

CRYPT OF THE WAR-LORD

The party will soon find themselves walking the streets of an ancient dwarven city. Bones and dust litter the street. No one has lived here in well over a millenia. Goblins and orcs slaughter each other in the streets, the old dwarven inhabitants long dead and vile demons of the abyss. You are trapped inside, you and them. Why is this ancient place sealed away? Will your freedom mean theirs as well? What else lies in the darkest depths of this city? You will find many questions to be answered before you can escape the depths of **Dolgra Dal**.

INTRODUCTION

You will test every instinct of survival as you investigate the disappearance of an entire civilization of dwarves, deep in the lost city of **Dolgra Dal**. CRYPT OF THE WAR-LORD is a Dungeons & Dragons adventure for 4 to 6 players. You can start the adventure at 3rd level. This adventure will make use of content from **Player's Handbook**, **Dungeon Master's Guide**, **Monster Manual**, **Volo's Guide to Monsters**, **Xanathar's Guide to Everything** and **Mordenkainen's Tome of Foes**, products from the **Wizards of the Coast**. We suggest at least one member of your party speaks dwarvish. This adventure can be seeded in any adventuring world, but makes use of Forgotten Realms gods, mostly the Forge Father Moradin. However not much else ties the campaign to any specific realm and therefore can be easily tailored to fit your adventuring needs. We recommend that you read the adventure in its entirety before running. This is very much a sandbox adventure, with alot to find off the beaten path. How the players use their time and how the strange ecosystem of the city react to their choices will be up to you as the Dungeon Master. The following section will provide you will the history of the city and how it fell into darkness. This will be up to the players to discover, but is important information for you. This version will not outline the adventure for you, but outline the setting and factions.

ADVENTURE BACKGROUND

Dolgra Dal was a beautiful city state, and pinnacle of Dwarven strength and ingenuity. The city had a strong population of Gnomes as well, and with their combination of craft and arcanum they produced some of the finest works this world has yet see again. The city could hold siege for years, with its fortifications and garrison alone. More than that, the gnomes provided a strong magical ward around the city that made the main gate the only way in or out. But an army could sit outside its gates for years on end and the Dwarves might not even notice them. They had developed subterranean farmland, that produced enough food to feed its people year round. For this reason the city has won wars against orcs and giant kin alike without ever leaving their mountain. They grew complacent, and were entirely unprepared for the events soon to come.

CITY'S FOUNDRING

Not much is remembered from the city's founding, not many live to tell about it. The city was built around six thousand years before the events of the campaign are to unfold. In that time the dwarves and gnomes accumulated great wealth and power that rarely left their own halls. In this way, the city kept to itself, trading for what little it needed with human civilizations that surrounded it, giving few hints of its true strength until a greedy host would break upon its gates. As the city grew over the millenia, it grew within its own own mountain, and down, rather than out into the world.

THE PORTAL

Deep under the city, there was built a facility where the Gnomes and Dwarves would test their most dangerous creations. The fort also served the purpose of base of operations for their war with an enclave of drow elves. Raiding parties would bring back strange relics and dark tokens from the priests of the drow. They were all inspected within the keep and stored away or destroyed if they could. One raiding party brought back a strange sceptre with a black orb affixed to the top. The orb was dark as the deepest black and would never brighten to any light. The city sent down its greatest arcanist to investigate this item, **Dorzimer Fintil**. Their curiosity got the best of them and a gateway to the abyss itself was opened within the keep and underneath the city.

THE FALL

Once the portal was opened their was no time to undo their greatest folly. The arcanists would be cut down and the garrison slaughtered soon after as demons from the Abyss flooded the tunnels and next, the city, not even the Drow would be spared. But the Dwarves were never snuffed out so easily, as blood and horrors ran through the streets many defenses were mounted and plans enacted that may yet shape your adventures to follow hundreds of years later. None so bold as the last ditch efforts of **Dorzimer Fintil**, a gnome, and High Artificer on the ruling counsel of the city. He was responsible for the construction and upkeep of the great magical defenses of the city and soon turned them against the city's invaders. Before that day, no one could enter the city without the help of his barrier, now no one could leave. He trapped everyone in the city, to make sure the horde would not spread, that their folly might not costs the world as it had cost them. This was fifteen hundred years before your adventurers would ever set foot in the city.

