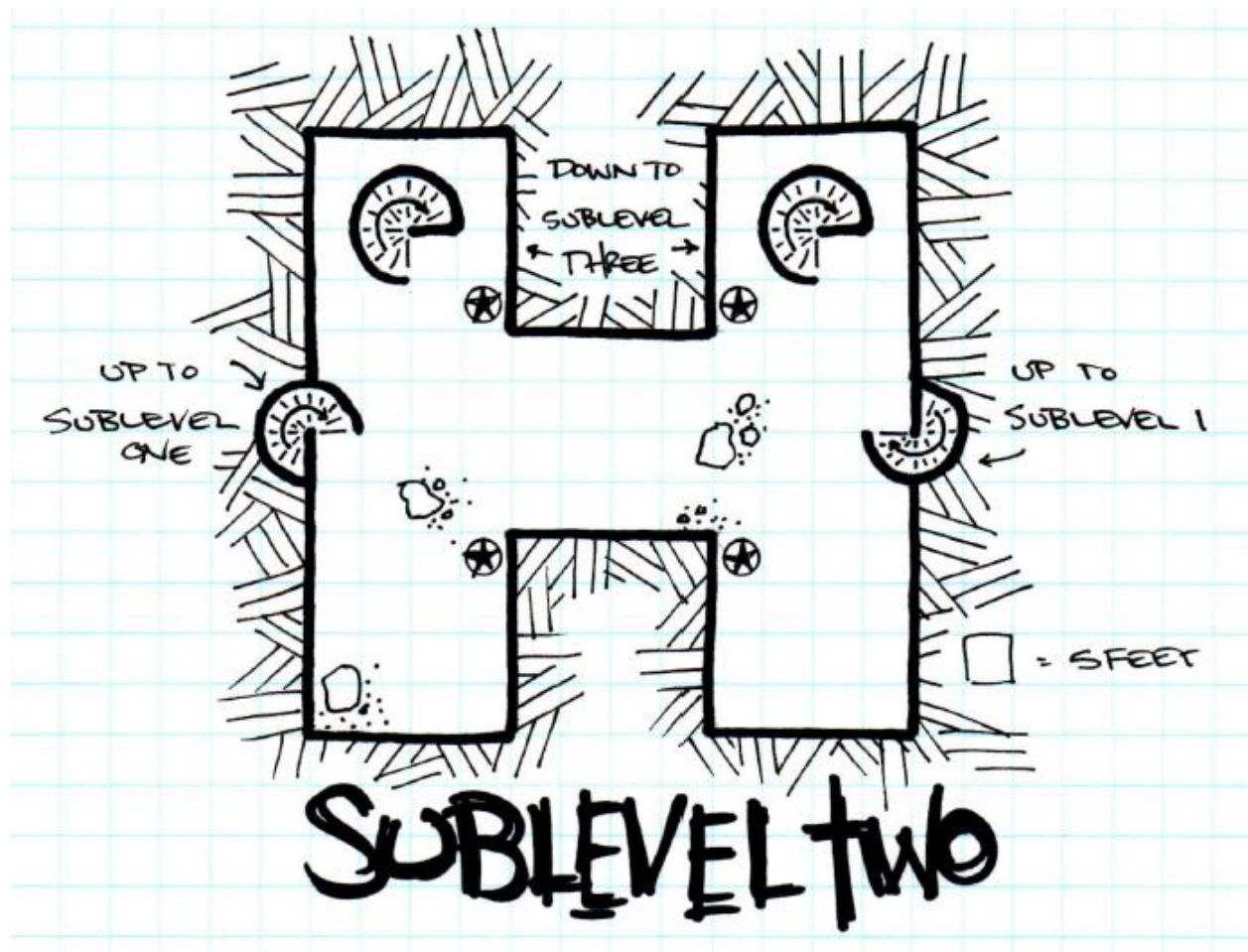
APPENDIX. MAIN LEVEL MAP



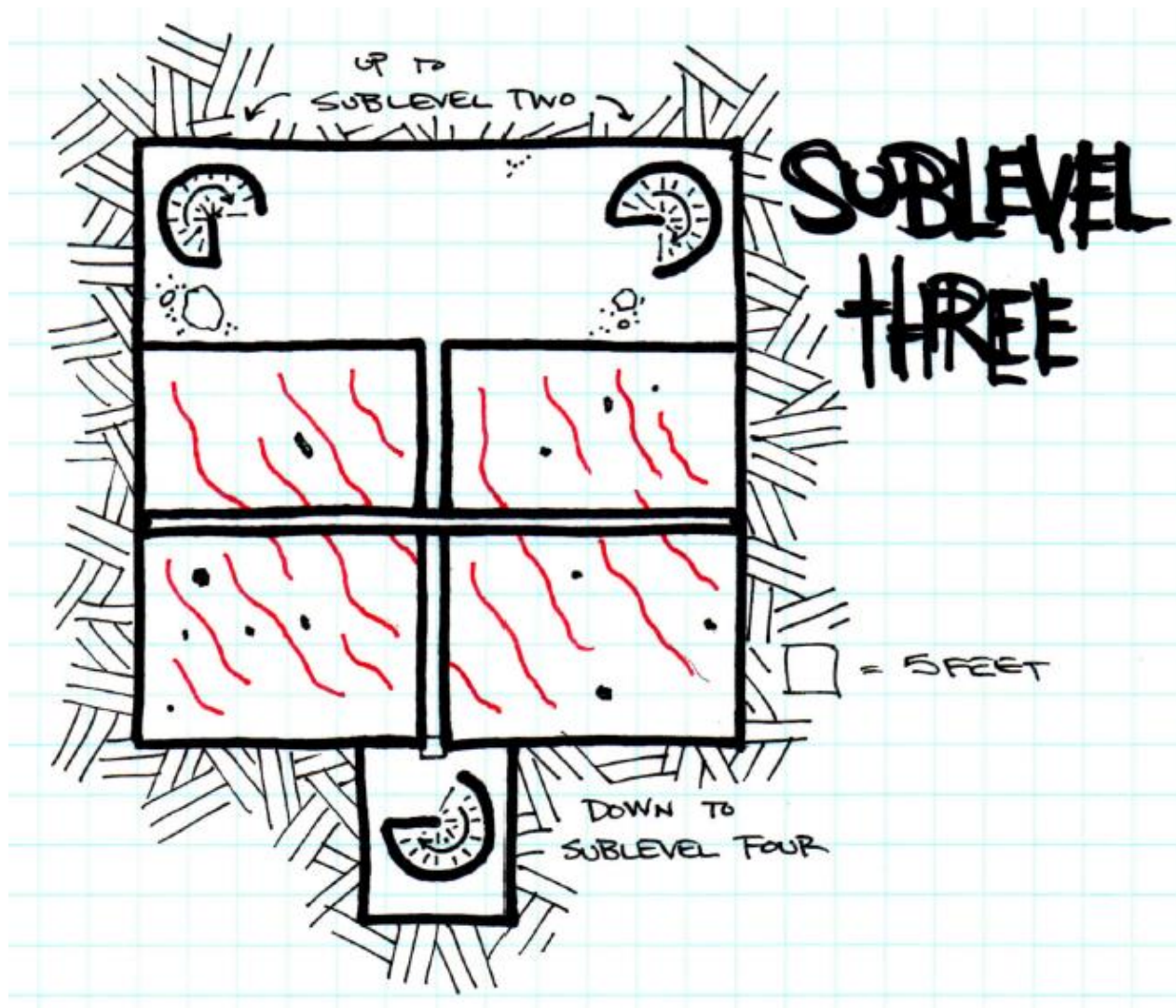
APPENDIX. SUBLEVEL 1 MAP



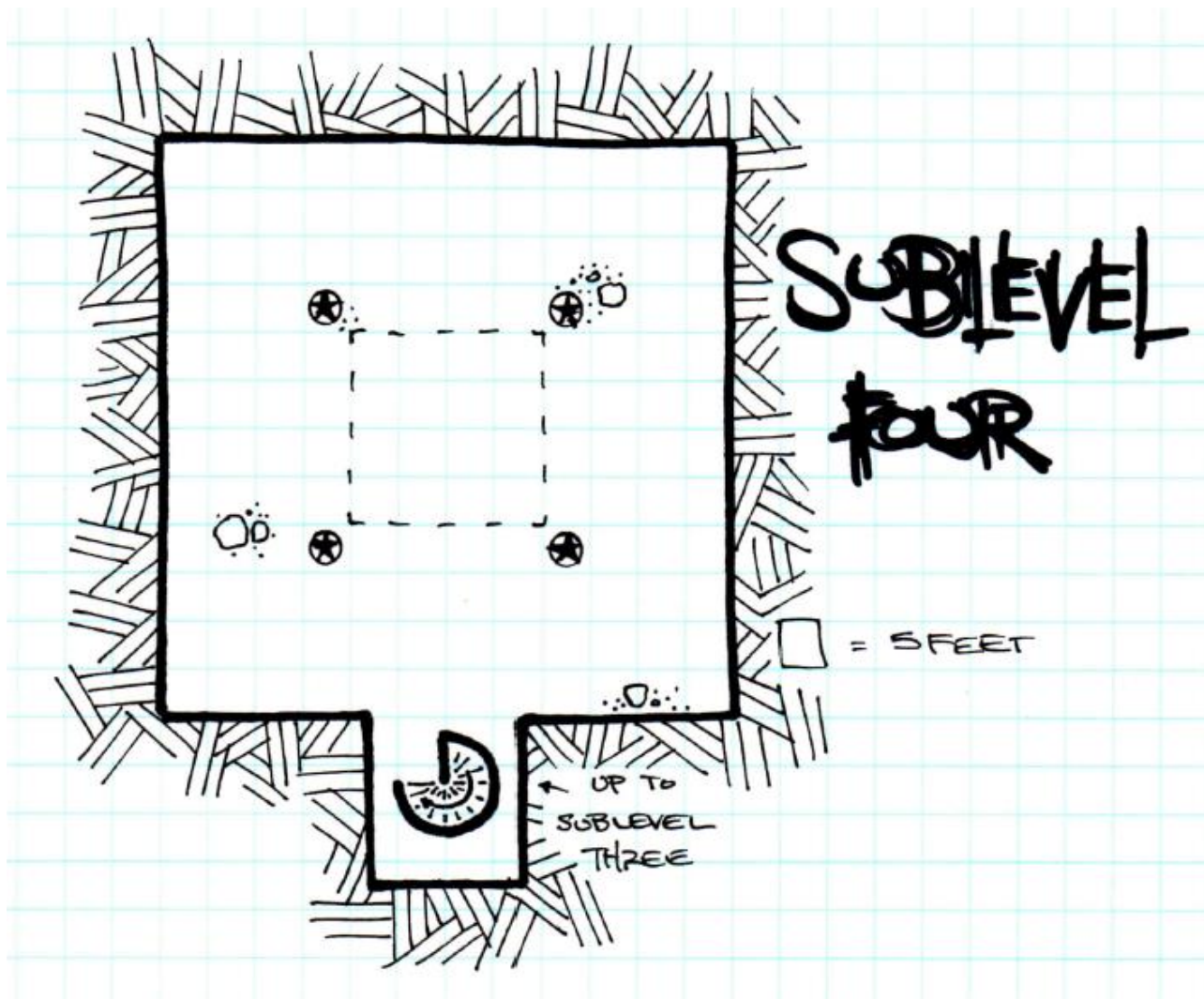
APPENDIX. SUBLEVEL 2 MAP



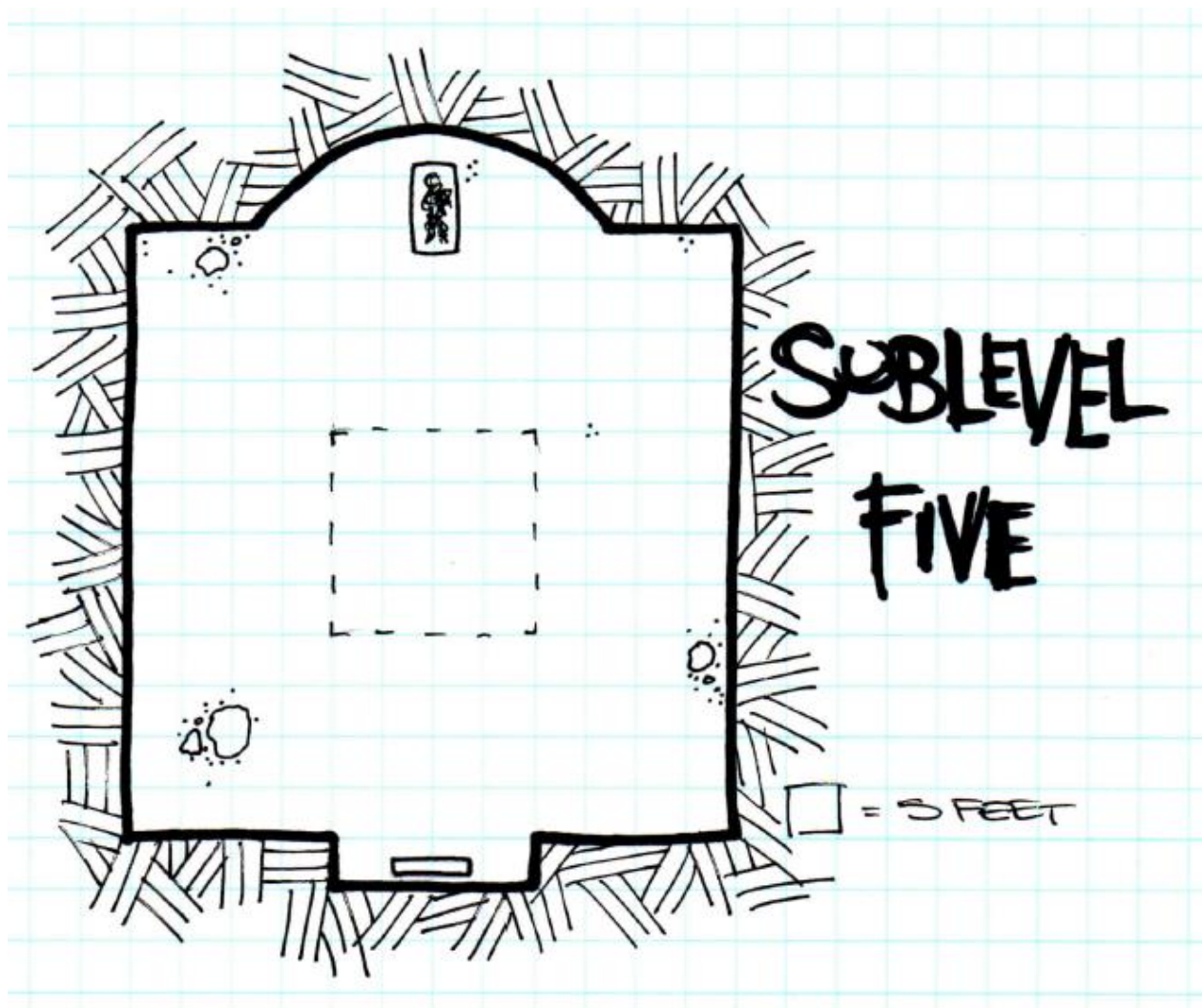
APPENDIX. SUBLEVEL 3 MAP



APPENDIX. SUBLEVEL 4 MAP



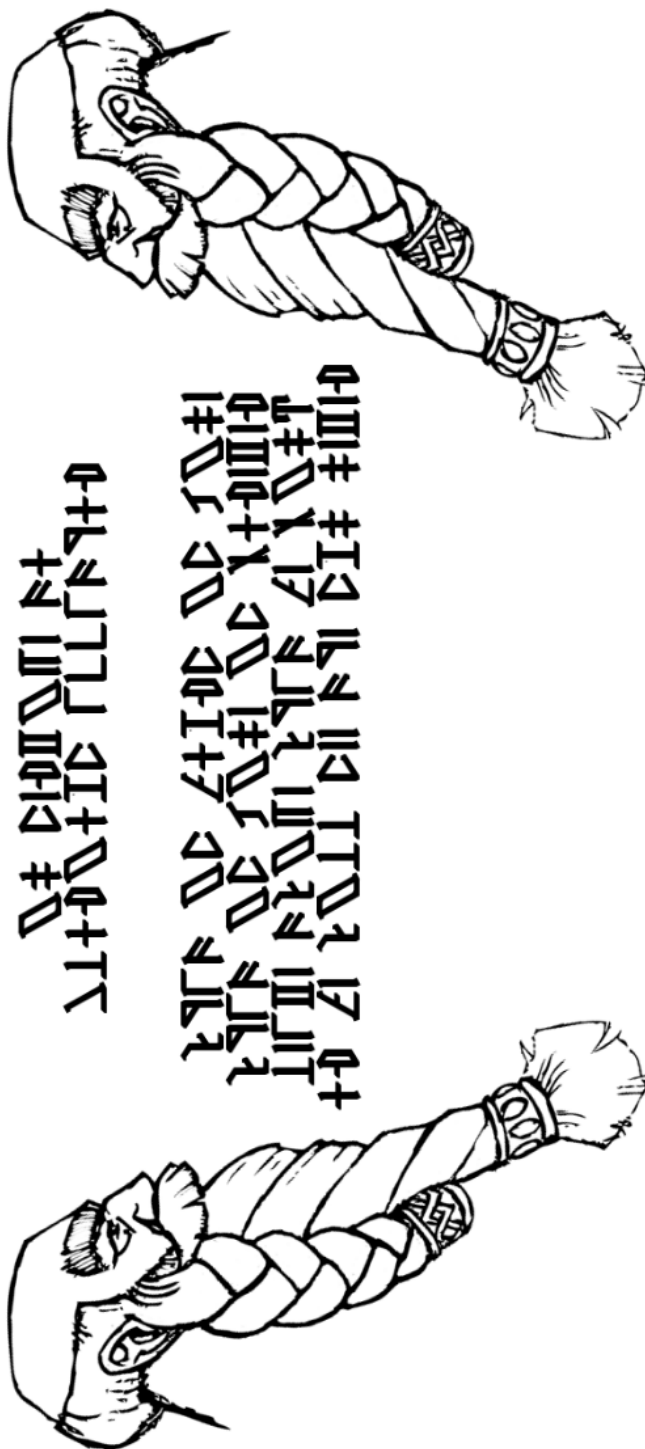
APPENDIX. SUBLEVEL 5 MAP



PLAYER HANDOUT 1. DWARVISH RUNES IN THE HALL OF WORSHIP

Take only what is necessary .
Some gifts must be given freely and can never be taken .

PLAYER HANDOUT 2. DWARVISH RUNES IN ABBATHOR'S HALL



PLAYER HANDOUT 3. SKEGGÖX (+3 BATTLEAXE)

SKEGGÖX (+3 BATTLEAXE)

Weapon (battleaxe), very rare

