



ADVENTURERS LEAGUE



DEAD CANARIES

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Adventure Designer

Adventure Code: HULB03-02

Optimized For: APL 13



Wait! Is that an upside-down staircase? Am I floating? Why are my hands triangles? Why do I have four of them? No, wait, those are not mine! Where am I? How did I get here?

A four-hour adventure for 11th-16th level characters

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Welcome to Dead Canaries, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system Tomb of Annihilation™ storyline season.

*This adventure is designed for **three to seven 11th - 16th level characters**, and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.*

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

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

DETERMINING PARTY STRENGTH

Party Composition Party	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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of 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. Become familiar with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

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

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling--play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players's characters to the action.

ADVENTURE BACKGROUND

There used to be a mind flayer colony deep below Hulburg, but none of its residents have shown themselves in centuries. Its current fate is unknown. The few who remember it consider it long destroyed. The colony was guarded though, and its guardian is very much active.

The guardian, an alhoon named Berach, remained outside of the colony, watching the surroundings for dangers while it studied ways to prolong its life. It enhanced its studies with the use of a potent drug of its own development: tar stones.

Tar stones are small black crystalline stones that are somewhat sticky to the touch. They are filled with emotional energy and have many enhancing abilities.

Unfortunately, Berach's supply of this drug was running low and needed replenishment. The alhoon can make more by sucking strong emotions into the empty stones. To do so it targeted the mines and miners of Hulburg.

However, before Berach could retrieve its now filled stones, adventurers and the wizard Danatar interfered and gathered up a significant amount of tar stones for research.

During his research, one of Danatar's experiments has gone awry causing him, and the adventurers helping him, to suffer major mental trauma. The characters are now caught in Danatar's mind, where three parts of his personality have split off and are taking control for themselves.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Berach (BEHR-ache). An ancient alhoon, feared and respected by its minions. It makes a brief appearance during the adventure.

Danatar Ahrehdsen (DAHN uh-tahr AH-red-sehn). Danatar comes across as jovial if a little doddering. He is always willing to share his knowledge and almost always manages to do so without becoming pedantic.

Danatar's mind. The entire adventure takes place in Danatar's mind, with Danatar having a lot of influence over the surroundings. His mind has fractured and the characters must deal with Ego, Mania and Paranoia. Ego being arrogant and domineering, Mania intense and silly and Paranoia grim and distrustful.

SERIES

HULB3-2 Dead Canaries is the second part in a trilogy in which the characters deal with the manipulations of the alhoon Berach. The first part is *HULB3-1 Weakness of Rock* and introduces the characters to the problem. In the third part, *HULB3-3 Darkest Vein*, the PCs can put an end to Berach.

It is assumed the characters play the trilogy in order. *HULB3-2* can be played as a flashback, or standalone adventure, although some parts of it are difficult to understand without the proper context. You might need to add some details from the Background section during play to keep the players up to speed on events. Some bewilderment at the start of the adventure is part of the story as long as the players don't stay confused.

HULB3 AND DDXP

When HULB3 is run as part of the DDXP track there is a fourth adventure as part of the series: HULB3-S Pebbles in the Pond. The adventures are run in the following order:

- *HULB3-1 Weakness of Rock*
- *HULB3-2 Dead Canaries*
- *HULB3-S Pebbles in the Pond*
- *HULB3-3 Darkest Vein*

HULB3-S starts immediately after *HULB3-2* with the characters waking up from their ordeal within the wizard's mind. While all limited resources are spent during *HULB3-2*, characters are fully rested and having recovered all hit dice and spells despite the lack of one (or more) long rests. They can also resupply in between adventures, although obviously without knowing much about what is going to happen during *HULB3-S*.

ADVENTURE OVERVIEW

The adventure takes place inside the mind of **Danatar Ahrehdsen**, traveling archmage. The adventurers are trapped within his mind, and to get out they must reintegrate the archmage's personality.

As the adventure starts, 3 parts of **Danatar's** personality (Paranoia, Mania and Ego) have split off to claim their own personal fiefdoms in Danatar's mind, leaving Danatar confused, unsure of himself and very dull.

The adventure is broken down into 2 main parts:

Part 1. Who? What? Where? The adventurers wake up in an undefined space, finding amongst them a person of an also decidedly unknown nature (Danatar). The adventurers must figure out where they are, who the unknown person is and how to proceed.

Part 2. But he has great personalities. Having figured out their location and path forward, the adventurers must deal with and reintegrate the three rogue parts of **Danatar's** personality: **Mania**, **Paranoia** and **Ego**. This can be done in

any order they like (although facing Ego last is preferred) and through subdual or some form of persuasion. Ego cannot be persuaded and has to be subdued.

Each rogue personality resides in its own part of the “world” with features fitting the personality.

This part includes a small intermezzo in which Berach the alhoon tries to check on its tar stones.

Part 3. Conclusion. Having restored **Danatar** to full sanity the adventurers can return to the real world.

ADVENTURE HOOKS

Story Hook. As this adventure starts with the adventurers already in the wizard’s mind there is no hook to be had. If the players did not play part one of this Hulburg trilogy (*HULB3-1*) it may however need some backstory. While each player that did not play *HULB3-1* can certainly come up with their own scrambled memories as to how they got here, generally it should likely include at least:

- The adventurer went to Hulburg to investigate the tar stones, a type of magical gem recently found within Hulburg’s mines.
- The tar stones are rumored to be tied to strong emotions.
- The adventurer learned of an archmage investigating the stones and their effect.
- The adventurer went to meet with said archmage.

Not knowing exactly why they are here and what brought them here is however, a perfect introduction to this story.

CHARACTER PREPARATION

Normally characters are introduced to the adventure after which they can prepare their spells and resupply. *HULB3-2* drops the characters in the middle of the action. They must prepare spells and buy spells without any prior knowledge beyond what is provided above in the bullet point list of the adventure hooks.

AUTHOR NOTES / DM TIPS

This adventure takes place in a wizard’s mind. This should and does allow you room for all kinds of shenanigans. Things to remember:

- If you come up with something fun, fitting the story or the personality the adventurers are currently dealing with, go for it.
- If you think the players are having too hard or too easy a time, please adjust.
- This adventure is meant to be fun and a little weird, not super frustrating. Keep this in mind when using things like counterspell, forcecage, domination, shield, etc. (except for Ego, Ego is just mean and meant to be).
- It’s all in the wizard’s mind, so things work as he thinks they should. This may affect things like banishment, simulacrams, undead minions, shield guardians, etc. Please read the DM handout “Legend in his own mind” carefully.

SPENDING RESOURCES

While the adventure is set within the mind of a (temporarily) insane archmage, it is not an illusion. Characters who die in the mind construct die in the real world as well. The same is true for any resources spent. Used potions lose their magic, turning into simple oddly colored liquids, triggered scrolls crumble to dust and so forth. Make sure your players are aware of this.



PART 1. WHO? WHAT? WHERE?

GENERAL FEATURES

The central room has the following general features.

Terrain. Featureless grey until Danatar is woken up. Afterwards; variable, changing with Danatar's mood.

Weather. None

Light. While there seem to be no light sources, the entire area is well lit.

Smells and Sounds. None, until Danatar is woken up. Afterwards; variable, following Danatar's mood.

COMPANIONS, MOUNTS AND MINIONS

The characters are in Danatar's mind. Somehow, he is imagining the world and the characters. But, there is only so much imagination to go around. If any of the characters use companions like mounts, familiars, undead servants, shield guardians and the like they can pick only one to bring with them in the adventure.

Thump, thump THUMP. The steady drumbeat of a serious headache forces you to consciousness. Opening your eyes, you are met with the sight of a group of people that seem to be struggling with similar symptoms. The space you are in extends in all directions — a featureless undefined grey. One of the persons on the, floor maybe, does not seem to be awake just yet.

1A. THE GREY

The adventurers can explore the grey before waking up **Danatar**. If they do they find the space both endless and featureless in all directions.

Danatar can only be awakened with either direct healing through spell or potion, or a DC 15 Wisdom (Medicine) check.