PAST TO PRESENT

The demons had been trapped within the city by the efforts of **Dorzimer Fintil**, they still walk the empty streets in search of prey. But it's not just demons who reside within the dark halls of **Dolgra Dal**. There are many other factions who bide for survival. A tribe of HobGoblins had the unfortunate fate of entering the city some 500 years after the fall and have had to establish themselves within the city. An army of orcs found their way into the city not long before present day. In spite of the destruction, many dwarves are still alive around the city. The descendants of the dwarves who founded the city live in the caverns below, in the old mining town. They have since adapted and become Duerger and serve their king. Some dwarves embraced Vampirism as a way to survive the blight of their city, they still reside in their manor in the upper city. The last are the Draugr Dwarves, the city guard held in service after death by unholy magics. The city has been locked away for fifteen hundred years before the players will stumble upon it.

FACTIONS

The city has become a fascinating ecosystem of factions fighting for control of limited resources. Their goals are unclear, the idea of escape lost to some of them through generations who have been born and died in this city. Each of them has carved out a section for themselves and have their own secrets of survival. Some factions will be openly and immediately hostile to the players, some might be open to negotiation, others might be both! How the players navigate the streets and interact with these factions will have direct repercussions in the end game.

DEMONS

The hordes of the abyss do very little else but hunt prey inside the city. There is a great variety of demons running through the tunnels and streets, but otherwise cause strangely little chaos. The players will need to be careful not to stumble upon large predators. They are spread out throughout the city but their lords sit in the desolated Drow enclave in the Undercity.

Lengengrude, The Ur-Demon, Scion of Strife: the lord of the horde within the city. They are by far the strongest creature within the city. They are a primordial demon, and draws their power from conflict and violence. As the planes began to take shape and constant conflict of mortals began it became far too clear to Gods and Devils alike that Lengengrude would become too strong and was sealed away. They broke their chains and fled through the portal into the city only to be trapped again by **Dorzimer's** magical ward. They couldn't feed on the strife of the prime plane, only what was within the city. They are unwilling to return to the Abyss where he was imprisoned, due to their sick addiction to the prime plane and the discord found there. They are the reason the city needed to be sealed and will more than likely be the final boss of the campaign.

They want to let all the factions of the city grow in power, and draw them out into a great slaughter of each other, to feed on the hate and blood from the battle and break their bonds one last time. This outline will include an, as of yet, untested prototype of Lengengrude's multi-phase boss fight.

Uultar-ka: Lengengrude's right hand. The **Balor** follows Lengengrude because there will always be strife in his wake. They were always content as long as there is blood and battle. Even trapped in the city, they believe Lengengrude will deliver them from the city out into the world. Uultar-ka as grown bored over the millennia and blames Lengengrude for their entrapment. Muninn: A warlock of Lengengrude, when her brother died in slavery, Muninn killed her master and has been on the run ever since. She heard whispers and they led her to the city and into service of Lengengrude. She was granted powerful artifacts and walks the city in servitude of the Ur-Demon. She is also the liaison to the orc tribe that now also serve Lengengrude, corrupting them and creating fierce warriors for the battle to come.

Bruel: See Orcs

Nil-Giraut: A powerful death knight Lengengrude has conquered and subjected to servitude. His incorporeal spirit inhabits the King of the Duerger, the descendants of the survivors of the city. His only order is to martial greater military power with the dwarves, otherwise he does what he pleases. When a new king is crowned, they perform a ritual that transfers his being into the new King, killing the old one. Nil-Giraut is obsessed with the end of all things. He believes that Lengengrude will bring about a war of such magnitude that it will mean the end of all things, all life and all realms.

The Reaper: You could say this drow sorceress is the cause of all this. She used to inhabit the drow enclave, and worked closely with the high priestess. She created the scepter that opened the portal. Her goal was the destruction of the dwarven city, and to chain whatever demon would do this for her. Lengengrude proved stronger than she could ever imagine, what a mighty gift they would make for her Dark Queen, **Lolth**, if only she had the strength to chain him. She uses her time in the city to harvest souls, thus the title of the Reaper, and has long since used them to become a Lich. For Lengengrude she disguised herself as a hag and tries to gain influence over the tribe of hobgoblins. It has worked thus far, but their current chieftain is far too sceptical of her omens. Main Goal: To stir the city into a war that will feed their lord Lengengrude and restore them to power, power enough to free them from this cage, and into the world.

