

THE VOICE IN THE NIGHT

Part Three of the Yûlash Series

A bizarre sea monster has been spotted near Hillsfar. Strange voices visit people in their dreams. Zealots preach about the Great Old Ones' return. Can you find out the truth before the voice consumes everyone's sanity?

A Four-Hour Adventure for 11th–16th Level Characters



AL SPADER
Adventure Designer

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Story Arc Coordinator: Mark Merida

Editor: Ruth Jedlinsky

Formatting and Layout: David Jedlinsky

Art: Luiz Prado

Yûlash Sigil: Jay Africa

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Alan Patrick, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Lysa Chen

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INTRODUCTION

Welcome to *The Voice in the Night*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Yûlash* series.

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.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than 11	Very weak
3–4 characters, APL equivalent to 11	Weak
3–4 characters, APL greater than 11	Average
5 characters, APL less than 11	Weak
5 characters, APL equivalent to 11	Average
5 characters, APL greater than 11	Strong
6–7 characters, APL less than 11	Average
6–7 characters, APL equivalent to 11	Strong
6–7 characters, APL greater than 11	Very strong

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.

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. Familiarize yourself 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 the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

"We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far."

—*The Call of Cthulhu* (H. P. Lovecraft)

ADVENTURE BACKGROUND

The town of Yûlash forced all of its inhabitants out due to massive sinkholes opening up all around the city. The inhabitants have been forced to survive in shanty towns with few possessions and little food. The towns of Hillsfar and Elventree have been offering aid to the shanty towns around Yûlash.

One of these shanty towns called Hilltop thrived and built an actual town. The inhabitants, however, were acting strange and had little to no understanding about commerce. Fearing some of Grazz't's minions may have survived, spreading their madness across the land, Elanil Elassidil decided to investigate and was kidnapped.

A group of adventurers were hired to find Elanil and defeat whatever evil she was looking for. Along the way, the adventurers found strange shapechangers who had replaced many of the people in the town of Hilltop. Once their leaders were defeated, the remaining kaorti shapechangers fled to the Moonsea where a massive ship awaited them.

The kaorti shapechangers have been using the ship (which is actually a giant nautiloid) to scuttle ships and bring them to their master, a morkoth named Razzeltryx.

The nautiloid is supposed to be piloted with a psychic link from a mind flayer, but without one, the shapechangers have tried changing into a mind flayer with little success. As such, the mind flayer has been able to use the nautiloid, but not to its full potential.

Razzeltryx has been drawing sailors and people toward its lair using telepathic messaging. Every night it tries to manipulate the people of Hillsfar into coming to the island it currently calls home. This lair has been constructed inside the corpse of a gargantuan dragon turtle.

Once people arrive, Razzeltryx takes their possessions and experiments on their minds. Razzeltryx has been trying to spark people's psychic abilities through stress and torture. If it is able to create a psionic army, Razzeltryx's master (revealed in a future adventure) will give its real island back.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Hillsfar (HILLS-far). The City of Trade, which is struggling to move on from the days of the second Great Law of Humanity.

Vuhm Yestral (VOOM YES-tral). The First Lord of Hillsfar has taken great interest in helping the city of Yûlash. With his Red Plume soldiers, he has been intent on removing all evil threats from the area surrounding the town.

Captain Pip Sterling (PIP STER-ling). Pip is a happy-go-lucky sailor who fancies himself a pirate. He is extremely confident in his abilities and is prideful to a fault.

Razzeltryx (RAZ-el-TRICKS). Razzeltryx has come to Toril to create a psionic army to trade in exchange for his island which was stolen by its master.

ADVENTURE OVERVIEW

The citizens of Hillsfar have been having horrible nightmares and hearing voices before they fall asleep. Ships have gone missing on the Moonsea. A giant sea monster has been spotted not far off shore. First Lord Vuhm Yestral knows that the "sea monster" is actually a ship that the kaorti shapechangers have been using for travel. Yestral feels there is a connection between the shapechanger vessel and the bizarre happenings in Hillsfar.

Part 1. Follow Me Home—25 minutes. The characters make their way through Hillsfar to the First Lord's tower and get their assignment. They then travel to the docks where they find a ship captain to help them take out the sea monster to see what is going on.

Part 2. The Beast Awakens—45 minutes. The characters make their way to the sea monster ship and battle the kaorti shapechangers. The party discovers a colony of formless Kaorti shapechangers and the ship carries them to the center of the Moonsea where a massive storm is brewing.

Part 3. The Mysterious Isle—80 minutes. The characters explore the dragon turtle corpse that Razzeltryx is using as a lair while it tries to create an army in exchange for its real island. A storm builds up intensity making climbing the turtle shell a challenge. The party encounters some Far Realm creatures along the way.

Part 4. Ignition—90 minutes. The characters make their way through the morkoth's lair. Here they discover the awful things Razzeltryx has done to people while trying to ignite their psionic spark. The party must solve puzzles separately and then defeat the monster in its current lair.

ADVENTURE HOOKS

The player characters can become involved in the story in several ways, some of which involve their character factions.

Cleanup Duty. Characters who have played in CCC-TRI-01 or CCC-TRI-02 helped First Lord Vuhm Yestral remove a band of shapechangers and/or an illithid elder brain. Yestral requests their help once more, this time with a sea monster. He has sent a request to meet at a secret location beneath the Muddy Rudder Tavern.

Mercenary Work. With the effort to rebuild Yûlash, Hillsfar is looking for laborers and guards. In the last week or so, rumors of a sea monster in the bay outside of Hillsfar have all but destroyed the shipping trade. Characters with a soldier or sailor background may be interested in this work.

Faction Aid. The discovery of a portal beneath Yûlash has all the factions trying to learn more about its effects. Now that the portal has been closed, what impact has it had on the surrounding area? Faction members have been asked to meet secretly with First Lord Yestral in the basement of the Muddy Rudder Tavern.

PART 1. FOLLOW ME HOME

"The interesting thing about the Far Realm is that it isn't a part of our cosmology, it is truly... alien."

—Northerr Von Saint, Research Notes

THE FIRST LORD'S TOWER

Estimated Duration: 30 Minutes

As you walk through the town to the Muddy Rudder Tavern, you overhear people on the streets talking about "strange dreams" and "voices at night". What at first sounded like a crazy person ranting becomes a bit more alarming when you hear dozens of people telling similar stories to others on the street.

If the players wish, they can choose to interact with townsfolk on the way to their meeting. If time allows, let them roleplay and gather some information using whatever type of skill check you deem appropriate (DC 18). If the players succeed, they get one piece of information below, if they succeed by five or more, they get all the information below. If the character fails, the person they approach turns and runs from them.

- The dockworkers have been talking about a bizarre sea creature that has been stalking the harbor. Several ships have gone missing since the sea monster appeared.
- No captain has dared sail in three days for fear of their lives.
- Since the monster was seen, people have been hearing voices in their heads at night and having terrible dreams. One woman shares her dream: "I woke up floating among the stars when, all at once, they blinked. It was like a million eyes were watching me. While they were out, I saw a massive outline of a creature with tentacles, claws, and the most awful beak I've ever seen. When the stars relit, I felt something crawling in my head. It was as though there was a snake where my brain should have been!"
- "Every night before bed I hear a faint voice saying 'Come to me.'"

Once the characters have had a chance to gather some rumors, they arrive at the Muddy Rudder.

When you arrive at the meeting place in the Muddy Rudder, you see the First Lord, as well as several other faction representatives—including Seranolla the Whisperer and Lord Firehall.

Yestral greets you with a grim smile and says, "Welcome my friends!. I fear the news from Yûlash has struck home with a closed fist. The shapechangers that eluded capture in Hilltop made their way to a ship that was waiting for them. Since they escaped a week ago, a bizarre sea monster has been terrorizing our

port. Many ships have gone missing and captains are afraid to leave Hillsfar. We think there must be some connection between these two events—in fact, we also think this sea monster is causing our citizens to hear voices in their beds at night. The bottom line is this—I want you to find a captain who is willing to sail you out there to kill the monster, find the ship those awful shapeshifters escaped on, and wipe them from this plane of existence. Oh and, if possible, please find out what that beast has done with our ships!"

If the players haven't played in CCC-TRI-01 or CCC-TRI-02, First Lord Yestral gives them this quick summary:

- A rogue elder brain opened a portal to a bizarre place that brought all kinds of aberrations to our world. The elder brain was replacing villagers in a village called Hilltop with aberrant creatures that can take any shape and then transforming the townsfolk into illithids.

Yestral also provides the following information:

- Many people believe there is a link between the bad dreams and voices people have been experiencing and this sea monster.
- He will provide 500 gp each for payment up front to pay for supplies and to hire a ship. Other rewards will be given on how much information you bring back and what you are able to accomplish.
- Due to other "issues", all ships that belong to the Hillsfar government are currently preoccupied.
- Many captains fear the monster so persuading them with coin and the favor of the First Lord may go a long way.
- The sea monster looks like a massive nautiloid with decks fused to its shell and head.
- If it is possible to find out what the shapechangers are up to, please investigate further.
- In addition to payment, anything of value you find is yours to keep.

FACTION ASSIGNMENT: LORDS' ALLIANCE

If there are any Lords' Alliance members in the group, they are approached by Lord Firehall and are given the following assignment:

A lavishly decorated Red Plume who you recognize as Lord Firehall approaches you and says, "It has come to my attention that a supply of weapons was aboard a ship that has gone missing. The cargo was aboard the Lycia's Heart, a merchant ship that normally transports food and wares. The weapons were being brought to Yûlash and represent a vast amount of money. If you see the ship while you are out there, try to collect as many of the weapons as possible and bring them back to us! The weapons will be etched with a 'GG' and a

'Rose' somewhere on them. We sent swords, hammers, axes, spears, and bows. Take this." He hands you a bag and says, "This will hold an entire armory, bring it back to me full!"

