# Out of the Abyss Episode 3: Jorlan's Gambit and Into Darkness

Friday, March 29 8pm to 11pm

3 hours

## Rough Sketch

"A play should not be shorter or longer than 5 acts" -Horace c. 18 BC

"Exposition, rising action, climax, falling action, revelation / catastrophe" - Gustav Freytag 1863

### Exposition

Recap

Scene I : Awake in a cave

### Rising Action

Scene II : Jorlan's Gambit

### Climax

Scene III : A Flight of Demons

### Falling Action

Scene IV : Into Darkness

### Revelation / Catastrophe

Scene V : Reunion

-or-

Scene VI : Distance

## Session Intro

### Welcome back to D&D

Welcome back to D&D, the game that we use to have fun interaction between good friends by making stuff up together and rolling with whatever happens.

### Welcome to the Sword Coast

On the world of [Toril](https://i.pinimg.com/originals/d7/55/6b/d7556b7723cf83dc866c1b88e5091b24.jpg) between the windswept Sea of Swords and the mysterious lands of Kara Tur lies a place of varied cultures. The continent of Faerun is dominated by human city-states, old dwarven kingdoms, hidden elven enclaves, assimilated populations of gnomes, halflings, and more exotic folk.

A narrow strip of civilization called the Western Heartlands lies along the edge of Faerun. The Sword Coast marks where Western Heartlands meets the Sea of Swords. The frozen Spine of the World mountains stand as a great barrier to the North while the Cloud Peaks mark the border with Amn to the south.

The great cities of the Lord's Alliance, Baldur's Gate, Mirabar, Neverwinter, Silverymoon, and Waterdeep as well as others dot the coast along the High Road and Trade Way.

For those willing to seek it out, there is a great deal of adventure is to be had along the [Sword Coast](http://media.wizards.com/2015/images/dnd/resources/Sword-Coast-Map_HighRes.jpg) of Faerun. This is the story of some of those adventurers.

### Recap (5min) [8:12]

In Waterdeep, you decided to investigate a lead about the whereabouts of Naivara’s sister.

The Sea Maiden’s Faire is a carnival that travels up and down the Sword Coast. Apparently, it’s leader, a man named Zardoz Zord, seemed to recognize the name Laidon during an unrelated conversation with Jalester Silvermane an associate of Naivara's.

You’ve learned from Jalester that Zardoz covets a meeting with the Open Lord of Waterdeep, Laeral (LAIR-awl). He would likely to petition her for the inclusion of Luskan in the Lord’s Alliance. Zardoz is not yet aware that Laeral (LAIR-awl) will meet him in three days at her family crypt in the City of the Dead.

The plan was to barter this knowledge for details about Naivara’s family.

Unfortunately Zardoz had other plans. He poisoned you all and sold you to the Drow. You woke to find yourselves being held in the Underdark at a Drow outpost called Velkenvelve.

There are other prisoners with you some have died already. An orc named Ront and a dwarf named Eldath.

One of the drow working the outpost, Jorlan, explained that Naivara's home city of Ched Nassad was rumored to have been destroyed over a month ago by a massive demon creature. The source of the destruction seems dubious but the fact of it has been verified.

Jorlan has offered to leave the cell unlocked so the prisoners can make attempt a jailbreak. Jorlan and Naivara have a thing going on but more important seems to be the fact that he is a scorned lover of the outpost's leader Illvara and wants to get revenge by making her look inept to the powers that be back in the drow capital Menzoberanzzan.

## Scene I : Awake in a cave (30min) [9:33]

*The bones of the narrative for how the party became split will be determined collaboratively.*

### Roll to Determine [PC 1]

|  |  |
| --- | --- |
| [1d6](https://rollthedice.online/en/dice/1d6) | Player Character |
| 01 | Naivara |
| 02 | Nala |
| 03 | Killigan |
| 04 | Riley |
| 05 | Maynard |
| 06 | Reroll |

**Alternate prompts to those presented in the scene could be...**

01 Did any other prisoners not make it out? If so what happened to them?

02 What was something that you saw happen to another PC during the jailbreak?

### Focus on PC 1 (5min) [8:30]

[PC 1] nestled snuggly between a cavern wall and a large stalagmite, you awaken.

The relentlessly slow travel across dangerous and difficult albeit beautiful landscape (in a dark, bioluminescent way) had left you exhausted. Your sleep was dark and deep but made fitful by the constant fear of discovery by the drow captors tailing you.

You're not quite sure how many "nights" you've endured since your escape from the Velkenvelve outpost. You set your tired mind to the task of figuring it out when suddenly you hear rock scratching on rock near you.

With a start you turn to the source of the scratching. About 10 feet from you another form seems to be chipping away at the cavern wall. It takes your rest deprived eyes a second to focus but when you do you recognize the form.

[PC 1] Who among your party do you see?