DUERGER

The descendants of the city who fled to the mines and unwittingly serve the beast who brought their civilization low. The only mining camp in the tunnels soon became a city in its own right, and the dwarves became Duerger over time. They expanded a mining settlement in a sprawling metropolis in the Undercity.

King Klave: The current body of Nil-Giraut. If your party finds a way to break his influence, the King will be unfit to rule. He remembers nothing but darkness and anguish since his coronation ritual.

The Steward: Dologrin of Clan Gjalda. Clan Gjalda has held to the old ways as well as it could since the fall. It is a well respected clan. During a famine, King Klave did very little to help his people, Dologrin stepped forward and from the shadows and became a predominant governing party within the city. In essence doing whatever the King finds too boring. He has tried to overthrow the king once before, and is missing an eye for it. He has one, perfectly spherical ruby in its place, the gem on the clan banner of Gjalda. He has feigned agoraphobia since, as Nil-Giraut doesn't know it was Dologrin who tried to overthrow him, just the mysterious and ironically named resistance leader, The Steward.

Main Goal: The duergar have long resigned themselves to the darkness. The Steward is the first dwarf in generations to dream of freedom. To break the curse of this city.

DRAUGR

One of the most curious things the players will encounter in the city, will be the Draugr. Undead dwarves, still wearing the armor of the city guard. They patrol the streets in formations and patterns and maintain the capacity to operate machinery like more advanced undead. However they are soulless drones and have no individuality. They patrol the streets of the old city but mostly defend the old citadel in the upper city.

High Warden Nawstock Mithkeeper: He maintains the armies of Dwarves. When the city fell, he knew what no one else was willing to admit. All was lost, but Nawstock wouldn't let this glorious city that had stood for thousands of years fall under his watch. He ensured that he would live long enough to see the city's victory and command the strength to never submit the fight. He became a lich, or a hastily produced version of one. He uses this power to command the bodies of his guard and has since sat on the Steward's throne in the Palace. Before the fall, Nawstock gathered the leaders of as many clans as he could, they swore a strange oath to never submit to their attacks, even after death. In this way Nawstock justified his desecration of the honored dead to himself, an obvious and great taboo if dwarven culture. If the party enters the crypts under the palace, they will find the halls of certain clans completely empty, risen to fight, other completely untouched, the tombs of the clans who did not or could not swear Nawstock's oath.

Main Goal: Nawstock Mithkeeper seeks to restore order to the city. His draugr guards will swarm and slay any creature foreign to him. He hopes to one day restore the city to the dwarves, but does not even recognize his kin who live below.

HOBGOBLINS

Perhaps the simplest faction within the city, the Hobgoblins stumbled into the city and were forced to step up to the challenge of living within. Expunged from their previous home they sought refuge in the mountain, not knowing what lies beneath. They have managed to survive simply while still defending their hold from all manner of beasts. Much of their defensive strategy relies on using other creatures to defend their borders as well as a network of small tunnels they live in.

They have small populations of trolls and bugbears with them as well as sizable population of goblins. Each race has a representative in a counsel overseen by the chieftain. An old residential district that caved in has been turned into their home. They have bored through the fallen rock to buried buildings still standing through fine dwarven craftsmanship.

Toluk: The chieftain of the Hobgoblins, he knows very little about the history of the city, but is excessively knowledgeable of its current state. There is a tentative alliance between him and the vampires. He is a firm and strong leader, he has to be to survive in the city. However, the idea of forming an alliance is not lost to him. He has lead his tribe for many years and has found great success in survival.

Main Goal: Primal survival is their only concern. They look for weapons and food. To kill threats to themselves. If their needs are met they could be a powerful ally.

HUMANS

Humans This a human faction within the city. The size of this faction depends on you the DM. This faction is planned to the reason the players are in the city. These humans disappeared from a town in the wake of an Orc raid and the players were hired to find them. They have very little military power and therefore are very weak to attack other than the party or the following NPCs. Otherwise it could just be the following three. This group is the ideal safe place for the players to stay in their downtime. They take refuge in the old temple of the Forge Father in the upper city, unaware of just how much is ancient and sacred wards keep them safe.