FACTION ASSIGNMENT: EMERALD ENCLAVE

If there are any Emerald Enclave members in the group, they are approached by Seranolla the Whisperer and are given the following assignment:

Seranolla the Whisperer pulls you to the side and speaks to you in a soft, calming voice. "One of our men, named Phadius Bean, followed the sea creature to see what it was up to. He never returned. If you can bring him back, or any evidence of what happened to him, the Enclave will be forever in your debt." There is much distress on her face as she finishes speaking to you.

THE DOCKS

The acrid stench of fish and sea water cause your nostrils to flare. Everywhere you look, stalls are set up peddling all forms of mollusks, crustaceans, and fish. As you watch a particularly dazzling display of large fish being tossed from one stall across the street to another, you hear a voice yelling over the crowd. As you investigate further, you see a man standing on a crate with about a dozen people standing around him listening intently.

If the characters choose to listen in, they hear:

- "The voice is a sign! The Great Old Ones are returning to consume us all!"
- "The horror stories from our youth will come true! Behold their power! Behold their majesty!"
- "We must accept our fate! Through our worship, we shall be saved!"

If the characters wish to stick around to ask the man questions, he refuses to give his name and tries to change every question into something about the Great Old One, often asking a specific character to join him in worshiping the Old Ones as gods. If he is asked about the voice that he hears, he tells them it is "beautiful" and "eye opening". The voice "soothes" him into a peaceful sleep.

Allow the characters to roleplay around the dock, meeting up with different captains (time permitting). The captains all refuse to help for fear of their lives saying things like "no amount of payment or favor is worth risking my life". However, one captain does suggest going to "Dock G" as there is a crazy captain there looking to kill the beast.

DOCK G

When the characters make it to Dock G, they see another man standing on a crate yelling. This one however, has no people listening to him. If the characters listen in, this is what they hear:

- "For glory, we must defeat the beast! Only then can our shipping lanes be safe!"
- "Through our fearlessness our fathers will be proud!"
- "Come my friends, honor those who have fallen to the depths with your lives!"
- "The Silver Corsair is the fastest and most maneuverable ship on the Moonsea! With it, we are guaranteed victory!"

ROLEPLAYING CAPTAIN PIP STERLING

Pip is an overly excitable, flamboyant swashbuckler who fancies himself a pirate. His purple cape and tricorne hat are always as clean as can be. Pip takes pride in his nautical skills and treats everyone as if they are his best friend... sometimes annoyingly so.

Quote: "Heeyyy paall what have you been up to? Ready for some excitement?"

When he sees the party coming, Pip approaches them with his arms outstretched. Any character with a passive perception of 15 or higher notices that the ship behind Pip is a merchant vessel and not a military one. Characters with the sailor background know that this ship is slow and not very maneuverable.

"My friends! Welcome to the Silver Corsair! The fastest ship on the Moonsea! How is it that I can assist you? Interested in slaying a sea monster by chance?"

Pip gives the following information before agreeing to sail with them free of charge:

- He hasn't even seen the monster but is confident he can kill it with the party by his side.
- If the players tell him the sea monster is actually a ship, he says "even better, I've boarded and scuttled many a ship in my life!"
- He offers to bring the characters out to the monster and then bring them home after.
- He apologizes that he doesn't have a lifeboat on the ship due to some "unforeseen complications" a couple days ago with a barbarian.

Allow the characters to attempt DC 15 Wisdom (Insight) checks. If they succeed, they believe that Pip is serious about killing the monster and sense the pride in his voice when he speaks of it. If they fail, the characters feel that while Pip seems quite eccentric, he is serious about killing the monster but also think that he sounds like a complete idiot.

PART 2. THE CREATURE AWAKENS

"It appears as though storms in the Far Realm impact the mind, as well as the land."

—Zavier Crynoth, Research Notes

Estimated Duration: 60 Minutes

The sea air is a welcome reprieve from the smell of fish at the docks. Your captain, while a bit unorthodox, seems to know what he is doing. Pip is always laughing about something, offering to teach you how to use the helm, and explaining what each rope is for.

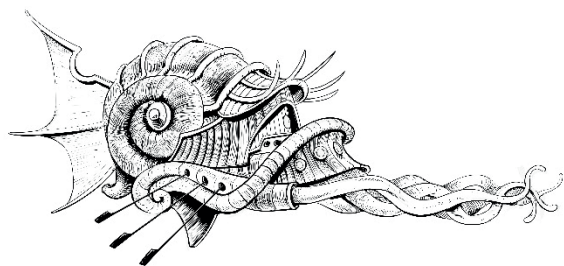
ON THE HORIZON

Estimated Duration: 40 Minutes

After two hours of fairly easy travel, Pip Sterling clicks his spyglass shut and turns to the characters. "So ummmm what's the plan when we find this thing?" If they can't come up with a decent plan in 5 minutes, Pip says "Worst comes to worst, I can always ram it! Haha! Then you guys can hack away at the beast!"

Regardless of the plan decided by the characters, read the following:

An erupting torrent of water sprays over the starboard side of the ship. A gargantuan, shelled beast rises from the depths less than twenty-five feet away from the Silver Corsair. The creature towers above your deck and attached to the beast's shell are three decks of its own. Several humans with tentacles growing from their heads roam the bottom deck while a mind flayer and an elf in dark robes man the main deck.



Three **kraken priests**, one **mind flayer psion**, and one **warlock of the Great Old One** are the crew of this beast-ship; though when they are defeated, they turn into puddles of black ichor as they are truly kaorti shapechangers (all should have their type changed to *aberration (shapechanger)*). As an action, any shapechanger may absorb a puddle to heal up to 50% of their maximum hit points if they

are below 50%. The puddles can be destroyed if they are dealt any damage from a spell or an attack.

KAORTI SHAPECHANGER WARLOCK (WARLOCK OF THE GREAT OLD ONE)

- Change type to *aberration (shapechanger)*.
- Remove *detect magic*.
- Replace Whispering Aura with the following:
Repelling Blast. When the warlock hits a creature with *eldritch blast*, it can push the creature up to 10 feet away from itself in a straight line.

SETTING UP THE ENCOUNTER

Very Weak

- **Kraken Priest:** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One:** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

Weak

- **Kraken Priest (2):** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One:** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

Average

- **Kraken Priest (3):** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One:** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

Strong

- **Kraken Priest (3):** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One (2):** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

Very Strong

- **Kraken Priest (4):** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One (2):** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

TACTICS

On the first round of combat, on initiative 20, the nautiloid will slam its tentacles into the ship and grab it. It will then list and either rise into the air or lower into the water with it.

The kraken priests will go first and cast either *Evard's black tentacles* or *call lightning* as they try to draw out some *counterspells*.

The warlock will use its *eldritch blast* to push enemies off the monster or back into the black tentacles.

The mind flayer psion will use its mind blast and then attempt to use *crown of madness* on a weak-minded character. If the mind flayer ends up in melee range of the party, it will use telekinesis to attempt to throw them into the water.

The nautiloid is not a stable vessel. Every round, on initiative count 20, roll a d4 and consult the table below. Players must make a DC 18 Dexterity (Acrobatics) check or slide 10 feet in the direction noted on the chart. If the characters fail the check by 5 or more, they are also knocked prone. This can

cause a character to fall off the decks and into the water, as there are no railings on the edge of the decks.

NAUTILOID LISTING DIRECTION

d4 Roll	Effect
1	The nautiloid lists to port (left, when facing front)—reroll if this was rolled last round
2	The nautiloid lists to starboard (right, when facing front)—reroll if this was rolled last round
3	The nautiloid lists to stern (back, when facing front)—reroll if this was rolled last round
4	The nautiloid lists to bow (forward, when facing front)—reroll if this was rolled last round
Even	The nautiloid moves 30 ft. upward (yes, it can fly!)
Odd	The nautiloid moves 30 ft. downward (yes, it can dive!)

TRICKS OF THE TRADE

Wildly pitching deck! To add to the fun, if you roll the same number as last round, reroll the result. Don't forget to apply falling damage if someone falls off a deck and into the water!

Kaorti shapechangers are a group entity. When the creatures die, they become puddles of black ichor on the floor of the deck they are on. If an enemy takes an action to walk into a puddle, they absorb the slime and heal up to 50% of their maximum HP if they are below 50%. A puddle can be destroyed if it takes any damage from a spell or an attack.

Climbing the shell. The nautiloid shell is smooth but can be climbed with a successful DC 22 Strength (Athletics) or Dexterity (Acrobatics) check.

What about Pip? Pip Sterling is a **swashbuckler** who will fight any creatures that try to board his ship. On round 2, Pip will attempt to board the beast but a sudden shift of the ship causes him to fall into the water. If the party looks for him, Pip can't be found without using magical means. If the party does locate Pip, he is unconscious and drowning. If the party can resuscitate him with a DC 15 Wisdom (Medicine) check, he will gladly join them on their adventure.

DEVELOPMENTS

When the combat ends, the nautiloid begins flying out to sea toward a mass of black storm clouds. Allow the characters to try to control the beast, but it will only respond to a telepathic bond, which the morkoth currently has on it. If someone in the party attempts to cast a telepathic bond with the beast, they find another mind already there and can't establish a connection. The creature continues to hold on to Captain Sterling's ship; however, there is no sign of Pip at all.

During their travel, the characters can find a hidden room with a DC 17 Intelligence (Investigation) check. The door opens up into a room inside the nautiloid's shell.

Inside the shell is a dank humid room with a pool at its center. Closer inspection of the pool reveals a blackish slime which budes and moves about. At points you think you can even see faces in the slime. It appears to be the same substance that the warlock, kraken priests, and mind flayer turned into when they were defeated.

Allow the characters to make a DC 18 Intelligence (Arcana) or Wisdom (Nature) check. If they succeed, they figure out the following:

- There are some creatures in the world that live together as colonies, perhaps this slime is how the shapechangers live before assuming a form.
- This would explain how so many shapechangers escaped from Hilltop yet only a few were seen on the ship.
- There must have been a reason one of the shapechangers took on the form of a mind flayer.
- A little bit of damage could probably destroy this kaorti colony.