(This will be [PC 2])

### Focus on PC 2 (5min) [8:35]

[PC 2] When you awoke the others were still asleep and [PC 1] was snoring loudly. This annoyed you. You're all going to get caught if you don't keep moving!

As you grumble to yourself you noticed the dryness of your mouth and aching hunger in your belly. So far the group has managed to forage just enough food and water to maintain the strength to keep moving but that luck ended yesterday. You examine your pack for your ration of food and water... gone. As you raise to your feet you think you hear something. It seems to be coming from the nearby cavern wall. Is that... water flowing?

As you approach the cavern wall the sound grows more clear... it unmistakably is the sound of water flowing. When you reach the wall you can hear it so clearly but see nothing but rock and gravel.

[PC 2] please roll 1d10.

The cruel trick this Underdark landscape has played on you has broken your mind. Take one level of Madness, for 1d10 minutes you are Incapacitated by uncontrollable weeping as you throw yourself at the wall scratching at it with a sharp long rock.

A few seconds pass and you feel a hand on your shoulder. You turn to meet whoever it is rage in your eyes as tears stream down your face. [PC 2] Who among your party do you see?

(This will be [PC 3])

### Focus on PC 3 (5min) [9:00]

[PC 3] it doesn't take the most insightful person to realize that something is terribly wrong with [PC 2]. It also doesn't take the perceptive person to know that the noise their making will surely draw the attention of the drow should they have caught up to you.

As you try to quiet and calm down [PC 2] you notice water begin to trickle from the cavern wall where they had previously been hacking at it.

The water appears clear and real to the best of your ability to determine.

The group scrambles to drink from the spring in orderly yet slightly impatient turns. As you wait for your next drink your thoughts turn to those who did not make it out of the outpost with you. Wherever they are you hope they are safe.

[PC 3] During the jailbreak, your remember being separated from someone in the party. Who was it and how did they become separated?

(This will be [PC 4] and the remaining pc [PC 5])

### Focus on PC 4 and PC 5 (5min) [9:33]

[PC 4] you and [PC 5] have foregone all sleep since escaping Velkenvelve by another route than your friends. You managed to stave off hunger and thirst for a time but now you haven't eaten or drank anything for at least a day.

[PC 4] and [PC 5] please each roll 1d10 and take one level of Madness.

[PC 4] the lack of sleep, food and water has momentarily broken your spirit. For 1d10 minutes you will do whatever anyone tells you to do that isn’t obviously self-­destructive.

[PC 5] the madness manifests differently for you. Without reason you are suddenly Frightened by [NPC managed by PC 4] and must use your action and Movement each round to flee from them.

On top of that you've been stuck in a dead end cavern trying to climb a 30ft cliff face to what looks like a way to continue on.

[PC 4] as you and [PC 5] rest in between attempts to climb the cavern wall, you think back to when you saw [PC 5] become separated from the main group. How did that happen?

[PC 5] while you both catch your breath and prepare to resume your climbing attempts you think about how you both reconnected in the immediate aftermath of the jailbreak. How did that happen?

You realize that the cavern is dimly lit but you can't pindown the source of that light. It seems to emanate from the air itself. [NPC] explains that this is a sure sign of Faerzress and exposure to it for as long as you've been in this area is dangerous. You should move on from this space quickly.

## Bathroom Break (5min) [9:42]

5 minutes

## Scene II : Jorlan's Gambit (30min) [12:04]

*We'll play out the start of the combat encounter Jailbreak from Velkenvelve.*

*At the beginning of each turn the player rolls on the Jailbreak Events table. The resulting event must be worked into the narrative of their turn.*

### Jailbreak Events

This list will be established by the group in ***Scene I : Awake in a Cave***. Then worked into the combat encounter Jorlan's Gambit / A Flight of Demons.

|  |  |
| --- | --- |
| [1d20](https://rollthedice.online/en/dice/1d20) | Events |
| ~~01~~ | ~~Naivara finds her Spider Staff~~ |
| ~~02~~ | ~~Nala finds her Nala's Scaled Shield~~ |
| ~~03~~ | ~~Killigan finds his Lute but the Mythallar is gone~~ |
| ~~04~~ | ~~Riley finds her Spellbook~~ |
| ~~05~~ | ~~Maynard finds his shortswords Hellfire and Brimstone~~ |
| ~~06~~ | ~~[PC 3] finds the Stones of Sending~~ |
| 07 | Riley took a different tunnel than SubParty A |
| 08 | Killigan lost in thoughts of his song about the jailbreak wanders around… Riley grabs him and runs down another path. |
| 09 |  |
| 10 |  |
| 11 |  |
| 12 |  |
| 13 |  |
| 14 |  |
| 15 |  |
| 16 |  |
| 17 |  |
| 18 |  |
| 19 |  |
| 20 |  |

## Reintroduction

#### **I don’t have a ton of prepared material so tonight will probably have a lot of room for roleplaying. I will try to stay out of the way… if I’m talking too much kindly remind me. Also, it’s harder to roleplay over the internet. If someone talks over you don’t get discouraged it’s probably not on purpose. If you feel like you’re doing most of the talking pass the mic to someone else and listen for a while.**

#### After a battle with the Drow you escaped the Velkenvelve outpost. But Banksy and Spider were left behind as they valiantly held off much of the Drow. The only clue to their fate was a loud crash behind you as you made your way for the lift.