Landry: A human Paladin of Pelor, he is the de facto leader of the humans. He is a dark skinned male with military cut hair. He and his fellow Knights have been in the city for months before the party or refugees entered. He received a vision of the city and the demon and sent Vàn and a regiment of knights to investigate. When they disappeared he came to investigate, becoming trapped. He believes the Draugr are to blame for the evils that gestate within the city, and will probably direct the players to take action against them.

Nirwen: She is a Knight of Pelor but not a paladin. She devoted her life to the order but was never granted the gift. She is an elvish woman with chin length black hair and pale white eyes. She followed her friend Landry's vision and became stuck in the city as well. She wields a large greataxe as a weapon. She doesn't blame Landry for getting trapped but believes that the strong Demon presence is to blame.

Vàn: A human Ranger with experience hunting monsters. He and a detachment of knights discovered the city while searching for a demonic cult in the area. That was two years ago. He has been scrambling for survival ever since. He doesn't believe there is a way out but will follow Landry's lead as long as he is able. He also has a small supply of wares to sell to the party. He keeps some magic items he looted and will sell them to the party for a price. He believes that some friendly exchange of gold will keep the refugees spirits up, that they might spend it one day, even if he doesn't.

Main Goal: It hasn't been long since these people saw the sun, all they want is to see it again. Landry wants to see this quest through, so cleans this realm of its evils.

ORCS

They followed the refugees into the city and got more than they bargained for. The refugees fled deeper into the city while the orcs soon found themselves in battle with Hobgoblins, and demons not long after. They used to call themselves the Ash Skulls, but after a deal was struck, they are now the Bloody Maws, taking on the mangled set of teeth that has become **Lengengrude's** motif. They have set themselves up in the old ironworks in the Greenyards.

Bruel: Now a Tanarukk he sits in wait for orders from his vile lord. Eventually Muninn came to make a deal with Bruel. He would be the strongest orc that ever lived if he served **Lengengrude**. He was then turned into a Tanarukk.

Main Goal: Orcs want to fight and conquer, they followed their prey into this city in the first place. They gravitated towards **Lengengrude** in their desire for power. Only blood will satisfy them, but not for long.

VAMPIRES

A clan of dwarves that hides away from the sun is not as unusual as it would be for tribes of other races. It's the perfect cover for a family of Vampires living in a Dwarven city. This was the case for the Ganamesh clan in the years coming up to the fall of the city. When all hell broke loose, it became their greatest asset for survival, and a curse that would keep them trapped in the city until present day. This faction could tell you anything you wanted to know about the city before it fell for the right incentive. They live in the same manor, in the Upper Class district in the Upper City.

Main Goal: The vampires never left the city even before its fall. All they want now and more agreeable neighbors. On the other hand they are strong predators in the current environment, returning to the old way brings with it the fear of becoming pariahs.

OTHER DENIZENS

Many other creatures and even factions could live within the city. That's your choice as the DM! Here are some other creatures that could live in the city to make travel a little more interesting.

Ghosts: The most obvious answer, but perhaps the most interesting. The multitude of ghosts and undead that live in the city lead to a multitude of possibilities for player interaction. Many many people died grisly deaths within the city and could persist as violent spirits. Perhaps spirits from before the fall of the city, hauntings unsolved that could give players insight into the city's history.

Drow: In the setting we present, there is a Drow city, but they are long since dead. Slaughtered by **Lengengrude** to "stretch their legs." However, they could still make an interesting faction to insert if you should so choose and perhaps this would make their presence all the more interesting. They could be agents of Lolth, sent to avenge the Drow enclave or survivors in service of the Reaper!

Nature: The greenyards have been so taken by nature and the fungus if the underdark that a nature spirit has been born. It was born on the doorstep of the Abyss for this it was corrupted. Another faction could be the chaotic forces of nature, blights and dark dryads cut deep into the others to spread their domain. It is up to you how reasonable this might be. Perhaps this is an avenue only accessible if you have a druid player.

LOCATIONS

This campaign takes place in the lost city of Dolgra Dal. The following are major locations within the city. Feel free to add locations as you need as the dungeon master.