Allow the players some time to introduce their characters. While their memories are intact, they are a little scrambled and everyone likely feels some doubts as to what took place just before they got here.

Expected Duration: 30 minutes

As the adventurers wake up they find themselves in a grey space. No walls, no ceilings, just grey.

1B. THE TOWER

As Danatar wakes up, the grey morphs into a circular room with a radius of 20 feet and a height of 10 feet. Any adventurer caught beyond this range suddenly finds themselves in the center of the room.

The grey around you starts taking shape. A circular wall of large stones appears, a fireplace springs to life and where you stood just seconds ago is now a large wooden desk.

ROLEPLAYING DANATAR

Danatar is about 6 feet tall, fragile looking, bearded and bald under his traditional turban. His beard is a blackish grey, shot through with pure white streaks. Unkempt is the operative word to describe Danatar's appearance. Simple, stained robes, a knotted branch as a walking stick and several bags hanging from his shoulders. The bags seem to be filled with books, scrolls, writing implements and assorted arcane gear. The amount of stuff that seems to be gathered in the bags belies the wizard's fragile appearance.

Currently Danatar is lacking three significant parts of his personality (Mania, Paranoia and Ego). Thus, his behavior lacks all extremes. Unflappable, uninterested, unable to pay attention to anything for long. His speech is monotone and uninflected.

Danatar's memory is scrambled and he remembers little if anything of what brought him here or what - or wherever - here is.

See **Appendices III and IV** for more information on Danatar and the developments as the adventurers reintegrate his rogue personalities.

Near the center of the room stands a large wooden desk upon which rest writing implements, a large book, a bowl of fruit and a small silver box that holds about a dozen small grey pebbles.

The book contains instructions for several alchemical experiments aimed at testing for minerals in rocks. An imprint in the front of the book states it to be the property of Danatar Ahrehdsen .

Danatar is totally disoriented at first, recognizing none of the adventurers (if they have met before) or even himself. If none of the adventurers can tell him his name or occupation, he eventually starts deducing it from the imprint in the book on the desk and the gear in his bags. A character pointing these items out speeds up this process.

Danatar is currently unable to formulate complete answers to most questions the characters may have.

As the adventurers interact with Danatar the room reacts to his state and his mood:

- As soon as Danatar learns his name, bookcases appear lining parts of the walls.
- Upon learning his occupation, the bookcases fill up with volume upon volume of books on magic and aberrations. Anyone examining the content of the books finds them filled with garbled texts and drawings of strange creatures that seem to have no connection to what little text is legible.
- If the adventurers treat Danatar in a hostile manner, the temperature in the room drops rapidly, returning to comfortable levels immediately once the characters take a more reconciliatory approach.
- If the adventurers attempt to help and comfort Danatar, a fireplace appears in the west wall and small tables of food appear close to it. The food is delicious.

Feel free to improvise additional effects aimed at indicating the link between Danatar and the world the characters are currently in.

A DC 15 Wisdom (Insight) check tells a character that any PC can convince Danatar of something with a simple DC 15 Charisma (Persuasion or Deception) check (see the Appendix IV).

The things the players can/should learn from interacting with Danatar is not limited to, but should include the following:

- Danatar is likely not himself and seems to almost be an emotionless parody of a person.
- Danatar can and does influence the world he and the characters currently occupy. When convinced to, Danatar can create food, furniture, books, etc. and influence the temperature, change colors of peoples clothing, etc.
- Those pebbles on the desk may in fact be tar stones, rumored to react to strong emotions. They may be the cause of whatever is happening right now.
- This place may not be real, but it sure feels real to the characters. Pain is pain, anyone cut bleeds, etc. It is hence safe to assume that characters can die here and lose equipment.
- Danatar is most likely the key to getting out of here. His control over the world, while limited yet, should be of aid.

Feel free to improvise here, and if players make especially relevant deductions or even guesses, reward this with additional information about the world. If the characters figure out they may be in the wizard's mind, have Danatar agree that this is likely.

As the current situation becomes clearer to the characters and Danatar, doors appear at 3 places in the walls:

- A strong iron door to the north (**Paranoia**). The door looks impenetrable and contains at least 8 locks of superior quality.
- An irregularly shaped door to the east (**Mania**). The door looks as if it was created by a 5-year-old and is covered in splotches of conflicting colors. No door handle is visible.
- A set of huge wooden double doors leads to the south (**Ego**). The doors are a total of 10 feet high and wide, are covered in scrollwork and have gold door handles. The frame is made up of two ornately carved gold colored lions.

As a DM you decide when each door shows up, if possible try to link it to what is being debated by the players.

When informing the players of a door showing up, have Danatar display a momentary flare up of the associated emotion. For instance, suddenly react very distrustful to a question, cackle manically or demand to know what right the adventurers have to question him before returning to his emotionless and monotone state.

Do not let this part get too frustrating for the players. If they are unable to figure things out just yet, that should not be a roadblock. Danatar may be emotionless, but he is still a wizard and very intelligent. You can use him to off-handedly and unemotionally suggest truths about the situation. Use this guiding hand only if needed of course.

As soon as the characters move on from this encounter, inform them of the things Danatar can do for them in his current state (see **Appendix IV**).

DEVELOPMENT

From here, the characters can proceed to Part 2 through one of the doors.

Should the characters want to leave Danatar behind, moving through the doorways is futile. After just a few seconds any character attempting to leave through a doorway finds themselves teleported back to the center of the tower room.

IRON DOOR

The strong iron door leads to **Area 2a Watching the Watchers**.

The door is not trapped, but anyone examining it is convinced it is.

Picking the locks takes some time (depending on the skill level of the adventurers), but eventually succeeds. The door is also arcanelly locked. Danatar can be convinced to use a spell to disable this lock.

When the characters move through this door proceed with Area 2a in Part 2.

COLORFUL IRREGULAR DOOR

The colorful irregular door leads to **Area 2b Funhouse**.

The door is not trapped and examining it confirms this.

There is no handle on this door. If someone pushes the door it does not budge. The person pushing however finds out that the splotches of color on the door are in fact wet paint.

As soon as one of the characters uses the wet paint to create any kind of picture on the door, it opens. If the players get stumped, you can have Danatar intercede and draw a clown's face.

When the characters move through this door proceed with Area 2b in Part 2.

HUGE DOUBLE DOORS

The huge double doors lead to **Area 2c Always on Top**.

The doors are not trapped and examining them confirms this.

As a character opens the doors a loud clarion call sounds. Anybody recognizes the call as the one announcing supplicants to the ruler of the land.

Danatar displays an unreasonable dislike for this exit and refuses to use it until he is at least 1/3 reintegrated. While he grudgingly accompanies the PCs after that, he is still clearly worried about what lies beyond.

When the characters move through this door proceed with Area 2c in Part 2.



PART 2. HE HAS GREAT PERSONALITIES

Expected Duration: 180 minutes for all 4 parts

To leave the wizard's mind, with the minds of both Danatar and the adventurers intact, Danatar needs to be reunited with 3 of his personalities that have struck out on their own.

Each of these three personalities, **Paranoia**, **Mania** and **Ego**, has claimed part of Danatar's mind as their own personal kingdom and they do not just give it up.

There is not just one way to reunite Danatar with one of his rogue personalities. Mania and Paranoia may be "reasoned" with, but subdual certainly works as well. Ego can only be subdued. Each of the following sections focusses on one of the personalities and provides notes on how reintegration can work.

Danatar is present in every encounter. He always goes last in every round of combat and is **immune to all effects including damage**. See **Appendix IV: Rebuilding a Wizard** for more information on Danatar and the developments as the adventurers reintegrate his rogue personalities.

After the second successful reintegration run **Encounter 2d: Meeting of the Minds**.

RESTING

The characters are in Danatar's mind. Time is flexible and retreat is easy. Danatar can at any time bring himself and the party back to the tower with a simple action. None of the remaining personalities pursue there so the characters are free to take any kind of rest they like. However, in the real world the wizard's body and mind are deteriorating so there are eventually consequences.