TREASURE

The room also has a pile of boxes located at the back. Inside one of the boxes, the characters find a *scroll of armor of agathys* written as a 4th level spell, a large diamond, and two *potions of supreme healing*. Inside another box is twenty warhammers with the initials GG and a rose etched on the top. This is clearly part of the cache that Lords' Alliance needs for their special mission. The characters also find a map of the Moonsea showing an island with a bunch of arrows pointing to it. Everyone can notice that this is the direction the nautiloid is traveling.

CONTINUING THE TRIP

The trip to the island will take about two hours, so allow the characters to take a short rest if they need it.

Feel free to have interesting encounters on the way such as: A man swimming toward the storm clouds because the voice in head told him to and/or a mass of bodies floating on the water of those who died trying to swim toward the storm. The characters should get the sense that, even though they don't know what it is, something is trying to draw people toward the mysterious island to which they are flying

PART 3. THE MYSTERIOUS ISLE

“When the Quin first travelled to the Far Realm, we had no idea they’d be turned into the Kaorti, but the real question you should be asking is ‘How did the Kaorti change into these shapeshifters?’”

—Ian Vor, Drunken Rant

Estimated Duration: 60 Minutes

After an hour of travel, a massive storm hits. Lightning streaks across the sky and rain pours down upon you. In the distance you see an island that appears to be covered with tall limbless trees. As you get closer, you realize the limbless trees are actually masts belonging to over a dozen ships which have run aground, all around the island. The nautiloid lands among the crashing waves and deposits your ship on the shore next to another massive vessel.

GENERAL FEATURES

Terrain. Many large, sharply pointed rocks that seem to be fused together.

Weather. A monsoon is raging with the island at its eye. Wind is blowing in gusts up to 50 miles per hour and rain is pouring from the sky.

Light. Dim light as the sun is blocked out by the storm clouds.

Smells and Sounds. The scent of ozone overwhelms the senses. Water cascades down from the top of the hill on the island creating raging rivers and waterfalls all around.

The ships that have run aground all look to be fused to the island by the same substance that the nautiloid’s decks were fused to its shell with.

The island is about a hundred and fifty feet wide, however, the ships fused to its side give the illusion that it is much larger. The island has a hill in the middle that is about fifty feet tall. The rocky ground is covered with water and a fast-moving stream pouring down from the center of the island.

The olive colored rocks that completely cover the island are large and smooth, but most taper to sharp points—making climbing a chore. The rocks’ sharp edges can fray a rope with just the slightest pressure applied.

A DC 18 Intelligence (Nature) check reveals that the rocks this island is made of are not any kind of rock you’ve ever seen. A dwarf or gnome will recognize this without having to make the check.

A DC 18 Intelligence (Medicine) check will identify this substance as bone. The bones all look connected into what appears to be a shell of some sort.

If the characters wish to explore this further by going into the water, they may do so, but the waves are over 10 feet high and a massive undertow

could suck them out to sea. Have them make skill checks as you see fit (all DC 20) and apply effects as needed. Remember, this is supposed to be fun and challenging, not impossible. If they do dive underwater, it becomes apparent that this island is not attached to the seafloor and is just floating on the surface. The characters can see a massive claw dangling beneath the island. This “island” appears to be a gargantuan turtle of some sort. It appears to either be asleep or dead.

Anyone with a passive perception score of 17 or higher notices that the ship next to where they disembark the nautiloid has the letters “L-Y-C” painted on its side sticking out of the water—Clearly this is the Lycia’s Heart. Lords Alliance members might recognize this as the ship that went missing that had the weapons on it. If a Lords’ Alliance character wishes to explore further, run “The Missing Cache,” otherwise run the “Scaling the Hill” encounter.

THE MISSING CACHE

There are plenty of ropes and nets hanging from Lycia’s Heart, so getting up onto the bow is easy. The ship is fused to the island at a 45-degree angle causing the aft section of the ship to be below the water line. There is a door leading to the hold, but it is submerged in water at the aft of the ship. If the characters wish to go further into the ship, they may do so, however, the hold is also partially submerged.

The hull has several holes smashed into its sides—clearly two of which were made in the same way the nautiloid took Captain Sterling’s ship.

There are numerous boxes in the back of the hold completely submerged. When the players touch the water, they are attacked by a tentacled **hydra**. Between the tentacles (heads) is a massive mouth lined with teeth. Also, three giant sharktopi—**giant sharks** with octopus tentacles instead of tails—attack the party.

Please note that these creatures are alien entities from the Far Realm. A DC 20 Intelligence (Arcana) check will reveal their true nature.

Once a character crosses into the water, they realize that for every 5 feet towards the back of the ship they move, the water gets 1 foot deeper.

GIANT SHARKTOPUS (GIANT SHARK)

- Change type to *aberration*.
- Add **Speed** 20 ft.
- Replace Water Breathing with:
Hold Breath. The sharktopus can hold its breath for 5 minutes.
- Add the following action:
Tentacles. *Melee Weapon Attack:* +9 to hit, reach 15 ft. one target. *Hit:* 12 (2d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the sharktopus can't use its tentacles on another target.

TENTACLE HYDRA (HYDRA)

- Change type to *aberration*.
- Replace all the hydra's heads with tentacles.
- Replace darkvision 60 ft. with blindsense 60 ft.
- Replace Multiattack with:
Multiattack. The hydra makes as many slam attacks as it has tentacles.
- Replace Bite attack with:
Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage

SETTING UP THE ENCOUNTER

Very Weak

- **Giant Sharktopus:** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1

Weak

- **Giant Sharktopus (2):** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1

Average

- **Giant Sharktopus (3):** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1

Strong

- **Giant Sharktopus (4):** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1
Starts with 6 tentacles instead of 5

Very Strong

- **Giant Sharktopus (4):** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1
Starts with 7 tentacles instead of 5

TRICKS OF THE TRADE

Sinking ship. When combat starts, the vibrations to the ship causes it to start dislodging from the island. Every turn, at initiative count 20, the water in the hold moves 10 feet across the floor, causing it to get deeper. On the 3rd round of combat, the ship completely detaches and fills with water. The back of the hold then becomes the floor.

DEVELOPMENTS

Once the enemies are defeated, the characters find a crate filled with fifteen battleaxes bearing the inscription the Lords' Alliance is looking for. If the

characters wish to take a short rest here, have them make a DC 15 Wisdom save, characters that fail are drawn to the top of the island and must use their movement each turn to get there (no short rest will be possible).

TREASURE

If the treasure wasn't found in the "More Tentacles!" encounter, the characters also find a metal scroll case with a *spell scroll of blight*. Inside the stomach of one of the sharks there is a large emerald valued at 500 gp.

SCALING THE HILL

If the characters decided to do "The Missing Cache" before this, proceed using the skill checks to get to the top of the shell, but do not run the "More Tentacles!" encounter when they get to the top—have them find the empty pool and go straight to the developments. If time isn't a concern, feel free to run both encounters!

STEPS

They can easily make out a set of stairs that were carved into the shell (or "rocks", if they haven't figured out what the island is yet). The problem is, there is a raging 10-foot-wide river cascading down them. The steps can be climbed, but with great difficulty. The shell is quite steep and the rain is cascading down all of the rocks, making them nearly impossible to climb.

Climbing the steps requires three successful DC 18 Strength (Athletics) checks to get up. If a character fails, they are pushed backwards and lose one of their successful checks. If a character fails the check by 5 or more, they lose all of their successes and water slide back to the bottom, smashing into the turtle's shell the whole way taking 24 (6d6) bludgeoning damage, and suffering 1 level of exhaustion. Allow the characters to make the checks with advantage if they come up with a cool way to get up through the water.

The characters can also decide to go around to the backside of the island. If they do, they find a ship that is much farther inland than the others. It might be possible to use the masts and ropes to get to the top of the island. The mast is wet and slick, requiring a DC 20 Dexterity (Acrobatics) check to scale. If they fail the check, the character falls to the deck of the ship, taking 24 (6d6) falling damage. From the ship's crow's nest, a character can easily see a small lake nestled between two pieces of the shell.

Once they get to the top of the mast, a character could easily Tarzan swing to the top of the shell. A character can even fasten the line to the shell using a piton creating a zip line if they wish.

These are some basic ideas of ways to get to the top. Feel free to allow the characters to come up

with their own way to get to the top. If necessary, have them make skill checks (DC 18) that make sense. If the players are having fun, feel free to let them continue exploring and trying to get to the top. If you feel this is taking a lot of time, feel free to skip one of the first two rooms in part 4.

MORE TENTACLES!

Once the characters make it to the top, they find a pond-sized body of water. There are a bunch of longswords scattered on the ground and in the water. These are all part of the cache for the Lords' Alliance mission.

If a character passes within 10 feet of the pond, they must make a DC 15 Wisdom saving throw. If they fail, they feel the urge to jump into the water and swim to the bottom. They may make this save again at the end of their turn. The pond is about 60 feet deep and at the bottom is a dark tunnel leading deeper into the island.

If the party didn't run "The Missing Cache," run this encounter instead!

Within the pond is a white worm with eight tentacles instead of legs (use **behir** statistics) and two giant shelled creatures with wings, and a tail with a stinger (use **bone devil** statistics). A DC 20 Intelligence (Arcana) check will reveal them as being from the Far Realm.

BONE DEVIL ABERRATION MODIFICATIONS

- Change type to *aberration*.
- Change language to Deep Speech.

BEHIR ABERRATION MODIFICATIONS

- Change type to *aberration*.
- Replace Climb speed with **Swim** 40 ft.
- Change language to Deep Speech.

After a moment, a tentacle shoots out of the water and swats at them. Any characters who failed their wisdom save for being near the water roll initiative with disadvantage.