UPPER CITY

This is the city proper. The Urban sprawl of Dolgra Dal. This is the part of the city where dwarves lived, worked and lived their lives.

ARCANE UNIVERSITY

When the gnomes moved in they quickly established an arcane university. It became a great center of learning, producing many Gnomish and Dwarven magisters. When the city was locked away, the magisters tried to do the same with themselves in the University. The demons have already made their way inside, causing a contained slaughter. Their experiments also escaped, their magics released. If adventurers find their way inside, they'll find stranger monsters, and more dangerous and unstable magics.

GREAT BRIDGE

On the north end of the upper city from the entrance is a large chasm. Looking down into the chasm you would see the subterranean farmland, or even the Ironworks of the Greenyards. On either end of the chasm are the Temple Grounds and the Citadel on the other side. Connecting the Citadel to the rest of the city is the great bridge carved from the stone, not constructed. In fact the entire chasm was carved out by the Dwarves. The bridge is the only walkway that connects the Citadel to the rest of the city. It has withstood the test of time and the fall of the city.

CITADEL

The citadel was once the seat of power within the city. Its where the lord lived and where the last defense was held against the demons. The Draugr now hold this place and the High Warden sits in the seat of the Steward, next to the throne. Dorzimer Fintil had an office as well as many high ranker personnel. The great vault of this rich kingdom also lies within.

THE KING'S CURSE

The final moments before the city was sealed, after **Lengengrude** slaughtered the Drow, they went into the Citadel. They tormented the king who abandoned the defense and locked himself within the vault. Through their torments they convinced the King he was to blame for the fall of the city that had stood for three thousand years. He was like a dragon, and the city's gold, his horde. The curse turned him into a now ancient black dragon, guarding the vault deep within the keep.

MARKET

The first area you will encounter in the city. Its built on multiple tiers with city blocks and building large enough to have roads running through them. This was where commerce of the dwarves took place. Many riches might yet be found inside. This is neutral territory of all the factions now, where **Lengengrude** plans to hold the final battle.

OLD RESIDENTIAL

When the dwarves realized they were trapped within the city, some of them decided they would rather see it buried than taken by demons. They only succeeded in burying the residential district in stone. Much later, the goblins needed a defensible position, and hollowed out the rock long after it settled, discovering the still standing structures of the residential district.

TEMPLE/PROMENADE

On one end of the chasm is a large promenade reserved for the business of the dwarves. The market is where sales are made a drinks are had but the promenade is home to higher dealing. One one ends, guild halls for merchants, warriors, smiths as well as large banks reside. On the other side A large temple to **Moradin** as well as a fortress for his paladins and clerics to do his works. The promenade was where holiday events and celebrations were centered.

UPPER CLASS DISTRICT

On the same side of the chasm as the Citadel, off to the side lies a gradually sloping cliff, with a grand view of the promenade, what were buildings lie on this slow hide their true majesty. This is the upper class district, where nobles and the riches of dwarves dwell. In this district you can see many halls of grand size but little more. To understand the true scale of their homes you must look to the cliffs around this district. In the darkness of the present day within the city, it's hard to see the balconies and windows that betray the true size of these mansions. Many lie empty now, save the single clan of the Vampires.

MINERAL PROCESSING

The city itself does little in the way of mass production save where it needs to. Weapons testing, and city guard armor. It's mostly the artisans of the market that produce the weapons that are sold here are far. Weapons of the guard were not mass produced but rather the guards had to acquire them themselves, whether it was a family axe or one purchased from a smith. Thus it served the city to process their minerals in the upper city, nearby to sell and distribute or simply sell on the market floor. On the east side of the city the processing plant cleans minerals, forms ingots and values materials. It is within this district that you can find the great elevator, a mechanical lift that take the dwarves miles underground to the lower city, as well as brings tons of materials back up. The elevator was sabotaged long ago to limit mobility from the lower city, but even not it is not beyond repair.

GREENYARDS

The dwarves dug deep into the mountain, monetizing the stone and minerals the thing kingdoms around them. This resulted in the dwarves mostly hollowing out a large area directly under the city. For the sake of structural integrity, this is the reason the dwarver moved their operation to a large cavern they had found far underground. But the now empty area would become useful, and bring the dwarven city to a new level of self sufficiency.