- Reintegrating the first personality can grant one free short rest.
- If the characters decide not to use this short rest, reintegrating the second personality can grant one free long rest. If they did use the short rest, another free short rest can be granted.
- If, in addition to any free rests, the characters take additional rests, they take one level of exhaustion during the remainder of the adventure. Repeat this for every next long rest or second short rest taken.

2A. WATCHING THE WATCHERS

Estimated Duration: 50 minutes

As the characters move through the highly secured steel door they enter a hallway of sturdy rock. As the last person passes the door, it slams closed behind them and all locks relock.

Moving through the doorway you enter a hallway made of sturdy rock, expertly crafted to leave no cracks between the stones. Everburning torches line the walls at even intervals, placed just above openings in the wall that look a lot like spyholes. As the last of you enters the hallway, the many locked door slams shut behind you and you hear several sharp metallic sounds as the locks re-engage.

The holes in the wall are indeed intended for spying, and every character with a passive Perception of 15 or higher, and every character attempting an active perception check, catches glimpses of big eyes peeking through the holes.

Paranoia is continuously monitoring the characters with an arcane eye. These are magical and can be interacted with as described in the spell, but otherwise do not react.

The hallway eventually leads into a large room. The room is sparsely lit and the far end is covered in darkness. The room is devoid of any features that would block line of sight, as Paranoia wants to see everything coming.

GENERAL FEATURES

The area has the following general features.

Size: The hallway is 10 feet wide with a ceiling at 10 feet. The room at the end is 100 by 100 feet, with a ceiling at 10 feet.

Floor: The floor is made up of sturdy rock fit together to create a perfectly level floor.

Weather: None

Light: The hallway is well lit. The room is well lit for the first 70 feet and then covered in darkness for the 30 feet remaining.

Darkness: The darkness covering the last 30 feet of the room is mental more than magical and cannot be easily dispelled. Danatar can, using one of his special actions, remove the darkness in a 10 foot radius area.

PARANOIA

As soon as one of the characters enters the room, Paranoia reacts.

“HALT, come no closer! I know why you are here. I am NOT going back to him!” The shrill voice comes from somewhere in the room, but its position seems to be shifting, making it impossible to pinpoint.

“I knew you would come, so beware. I am well defended”. The darkness at the back of the room lights up with a multitude of eyes of many assorted sizes, and then, from amongst those eyes a figure looking like Danatar emerges to stare at you accusingly. “Just leave! You cannot convince me.”

The characters’ goal is to reintegrate Paranoia with Danatar. They can do this through reason or violence.

As soon as the players enter the hallway Paranoia cast foresight and then antipathy on himself targeting humanoids, trying to ensure nobody can reach him. He follows this up with a true seeing and a Bigby’s hand, using his focused by fear power to concentrate on the hand. As the room holds no hiding spots, there is no way to surprise Paranoia (foresight also covers this). A Blur and a Mirror Image are cast as the players enter the room (duration does not start till combat does).

If the characters take any hostile actions (including intimidation) or move to within 60 feet of Paranoia, he calls on his beholders to defend him.

3 gauths, and 2 death kiss beholders swarm into the room and attack the characters.

PARANOIA

Paranoia looks like Danatar, is dressed in all black and has a tormented expression dominating his face.

Paranoia is utterly convinced the entire world is out to get him. Any try at intimidation only confirms this conviction as will any violence thrown his way.

The fully adjusted stat block of Paranoia can be found in Appendix V.

Spells and changes to the base archmage: Defense and Fear are Paranoia’s tools if it comes to a conflict. His spell list includes the following additional spells for this purpose:

- 2: *blur*, *mirror image*
- 3: *fear*
- 5: *Bigby’s hand*, *mislead*, *scrying*, *wall of force*
- 6: *contingency*, *globe of invulnerability*
- 7: *forcecage*
- 8: *antipathy/sympathy*
- 9: *foresight*

As his two archmage spells Paranoia has: dissonant whispers and shield. Paranoia can cast these spells without using a spell slot or components. (Dissonant whispers is not normally a wizard spell, but Paranoia hears those whispers all the time).

Paranoia has the following special powers:

Focused by fear: Knowing everything and everyone is against him has focused Paranoia’s mind to an extreme degree. This focus allows him to concentrate on one additional spell.

Contingency: An active contingency is running on Paranoia. If Paranoia ever gets hit by an attack or spell, a mislead comes into effect. It may require him to drop concentration on one of the two concentration spells he can have active, preexisting; neither contingency nor mislead cost a spell slot.

My House: Paranoia gets a save against any effect that keeps him from participating in the encounter, at the end of his turn. Even if the effect does not normally allow for a save. This is his part of Danatar’s mind after all.

Convincing Paranoia

Paranoia is driven by fear and convincing him to rejoin Danatar is hard. Paranoia continues to accuse the characters of singling him out, questioning why they are not going after the crazy or the arrogant one.

Using arguments about strength in numbers, not being alone in this and respecting his outlook on the world will aid in persuading Paranoia to rejoin Danatar. Violence, intimidation and other combative arguments will hinder the reintegration effort.

ADJUSTING THIS ENCOUNTER

The encounter is intended to be difficult. Keep in mind that Paranoia is not interested in killing the characters (not that this matters to the beholders).

Here are some suggestions for adjusting this encounter, per your group. These are not cumulative.

- **Very Weak:** Remove one **death kiss**, Paranoia summons new enemies one at a time.
- **Weak:** Remove one **gauth**.
- **Strong:** Add two **gauths**.
- **Very Strong:** Replace one **death kiss** with a **death tyrant**

DEVELOPMENTS

Paranoia attempts to stay out of the fight and not attack the characters unless he is actively engaged. He limits himself to using *forcecage* or *globe of invulnerability* versus spellcasters and *fear* or *dissonant whispers* versus melee. He just wants to be left alone. Paranoia only uses *counterspell* on spells that include him as a target.

Should the characters defeat all the opponents before convincing Paranoia to reintegrate, Paranoia use his next turn to create a fresh batch (about half the initial swarm, use your judgement) of beholders that arrive out of the darkness. They join the fight in the next round.

At the end of each round, one character may make a DC 18 Charisma (Persuasion) check to convince Paranoia that he should rejoin Danatar. If any of the characters attacked Paranoia during this round, or they used combative

arguments, this check is made with disadvantage. If the players made any particularly good arguments, give them advantage on this check.

After the 5th successful check Paranoia (and his monsters) disappears and he reintegrates with Danatar. Reintegration also happens if Paranoia drops to 0 hit points or below, however such a forced reintegration triggers a **mental backlash** and every creature besides Danatar takes **16 psychic damage** as this happens

If none of the characters want to make the persuasion check, one character can give up their action for the next round and gain an automatic success through Danatar (if the characters are having a lot of trouble, you may allow the character giving up their action to additionally use the Dodge action).

Retreat is always an option and all it takes is for someone to ask Danatar to take everyone back to the tower, and he does so at the end of the round. However, if the characters return to the encounter, it is fully reset as if nothing happened.

2A. FUNHOUSE

Estimated Duration: 50 minutes

As the characters move through the irregular colored door they enter a twisting, colored passage that seems to hug their body.

The passage you enter hugs your body and is slippery to the touch. Moving feels more like squeezing through a slick tube. The walls of the tube are divided into 10 foot, neon colored sections of green, red, yellow, pink, and more.

Some 100 feet ahead a bright light shines, changing colors every couple of seconds. Loud noises can be heard, along with singing, drumbeats, cheers and applause.

The walls seem to be made of some sort of fabric, but are impenetrable. As the last character enters the tube, the doorway closes like a sphincter.

As the characters make their way out of the tube they arrive in a large fairground.

Exiting the slick tube, you slide into what by all appearances seems to be a large open-air fairground. Jesters, magicians, stands with novelties, prize shooting, the smells of fried foods and the sounds of merriment complete this picture.

In the center of the fairground floats a large podium amidst several animal pens. The podium is surrounded by spectators that seem focused on the person standing on top of it. This person looks like Danatar, but is dressed in a strange motley of bright colored clothes. A glittering top-hat completes the ensemble.

GENERAL FEATURES

The fairground has the following general features.

Size: The fair is 100 by 100 feet, without a ceiling.