#### With your feet firmly on the ground a new challenge presents itself... survive the dangers of the Underdark and find your way home. Lost in thoughts of a song about the jailbreak, Killigan begins to wander off a bit, not far. Riley has her eye on him. Naivara concentrates on her dancing lights making sure your rather large group can all see around them. Nala centers herself and Maynard… “Maynards”.

#### As you all begin to set your mind on what comes next, a loud screech comes from the air above and Naivara's dancing lights illuminate large leathery wings as they flap through the spell toward the outpost above you.

## Scene III : A Flight of Demons (30min) [3 hours]

#### Seconds passed before the crack of stone breaking kicked off the violent sounds of one of the massive stalactites in the outpost crashing to the ground right behind you! Everyone roll a Dexterity Saving Throw to try and avoid being buried by the rubble of the stalactite and lift.

### Split the party

Ways that Riley and Killigan (and co.) can be split off

1. One or both buried by the stalactite collapse
2. A demon carries them off and they are able to get loose
3. A wall collapse makes joining the others impossible

## Bathroom Break (5min) [actually]

5 minutes

## Reintroduction

#### **It’s harder to roleplay over the internet. If someone talks over you don’t get discouraged it’s probably not on purpose. If you feel like you’re doing most of the talking pass the mic to someone else and listen for a while. If I’m talking too much kindly remind me.**

#### **Also since the parties are split we are going to change up who plays the NPCs.**

#### **PJ = Sarith**

#### **Andrea = Buppido**

#### **Michelle = JimJar**

#### **Timmy = Shuushar**

#### **Edith = Stool**

#### After a battle with the Drow you escaped the Velkenvelve outpost but Banksy and Spider were left behind as they valiantly held off much of the Drow. The only clue to their fate was a loud crash behind you as you made your way for the lift.

#### With your feet firmly on the ground a new challenge presents itself... survive the dangers of the Underdark and find your way home. As you all began to set your mind on what comes next, a loud screech came from the air above and Naivara's dancing lights illuminated large leathery wings as they flapped through the spell toward the outpost above you.

## *Two huge flying demons a buzzard-like Vrock and a fly/humanoid hybrid attack and destroy the outpost above but eventually their attention turns to you. As they attack you flee but in doing so split up. One group making their way for the kuo-toa villiage of Sloobludop the other heading for Neverlight Grove.*

## Scene IV : Into Darkness - Part I (30min) [1 hour + ]

*We'll establish the travel plans for each subparty and play out some of those journeys.*

**SubParty A**

**Destination:** Neverlight Grove (30 days)

**Travel pace:** Normal Pace

**Days traveled:** 0

**Days remaining:**

**Rations:** 7 days

**Marching order:**

|  |  |
| --- | --- |
| [1d7](https://rollthedice.online/en/dice/1d7) | Member |
| 01 | Sarith |
| 02 | Naivara |
| 03 | Buppido |
| 04 | Nala |
| 05 | Derendil |
| 06 | Maynard |
| 07 | ~~Banksy~~ |

### Summary Travel Outcome

You’ve been making your way through the tunnels and passages of the Underdark for 1d6+1 (1+1) 2 days when…

### Buppido

While the group rests for a few hours, an NPC (preferably one who is not critically attached to the PCs) walks off a bit to scout the road ahead. Buppido secretly murders this NPC. The group notices the that the victim has not returned but when they set off they find their corpse. The victim of a ritualized murder. Whoever did this followed an exacting process of cutting open their chest and neatly arranging their organs around the body. Buppido and the other NPCs react with shock and fear.

You awaken one “morning” to find Derendil missing. Sarith tells you that he saw the qualgoth walk off in the night. He said something about getting the blood flowing always cures a bout of insomnia. He hasn’t come back.

Eventually you set off without Derendil.

After a few hours, Sarith suddenly gives the signal to stop. “There is something odd on our path ahead.”

It is hard to make out exactly what you are looking at but it appears someone or some thing is lying on your path. It is humanoid and seems to be lying with it’s arms outstretched.

Upon inspection you realize it’s a corpse. Clearly this soul was the victim of a ritualized murder. Whoever did this followed an exacting process of cutting open their chest and neatly arranging their organs around the body. The body of a finely dressed qualgoth. It’s Derendil’s body splayed out before you.

A successful ***DC 14 Investigation check*** on the scene reveals that the careful arrangement of the organs around the body mimics the careful arrangement of stones the party witnessed while in the Slave Pen at Velkenvelve.