SETTING UP THE ENCOUNTER

Very Weak

- **Bone Devil**: AC 19, 142 hp, Init +3
- **Behir**: AC 17, 168 hp, Init +3

Weak

- **Bone Devil (2)**: AC 19, 120 hp, Init +3
- **Behir**: AC 17, 168 hp, Init +3

Average

- **Bone Devil (2)**: AC 19, 142 hp, Init +3
- **Behir**: AC 17, 168 hp, Init +3

Strong

- **Bone Devil (2)**: AC 19, 175 hp, Init +3
- **Behir**: AC 17, 168 hp, Init +3

Very Strong

- **Bone Devil (3)**: AC 19, 142 hp, Init +3
- **Behir**: AC 17, 168 hp, Init +3

TRICKS OF THE TRADE

Succumbing to the urge to swim. If a character failed their Wisdom save at the start of combat, they must use their movement to get to the bottom of the pond. This will provoke attacks of opportunity. If they get to the bottom, they see a tunnel and also notice that they can breathe the water as though it was air. The characters should keep swimming into the tunnel until they make their save!

The creatures are smart. The behir will attack from the water in an attempt to protect itself from spells, surfacing to only use its breath weapon if it can hit more than one character. If it falls below 100 hp, it will try to swallow a character and dive to the bottom of the pool while it digests them.

TREASURE

If the treasure wasn't found in "The Missing Cache" encounter, the characters find a metal scroll case with a *spell scroll of blight*. Inside the stomach of the behir, there is a large emerald valued at 500 gp.

DEVELOPMENTS

Even if the combat wasn't run, there are ten longswords here needed for the Lords' Alliance mission.

The characters should then find the tunnel at the bottom of the lake that leads into the morkoth's lair. Allow people with a high passive perception or who have jumped into the water to see the tunnel below.

This is a good time to take a bathroom or snack break!

PART 4. IGNITION

"Only the strongest of minds can even understand The Far Realm. Perhaps there could be a way to make our minds more powerful?"

—Morn Evenstar, *Research Thesis*

Estimated Duration: 90 Minutes

GENERAL FEATURES

Terrain. The floors and walls feel almost fleshy. There is also a thin layer of salt water coating everything.

Weather. The chambers are warm and humid.

Light. There is no light. It is completely dark if the characters don't have a light source.

Smells and Sounds. The faint scent of death and rotting flesh. Occasional drips of water echo throughout. Faint moans can be heard though it isn't clear if they come from the tunnels or if they're in the characters' heads.

1. THE STORAGE ROOM

The first chamber encountered in the tunnel is a storage room with some items hidden among the debris.

Beneath the surface of the pond you see a dark tunnel meandering downward. Oddly, you can breathe the water as though it is air. You swim into the darkness and eventually surface in a room that is filled with a bunch of junk. There are four piles of miscellaneous objects that may have at one time been aboard a ship. Fifty feet across the room you see another tunnel heading deeper into the island.

If the characters wish, they may search through the stacks for treasure. If they decide to look, they find some trinkets and a spyglass. There are also eight bows with the etchings that the Lords' Alliance is looking for. There are a total of twenty-four other bows hidden among the four piles; however, they are difficult to locate.

Have the party attempt a DC 13 Intelligence (Investigation) group check. Every time the group succeeds, they find 4 bows (to a maximum of 16). If the party fails 3 group checks, they are convinced they have found all the bows and can move on. Allow the party members to roll with advantage on the check if they can explain a valid ability that would help (i.e. Observant feat, a familiar to help, casting *arcane eye*, etc.).

Once the characters have searched the room, they hear in their heads, "Hehehe. Many have resisted my voice, requiring me to go to extreme measures. Thank you for volunteering yourselves to help me!"

ROLEPLAYING RAZZELTRYX THE MORKOTH

Razzeltryx is going crazy from being separated from his true island. It will do and say anything to get it back. Razzeltryx has been conducting experiments trying to create a psionic army for its "master" (to be revealed in a future adventure) and should be roleplayed as such. A high, squeaky voice and laughter are his trademarks and will often be condescending to others.

Quote: "Come now, this will only hurt a little! Eehehehehehe!"

TREASURE

In addition to the hidden bows, the characters can find a spyglass, 2d6 trinkets, and a painting of a pub called the "Iron and Ale Brewery" worth 250 gp.

2. THE BODY CHAMBER

The tunnel leads directly into a new room that is filled with decaying corpses.

You smell the room ahead of you before see what is inside. The scent of decaying and rotting flesh slams into you causing you to gag. As you step into the room, you see a sight that is hard to describe. Hundreds of corpses lay in a pit that spans the room. A five foot bridge arches forty feet over the pit and another tunnel opens up on the other side.

Any character with a passive perception of 17 or higher notices that each of these corpses seem to have died in different ways. Some are missing chunks of flesh, some are horribly burned, and others have broken bones protruding from their flesh.

A character can gain further information by getting into the pit and making a DC 16 Wisdom (Medicine) check. If they succeed, the character knows that the bodies on top of the pit are fresher than the ones underneath. Also, the bodies all show signs of massive brain trauma and torture.

The corpses have no possessions on them, however a DC 16 Intelligence (Investigation) check reveals that many of the corpses have tattoos relating to nautical vessels and/or pirate crews.

As the characters try to leave the room, they collide with an almost invisible membrane covering the exit. The membrane prevents teleportation through it, and is immune to all damage. When they hit it, they hear "Now, now, your minds must be strong, If not it will all go wrong! Hehehehe". The characters then fall into a dreamlike trance. In their dream state, each can only see one of the puzzles and only a few members from their party (or possibly no other character if the party size is less than 6).

A number of symbols begin glowing on the membrane. There are three total puzzles here and all must be completed to pass through. Randomly

divide the party into 3 groups and give them **Player Handouts 2, 3, and 4**. Characters in each group can only see each other and their puzzle, as all the other players disappear from view. If there is room, encourage the table to split up and work on the puzzles separately. They can report their answers to you and you can tell them if they are right or wrong. If there isn't room, have the table rearrange seats so the characters are next to each other and ask them to work quietly so as to not spoil their puzzle for the other players (this adds some replay ability to the puzzles). Make sure the players know that while this is happening it feels like they are in a dream. They can't focus on anything aside from the puzzle and the others they are with. If a player says they've done one of the puzzles before, allow them to be part of a group working on a puzzle they haven't done!

As you hand out the puzzle to the players, also explain to them what they see in their dreamscape.

PUZZLE 1.

The characters find themselves in a hospital tent. A DC 16 Intelligence (History) check reveals this tent to be the House of Suffering, a temple to Ilmater in Mulmaster. A gaunt man in bright white robes stares at a locked cabinet. He looks to you and says, "I can't get in, it is locked. I need to get the medicine. Can you help?" On the cabinet is the following:

AEHIKLMNTVWZ
BCDGOPQSU

Where would the letters F, J, R, Y, X go and on the image why would they go there?

The man doesn't react to anything the party says to him. If they persist, he will just repeat his initial statement.

ANSWER

F, Y, X—Go above the line
J, R—Go below the line

Why? All letters on top are formed only with straight lines and all letters on the bottom have curved lines.

Development. Each time the characters try and fail, they each take 14 (4d6) psychic damage.

PUZZLE 2.

You are standing inside a massive library. A DC 16 Intelligence (History) check reveals the library to be Mantor's Library in Phlan. You are sitting at a desk with a female gnome who is reading a journal. "If only I could figure out what these creatures are! Why did my ancestors have to be so cryptic? Oh! Hello there, think you can help? I am looking for:

1. The cursed arcanist with one eye
2. The brain with a beak and tentacles
3. The opportunistic predator with a haunting moan
4. The sadistic cowards who enjoy a good tune
5. The two-headed monstrosity with disease-ridden saliva

If a party member thinks to look in the library for books on the creatures, you may allow them to use a *Monster Manual* if they brought one or you can let them borrow yours.

The gnome woman doesn't react to anything the party says to her. If they persist, she will just repeat her initial statement.

ANSWERS

1. Nothic
2. Grell
3. Cloaker
4. Harpy
5. Death dog

Development. Each time the characters try and fail, they take 14 (4d6) psychic damage.

PUZZLE 3.

You find yourself sitting at a table in a bar of some sort. A DC 16 Intelligence (History) check reveals this to be the Mystic Grove Brewery in Elmwood. A drunken halfling sits with you laughing.

"You see my friend, to find the hoard,
It's proof I seek of your accord.
Three riddles for you, to take your measure,
Answer them fast, or lose the treasure!"

Answer these questions three:

1. What runs but never walks,
has a mouth but never talks,
has a bed but never sleeps,
has a head but never weeps?
2. I cover cities.
I'm not always slow.
I destroy mountains.
I make men blind.
What am I?
3. What is the beginning of eternity,
The end of time and space,
The beginning of the end,
And the end of every place?

ANSWERS

1. A river
2. Sand
3. The letter "e"

Development. Each time the characters try and fail, they take 14 (4d6) psychic damage.

DEVELOPMENTS

If a group finishes their puzzles early, you may send them to help the other groups. Characters **MAY NOT** otherwise help each other as they cannot see each other or any puzzle other than the one they're working on.

Once all three puzzles are completed, the passage opens up for the characters and they hear, "You are welcome to watch so do not fight, sit back and relax and watch me ignite! Heheheh."

The tunnel continues deeper into the turtle corpse for about fifty feet before entering area 3. As they walk, the sounds of moaning and weeping echo through the passage. These sounds are emanating from a lit room ahead.

3. THE TORTURE CHAMBER

GENERAL FEATURES

Terrain. The floors and walls feel almost fleshy. There is also a thin layer of salt water coating everything.

Weather. The chamber is warm and humid.

Light. Faint light from burning torches every ten feet around the room

Smells and Sounds. The faint metallic scent of blood, men and women crying and moaning.

Around the room, humanoids of all races are bound to the wall by the same substance that bound the decks of the nautiloid ship to the shell. The people are in immense pain and their injuries show why. Wounds range from severed appendages to acid burns. Their bodies are missing skin and ooze blood and pus. The people who aren't unconscious are clearly exhausted.

If the characters wish, they can attempt to heal or stabilize the people. All told, there are twenty-seven people bound to the wall. Their bonds can be smashed to free them, but the people are in no way able to swim out without help.

If the characters wish to talk to any of the victims, one female with rectangles of skin removed from her arms, legs, and stomach speaks with drool hanging from her mouth.