Weather. Blue sky, sunny day

Light. The entire area is well lit

Stands: little stands dot the outlying areas of the fair. They provide cover from ranged attacks.

From where the characters are they cannot make out much of the podium, they do however notice a huge tentacled creature in one of the pens (a froghemoth).

As soon as one of the characters gets within 30 feet of the podium Mania reacts.

The ringmaster atop the podium turns and waves in your direction. "Yes! Finally, you are here. This is where the FUN is. Come, come, join us. Feast, be merry, look at the weirdness I have gathered. You can even bring that bore." At this the ringmaster points at Danatar. "He can certainly use the excitement. I am so glad I left him. Study, writing, thoughtful analysis. Yech! I mean really, what a waste of a life."

The ringmaster pauses and then cackles, ending with a deep sign before continuing to speak. "I guess you want me to rejoin this, this, dour specimen. Hmmm. It could be fun, maybe. Entertain me and I will consider it."

As the characters make their way to the podium they note the animal pens are filled with weird animals: two weirdly colored snails of large size (**flail snails**), the huge misshapen **froghemoth**, two ridiculous looking **catoblepas** and two twirling eyed **umber hulks**. Mixed in with those creatures are several flumphs and a platypus.

Mania is very proud of his menagerie and will loudly proclaim the hilariousness of the creatures he has gathered.

The characters' goal is to reintegrate **Mania** with **Danatar**. They can do this by convincing him or subduing him.

If the characters try to get too close to the podium, take any hostile actions or do something Mania considers "not fun" (like call him crazy or attempt to force him to rejoin Danatar), or the characters have already succeeded at doing two fun things he calls on his menagerie to make things more interesting.

MANIA

Mania looks like Danatar, is dressed in an ensemble of many colored clothing and a glittery top-hat. On his heavily made up face is a broad infectious grin.

Mania is utterly manic, obsessed by colors, excitement. Only interested in what he deems “fun”. Mania has a very short attention span and no filter. When talking to him it is completely possible that he interrupts the conversation with a quick polymorph turning a random character into a bunny or platypus (he finds the platypus hilarious). Characters have no time to respond (see **first to the party** below). Mania however **never maintains concentration** on any of his spells, so after 6 seconds the character returns to normal, met with a cackling Mania exclaiming how FUN that was.

The fully integrated stat block of Mania can be found in **Appendix V**.

Spells and changes to the base archmage: Colors, confusion and fun are Mania’s tools if it comes to a conflict. His spell list includes the following additional spells for this purpose:

- 2: *enlarge/reduce, mirror image*
- 3: *hypnotic pattern*
- 4: *hallucinatory terrain*
- 5: *mislead, animate objects*
- 6: *Otto’s irresistible dance, mass suggestion*
- 7: *prismatic spray*
- 8: *maze*
- 9: *prismatic wall*

As his **two archmage spells** Mania has: Tasha’s hideous laughter and shield. Mania can cast these spells without using a spell slot or components.

Mania has the following special powers:

First to the party: Mania does not roll for initiative. He just always goes first. He feels life is more fun this way.

Contingency: An active contingency is running on Mania. If Mania ever gets hit by an attack or spell, a mislead spell comes into effect. Note that neither contingency nor mislead used through this ability costs a spell slot.

My House: Mania gets a save against any effect that keeps him from participating in the encounter, at the end of his turn, even if the effect does not normally allow for a save. This is his part of Danatar’s mind after all.

Zero Attention span; Every spell Mania casts lasts only until the start of his next turn regardless of whether it requires concentration. This includes spells like maze.

Convincing Mania

Mania is interested in fun, so convincing him to rejoin Danatar requires the characters to make Danatar look “fun”. The characters and Danatar can, together, do one crazy, funny, ridiculous or otherwise amusing thing in a turn. This can take any form the players can come up with. Someone could perform some slapstick, polymorph another character

into a bunny, have Danatar turn part of the world into a pink champagne pool and go for a swim, tell a joke, etc. They can start doing this before combat ensues, but cannot do it all without interference.

ADJUSTING THIS ENCOUNTER

The encounter is intended to be difficult. Keep in mind that Mania is not interested in killing the characters, unless it’s really funny or weird (not that this will hold back his menagerie).

Here are some suggestions for adjusting this encounter, per your group. These are not cumulative.

- **Very Weak:** Remove one **catoblepas**, all **umber hulks** and one **flail snail**.
- **Weak:** Remove all **umber hulks**
- **Strong:** Add 50 hitpoints to the **froghemoth’s** maximum and add 1 to the save DCs of all monster abilities.
- **Very Strong:** Add one **froghemoth** and add 1 to the save DCs of all monster abilities.

DEVELOPMENTS

Mania will use his first turn to cast a *prismatic wall* around himself and the podium (a sphere, and the podium is floating). At the start of his next turn the *prismatic wall* disappears (**Zero attention span**). After which he uses whatever spells seem most fun to him, while maintaining his defense. Killing any of the characters is not his primary goal, but any companions are certainly fair game.

Mania uses *counterspell* only against something that either targets him, or which he considers unfun. An example of unfun is a caster targeting the froghemoth with electricity.

Should the characters defeat all the opponents before convincing Mania to reintegrate, Mania uses his next action to create some new monsters from one of the animal pens. If you use any other monster than the ones used previously make sure it is weird, confusing and/or funny. The monsters join the fight in the next round.

CONVINCING MANIA

To convince Mania that he should rejoin Danatar at least one of the characters must do something hilarious or crazy in a round. What, is completely up to the players to decide and for the DM to determine if it is funny or crazy enough. If the players are at least trying to be funny or crazy, you should usually grant them a success. Anything extremely funny or crazy grants a character inspiration, which they get from Mania.

At the end of each round, if something sufficiently funny or crazy took place the characters gain one additional success. After the **5th** success Mania and his monsters disappear and he reintegrates with Danatar. Reintegration also happens if Mania drops to 0 hit points or below, however such a forced reintegration triggers a **mental backlash** and every creature besides Danatar takes **16 psychic damage** as this happens.

Retreat is always an option and all it takes is for someone to ask Danatar to take everyone back to the tower, and he does so at the end of the round (including unconscious characters). However, if the characters return to the encounter, it will be fully reset as if nothing happened.

2c. ALWAYS ON TOP

Estimated Duration: 70 minutes

As the characters move through the double door they enter an imposing hallway

As the clarion call dies down you can take in the imposing hallway that stretches before you. The hallway is 20 feet wide with a high arched ceiling, and the floor is covered with a lush carpet dampening the sounds of your steps. The walls are lined at even intervals with statues of Danatar in athletic or pensive poses. The walls between the statues are filled with paintings depicting heroic scenes of battle or statecraft, always with Danatar at the center of them. Danatar as an angel, Danatar as a king, Danatar as a heroic knight. Danatar... there may be a theme here.

At the end of the hallway stands another set of double doors, flanked by two standing lions. The lions' facial features, unsurprisingly, resemble Danatar's.

If the characters examine anything in the hallways they find the references to Danatar showing up everywhere. Below the carpet is a mosaic of Danatar's features. The hinges on the doors are inscribed with his visage. The signature on all the paintings is Danatar's, etc.

As the characters proceed through the second set of double doors, which are not trapped and unlocked, they enter Ego's throne room.

The room in front of you defies belief and logic. At a first glance it's a giant set of stairs made up of floating platforms. The stairs all lead upwards to a huge throne while at the same time leading down to that throne. No matter which way you move though, the throne and its occupant are always up from you.

Rising from the throne is Danatar, but a Danatar that is nearly twice his normal height, has a full and neatly trimmed beard and a fashionable hairdo. An impressive musculature shows through the tight-fitting robes he is wearing, and a halo is shining from behind his head.

On two of the platforms additional large Danatar's step into view to look down and up at you and strike a defensive pose.

The Danatar that rose from the throne smiles dismissively and speaks. "Yes, well, I guess even a broken clock gets it right twice a day. Welcome. You may submit now. Or leave. Either way make it quick."

GENERAL FEATURES

The throne room has the following general features.

Size: The platforms are 20 by 20 feet and the height difference between each platform is 5 feet

Ceiling: No ceiling can be seen, but nothing can go beyond 30 feet above, below or to any side of the platforms.