### Ambushed by 4 Piercers

Another 1d6+1 (2+1) 3 days pass uneventfully before you reach…

a strange cavern where the ground seems to be pock marked by randomly spaced divots about 3 ft round. Against one wall of the cavern sits the forms of three dead kua-toa. Illuminated by nearby fungus the corpses stink of long rotting fish.

Each head seems to have been caved in violently but there are more wounds. The flesh of each body is torn in a series of bite marks all over. Translucent green fungus grows from the wounds and appears to have been for some time.

As you inspect the bodies, Sarith calls out. “Look out! From the ceiling!”

**Timer:** cloud of hallucinogenic spores from nearby fungi every 1d4 rounds

**Threat:** 4x piercers

**Treat:**

A clear path of kuo-toa tracks leading to Sloobludop

2x whip

1x spear

3x net

3x [sticky shield](https://www.dndbeyond.com/magic-items/898296-sticky-shield)

15x seashells

**SubParty B**

**Destination:** Sloobludop (7 days)

**Travel pace:** Normal Pace

**Days traveled:** 0

**Days remaining:** 7

**Rations:** 1 day

**Marching order:**

|  |  |
| --- | --- |
| [1d7](https://rollthedice.online/en/dice/1d7) | Member |
| 01 | JimJar |
| 02 | Killigan |
| 03 | Riley |
| 04 | Shuushar |
| 05 | Stool |
| 06 |  |
| 07 | ~~Spider~~ |

### Summary Travel Outcome

You break camp and set off for Sloobludop, following Shuushar’s directions. Around 8 hours pass uneventfully before you reach…

### Abandoned Camps

As you travel you encounter a series of long abandoned camps - an expedition that was traveling the same route your party is traveling.

At each camp you find a small clue about how things were going bad for the expedition.

#### Day 1

what appears to be the remnants of a camp. Amongst the debris are signs of a fight. A few skeletons lie around the cavern floor. Kuo-toa and various surface peoples among them.

As you investigate the camp site you take a moment to lean against a nearby stalagtite. As you put your weight on it the stalagtite gives way and you tumble into it. The putrid stench of rotting flesh engulfs you.

JimJar chuckles as he lends you a hand. “Aw gross! That’s a Roper corpse. Betcha won’t make that mistake again.”

You realize there are no less than four of these among the dead.

#### Day 2

Another nights rest, another 8 hours of travel and you find another camp. More dead kuo-toa and surface dwellers… signs of starvation and a struggle over food. As you scavenge here you hear the sound of movement in a dark corner.

It’s Banksy and Spider they appear to be camping here.

After explaining that they fell from the bridge in Velkenvelve and splashed down into the pool below. A grey ooze attacked, badly burning Spiders face with acid. By the time they were clear of it you all were gone. The pair made their way here.

They seem nervous now that you’ve come across them. They are quick to move on from your party.

#### Day 3

The next day… another camp fewer remains clearly starved. A journal talking about how something cunning has been tracking them and stealing food in the night. There are only two of them left.

#### Day 4

Another quiet 8 hours. You now find yourselves traversing a series of platforms connected by silken rope bridges and suspended high above a large cavern floor by spider’s silk. Shuushar explains this was once a drow outpost not unlike Velkenvelve but has long been abandoned. The kuo-toa know it to be a landmark close to home. He says Sloobludop is a just a few days away.

It’s in this place that you find a pair of dead surface dwellers. Clearly under fed, however these appear to have been squeezed to death. Each wear [Goggles of Night](https://www.dndbeyond.com/magic-items/goggles-of-night).

### Giant “rocktopus”

As you inspect the corpse, movement in a nearby patch of greenish blue fungi catches your eye. Among the light of the fungi is a strange deep red fleshy mass.

Before you can react the red flesh lunges toward you with incredible speed and you have been grappled tightly. As the it begins dragging you into the fungus patch the appendage feels somewhere between dried scaly skin and a type of soft limestone. It somehow feels out of place.

Upon looking to where the tentacle is dragging you, you see a pair of large inky black eyes above a strong beaklike maw. It can’t be?! But it is! You’re being attacked by an octopus… a rocktopus!

Timer: cloud of ink every 1d4 rounds

Threat: 1x rocktopus

Treat:

A clear path of kuo-toa tracks leading to Slobodup (-1 day of travel)

Enough rocktopus flesh to last a week if kept from spoiling

2x [Goggles of Night](https://www.dndbeyond.com/magic-items/goggles-of-night)

Scene V : Reunion (10min) [actually]

*If the subparties have chosen the same destination then we’ll play out a scene in which they run into each other.*

You hear the tumbling of rocks being disturbed in the total darkness ahead of you. It’s a telltale sign of a creature moving over rough terrain. You can’t tell exactly what caused the noise.

You hear more gravel ahead of you, this time closer. The creature sounds like it is approaching you.