- "I am Captain Treya Burrall of the Lycia's Heart. Our ship was captured a week ago by a sea creature."
- "We were brought here and were forced to give all our belongings to a bizarre creature. It was like something from the kraken stories I heard as a kid."
- "The creature can talk in our heads, it keeps telling us that it must find its island."
- "The creature has been torturing us, saying that through pain, our spark will ignite... whatever that means!"

- "Many of my men have already been killed, and I don't think my ship can sail anymore."
- "This island and the water that surrounds it are infested with bizarre sea creatures I've never seen before in all my years of sailing."
- "Our captor is through that pool in the floor over there. It connects to the other side of the wall. It isn't far."
- "The last time I was in its lair, the creature was erecting a pole that disappeared into the ceiling. I'm not sure what it was for, but knowing this thing, it can't be good."

FACTION ASSIGNMENT: EMERALD ENCLAVE

If there is an Emerald Enclave member present, one of the men shapechanges into a chipmunk, freeing himself from his bonds if the characters haven't freed him yet. He hobbles over to the party (clearly missing his right leg and left foot). If the party has already freed everyone, he instead speaks up and says, "My name is Phadius. I am able to help with healing these people, but I cannot remove all their exhaustion." He can answer some questions.

- "The thing took my toes, then my foot, then my leg. If you can get me to some water, I can swim and find help."
- "If you wish to conquer the creature, resist its pull!"
- "If you can give me a little healing, I may be able to help bandage these people up."
- "Or, if you'd rather, I could swim for help in fish form if you could get me to some water!"

When the party is ready to leave, they hear in their heads, "You see, I went about it all wrong! Hahaha! I must target your brains to ignite the spark! Ahahahahaha! Only then will my minions help me find my island!"

4. THE MIND'S DESIRE

Emerging from the pool, you see a massive room. In the room's center is another pool of water. On the opposite side of the water is a chair that looks like it is from a ship. Secured to the back of the chair is a pole that ascends into the ceiling. There is a bald man tied to the chair, who is conscious, but not struggling to free himself. Beside the chair is a large creature with massive tentacles and a gigantic beak.

As you process what is happening, a bright flash and thunderous boom reverberate through the room as a bolt of lightning hits the pole and travels down the pole to the man in the chair. His body convulses as he screams. When the screams stop, he looks up at you, eyes glowing with blue light. The creature next to him rejoices, "Yes yes it worked! Your psionic spark has ignited! Go now my psychic warrior, prove your power

to all! Ahahahahahaha!” The man stands up and his skin hardens as it begins emitting a soft pink glow.

The characters notice that this man is actually the same one that was preaching about the Great Old Ones on the docks earlier. The man is now a psychic warrior (use **blackguard** statistics). Along with him, Razzeltryx (use **morkoth** statistics) will also attempt to defeat the party. Hidden in the large pool at the room’s center is a **froghemoth** (change type to *aberration*).

PSYCHIC WARRIOR (BLACKGUARD)

- Replace AC 18 (plate) with AC 18 (natural armor).
- Replace the glaive attack with the following:
Staff of Striking. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage, or 12 (1d8 + 7) bludgeoning damage if wielded with two hands. When the warrior hits, it may spend up to 3 charges to add 3 (1d6) force damage for each charge spent. The staff has 10 charges.

RAZZELTRYX (MORKOTH)

- Replace *sending* with *counterspell*.
- Replace *Evard's black tentacles* with *storm sphere* (XGtE).
- Replace *scrying* with *synaptic static* (XGtE).

Lair Actions. On initiative count 20 (losing initiative ties), Razzeltryx can take one lair action to cause one of the following effects; Razzeltryx can’t use the same lair action two rounds in a row:

- Razzeltryx uses its Hypnosis action, originating at a point within 120 feet of itself. It doesn’t need to see the effect’s point of origin.
- Razzeltryx casts *darkness*, *dispel magic*, or *misty step*, using Intelligence as its spellcasting ability and without using a spell slot.
- Creatures inside the large pool of water must succeed on a DC 18 Strength saving throw or be pulled 20 feet below the water’s surface.

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

Legendary Actions. Razzeltryx can use up to 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time as long as Razzeltryx is not incapacitated, and only at the end of another creature’s turn. Razzeltryx regains spent legendary actions at the start of its turn.

Tentacle. Razzeltryx makes a tentacle attack.

Slippery escape. Razzeltryx takes the disengage action, but only if it can move into the pool of water as part of the movement.

Shocking Tendril (Costs 2 actions). Razzeltryx makes the following attack:

Shocking Tendril. *Ranged Spell Attack:* +9 to hit, range 30 ft., one target. *Hit:* 15 (3d8) lightning damage.

TACTICS

At initiative count 20, Razzeltryx will use its Hypnosis ability to try and draw the people into the large central pool. Razzeltryx will also attempt to cast *geas* and ask the character to swim to the bottom of the pool. The froghemoth will hold an attack action until someone has jumped into the water and then attack that character. The psychic warrior will rush to the closest enemy and try to disable it using the *staff of striking*. If the warrior hits with its attack, it will spend 3 charges from its staff to increase the damage.

TRICKS OF THE TRADE

Psychic Warrior. The psychic warrior uses the blackguard statistics, but do your best to describe his actions and attacks as psionically charged. Using phrases like, “when you are hit, you feel a pulse in your head,” or, “you forget your name for a moment after you’re hit.” Be creative and have fun with it!

SETTING UP THE ENCOUNTER

Very Weak

- **Psychic Warrior:** AC 18, 153 hp, Init +0
- **Razzeltryx:** AC 17, 180 hp, Init +2
- No lair actions

Weak

- **Psychic Warrior:** AC 18, 153 hp, Init +0
- **Razzeltryx:** AC 17, 150 hp, Init +2
- No lair actions
- **Froghemoth:** AC 14, 184 hp, Init +1

Average

- **Psychic Warrior:** AC 18, 153 hp, Init +0
- **Razzeltryx:** AC 17, 150 hp, Init +2
- **Froghemoth:** AC 14, 184 hp, Init +1

Strong

- **Psychic Warrior:** AC 18, 180 hp, Init +0
- **Razzeltryx:** AC 17, 180 hp, Init +2
- **Froghemoth:** AC 14, 184 hp, Init +1

Very Strong

- **Psychic Warrior:** AC 18, 153 hp, Init +0
- **Razzeltryx:** AC 17, 150 hp, Init +2
- **Froghemoth (2):** AC 14, 184 hp, Init +1

DEVELOPMENTS

The pole that is attached to the chair and up through the ceiling is made out of fused-together spears. These are the spears the Lords’ Alliance is looking for and they are stuck together with the same substance that bound the people to the walls in the torture chamber. If they take the time, the party can salvage ten of the thirty spears—all the others were damaged in the lightning strike. It does look like each of the damaged spears could be repaired with a *mending* spell, though it would take 20 minutes to mend them all. In order for this cache

to count towards the Lords' Alliance mission, the party must recover at least 20 functional spears.

TREASURE

If the players defeat the enemies, they find a *staff of striking* on the mystic, and a massive pink pearl, worth 1,000 gp, inside the morkoth's corpse.

CONCLUSION

If the party didn't save Pip Sterling, read the following:

As you leave the lair, the rain begins to subside and the sun peeks through the clouds. The nautiloid ship is no longer where you last saw it. In fact, it seems to have disappeared. Looking back down the hillside, you see a rowboat come ashore. "Heey guys! Sorry I'm late, did I miss all the fun?" Captain Sterling yells to you as he folds up his boat and puts it into his pocket. "Need a lift home?"

If the party did save Pip Sterling, read the following:

You make your way out of the dragon turtle corpse, not quite sure what just happened. Who is Razzeltryx's master? What was the "psychic spark"? As you pause to discuss these things with the party, Pip reaches into his pouch and grabs a small box. He then begins unfolding a row boat and says "We can talk on the way home. I don't know about you, but I could sure use a drink!"

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

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
Mind Flayer	2,900
Warlock of the Great Old One	2,300
Kraken Priest	1,800
Hydra	3,900
Giant Shark	1,800
Froghemoth	5,900
Bone Devil	5,000
Behir	7,200
Blackguard	3,900
Morkoth	7,200

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Morkoth Puzzles	1500

The **minimum** total award for each character participating in this adventure is **9,000 experience points**.

The **maximum** total award for each character participating in this adventure is **12,000 experience points**.

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
Diamond	500
Emerald	500
Pink Pearl	1000
Spyglass	1000

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.

STAFF OF STRIKING

Staff, very rare (requires attunement)

This brass staff is smooth to the touch, giving a slight electric shock at first. While holding the staff, the wielder's arm hair permanently stands on end, along with a tingling sensation. This item can be found in **Player Handout 5**.

POTION OF SUPREME HEALING

Potion, very rare

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF BLIGHT

Scroll, rare

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF ARMOR OF AGATHYS

Scroll, common

This item can be found in the *Dungeon Master's Guide*.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

Members of the Emerald Enclave that saved Phadius Bean earn **one additional renown point**.

Members the Lords' Alliance that recovered 3 or more caches earn **one additional renown point**.

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Vuhm Yestral (VOOM YES-tral). The First Lord of Hillsfar has taken great interest in helping the city of Yûlash. With his Red Plume soldiers, he has been intent on removing all evil threats from the area surrounding the town.

Captain Pip Sterling (PIP STER-ling). Pip is a happy-go-lucky sailor who fancies himself a pirate. Pip is extremely confident in his abilities and is prideful to a fault.

Razzeltryx (RAZ-el-TRICKS). Razzeltryx has come to Toril to create a psionic army to trade in exchange for his island which was stolen by its master.

APPENDIX. MONSTER/NPC STATISTICS

KRAKEN PRIEST

Medium humanoid, any alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft. (swim 30 ft.)

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *Evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

WARLOCK OF THE GREAT OLD ONE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, History +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 11

Languages any two languages, telepathy 30 ft.