Light: The entire area is well lit by light from a magical source. No matter where he is, Ego is always additionally lit by a spotlight from behind.

Spellcasting: The room is purposely weird, and this may make determining ranges for spellcasting difficult. To aid with this assume the maximum distance in the room at any time is 120 feet. 60 feet east to west, 90 feet north to south.

The construction with the platforms forms a Penrose stairs (Esher-esque) with a twist. Regardless of how things look on the map, the platform **Ego** is on is always up from the characters on other platforms.

Ego gives the characters a moment to either abase themselves and submit or leave. His patience is very limited.

If the characters submit Ego chuckles, compliments them on realizing his superiority and with a wave of his hand sends them and Danatar back to the tower. The characters are granted an additional free short rest as they arrive back in the tower.

If the characters take too long to decide (a couple of minutes, feel free to describe Ego tapping his foot or otherwise showing impatience) read or paraphrase the following:

With a loud "Harrumph", the supersized Danatar calls for your attention.

Any characters not yet on the first platform are magically moved there and the doorway they entered through disappears.

Ego and two **delusions of grandeur** (horned devils reflavored to look like Ego, see the **Delusions of Grandeur** below) move to attack the characters.

The characters' goal is to reintegrate **Ego** with **Danatar**. They can only do this by subduing him.

DELUSIONS OF GRANDEUR

The two horned devils guarding Ego look like fully armored, greatsword wielding versions of Ego himself. If the frost giant everlasting one is used, it too is a delusion of grandeur.

Adjust the horned devil or frost giant attacks to use a greatsword. The effects stay the same. The frost giant everlasting one hurls magical energy rather than rocks.

The delusions are not in fact fiends and they are native to this plane.

Ego

Ego looks like **Danatar**, but better in every way. Taller, stronger, more handsome.

Ego considers himself the best, at anything. He should be ruling the world. All others are beneath him and only exist to worship him.

A fully integrated stat block of Ego can be found in **Appendix V**.

Spells and changes to the base archmage: Swift death, domination and harsh beatdown are Ego's tools if it comes to a conflict. His spell list includes the following additional spells:

- 2: *shatter, crown of madness*
- 3: *fireball, lightning bolt, vampiric touch*
- 4: *No spells, used to cast 3rd level damaging spells or counterspell*
- 5: *dominate person, animate objects*
- 6: *disintegrate*
- 7: *prismatic spray*
- 8: *feeblemind*
- 9: *power word kill*

As his archmage spells Ego has: *crown of madness* and *shield*. Ego can cast these spells without using a spell slot or components.

Ego has the following special powers:

Larger than life: Ego has a permanent false life running, granting him 47 (1d4 + 44) temporary hit points. Ego's feet do not touch the ground, he hovers at all times, and Ego can teleport up to 30 feet as a move action.

Legendary actions: Ego 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. Ego regains spent legendary actions at the start of his turn.

- **Ego says NO:** Ego can give up one of his legendary actions to cast a second spell as a reaction even if he has already used a reaction this round. For instance, a second counterspell or an extra shield.
- **Ego says YES** (costs 2 actions): Ego can cast an additional spell of level 6 or lower.
- **Extra spell:** Ego can cast an additional spell of level 3 or lower.

Legendary Resistance (3/Day). If Ego fails a saving throw, he can choose to succeed instead.

All that and smart: Ego can add his intelligence bonus (+5) to any ability check (like concentration or grapple)

Contingency: An active contingency is running on Ego. When combat starts, a true seeing spell comes into effect. Note that neither contingency nor true seeing used in this fashion costs a spell slot.

My House: Ego gets a save against any effect that keeps him from participating in the encounter, at the end of his turn or after a legendary action, even if the effect does not normally allow for a save. This is his part of Danatar's mind after all.

Equipment. Ego is wearing a black robe of the archmagi. This increases his armor class to 17, the save DCs of his spells to 19 and the to hit for his spell attacks to +11

Convincing Ego. Ego cannot be convinced. Only subdued.

ADJUSTING THIS ENCOUNTER

The encounter is intended to be deadly. Ego is only interested in establishing his superiority and killing the characters works fine for that purpose.

Here are some suggestions for adjusting this encounter, per your group. These are not cumulative.

- **Very Weak:** Ego loses **1 legendary action**, his **Ego says YES** and his **larger than life** powers. The **horned devils** each have 48 less hitpoints
- **Weak:** Ego loses **1 legendary action** and **Ego says YES** power. The **horned devils** each have 28 less hitpoints
- **Strong:** Add a **delusion of grandeur** based on the **frost giant** everlasting one
- **Very Strong:** Add one **froghemoth** and add 1 to the save DCs of all monster abilities.

DEVELOPMENTS

Ego lacks the patience for great tactical plays while at the same time he is too smart to go toe to toe with any melee types. Ego attempts to beat down the characters with spells as quickly and efficiently as possible. Ego uses *power word kill* on the first character to get within 60 feet of him.

If Ego drops to 0 hit points or below, he reintegrates with Danatar. If this is not the last reintegration, then this forced reintegration triggers a **mental backlash** and every creature besides Danatar take **16 psychic damage** as this happens.

Retreat is always an option and all it takes is for someone to ask Danatar to take everyone back to the tower, and he does so at the end of the round (including unconscious or dead characters). However, if the characters return to the encounter, it is fully reset as if nothing happened.

2D. MEETING OF THE MINDS

Estimated Duration: 10 minutes

This encounter triggers after one personality has been reintegrated with Danatar. As the characters return to the tower room in Danatar's mind, something is off

As you enter the tower room, something is different. Directly above the desk a string of floating pebbles is weaving patterns in the air. *"Wait, I am not doing that"*, Danatar remarks. *"What is this?"*

The floating pebbles are the tar stones from the bowl on the desk and they are reacting to Berach attempting to locate them.

As soon as a character or Danatar touches or interacts with one of the stones they establish a connection between Danatar's mind and Berach's.

The room starts changing around you. The wooden desk fades to be replaced with a stone slab, though equally cluttered with magical implements. The circular walls are gone and in their place are rugged rock walls that resemble a natural cave. Boulders replace the chairs. The only thing remaining from the tower room is the fireplace, but that now floats in midair as it crackles comfortably. And while all this is happening Danatar is shaking his head as if to indicate this is not his doing.

"Hmmm fascinating" a deep sibilant voice without determinable origin hisses. *"Who are you? What have you done with my property? And more importantly, why are you in this delusion?"*

Berach, who's voice it is, gives everyone some time to respond and ask questions. Berach is trying to find out where the characters' bodies are located and tries to avoid giving out any information that may be used against it. It comments how unwise their current strategy is, as it is bound to damage their brains, a valuable resource.

If the characters push for actual information or when Berach decides it is not getting the information it needs (inevitable as the characters cannot be sure of where their bodies are), it escalates.

"Enough! This is getting me nowhere and you are just not that entertaining. Let me just rip what I need from your feeble minds so I can be on my way." The disembodied voice booms. Immediately a pressure starts building up in your head, quickly going from annoying, through uncomfortable into painful.

"Wait just a minute!" Danatar interjects. "You may be in my mind, but if so, I am also in yours". Danatar raises his fists to his temples and his face takes on a determined expression. The pressure in your head starts to subside slowly but surely before building back up. A small drop of blood runs out of Danatar's left ear as he grimaces. "Help ME!" he yells.

Have all the characters make a DC 15 Wisdom saving throw. If the group has more or equal successes compared to failures, they gain the story award **"Mental Fortitude"** at the end of the adventure. If there are more failures than successes the characters instead gain the **"Mental Fracture"** story award.

After the save is made the room returns to normal and everyone is once more in the tower room, with Danatar seemingly back in control.