FARMS

The dwarves set about to landscape the area, and prepare it for farming. The mages of the university set about cultivating life in an underground environment. They produced the crystal chandeliers that lit the entire city. They are still lit to this day, but have dulled in their strength that produced little more than a sickly green glow that haunts the city. In some sections of the farm they have gone out completely. In their absence, the natural fungus of the underdark has taken hold of the fertile ground, grown on the doorstep of demons. Nature has reclaimed this territory that a nature spirit was born. But it too was corrupted sews chaos, though they do not serve **Lengengrude**.

CATACOMBS

On the north side of the greenyards, directly under the bridge and the citadel, lies a great altar. An empty stone plaza where dwarves bring offerings for their ancestors. For this is the gate to the catacombs. Where dwarves gnomes of old are put to rest. Secret passages lead up into the citadel. This is where High Warden Naustock Mythkeeper raised his army. Clans who swore an oath to protect the city for all time, find their clan halls empty. Other clans halls are untouched, swearing no oath. Any number of evil things might be found in these dark halls.

MANUFACTURING

The orcs have found a great old smithy. Where the smiths of the city would forge armor for the guard, and great weapons of the army. A place so full of weapons was a natural home for the Orcs and they lie here waiting for the orders of **Lengengrude**. Past the orcs, within hidden chambers and sealed off workshops, you could find any number of powerful arms and armor, as well as prototypes of dwarven weapons.

UNDERCITY

A large cavern was discovered deep under the city. It quickly became the seat of the mining operation of Dolgra Dal. A great keep protected the miners from attacks from the underdark, from the drow elves. A large expanse of water takes up most of the space of the Undercity and divides the Duergar city from the Bastion.

DUERGAR CITY

Many dwarves fled the city, down into the mines. Once the trap was set and all were sealed inside, the onslaught of the demons subsided. The dwarves emerged from the tunnels gathered in the mining settlement soon to be called, Dolgra Nul. A dwarf took command, the first of the line of Klave. A line possessed by a wraith, transferred at each coronation and called dwarven ritual.

MITE KEEP

At the center of the subterranean lake lies one of the most massive pairs of stalagmite and stalactites. Settled atop the stalagmite is a fortress, with walls of the thickest steel. A drawbridge keeping it sealed away from a stone cliff along the lake side. It is consecrated ground, defended still by automatons and golems. At the bottom of the keep, inside the base of the stalagmite. Lies a simple lever. High above the fortress lies a Stalactite with a grand secret. The lever will shatter the stone of the stalactite and reveal a twin fortress. At the lever's command it will drop down into place and create a fortress with no entrance. Hidden away in the peak of the Stalactite is the hammer, the key to the city. A great hammer in the hands of a Warforged Paladin, Keeper Jarn, charged with the protection of the hammer, and further, keeping **Lengengrude** at bay. To get inside many runes, secrets and keys made by Dorzimer Fintil must be discovered.

BASTION

The place where it all began. The dwarves took the scepter from the drow and brought it to their bastion in the Undercity. There they released its power that swept over the city. It is a complex stronghold, filled with antichambers, weapons of war and thick fortifications. Now ripped asunder by a great and dark portal to the Abyss. The hole from which kengengrude crawled. Some demons and specters haunt its halls, and the Balor, Uultar'ka now live inside.

DROW ENCLAVE

An outpost of the drow, the enclave was established as an outpost against the dwarves. Comprised of platforms hanging from powerful chains, the enclave stood as a testament to the splendor of the Drow. **Lengengrude** slaughtered its populace, all but the drow elf who freed them, simply because she was not present. The binding barrier that traps the whole city bisects the enclave. It cut through the platforms leaving half upended, dumping the debris of civilization onto lower tiers. Sitting atop the tiers is **Lengengrude** himself, guarded by the death knight form of the once drow matron.

LENGENGRUDE STAT BLOCKS

UNTESTED

Lengengrude comes in a multi-phase boss battle. **Lengengrude** approaches full power, he toys with the party in the moments before their freedom. His forms come in themes of war, the first: Lightning Warfare Wolves formed by iron and coagulated blood, these hounds are **Lengengrude's** Bide for time while the battle A number of these hounds you think might challenge your party. Each hound has the iron jagged teeth of **Lengengrude**. I plan to use five for my five players. The strategy is to close in on the players quickly, using fast movement and deal damage before they can enact a plan.