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity. This item can be found in the *Dungeon Master's Guide*.

This impressive battleaxe possesses a massive haft with a huge gear turning gently atop it. Connected to the gear are a series of gnashing blades that extend when the weapon is wielded against giants. As a bonus action, a dwarf or a character that worships a dwarven deity may brandish this weapon and gain advantage on one Charisma (Intimidation) check. Once this property has been used, it can't be used again until the following dawn.

PLAYER HANDOUT 4. STORY AWARD

The characters have the opportunity to earn the following story award:

FAVOR OF CANDLEKEEP

You surrender of the copper tablet to the acolytes of Oghma at Candlekeep has them overjoyed. The Great Readers spend many weeks poring over the ancient artifact's hidden meanings and may one day puzzle out where the missing section is located.

The next time you visit Candlekeep or interact with the faithful of Oghma, any Charisma ability checks you make are made with advantage.

DM APPENDIX. COMPLETING THE EXPERIENCE

A new development with Season 5, *Storm King's Thunder*, is dividing the Tier 3 (levels 11 to 16) and Tier 4 (levels 17 to 20) adventures into multiple parts. Our players, DMs, convention organizers and store owners have all been very vocal about how they want to be able to interact with higher-level content, and we want to make sure that as many of our players as possible can experience these adventures.

These higher-level adventures used to be 8 hours long, and many people made two things clear to us:

- There is not enough Tier 3 and Tier 4 content
- Eight hours cannot be easily accommodated in the common public play locations (conventions and stores)

In response, we've moved to creating a series of linked four-hour adventures for these higher-level characters... but the adventures can be played independently! These adventures are as follows:

DDAL05-08 *Durlag's Tower*
DDAL05-09 *Durlag's Tomb*

If a character plays the first adventure, they can certainly proceed through and play the second adventure immediately (or in a future session). A character can jump in and play the second adventure with only a little catch-up; this information can be found in the "Background" section of the adventure. A character can play the second adventure, then play the first (though this may be a tad confusing on some story elements). There are some specific rules for this, though...

TWO-PART ADVENTURES

Characters are NOT required to play both halves of this two-part adventure.

Characters may level up normally if they have enough experience to do so between "Part 1" and "Part 2" unless the adventure indicates otherwise. They may also participate in downtime activities as they desire.