Challenge 6 (2,300 XP)

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

At will: *detect magic*, *jump*, *levitate*, *mage armor* (self only), *speak with dead*

1/day each: *arcane gate*, *true seeing*

Spellcasting. The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st–5th level (3 5th-level slots): *armor of Agathys*, *arms of Hadar*, *crown of madness*, *clairvoyance*, *contact other plane*, *detect thoughts*, *dimension door*, *dissonant whispers*, *dominate beast*, *telekinesis*, *vampiric touch*

Whispering Aura. At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.

ACTIONS

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

MIND FLAYER PSION

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6,
Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon,
telepathy 120 ft.

Challenge 8 (3,900 XP)

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

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

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Innate Spellcasting (Psionics). The mind flayer is a 10th-level spellcaster. Its innate spellcasting ability is Intelligence (spell save DC 15; +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *guidance*, *mage hand*, *vicious mockery*, *true strike*
1st level (4 slots): *charm person*, *command*, *comprehend languages*, *sanctuary*

2nd level (3 slots): *crown of madness*, *phantasmal force*,
see invisibility

3rd level (3 slots): *clairvoyance*, *fear*, *meld into stone*

4th level (3 slots): *confusion*, *stone shape*

5th level (2 slots): *scrying*, *telekinesis*

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CAPTAIN PIP STERLING (SWASHBUCKLER)

Medium humanoid (human), chaotic good

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages Common, Elvish

Challenge 3 (700 XP)

Lightfooted. Pip can take the Dash or Disengage action as a bonus action on each of his turns.

Suave Defense. While Pip is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

ACTIONS

Multiattack. Pip Sterling makes three attacks: one with his dagger and two with his rapier.

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

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 8 (1d8 + 4) piercing damage.

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (–5)	10 (+0)	5 (–3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+2)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

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 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 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 attacks: two with its claws and one with its sting.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned 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.

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (–2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until the grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate that creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

BLACKGUARD

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

ACTIONS

Multiattack. The blackguard makes three weapon attacks with its glaive or its shortbow.

Glaive. *Melee weapon attack:* +7 to hit, reach 10 ft. one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged weapon attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

MORKOTH

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	20 (+5)	15 (+2)	13 (+1)

Saving Throws Dex +6, Int +9, Wis +5

Skills Arcana +9, History +9, Perception +10, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages telepathy 120 ft.

Challenge 11 (7,200 XP)

Amphibious. The morkoth can breathe air and water.

Spellcasting. The morkoth is an 11th-level spellcaster. Its spellcasting ability is intelligence (save DC 17, +9 to hit with spell attacks). The morkoth has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *mending*, *ray of frost*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *shield*, *witch bolt*

2nd level (3 slots): *darkness*, *detect thoughts*, *shatter*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *sending*

4th level (3 slots): *dimension door*, *Evard's black tentacles*

5th level (3 slots): *geas*, *scrying*

6th level (1 slot): *chain lightning*

ACTIONS

Multiattack. The morkoth makes three attacks: two with its bite and one with its tentacles or three with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 15 (3d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature, until the grapple ends, the target is restrained and takes 15 (3d8 + 2) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

Hypnosis. The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is

successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

REACTIONS

Spell Reflection. If the morkoth makes a successful saving throw, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the creature.

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)	20 (+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 (5,900 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 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 succeed on 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.

APPENDIX. ENCOUNTER SETUP

ON THE HORIZON

VERY WEAK PARTY STRENGTH (8,000 XP)

- **Kraken Priest:** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One:** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

WEAK PARTY STRENGTH (9,800 XP)

- **Kraken Priest (2):** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One:** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

AVERAGE PARTY STRENGTH (11,600 XP)

- **Kraken Priest (3):** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One:** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

STRONG PARTY STRENGTH (13,900 XP)

- **Kraken Priest (3):** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One (2):** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

VERY STRONG PARTY STRENGTH (15,700 XP)

- **Kraken Priest (4):** AC 10, 75 hp, Init +0
- **Warlock of the Great Old One (2):** AC 15, 91 hp, Init +2
- **Mind Flayer Psion:** AC 15, 71 hp, Init +1

KAORTI SHAPECHANGER KRAKEN PRIEST

- Change type to *aberration* (*shapechanger*).

KAORTI SHAPECHANGER WARLOCK (WARLOCK OF THE GREAT OLD ONE)

- Change type to *aberration* (*shapechanger*).
- Remove *detect magic*.
- Replace Whispering Aura with the following:
Repelling Blast. When the warlock hits a creature with *eldritch blast*, it can push the creature up to 10 feet away from itself in a straight line.

KAORTI SHAPECHANGER MIND FLAYER PSION

- Change type to *aberration* (*shapechanger*).

THE MISSING CACHE

VERY WEAK PARTY STRENGTH (5,700 XP)

- **Giant Sharktopus:** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1

WEAK PARTY STRENGTH (7,500 XP)

- **Giant Sharktopus (2):** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1

AVERAGE PARTY STRENGTH (9,300 XP)

- **Giant Sharktopus (3):** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1

STRONG PARTY STRENGTH (11,100 XP)

- **Giant Sharktopus (4):** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1
Starts with 6 tentacles instead of 5

VERY STRONG PARTY STRENGTH (11,100 XP)

- **Giant Sharktopus (4):** AC 13, 126 hp, Init +0
- **Tentacle Hydra:** AC 15, 172 hp, Init +1
Starts with 7 tentacles instead of 5

GIANT SHARKTOPUS (GIANT SHARK)

- Change type to *aberration*.
- Add **Speed** 20 ft.
- Replace Water Breathing with:
Hold Breath. The sharktopus can hold its breath for 5 minutes.
- Add the following action:
Tentacles. *Melee Weapon Attack:* +9 to hit, reach 15 ft. one target. *Hit:* 12 (2d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the sharktopus can't use its tentacles on another target.

TENTACLE HYDRA (HYDRA)

- Change type to *aberration*.
- Replace all the hydra's heads with tentacles.
- Replace darkvision 60 ft. with blindsense 60 ft.
- Replace Multiattack with:
Multiattack. The hydra makes as many slam attacks as it has tentacles.
- Replace Bite attack with:
Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

MORE TENTACLES!

VERY WEAK PARTY STRENGTH (12,200 XP)

- **Bone Devil:** AC 19, 142 hp, Init +3
- **Behir:** AC 17, 168 hp, Init +3

WEAK PARTY STRENGTH (17,200 XP)

- **Bone Devil (2):** AC 19, 120 hp, Init +3
- **Behir:** AC 17, 168 hp, Init +3

AVERAGE PARTY STRENGTH (17,200 XP)

- **Bone Devil (2):** AC 19, 142 hp, Init +3
- **Behir:** AC 17, 168 hp, Init +3

STRONG PARTY STRENGTH (17,200 XP)

- **Bone Devil (2):** AC 19, 175 hp, Init +3
- **Behir:** AC 17, 168 hp, Init +3

VERY STRONG PARTY STRENGTH (22,300 XP)

- **Bone Devil (3):** AC 19, 142 hp, Init +3
- **Behir:** AC 17, 168 hp, Init +3

BONE DEVIL ABERRATION

- Change type to *aberration*.
- Change language to Deep Speech.

BEHIR ABERRATION

- Change type to *aberration*.
- Replace Climb speed with **Swim** 40 ft.
- Change language to Deep Speech.

THE MIND'S DESIRE

VERY WEAK PARTY STRENGTH (11,100 XP)

- **Psychic Warrior:** AC 18, 153 hp, Init +0
- **Razzeltryx:** AC 17, 180 hp, Init +2
No lair actions

WEAK PARTY STRENGTH (17,000 XP)

- **Psychic Warrior:** AC 18, 153 hp, Init +0
- **Razzeltryx:** AC 17, 150 hp, Init +2
No lair actions
- **Froghemoth:** AC 14, 184 hp, Init +1

AVERAGE PARTY STRENGTH (17,000 XP)

- **Psychic Warrior:** AC 18, 153 hp, Init +0
- **Razzeltryx:** AC 17, 150 hp, Init +2
- **Froghemoth:** AC 14, 184 hp, Init +1

STRONG PARTY STRENGTH (17,000 XP)

- **Psychic Warrior:** AC 18, 180 hp, Init +0
- **Razzeltryx:** AC 17, 150 hp, Init +2
- **Froghemoth:** AC 14, 184 hp, Init +1

VERY STRONG PARTY STRENGTH (22,900 XP)

- **Psychic Warrior:** AC 18, 153 hp, Init +0
- **Razzeltryx:** AC 17, 150 hp, Init +2
- **Froghemoth (2):** AC 14, 184 hp, Init +1

PSYCHIC WARRIOR (BLACKGUARD)

- Replace AC 18 (plate) with AC 18 (natural armor).
- Replace the glaive attack with the following:
Staff of Striking. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage, or 12 (1d8 + 7) bludgeoning damage if wielded with two hands. When the warrior hits, it may spend up to 3 charges to add 3 (1d6) force damage for each charge spent. The staff has 10 charges.

FROGHEMOTH ABERRATION

- Change type to *aberration*.

RAZZELTRYX (MORKOTH)

- Replace *sending* with *counterspell*.
- Replace *Evard's black tentacles* with *storm sphere* (XGtE).
- Replace *scrying* with *synaptic static* (XGtE).

Lair Actions. On initiative count 20 (losing initiative ties), Razzeltryx can take one lair action to cause one of the following effects; Razzeltryx can't use the same lair action two rounds in a row:

- Razzeltryx uses its Hypnosis action, originating at a point within 120 feet of itself. It doesn't need to see the effect's point of origin.
- Razzeltryx casts *darkness*, *dispel magic*, or *misty step*, using Intelligence as its spellcasting ability and without using a spell slot.
- Creatures inside the large pool of water must succeed on a DC 18 Strength saving throw or be pulled 20 feet below the water's surface.

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

Legendary Actions. Razzeltryx can use up to 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time as long as Razzeltryx is not incapacitated, and only at the end of another creature's turn. Razzeltryx regains spent legendary actions at the start of its turn.