Lengengrude Lightning Hound

Large(Demon Beast), Chaotic Evil

Armor Class 17

Hit Points 127 (15d12 + 30)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 18 | 20 | 14 | 10 | 16 | 16 |
| (+4) | (+5) | (+2) | (+0) | (+3) | (+3) |

Saving Throws Dex +10, Str +7, Cha +4

Skills Perception +6, Deception +6, Athletics +7

Damage Resistances Lightning, Necrotic

Damage Immunities Bludgeoning, Slashing, Piercing from non-magical weapons

Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Poisoned

Senses passive Perception 16

Languages Common, Abyssal

Challenge 6

Demonic Speed. Each **Lengengrude** Blitzkrieg Hound had advantage on initiative and can dash as a bonus action. Attacks of opportunity against **Lengengrude** Blitzkrieg Hound have disadvantage.

ACTIONS

Multiattack. **Lengengrude** Lightning Hound makes two attacks with its claw and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* (2d8 + 5) slashing damage plus (1d6) lightning damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* (1d10 + 5) slashing damage plus (2d6) lightning damage.

REACTIONS

Riposte. When a creature makes an attack against **Lengengrude** Blitzkrieg Hound within 5 ft. of the **Lengengrude** Lightning Hound, the creature makes a claw attack.

Legendary Actions

Lengengrude Lightning Hound can take 3 legendary actions which are shared by all **Lengengrude** Lightning Hounds, choosing from the options below. Any **Lengengrude** Lightning Hound can make use of legendary actions but only one legendary action option can be used at a time by one **Lengengrude** Lightning Hound and only at the end of another creature's turn. **Lengengrude** Lightning Hound regains spent legendary actions at the start of its turn.

Claw. A **Lengengrude** Lightning Hound makes a single claw attack.

Thunder Step (Costs 2 Actions). One **Lengengrude** Lightning Hound casts thunder step.

SECOND FORM

Psychological Warfare Closer to **Lengengrude's** true form, the blood of the wolves scatters about the battlefield and reforms in the sky as a grizzly Buzzard with a skull like head. Also made up of coagulated blood and iron. Its head takes on a skull shape and bares the iron jagged teeth of **Lengengrude**. The strategy is psychological. **Lengengrude** will try to inflict fear on the players and will have many abilities that will damage them for being frightened.

MY HOME GAME

In the campaign I am running, I will have the players find a relic that will force **Lengengrude** into their final form, likely a spear forged by The Steward. The effects of fear would prevent the wielder of this spear from getting close enough. This might force someone else to throw the spear, or for players to mobilize to cure them..

Lengengrude Aspect of Fear

Large(Demon Beast), Chaotic Evil

Armor Class 20

Hit Points 250 (20d20 + 40)

Speed fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 18 | 20 | 14 | 10 | 16 | 22 |
| (+4) | (+5) | (+2) | (+0) | (+3) | (+6) |

Saving Throws Dex +10, Str +7, Cha +4

Skills Perception +7, Deception +10, Athletics +8

Damage Resistances Necrotic, Fire

Damage Immunities Psychic, Bludgeoning, Slashing, Piercing from non-magical weapons

Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Poisoned

Senses passive Perception 16

Languages Common, Abyssal

Challenge 15

Spellcasting. Lengengrude is a 13th level spellcaster (spell save DC 20, +9 to hit with spell attacks). Lengengrude has the following spells prepared:

Cantrips (at will): *Toll the Dead*

1st level (4 slots): *Ray of Sickness*, *Thunderwave*

2nd level (3 slots): *Scorching Ray*, *Ray of Enfeeblement*

3rd level (3 slots): *Fear*, *Spirit Guardians*

4th level (3 slots): *Evard's Black Tentacles*

5th level (2 slots): *Insect Plague*

6th level (1 slots): *Eyebite*, *Circle of Death*

7th level (1 slots): *Finger of Death*

Aspect of Fear. When **Lengengrude** takes this form, all creatures within his lair make a DC20 wisdom saving throw or become afraid of **Lengengrude**.