Characters may temporarily "bank" their rewards from the "Part 1" adventure. If they do this, they must record their downtime, XP, gp, and renown awards on their logsheet but they may elect to delay the actual receipt of those awards until they complete "Part 2". If the character participates in any

other adventure prior to playing in "Part 2", they immediately gain the previously-delayed rewards as indicated on their logsheet.

NOTE: this may cause the character to be unable to participate in other adventures in this tier, including "Part 2" at a later date.

PERMANENT MAGIC ITEMS

The D&D Adventurers League will be continuing our tradition of including a permanent magic item in every adventure. This means that players may have access to more adventures—and therefore permanent magic items—than any previous season.

DM APPENDIX. TRAPS & EFFECTS

FINDING TRAPS

If the characters are searching for traps, the general order of checks and effects is as follows:

- Wisdom (Perception) checks to find a trap
- Intelligence (Investigation) to determine how best to interact with or disable a trap
- Once the disabling method has been determined, Intelligence (Arcana) for magic traps or Dexterity checks for mechanical traps (if the character has thieves' tools)

CUSTOMIZING TRAPS

While the Dungeon Master's Guide may not present a lot of options for traps, there are a few simple things you can do to customize the options as-presented in this adventure (and of course in the DMG!) in order to make this experience more memorable for your players. If you know that one or more of your players has already played this adventure one or more times previously, you are strongly encouraged to exercise a little DM empowerment and adjust the challenges using any of the following tips in this section.

As always, remember that adjusting traps – much like adjusting monsters – should be done carefully and with forethought. Adding new damage dice or damage types may make some challenges insurmountable for our heroes, and cause players to lose interest in the face of adversity. Proceed boldly but carefully! Adding additional effects to a trap or a trap encounter almost certainly turns that trap into a complex trap, which means that you may need to roll initiative (for an example of this, refer to the “rolling sphere” suggestions later on). If you adjust the traps in this adventure, please use the following outlines to modify the saving throws and damage output in order to keep things balanced:

TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
11th – 16th	4d10	10d10	18d10

FIRE-BREATHING STATUE

Magic trap

These traps are almost always primed to fire when pressure plates receive the appropriate amount of weight. You can very easily change damage types, though, in order to keep players on their toes. If a statue belches out a cloud of poison gas, or spits a bolt of lightning... it is the charm of the unexpected! You can also easily exchange a damage-dealing magic trap for one that casts *bestow curse* instead.

PITS

Mechanical trap

If ever there was a “default” trap for a dungeon or battlefield, it would be the pit trap. However, these classic traps can be customized by adding oil or ice on top of them, coating the tips of a spiked pit trap with poison, or even adjusting a locked pit trap to deposit the hapless character into a watery tomb.

POISON DARTS

Mechanical trap

The easiest way to modify a poison dart trap is to simply change the effect of the poison. You could lower the damage done but have characters make Constitution saving throws or fall unconscious, or even adjust to one of the other “injury” poison types as listed in the Dungeon Master's Guide. Remember that “inhaled” and “ingested” poisons are not suitable for this type of trap, though a contact poison combined with a large number of tiny objects may create quite a stir!

ROLLING SPHERE

Mechanical trap

If you are seeking to dramatically raise the danger of a rolling sphere trap, you may choose to place pit traps of fire-breathing statue traps along its path. This can bring about immediate reactions from characters that otherwise believe that they are safe from this rolling death machine. Another option is to coat the sphere in the remains of a black pudding, the corpse of a gelatinous cube, tar, or some other acidic, flammable, or poisonous substance. Should a character find themselves bowled over by the sphere, the worst part may have yet to come!

Be aware that adding additional damage types on top of the damage of the sphere, or by adding additional traps, you are raising the overall difficulty of the adventure as a whole. Combining traps in this way should only be used for **very strong** parties.

SPHERE OF ANNIHILATION

Magic trap

The Sphere of Annihilation trap is not suitable for Adventurers League play at this level.

SYMBOL SPELLS

Magic trap

Glyphs and symbols are part of everyday life for arcane casters and dungeon explorers, but sometimes those elements are dangerous. The *symbol* spell should be used carefully; once characters read (and therefore trigger) a glyph, they are unlikely to fall for it again. Change the triggering conditions or even the symbol's effect to one of those samples listed in the Player's Handbook for maximum impact on the characters!

RESULTS CODE: DECEMBER – JANUARY 2017

If you are DMing this adventure during the months of December – January 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

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