You see the silhouette of a crouched humanoid. It appears to be poised for an attack.

Suddenly you notice a second figure, similar in shape to the first. It too seems ready for a fight.

As you move on the creatures you catch your first glimpse of it’s face. It’s [PC ?]! Somehow, some way in this labyrinth of caverns you have crossed paths and been reunited!

## Scene VI : Distance (10min) [actually]

*If the subparties have chosen different destination then we’ll play out a scene in which the player characters realize they are traveling in different directions.*

You hear the tumbling of rocks being disturbed in the total darkness ahead of you. It’s a telltale sign of a creature moving over rough terrain. You can’t tell exactly what caused the noise.

You hear more gravel ahead of you, this time closer. The creature sounds like it is approaching you.

You see the silhouette of a crouched humanoid. It appears to be poised for an attack.

As you move on the creatures you catch your first glimpse of it’s face. It’s [Topsy or Turvy]! Somehow some way in this labyrinth of caverns you have crossed paths and the deep gnome has found you!

After a moment of embrace between the twin deep gnomes, Topsy turns to you and

# Post-Mortem

Recap what happened…

What character notes emerged?

Meta knowledge: Naivara is thinking about breaking from the group and heading for Menzobarranzan alone.

What worked?

No one seemed bored

What didn’t work?

Was there enough time?

This amount of content took 3 4hour long sessions

What went longer than planned?

Combat for Jorlan’s Gambit and Flight of Demons each was planned for 30min and took almost the entire session

Did everyone have the chance to participate equally?

Yes however, long silences

# Appendix

## Session Roles for Players

There are some game mechanics that we share responsibility for around the table.

A player who acts in one of these roles can roll ([1d26](https://rollthedice.online/en/dice/1d26)) on the [Epic Boon Table](https://i.pinimg.com/564x/0f/39/79/0f3979e2e20d460b2f1e4c6caf5ec12b.jpg). Their character gets the benefit of a boon for the session.

Last session's mechanic owners must defer to other players this session and can't take the same role twice in a row.

### Turn Tracker

The turn tracker is responsible for keeping track of what creatures in a combat encounter have and haven't taken a turn.

### Turn Timer

The turn timer is responsible for starting a 5 min timer at the beginning of each creature's turn and calling out a 1 min warning then the end of each turn.

A player who doesn't act in time chooses the [Dodge action](https://www.dndbeyond.com/compendium/rules/basic-rules/combat#Dodge) and the next player character to their right that hasn't had a turn yet this round goes next. If all player characters have gone the DM chooses a monster to act next. If all creatures have taken a turn the creature that went first starts the next round. [Timer Link](https://bit.ly/2QuKzSU).

## Character Notes

|  |  |  |  |
| --- | --- | --- | --- |
| [1d5](https://rollthedice.online/en/dice/1d5) | PC | Unique Mechanics | Recovered items |
| 01 | [Killigan](https://www.dndbeyond.com/profile/SUPERBARD/characters/949622) |  | Lute (Mythallar gone) |
| 02 | [Maynard](https://www.dndbeyond.com/profile/TimmyJLunsford/characters/949068) |  | Hellfire and Brimstone |
| 03 | [Naivara](https://www.dndbeyond.com/profile/EnnaBlu/characters/942762) | Roll 1d4 with every spell cast. On a 1, Roll on Wild Magic Effects Table or type !randomagic into #dmscreen on Discord. | Spider Staff |
| 04 | [Nala](https://www.dndbeyond.com/profile/Edith123/characters/970744) |  | Nala's Scaled Shield |
| 05 | [Riley](https://www.dndbeyond.com/profile/Andrea123/characters/970728) |  | Spellbook, Stones of Sending |

## NPC Notes

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| [1d8](https://rollthedice.online/en/dice/1d8) | NPC | Subparty | Managed by | Motivation |
| 01 | [Buppido](https://www.dndbeyond.com/monsters/293121-buppido) | A | Naivara | Darklake then Gracklstugh to get better equipment. |
| 02 | [Derendil](https://www.dndbeyond.com/monsters/712855-prince-derendil) | A | Maynard | Can't direct the party but wants to get back to the surface. |
| 03 | [Jimjar](https://www.dndbeyond.com/monsters/674566-jimjar) | B | Riley | Blingdenstone but will go where ever. |
| 04 | [Sarith](https://www.dndbeyond.com/monsters/360753-sarith-kzekarit) | A | Nala | Wants to go to Neverlight Grove but can navigate anywhere. |
| 05 | [Shuushar](https://www.dndbeyond.com/monsters/636823-shuushar-the-awakened) | B | Killigan | Can navigate anywhere within 3mi of the Darklake. |
| 06 | [Stool](https://www.dndbeyond.com/monsters/360761-stool) | B | DM | Wants to return home to Neverlight Grove but can't navigate. |
| 07 | [Topsy](https://www.dndbeyond.com/monsters/712769-topsy) | A | DM | Can navigate to Blingdenstone but doesn't want to. |
| 08 | [Turvy](https://www.dndbeyond.com/monsters/712784-turvy) | B | DM | Can navigate to Blingdenstone but doesn't want to. |