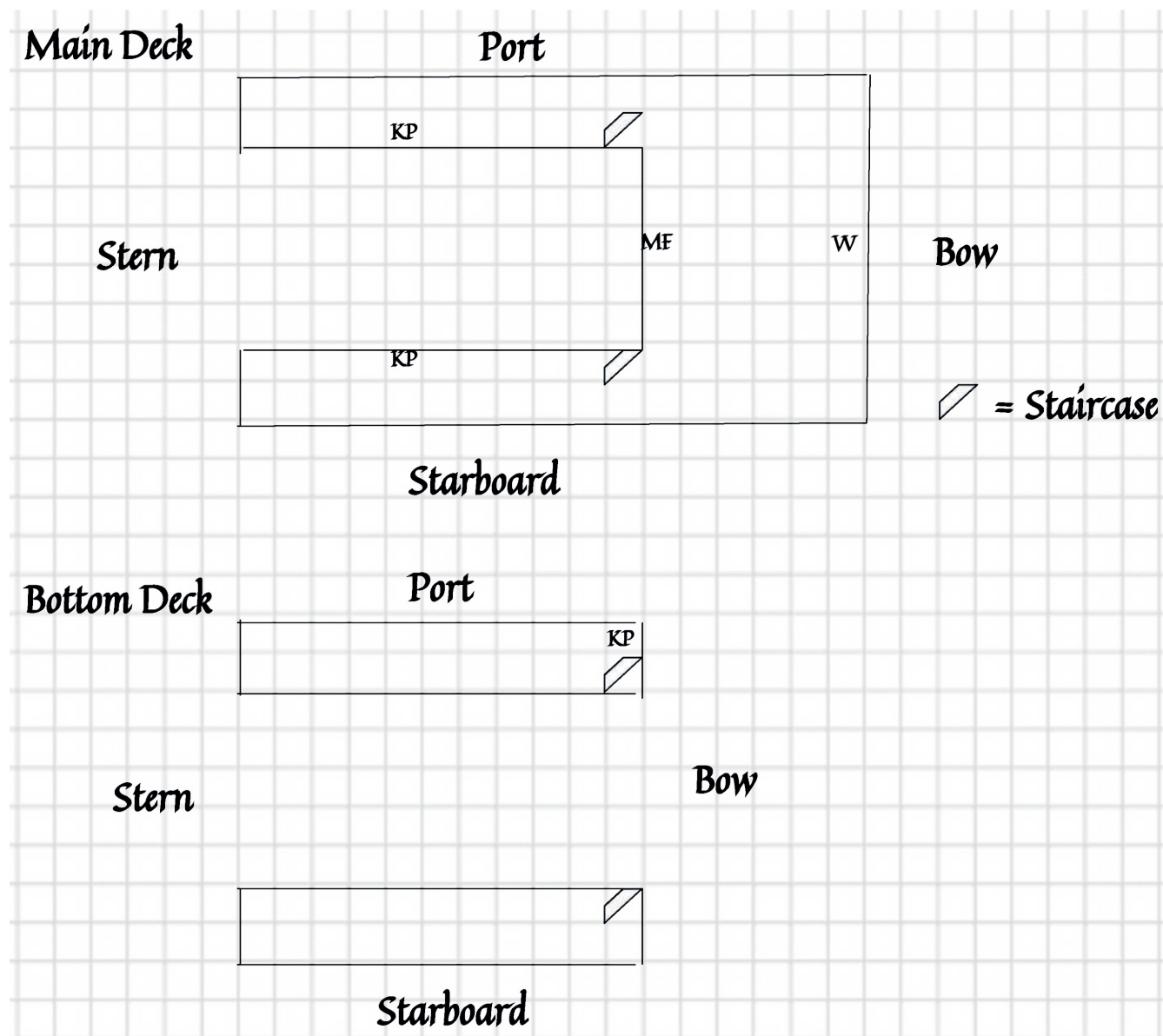
Tentacle. Razzeltryx makes a tentacle attack.

Slippery escape. Razzeltryx takes the disengage action, but only if it can move into the pool of water as part of the movement.

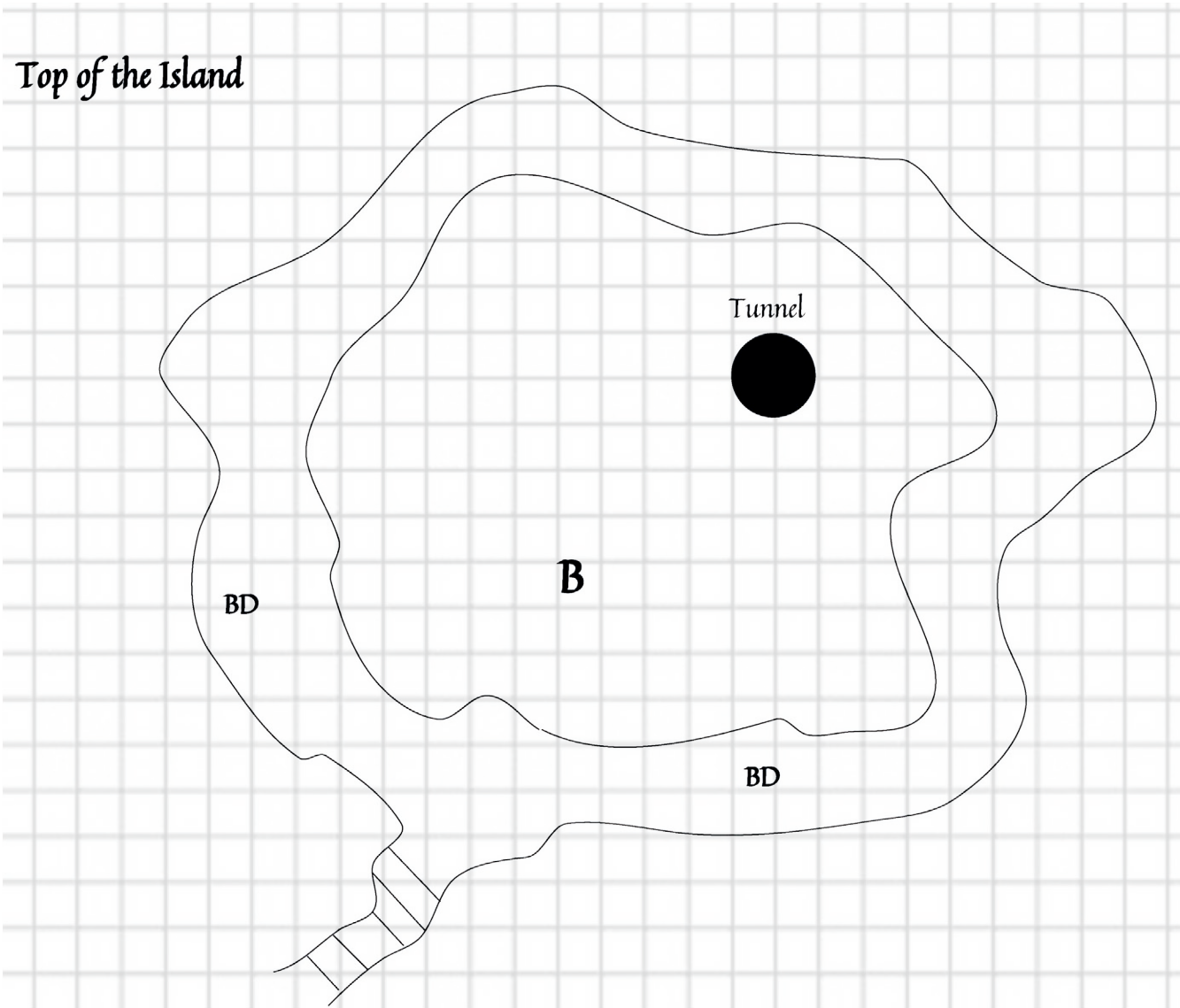
Shocking Tendril (Costs 2 actions). Razzeltryx makes the following attack:

Shocking Tendril. *Ranged Spell Attack:* +9 to hit, range 30 ft., one target. *Hit:* 15 (3d8) lightning damage.