Danatar sits behind his desk and grabs quill and paper and starts writing like a madman. If the characters question him on what he is doing he explains:

- Danatar was indeed able to read some of the mind of the voice that was addressing them.
- The voice belongs to Berach, an ageless alhoon.
- The alhoon is protecting something, but Danatar was unable to fully grasp what.
- The pebbles or stones are called tar stones.
- Tar stones can capture and store emotional energy in situations of extreme stress.
- Berach uses filled tar stones as a power source. It needs them, and it wants back the ones that are located wherever the characters' physical form is now.
- As the connection between his and Berach's mind was severed, Danatar felt a smug sense of accomplishment coming from Berach, as if it had figured out all it needed to.



PART 3. CONCLUSION

Expected Duration: 15 minutes

Having reintegrated Danatar, it takes him but a thought to have everyone wake up to find themselves in a real version of a tower room. It is not the same room though, instead it is the library of Hulmaster Manor.

Danatar thanks everyone profusely and offers them a reward from his family fortune, giving each character 500 gold pieces. In addition, he offers a *potion of mind reading* and a *scroll of antipathy/sympathy*.

REWARDS

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

EXPERIENCE (Min/Max XP: 8,625/11,500)

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.

Combat Awards

Name of Foe	XP Per Foe
Archmage	8,400
Death Kiss	5,900
Gauth	2,300
Death Tyrant	11,500
Catoblepas	1,800
Umber Hulk	1,800
Flail Snail	700
Froghemoth	5,900
Horned Devil	7,200
Frost Giant Everlasting One	8,400

Non-Combat Awards

Task or Accomplishment	XP Per Char
Reintegrating Paranoia	500
Reintegrating Mania	500
Reintegrating Ego	1,000

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Danatar's Reward	500 gp/character

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 detailed in the D&D Adventurers League Dungeon Master's Guide.

POTION OF MIND READING

Potion, rare

When you drink this potion, you gain the effect of the detect thoughts spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

SCROLL OF ANTIPATHY/SYMPATHY

Scroll, very rare

This spell can be found in the *Players Handbook*.

PLAYER REWARDS

For completing this mission, the characters earn downtime and renown as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

STORY AWARD

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

Mental Fortitude: You prevailed in a direct duel of the minds with the alhoon Berach, thus your mind is strengthened. You may choose to have advantage on each of the three mental saves once, scratching each off the sheet after use (once each for an Intelligence, Wisdom and Charisma save).

Mental Fracture: You failed in a direct duel of the minds with the alhoon Berach, thus your mind is weakened. You have disadvantage on each of the first three mental saves once (once each for an Intelligence, Wisdom and Charisma save). In addition, Berach has a special connection with your mind which might have an impact in future adventures.

DM REWARDS

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix:

NPC / Monster Statistics

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 15 (natural armor)

Hit Points 99 (18d8 +18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Proficiency Bonus +5

Saving Throws Int +9, Wis +6

Skills History +13, Arcana +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages Any six languages

Challenge 12 (8400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screaming*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

DEATH KISS

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (17d10 +68)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +8, Wis +5

Skills Perception +5

Damage Immunities lightning

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 10 (5900 XP)

Lightning blood. A creature within 5 feet of the death kiss takes 5 (1d10) lightning damage whenever it hits the death kiss with a melee attack that deals piercing or slashing damage.

ACTIONS

Multiattack. The death kiss makes three tentacle attacks. Up to three of these attacks can be replaced by Blood Drain, one replacement per tentacle grappling a creature.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. Hit: 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the death kiss can't use the same tentacle on another target. The death kiss has ten tentacles.

Blood Drain. One creature grappled by a tentacle of the death kiss must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) lightning damage, and the death kiss regains half as many hit points.

GAUTH

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8+27)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Int +5, Wis +5, Cha +4

Skills Perception +5

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 6 (2300 XP)

Stunning Gaze. When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't incapacitated and can see the creature. A creature that fails the save is stunned until the start of its next turn. Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If the creature does so, it can't see the gauth until the start of its next turn, when it can avert its eyes again. If the creature looks at the gauth in the meantime, it must immediately make the save.

Death Throes. When the gauth dies, the magical energy within it explodes, and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d8) piercing damage.

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

1. *Devour Magic Ray.* The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the gauth's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.
2. *Enervation Ray.* The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.
3. *Pushing Ray.* The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gauth and have its speed halved until the start of the gauth's next turn.
4. *Fire Ray.* The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.
5. *Paralyzing Ray.* The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6. *Sleep Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

DEATH TYRANT

Large undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 187 (25d10+50)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	19 (+4)	15 (+2)	19 (+4)

Saving Throws Str +5, Con +7, Int +9, Wis +7, Cha +9

Skills Perception +12

Damage immunities poison

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

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 14 (11,500 XP)

Negative Energy Cone. The death tyrant's central eye emits an invisible, magical 150-foot cone of negative energy. At the start of each of its turns, the tyrant decides which way the cone faces and whether the cone is active. Any creature in that area can't regain hit points. Any humanoid that dies there becomes a zombie under the tyrant's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed

ACTIONS

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

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

1. **Charm Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be charmed by the tyrant for 1 hour, or until the beholder harms the creature.
2. **Paralyzing Ray.** The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Fear Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. **Slowing Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Enervation Ray.** The targeted creature must make a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 17 Strength saving throw or the tyrant moves it up to 30 feet in any direction. The target is restrained by the ray's telekinetic grip until the start of the tyrant's next turn or until the tyrant is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The tyrant can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. **Sleep Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
8. **Petrification Ray.** The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10 foot cube of it.
10. **Death Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points

CATOBLEPAS

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 5 (1800 XP)

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

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

ACTIONS

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target.

Hit: 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	110 (-0)

Senses darkvision 120 ft., tremorsense 60 ft. passive Perception 10

Languages Umler Hulk

Challenge 5 (1800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) slashing damage.

Mandibles. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) slashing damage.

FLAIL SNAIL

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	8 (-1)

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive

Perception 10

Languages -

Challenge 3 (700 XP)

Antimagic Shell. The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll. If the snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

- 1-2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.
- 3-4. No additional effect.
- 5-6. The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

Flail Tentacles. The flail snail has five flail tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the regenerate spell, can halt this dying process.

ACTIONS

Multiattack. The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target.

Frozen Flail Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Scintillating Shell (Recharges after a Short or Long Rest). The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

Shell Defense. The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

* Flail Snail adapted to cold type

FROGHEMOTH

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

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

Saving throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages --

Challenge 10 (5900 XP)

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

ACTIONS

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

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

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

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

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

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 +1-, 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 (7200 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 10ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10ft., 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 to 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.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

FROST GIANT EVERLASTING ONE

Huge giant (frost giant), chaotic evil

Armor Class 15 (patchwork armor)

Hit Points 189 (14d12 + 98)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Str +11, CON +11, Wis +4

Skills Athletics +11, perception +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 12 (8400 XP)

Extra Heads. The giant has a 25 percent chance of having more than one head. If it has more than one, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Regeneration. The giant regains 10 hit points at the start of its turn. If the giant takes acid or fire damage, this trait doesn't function at the start of its next turn. The giant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Vaparak's Rage (Recharges after a Short or Long Rest). As a bonus action, the giant can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- The giant has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The giant makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage, or 30 (3d12 + 11) slashing damage while raging.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