## Treasure and items

### Random Treasure

|  |  |
| --- | --- |
| [1d6](https://rollthedice.online/en/dice/1d6) | Item |
| 1 | A Treasure Horde based on CR: [1](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=1;treasure-loot_type=treasure_hoard) [2](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=2;treasure-loot_type=treasure_hoard) [3](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=3;treasure-loot_type=treasure_hoard) [4](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=4;treasure-loot_type=treasure_hoard) [5](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=5;treasure-loot_type=treasure_hoard) [6](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=6;treasure-loot_type=treasure_hoard) [7](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=7;treasure-loot_type=treasure_hoard) |
| 2 | [Random Common Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=common) |
| 3 | [Random Uncommon Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=uncommon) |
| 4 | [Random Rare Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=rare) |
| 5 | [Random Very Rare Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=very_rare) |
| 6 | [Random Legendary Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=legendary) |

### Trinkets

[d100 Common Trinkets](https://dnd5e.fandom.com/wiki/Trinkets)

[d100 Minor Magic Items](https://www.reddit.com/r/d100/comments/6zwwp1/d100_minor_magic_items/)

### Shops

[Expanded Catalog](https://drive.google.com/file/d/1V_udNPxlTk_ufSyLsZ4caIO5LqFmE5LO/view)

## Locational Awareness

Both subparties are somewhere near Velkenvelve which is 48mi SE of Sloobludop and the banks of the Darklake. At a normal pace it will take about 8 days to travel from their location to Sloobludop.

## Underdark Travel Routine

If SummaryTravel Then

Roll for Summary Travel

If TravelPace <> Fast Then

If Foraging Then

Roll for Foraging

Else if Stealth Then

Roll for Stealth

Roll on Random Encounters

If Random Encounter Then

Roll on subsequent tables

Roll for Spacing

Roll for Illumination

Roll for Navigation

Update Pursuit Level

## Rumors Table

|  |  |
| --- | --- |
| [1d6](https://rollthedice.online/en/dice/1d6) | Rumor |
| 1 | ??? |
| 2 | ??? |
| 3 | ??? |
| 4 | ??? |
| 5 | ??? |
| 6 | ??? |

### 

## Reference Links

#### Our stuff

[Our shared folder](http://bit.ly/2h3a8rA)

[My Homebrewery Content](http://homebrewery.naturalcrit.com/user/jonian)

[DndBeyond](https://www.dndbeyond.com/campaigns/58611)

#### Character Sheets

[Killigan](https://www.dndbeyond.com/profile/SUPERBARD/characters/949622)

[Maynard](https://www.dndbeyond.com/profile/TimmyJLunsford/characters/949068)

[Naivara](https://www.dndbeyond.com/profile/EnnaBlu/characters/942762)

[Nala](https://www.dndbeyond.com/profile/Edith123/characters/970744)

[Riley](https://www.dndbeyond.com/profile/Andrea123/characters/970728)

#### Maps

[Faerun Map](https://loremaps.azurewebsites.net/Maps/Faerun)

[Sword Coast](http://media.wizards.com/2015/images/dnd/resources/Sword-Coast-Map_HighRes.jpg)

[Waterdeep](https://www.aidedd.org/atlas/index.php?map=W&l=1)

[Cormyr Map](https://www.realmshelps.net/faerun/pix/Cormyr_-_1479_DR_bg.jpg)

#### donjon

[Inn Descriptions by social class](https://donjon.bin.sh/fantasy/inn/)

[NPCs](https://donjon.bin.sh/5e/random/#type=npc)

[Commoner NPCs](https://donjon.bin.sh/5e/random/#type=npc;npc-order=common)

[Names](https://donjon.bin.sh/fantasy/name/)

[Magic Shops](https://donjon.bin.sh/5e/magic/shop.html)

[Rumors](https://donjon.bin.sh/fantasy/inn/)

[Weather](https://donjon.bin.sh/d20/weather/)

#### Fantasy Name Generator

[Fantasy Name Generator](https://www.fantasynamegenerators.com)

[D&D Names](https://www.fantasynamegenerators.com/dungeons-and-dragons.php)

[Taverns](https://www.fantasynamegenerators.com/tavern-descriptions.php)

#### Handouts

[Friendly Faces in Waterdeep](http://media.wizards.com/2018/dnd/dragon/21/DRA21_WDH_Preview_ff.pdf)

#### Other

[Lorem Ipsum Generator](https://www.lipsum.com/feed/html)

[Roll the Dice (1d100 by default)](https://rollthedice.online/en/dice/1d100)