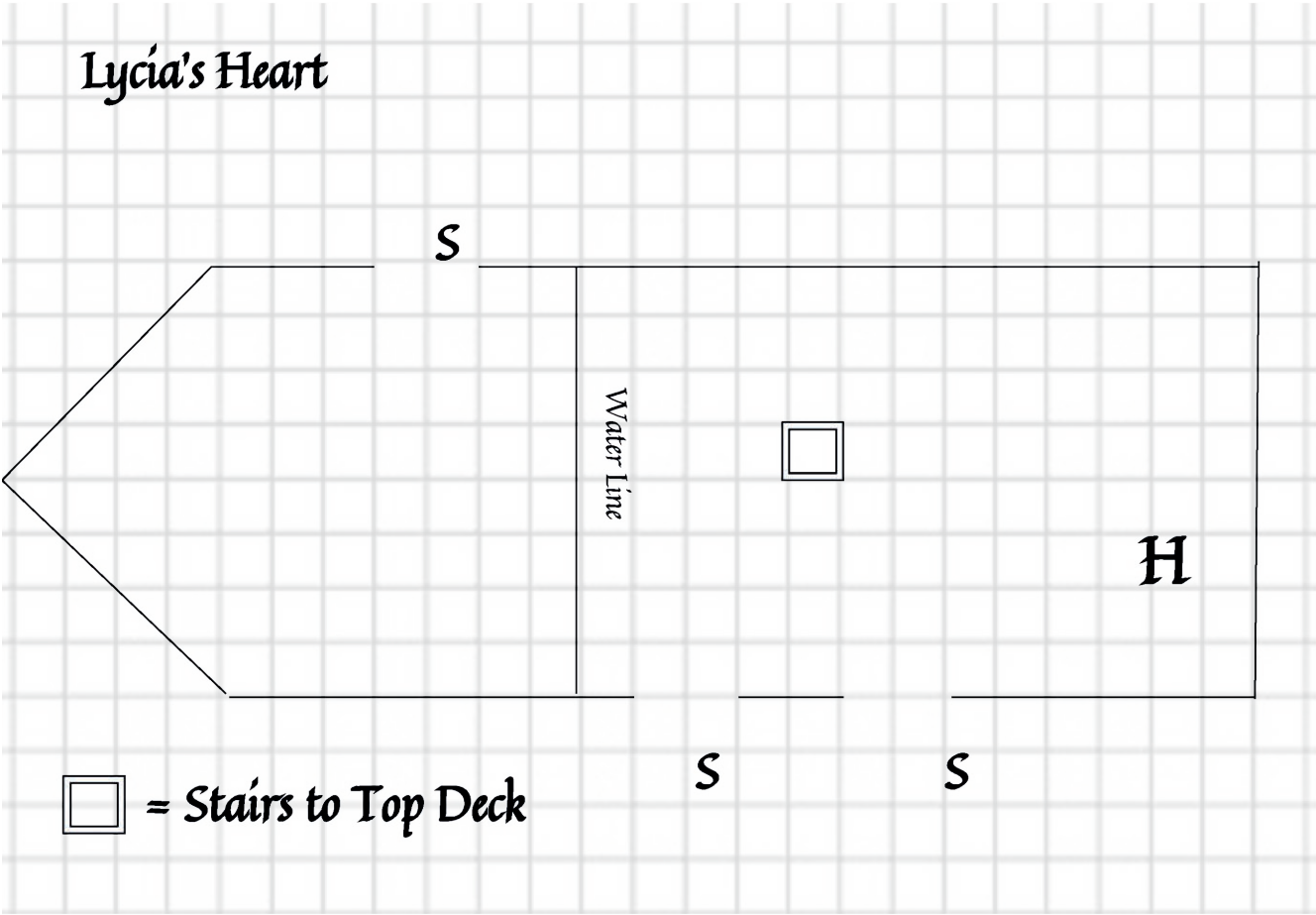
APPENDIX. NAUTILOID MAP



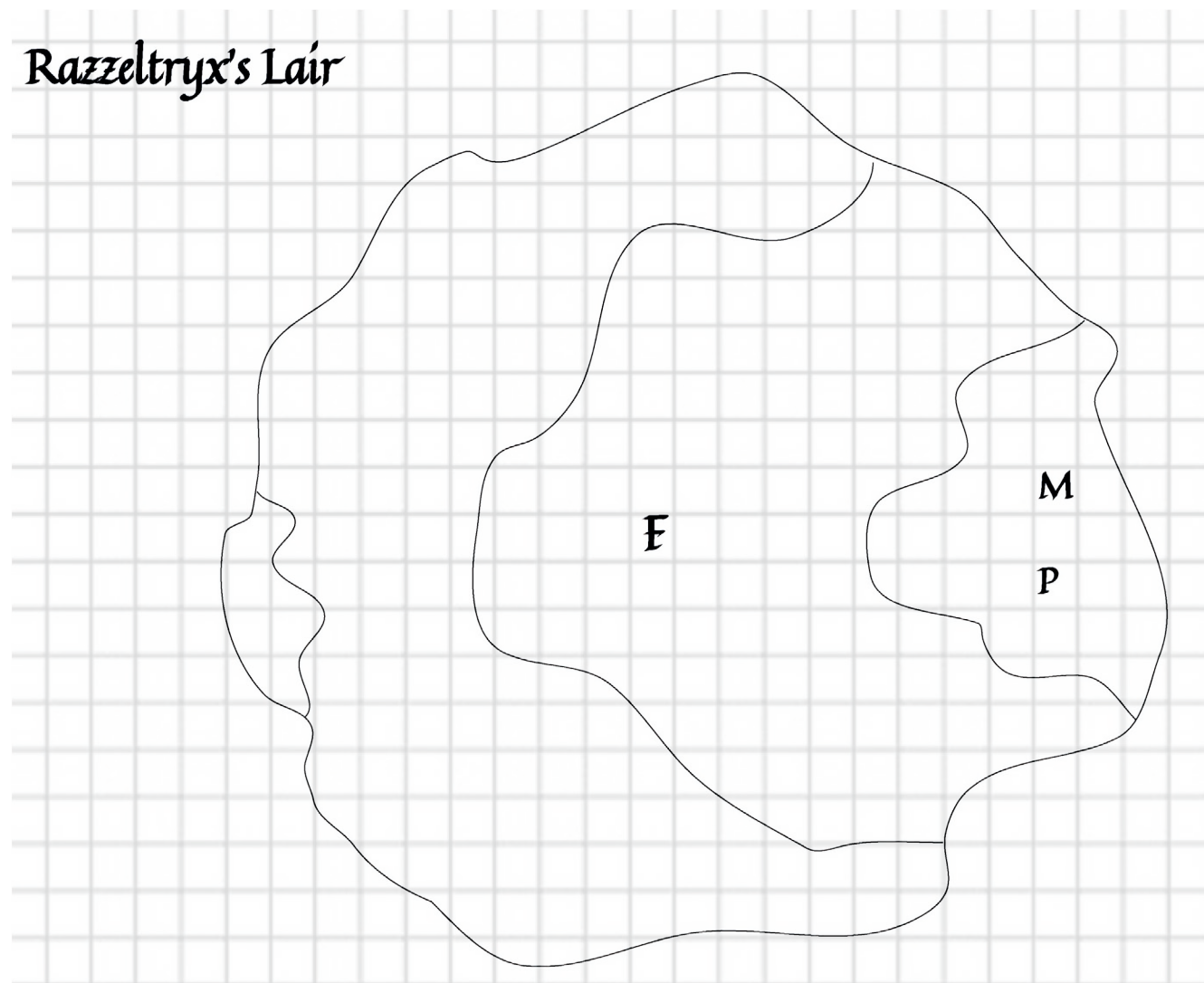
APPENDIX. TOP OF THE ISLAND MAP



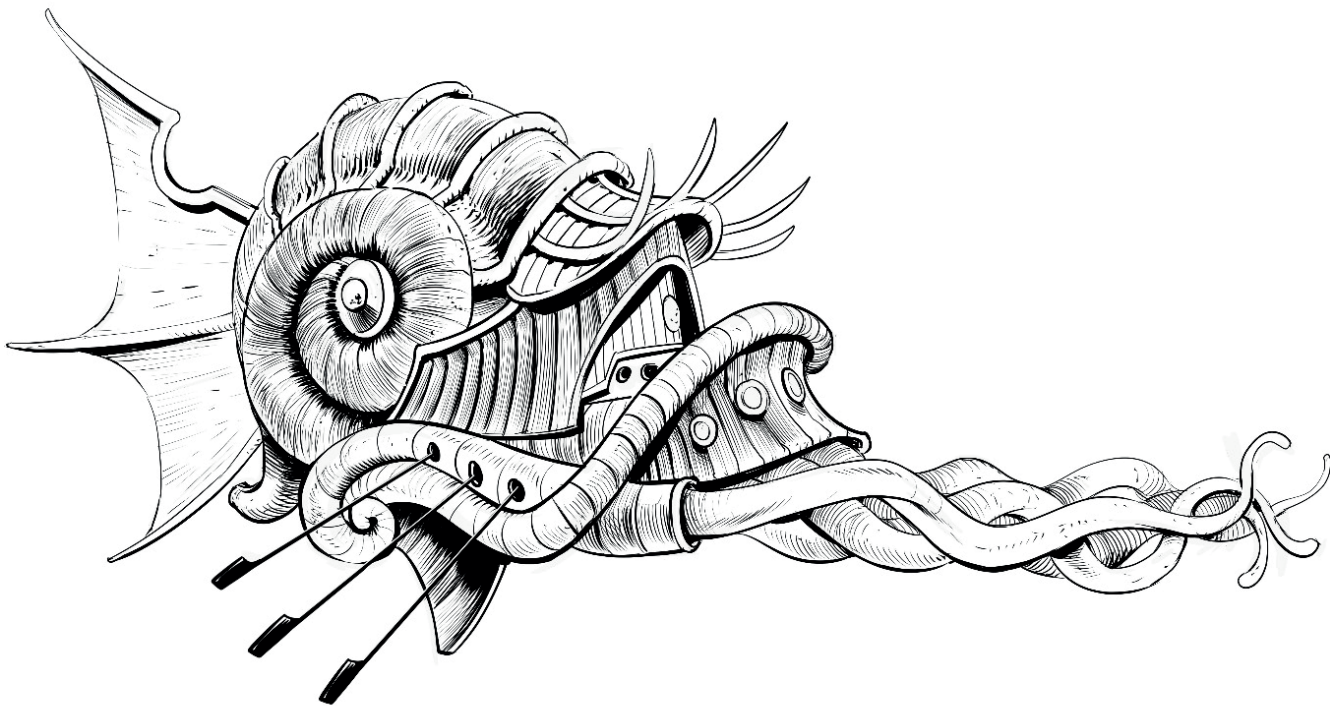
APPENDIX. THE MISSING CACHE MAP



DM APPENDIX. RAZZELTRYX'S LAIR



PLAYER HANDOUT 1. NAUTILOID SIDE VIEW



PLAYER HANDOUT 2. DREAM PUZZLE #1

AEHIKLMNTVWZ

BCDGOPQSU

In this diagram, where would each of these letters go?
Above the line or below it?

F,J,R,Y,X

How do you know where they belong?

PLAYER HANDOUT 3. DREAM PUZZLE #2

What are these creatures?

- The cursed arcanist with one eye
- The brain with a beak and tentacles
- The opportunistic predator with a haunting moan
- The sadistic cowards who enjoy a good tune
- The two-headed monstrosity with disease-ridden saliva

PLAYER HANDOUT 4. DREAM PUZZLE #3

Riddle me this

What runs but never walks,
Has a mouth but never talks,
Has a bed but never sleeps,
Has a head but never weeps?

I cover cities
I'm not always slow
I destroy mountains
I make men blind
What am I?

What is the beginning of eternity,
The end of time and space,
The beginning of the end,
And the end of every place?

PLAYER HANDOUT 5. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

STAFF OF STRIKING

Staff, very rare (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage. This staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

This brass staff is smooth to the touch, giving a slight electric shock at first. While holding the staff, the wielder's arm hair permanently stands on end, along with a tingling sensation.

This item can be found in the *Dungeon Master's Guide*.