Fear as a Weapon. All creatures who begin their turn afraid of **Lengengrude** take 2d8 psychic damage.

ACTIONS

Multiattack. **Lengengrude Aspect of War** makes two attacks with its claw.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* (1d10 + 5) slashing damage plus (2d6) lightning damage.

Loose feathers. **Lengengrude** designates a point they can see with 200 feet. All creatures within 15 feet of that point must make a DC 20 dexterity saving throw. On a failed save creatures take 8d6 magical piercing damage, half as much on a success save.

REACTIONS

Weight of Fear. When a creature looks at **Lengengrude Aspect of Fear**, **Lengengrude** can use their reaction to force that creature to make a wisdom saving throw, DC20 or become afraid.

Legendary Actions

Lengengrude Lightning Hound can take 3

FINAL FORM

Total Warfare **Lengengrude** in their true form. A brute of massive size. Two huge blades of pure iron. **Lengengrude** will be nervous in this form. If defeated they will have to recuperate in the Abyss, which will likely end with their imprisonment once more, in a weakened state. If the party has greater means, he might be sealed there and then. **Lengengrude** will target whoever damages them the most, fearing his defeat.

Lengengrude Aspect of War

Large(Demon), Chaotic Evil

Armor Class 22

Hit Points 322 (25d20 + 60)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 26 | 20 | 14 | 10 | 16 | 22 |
| (+8) | (+5) | (+2) | (+0) | (+3) | (+6) |

Saving Throws Dex +10, Str +7, Cha +4

Skills Perception +7, Deception +10, Athletics +12

Damage Resistances Necrotic, Fire

Damage Immunities Psychic, Bludgeoning, Slashing, Piercing, Fire

Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Poisoned

Senses passive Perception 16

Languages Common, Abyssal

Challenge 17

Spellcasting. Lengengrude is a 13th level spellcaster (spell save DC 20, +9 to hit with spell attacks). Lengengrude has the following spells prepared:

Cantrips (at will): *Toll the Dead*

1st level (4 slots): *Ray of Sickness*, *Thunderwave*

2nd level (3 slots): *Scorching Ray*, *Ray of Enfeeblement*

3rd level (3 slots): *Fear*, *Spirit Guardians*

4th level (3 slots): *Evard's Black Tentacles*

5th level (2 slots): *Insect Plague*

6th level (1 slots): *Eyebite*, *Circle of Death*

7th level (1 slots): *Finger of Death*

Aspect of War. When **Lengengrude** takes this form, all creatures who are afraid of **Lengengrude** within his lair make a DC20 wisdom saving throw. Any creature who

fails views all creatures as hostile and must attack the nearest hostile creature on their turn. Afflicted creatures may repeat the saving throw at the end of their turn.

Fear as a Weapon. At initiative count 20 all creatures that are afraid of **Lengengrude** must make a wisdom saving throw.

ACTIONS

Multiattack. **Lengengrude Aspect of War** makes two attacks with its Greatsword.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* (6d6 + 8) slashing damage plus (2d6) fire damage.

REACTIONS

Pain in Kind. When a hostile creature hits **Lengengrude** with an attack, **Lengengrude** may teleport up to 30 feet and make a single Greatsword attack against that creature.

Legendary Actions

Lengengrude Lightning Hound can take 3 legendary actions which are shared by all **Lengengrude Lightning Hounds**, choosing from the options below. Any **Lengengrude Lightning Hound** can make use of legendary actions but only one legendary action option can be used at a time by one **Lengengrude Lightning Hound** and only at the end of another creature's turn. **Lengengrude Lightning Hound** regains spent legendary actions at the start of its turn.

Greatsword. A **Lengengrude Lightning Hound** makes a single claw attack.

Mayhem (Costs 2 Actions). Target creature makes a DC20 wisdom saving throw. On a failed save target creature views all creatures as hostile, and must attack the nearest hostile creature at the end of their turn.

Lengengrude's lair is the City of Dolgra Dal. **Lengengrude** will gain these options wherever the final battle takes place. **Lengengrude** may pick one at initiative count 20.

All players roll a d20 and add their wisdom modifier. The lowest roll becomes afraid of **Lengengrude**. If players tie they both become afraid.

Lengengrude summons 3d4 Quasit to the battlefield.





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