## Running Combat

[Encounter Builder](https://kobold.club/fight/#/encounter-builder)

[Party Data](https://kobold.club/fight/#/players/edit)

Maynard +4 45 / 45

Killigan +5 32 / 32

Naivara +1 38 / 38

Riley +2 22 / 22

Nala +0 41 / 41

## Discord Pins

Handy commands

Roll 1d20+5 !r 1d20+5

Roll with advantage !r 1d20+5 adv

Roll with disadvantage !r 1d20+5 dis

Wild Magic Effect !randomagic

NPC Stats

Buppido https://www.dndbeyond.com/monsters/293121-buppido

Prince Derendil <https://www.dndbeyond.com/monsters/712855-prince-derendil>

Jimjar <https://www.dndbeyond.com/monsters/674566-jimjar>

Sarith <https://www.dndbeyond.com/monsters/360753-sarith-kzekarit>

Shuushar https://www.dndbeyond.com/monsters/636823-shuushar-the-awakened

## Valuable Material Components

|  |  |  |  |
| --- | --- | --- | --- |
| [1d27](https://rollthedice.online/en/dice/1d27) | Component | Spell(s) | Caster(s) |
| 01 | a bit of phosphorus or wychwood, or a glowworm | Dancing Lights | Killigan, Naivara |
| 02 | a short piece of copper wire | Message | Killigan |
| 03 | a drop of blood | Bane | Killigan |
| 04 | tiny tarts and a feather that is waved in the air | Tasha’s Hideous Laughter | Killigan |
| 05 | fur or a feather from a beast | Enhance Ability | Killigan |
| 06 | a piece of iron and a flame | Heat Metal | Killigan |
| 07 | a bit of fur and a rod of amber, crystal, or glass | Lightning Bolt | Killigan |
| 08 | burning incense | Speak with Dead | Killigan |
| 09 | a diamond worth at least 50 gp | Chromatic Orb | Naivara |
| 10 | a twig from a tree that has been struck by Lightning | Witch Bolt | Naivara |
| 11 | a small amount of makeup applied to the face as this spell is cast | Friends | Naivara |
| 12 | a bit of fleece | Minor Illusion | Naivara |
| 13 | a sliver of glass | Cloud of Daggers | Naivara |
| 14 | a drop of bitumen and a spider | Spider Climb | Naivara |
| 15 | a caterpillar cocoon | Polymorph | Naivara |
| 16 | mistletoe, a shamrock leaf, and a club or quarterstaff | Shillelagh | Nala |
| 17 | a morsel of food | Animal Friendship | Nala |
| 18 | several seeds of any moonseed plant and a piece of opalescent feldspar | Moonbeam | Nala |
| 19 | ashes from a burned leaf of mistletoe and a sprig of spruce | Pass without Trace | Nala |
| 20 | seven sharp thorns or seven small twigs, each sharpened to a point | Spike Growth | Nala |
| 21 | a pinch of soot and salt | Comprehend Languages | Riley |
| 22 | holy water or powdered silver and iron, which the spell consumes | Protection from Good and Evil | Riley |
| 23 | a pinch of talc and a small sprinkling of powdered silver | See Invisibility | Riley |
| 24 | a drop of blood, a piece of flesh, and a pinch of bone dust | Animate Dead | Riley |
| 25 | a pinch of graveyard dirt | Feign Death | Riley |
| 26 | a tiny ball of bat guano and sulfur | Fireball | Riley |
| 27 | a drop of water | Tidal Wave | Riley |