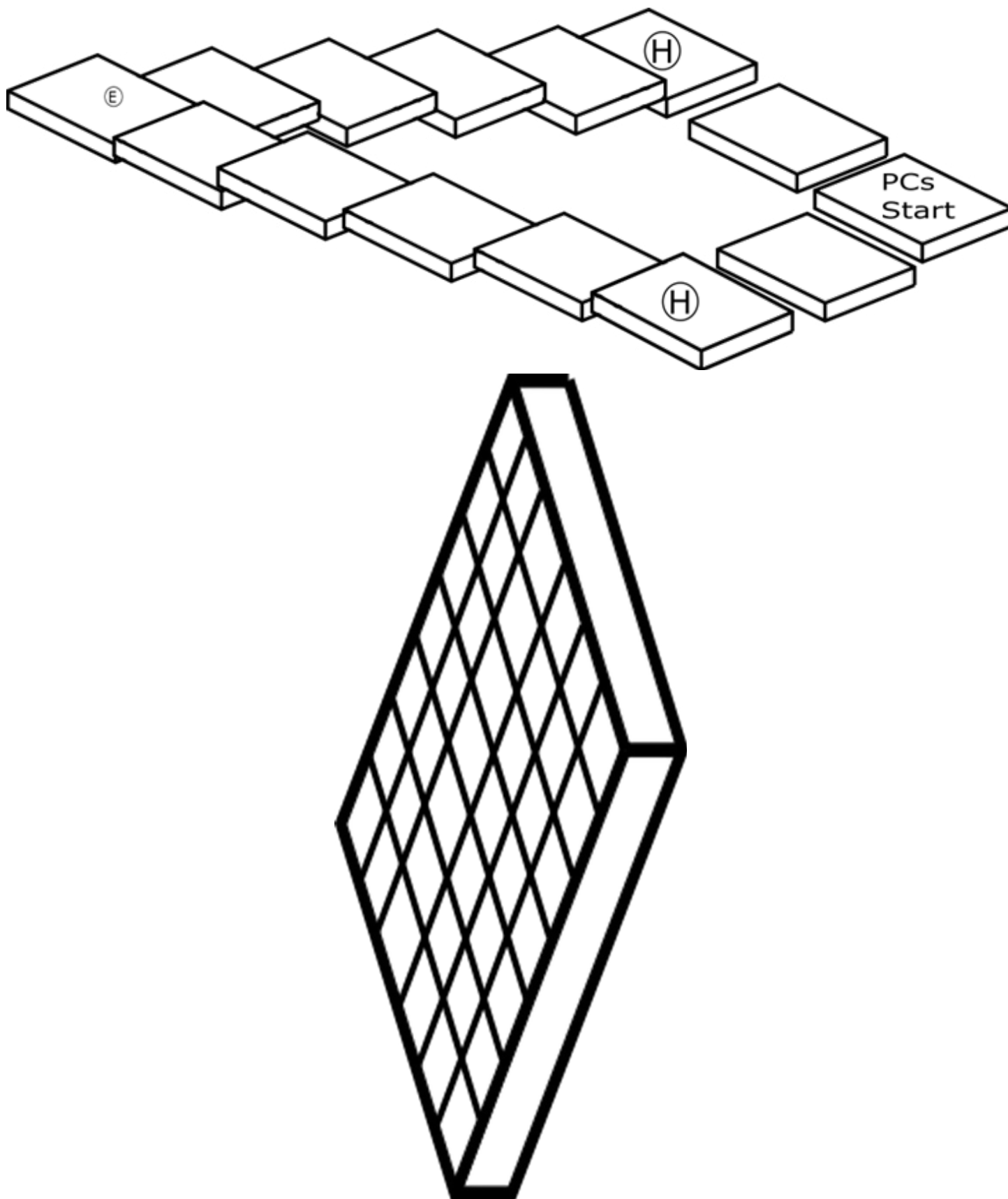
APPENDIX II. MANIA'S FAIR



Use the fountain as the platform and the surrounding tents as the animal pens.

APPENDIX. MAP: EGO'S ROOM

This map may be hard to draw. To make things easier one can print out the square on the next page 14 times (sorry trees), cut out the squares and just arrange them. Squares are not exactly 1 inch, but close.



APPENDIX III. A LEGEND IN HIS OWN MIND

The entire adventure takes place within the mind of the archmage Danatar. As a result, some things may not work as expected by the players. Instead they work as Danatar expects them to. Or in some cases as he, or one of his rogue personalities wants things to work.

As the adventure progresses Danatar should be getting a firmer grasp on reality and things may start working as expected by the characters once more.

While all 3 of his rogue personalities are free, Danatar is very confused and his influence on the world is limited. As he reintegrates personalities, his power over the world increases. See **Appendix IV** for more details on those changes.

Examples of things that will/may work differently:

- **Companion/minion creatures.** There is only so much imagination to go around. If any character use companions/minions like mounts, familiars, undead servants, shield guardians and the like, they can pick only one to bring with them in the adventure.
- **Banishment.** Everyone is, somehow, in Danatar's mind. There is no real place for anyone to be banished to. If

Danatar is not yet 2/3 reintegrated (freeing up some mind space) there is a significant chance that the player just cannot seem to recall how to cast this spell.

- **Teleportation/planar travel.** Teleportation at close range (like misty step) works just fine, but there is nowhere to go outside of Danatar's mind, so long distance travel does not work.
- **Simulacrum.** Danatar simply lacks the imagination to imagine a second copy of the same person. It is too confusing and thus fails (without consuming materials or a spell slot). If the character choses an existing simulacrum as their one companion that is fine. Remember however that the adventure starts with everyone already in Danatar's mind.
- **What you feel appropriate.** As a DM you are free to change the effects of things, if you feel it makes sense for the situation. This is not intended to be a stick to beat your players with. Aim for fun, not frustration.

APPENDIX IV DM HANDOUT – REBUILDING A WIZARD

At the start of this adventure Danatar is missing three aspects of his personality (Paranoia, Mania and Ego). These need to be reintegrated for Danatar and the characters to wake up from the comatose state they are currently in, in the real world.

Danatar is never affected by anything. This is his mind. All NPC's know this and he is never directly targeted.

Danatar has a certain amount of control over his mind and this control improves as he becomes more reintegrated. Starting out very confused, convincing Danatar to use this influence is hard in the beginning, but gets easier and quicker.

Should nobody have any social skills, allow people to substitute skills. For instance, Athletics can make a good Intimidate in a pinch. And to a studied wizard like Danatar an historic argument may also be very convincing.

Danatar always acts last in a round and has a normal complement of actions. He uses the last action he has been convinced of.

RETREAT

One thing Danatar can always do is retreat. If asked by any of the characters (or if they are all dead or unconscious) Danatar takes everyone back to his tower room in the blink of an eye.

You can hand players the information in appendix V as Danatar becomes more reintegrated.

REINTEGRATION

With **0 out of 3** personalities reintegrated, Danatar can use the following power:

Mindshape. When a character uses an action to convince Danatar (DC 18 Charisma (Persuasion, Deception or Intimidate)) to do so, Danatar can, as an action on his turn, change an area of the world in a 20 by 20 feet cube.

He can create light where there is darkness, water where there is rock, furniture where there is none. He can turn a table into a bucket of custard, whatever the characters can come up with, Danatar attempts. Danatar cannot create directly damaging effects.

If this happens in an area controlled by a rogue personality, the personality can force an opposed Intelligence check between it and Danatar. Only if Danatar wins this check does the change go into effect. Use your judgement on what a personality would and would not allow in their realm.

With **1 out of 3** personalities reintegrated, the DC for convincing Danatar to use Mindshape drops to 14 and Danatar has advantage on a possible opposed Intelligence check.

Danatar can additionally use:

Afterthought. When a character uses a bonus action to convince Danatar (DC 14 Charisma (Persuasion, Deception or Intimidate)) to do so, Danatar can, as a bonus action on his turn, give one character one of the following benefits:

- Be teleported up to 30 feet
- Make a save against an ongoing magical effect

With **2 out of 3** personalities reintegrated, convincing Danatar to use Mindshape or Afterthought no longer requires a check, just an action or bonus action. Danatar can additionally use:

Quick Thinking. When a character uses an immediate action to convince Danatar (DC 10 Charisma (Persuasion, Deception or Intimidate)) Danatar can, as an immediate action give one character one of the following benefits:

- Gain advantage on their next d20 roll
- Add a +5 bonus to their last d20 roll.
- Attempt to counterspell a spell being cast.

Flee you fools. When a character requests it, Danatar can use an action to grant every character an extra move action to be used immediately.

AUTHOR NOTES

As Danatar gains more mental control he may (up to you as a DM) decide to act without being convinced, provided the characters have not given him an assignment.

Mindshape cannot create directly damaging effects, so no fire, cold, flying razors, caltrops under a monster, etc. Indirectly damaging effects are fine. You get to decide what goes here. My advice; the cooler the thing people come up with the more likely it is ok.

APPENDIX V PLAYER HANDOUTS – REBUILDING A WIZARD

With **0 out of 3** personalities reintegrated, Danatar can use the following power:

Mindshape. When a character uses an action to convince Danatar (DC 18 Charisma (Persuasion, Deception or Intimidate)) to do so, Danatar can, as an action on his turn, change an area of the world in a 20 by 20 feet cube.