## Wild Magic Effects

|  |  |
| --- | --- |
| [1d100](https://rollthedice.online/en/dice/1d100) | Effect |
| 1 | Roll on this table every round for 1 minute |
| 2 | Caster and target switch positions after spell |
| 3 | Can see invisible creatures |
| 4 | A flaming horse appears (Not Nightmare, real horse) |
| 5 | A modron appears within 5 feet for one minute |
| 6 | Caster explodes with plant growth |
| 7 | Cast fireball at 3rd level centered on self |
| 8 | Weapons in 60’ radius turn to food for 1 minute |
| 9 | Cat magic missile as 5th-level spell |
| 10 | Caster breathes 30’ fire cone next time they speak |
| 11 | Change height by 1d10: Even: grow, Odd: shrink |
| 12 | Target is cocooned in crystal until someone breaks it |
| 13 | Cast confusion centered on self |
| 14 | Cast thunder wave centered on self |
| 15 | Regain 5 HP every round for 1 minute |
| 16 | Target is transported to Ethereal Plane for 1 minute |
| 17 | Grow long beard made of feathers until sneeze |
| 18 | Swarm of rats carry caster 30’ in random direction |
| 19 | Cast grease centered on self |
| 20 | Creatures within 30’ are stuck in place vs Str DC 15 |
| 21 | For 1 minute, spell targets have disadv |
| 22 | A mature oak sprouts in an unoccupied space in 60’ |
| 23 | Caster’s skin turns vibrant blue till remove curse |
| 24 | Caster can only speak to animals for 24 hours |
| 25 | Third eye grows; adv |
| 26 | Caster gains 100 lbs, move speed halved, 1 minute |
| 27 | Spells cost additional bonus round cast time |
| 28 | Next turn caster takes no action, vomits 1d100 SP |
| 29 | Teleport up to 60 feet away to unoccupied space |
| 30 | Caster’s hands become covered in sticky goop |
| 31 | Transported to Astral Plane until end of next turn |
| 32 | Cabbages sprout abundantly within a 30’ radius |
| 33 | Max dmg of next damaging spell cast in next minute |
| 34 | Caster can mimic target’s voice perfectly for 24 hrs |
| 35 | Age changes 1d10 years |
| 36 | Caster grows antlers, sheds them in 24 hours |
| 37 | 1d6 flumphs appear for 1 minute in 60’; scared |
| 38 | Caster and target flung 10’ in opposite directions |
| 39 | Regain 2d10 HP |
| 40 | Gravity reverses in 30’ radius till start of next turn |
| 41 | Become potted plant until start of next turn on saves |
| 42 | Caster distracted by cloud of gnats for next minute |
| 43 | For next minute, teleport up to 20’ as bonus action |
| 44 | Spell ricochets off target to random creature in 30’ |
| 45 | Cast levitate on self |
| 46 | Caster’s money cycles: CP -> SP -> GP -> CP |
| 47 | Unicorn appears within 5’ for next minute |
| 48 | One of target’s eyes replaced by 500 GP sapphire |
| 49 | Cannot speak, emit pink bubbles instead on Perception for 1 minute |
| 50 | Smoke fumes from caster’s ears for 1 minute |
| 51 | Spectral shield, +2 AC, no magic missile for 1 minute |
| 52 | Caster gains 3’ prehensile tail for 1 hour |
| 53 | Cannot get drunk for 5d6 days |
| 54 | All unlocked doors/windows in 60’ fly open |
| 55 | Hair falls out, grows back within 24 hours |
| 56 | Caster’s face blackened by small explosion |
| 57 | For 1 minute, flammable touch (not worn/carried) |
| 58 | Geyser lifts caster 50’ in air until start of next turn |
| 59 | Regain lowest-level expended spell slot |
| 60 | A confused bear appears within 60’ for 1 minute |
| 61 | For 1 minute, can only shout when speaking |
| 62 | Grass instantly sprouts to 3’ tall within 20’, 1 minute |
| 63 | Cast fog cloud centered on self |
| 64 | Caster can only breathe underwater for next minute |
| 65 | Up to 3 creatures of choice in 30’:4d10 lightning dmg |
| 66 | Caster falls Unconscious until start of next turn |
| 67 | Frightened by nearest creature until end of next turn |
| 68 | If target dies in next minute, its ghost haunts caster |
| 69 | Everyone in 30’: invisible for 1 minute or till atk/cast Odd: Younger, Even: Older |
| 70 | All within 60’ saves vs Wis 15 or drops w/e they hold |
| 71 | Resistance to all damage for next minute |
| 72 | Everything within 20’ pulled 10’ toward caster |
| 73 | Random creature within 60’ is poisoned for 24 hours |
| 74 | Caster smells like lavender for 1d6 days |
| 75 | Glow brightly for 1 minute |
| 76 | Casters clothes become uncomfortably tight |
| 77 | Cast polymorph on self |
| 78 | If spell would kill target, target’s extremities fly apart |
| 79 | Illusory butterflies/flowers flutter in 5’ radius 1 min |
| 80 | Caster trapped in a giant glass ball |
| 81 | Take one additional action immediately |
| 82 | Caster’s fists become huge, deal 1d8 B dmg, 1 min |
| 83 | Others in 30’: 1d10 necro dmg |
| 84 | Loud voice ridicules caster on init count 20 for 1 min |
| 85 | Cast mirror image |
| 86 | Caster’s arms become tentacles for 1 minute |
| 87 | Cast fly on random creature within 60’ |
| 88 | Large floating eye follows caster for 1 hour |
| 89 | Become invisible/silent for 1 minute or till atk/cast |
| 90 | Caster’s INT and STR swap for 1 hour |
| 91 | If you die in next minute, come back per reincarnate |
| 92 | Caster sees everyone as a decaying corpse for 24h |
| 93 | Size increases by 1 size category for 1 minute |
| 94 | All light sources within 60’ radius extinguished |
| 95 | You and all in 30’: vulnerable to piercing dmg, 1 min |
| 96 | Caster becomes frightened of a color for 1 hour |
| 97 | Surrounded by faint ethereal music for 1 minute |
| 98 | Caster suffers a head cold for 24 hours |
| 99 | Regain all expended Sorcery Points |
| 100 | Next phrase spoken by caster becomes true |