He can create light where there is darkness, water where there is rock, furniture where there is none. He can turn a table into a bucket of custard, whatever the characters can come up with, Danatar attempts. Danatar cannot create directly damaging effects.

If this happens in an area controlled by a rogue personality, the personality can force an opposed Intelligence check between it and Danatar. Only if Danatar wins this check does the change go into effect. Use your judgement on what a personality would and would not allow in their realm.

Mindshape cannot create directly damaging effects, so no fire, cold, flying razors, caltrops under a monster, etc.

With **1 out of 3** personalities reintegrated, the DC for convincing Danatar to use Mindshape drops to 14 and Danatar has advantage on a possible opposed Intelligence check.

Danatar can additionally use:

Afterthought. When a character uses a bonus action to convince Danatar (DC 14 Charisma (Persuasion, Deception or Intimidate)) to do so, Danatar can, as a bonus action on his turn, give one character one of the following benefits:

- Be teleported up to 30 feet
- Make a save against an ongoing magical effect

With 2 out of 3 personalities reintegrated, convincing Danatar to use Mindshape or Afterthought no longer requires a check, just an action or bonus action. Danatar can additionally use:

Quick Thinking. When a character uses an immediate action to convince Danatar (DC 10 Charisma (Persuasion, Deception or Intimidate)) Danatar can, as an immediate action give one character one of the following benefits:

- Gain advantage on their next d20 roll
- Add a +5 bonus to their last d20 roll.
- Attempt to counterspell a spell being cast.

Flee you fools. When a character requests it, Danatar can use an action to grant every character an extra move action to be used immediately.

APPENDIX V DM HANDOUT – FULL PERSONALITY STATISTICS

PARANOIA

Medium humanoid (human), neutral

Armor Class 15 (natural armor)

Hit Points 99 (18d8 +18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Proficiency Bonus +5

Saving Throws Int +9, Wis +6

Skills History +13, Arcana +13

Damage Resistance damage from spells

Senses passive Perception 12

Languages Any six languages

Challenge 12 (8400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast dissonant whispers and Shield at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *blur**, *mirror image**, *misty step*

3rd level (3 slots): *counterspell*, *fear*, *lightning bolt*

4th level (3 slots): *arcane eye*, *fire shield*, *Otiluke's Resilient Sphere*

5th level (3 slots): *Bigby's hand*, *mislead*, *scrying*, *wall of force*

6th level (1 slot): *contingency**, *globe of invulnerability*

7th level (1 slot): *forcecage*

8th level (1 slot): *antipathy/sympathy**

9th level (1 slot): *foresight**

*The archmage casts these spells on itself before combat.

Focused by fear: Knowing everything and everyone is against him has focused Paranoia's mind to an extreme degree. This focus will allow him to concentrate on one additional spell. Paranoia will have to make a concentration check for this additional spell as usual when taking damage.

Contingency. An active contingency is running on Paranoia. If Paranoia ever gets hit by an attack or spell, a "Mislead" spell will come into effect. (may require him to drop concentration on one of the two concentration spells he can have active, pre-existing; neither contingency nor mislead cost a spell slot)

My House: Paranoia gets a save against any effect that keeps him from participating in the encounter, at the end of his turn, even if the effect does not normally allow for a save. This is his part of Danatar's mind after all.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage

AUTHOR NOTES

There is overlap in spell effects on Paranoia. Foresight already gives all attackers disadvantage so the blur is not strictly needed. Yes, Paranoia is THAT paranoid.

MANIA

Medium humanoid (human), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 99 (18d8 +18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Proficiency Bonus +5

Saving Throws Int +9, Wis +6

Skills History +13, Arcana +13

Damage Resistance damage from spells

Senses passive Perception 12

Languages Any six languages

Challenge 12 (8400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast tasha's hideous laughter and shield at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *enlarge/reduce*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *hypnotic pattern*, *lightning bolt*

4th level (3 slots): *hallucinatory terrain*, *fire shield*, *polymorph*

5th level (3 slots): *mislead*, *animate objects*, *wall of force*

6th level (1 slot): *otto's irresistible dance*, *mass suggestion*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *maze*

9th level (1 slot): *prismatic wall*

*The archmage casts these spells on itself before combat.

First to the party. Mania does not roll for initiative. He just always goes first. He feels life is more fun this way.

Contingency. An active contingency is running on Mania. If Mania ever gets hit by an attack or spell, a "Mislead" spell will come into effect. (preexisting; neither contingency nor mislead cost a spell slot)

My House. Mania gets a save against any effect that keeps him from participating in the encounter, at the end of his turn, even if the effect does not normally allow for a save. This is his part of Danatar's mind after all.

Zero Attention span. Every spell Mania casts lasts only until the start of his next turn regardless of whether it requires concentration. This includes spells like Maze.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage

AUTHOR NOTES

Mania is all about crazy and colors. The crazier the better. Mania hates boring people and will target them first and foremost.

Ego

Medium humanoid (human), lawful evil

Armor Class 17 (natural armor + robe of the archmagi)

Hit Points 146 (18d8 + 18 + permanent false life)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Proficiency Bonus +5

Saving Throws Int +9, Wis +6

Skills History +13, Arcana +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages Any six languages

Challenge 12 (8400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks, robe of the archmagi included). The archmage can cast crown of madness and shield at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (4 slots): detect magic, identify, mage armor, magic missile

2nd level (3 slots): shatter, mirror image, misty step

3rd level (3 slots): counterspell, fireball, lightning bolt

4th level (3 slots): no spells, used to cast 3rd level damaging spells or counterspell

5th level (3 slots): cone of cold, dominate person, animate objects

6th level (1 slot): disintegrate

7th level (1 slot): prismatic spray

8th level (1 slot): feeblemind

9th level (1 slot): power word kill

Larger than life. Ego has a permanent false life running, granting him 47 (1d4 + 44) temporary hitpoints. Ego's feet do not touch the ground, he hovers at all times, and Ego can teleport up to 30 feet as a move action.

Legendary actions. Ego 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. Ego regains spent legendary actions at the start of his turn.

- **Ego says NO** Ego can give up one of his legendary actions to gain an additional immediate action to, for instance, cast a second spell as a reaction even if he has already used a reaction this round. For instance, a second Counterspell or an extra Shield.
- **Ego says YES** (costs 2 actions) Ego can cast an additional spell of level 6 or lower.
- **Extra spell** Ego can cast an additional spell of level 3 or lower.

Legendary Resistance (3/Day). If Ego fails a saving throw, he can choose to succeed instead.

All that and smart. Ego can add his intelligence bonus (+5) to any ability check (like concentration or grapple)

Contingency. An active contingency is running on Ego. When combat starts, a "True Seeing" spell will come into effect on (preexisting, neither contingency nor true seeing cost a spell slot)

My House. Ego gets a save against any effect that keeps him from participating in the encounter, at the end of his turn or after a legendary action, even if the effect does not normally allow for a save. This is his part of Danatar's mind after all.

Equipment. Ego is wearing a black robe of the archmagi. This increases his armor class to 17, the save DCs of his spells to 19 and the to hit for his spell attacks to +11 (already included in his statistics)

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage

AUTHOR NOTES

The map setup in Ego's part of the mind makes meteor swarm near impossible to avoid even if the PCs are doing everything right tactically. So, the spell is not on Ego's spell list. You can swap it in as that is your prerogative as a DM, just be careful.

PLAYER HANDOUT 1. STORY AWARD

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STORY AWARD

Mental Fortitude: You prevailed in a direct duel of the minds with the alhoon Berach, thus your mind is strengthened. You may choose to have advantage on each of the three mental saves once, scratching each off the sheet after use (once each for an Intelligence, Wisdom and Charisma save).

Mental Fracture: You failed in a direct duel of the minds with the alhoon Berach, thus your mind is weakened. You have disadvantage on each of the first three mental saves once (once each for an Intelligence, Wisdom and Charisma save). In addition, Berach has a special connection with your mind which might have an impact in future adventures.