

DDEP08-02



STARDOCK UNDER SIEGE

An Undermountain Adventure



An illithid invasion threatens Stardock, and only you and your allies can stop it!

A Four-Hour D&D Epic Adventure for 1st-16th Level Characters.

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ADVENTURE PRIMER

"Never tell me the odds."

—Han Solo

ADVENTURE BACKGROUND

Orbiting high above Toril is Stardock, a hollowed-out asteroid used by the Githyanki as a fortress/creche and connected to the Crystal Labyrinth in Undermountain via a magical gate. For more information, see **Brief History of Stardock** in **Appendix 4: Player Handouts**.

Stardock was ruled by a cruel githyanki knight called Al'chaia for many years before she was killed by a party of adventurers. Her successor is Urlon, a noble psionic warrior who is a member of the secret society known as Sha'sal Khou.

SHA'SAL KHOU

Sha'sal Khou are githyanki and githzerai radicals who seek to reunite their people. The movement has been outlawed in both societies, so members of Sha'sal Khou are highly secretive and meet only rarely.

For years, the Sha'sal Khou have dreamed of a stronghold where their children could be raised and trained as a united people. Urlon intends Stardock to become that stronghold.

STARDOCK TRANSFORMED

Urlon has changed and expanded Stardock, opening it up to other races and transforming it into a trade and transportation hub. Many bizarre and extraordinary creatures may now be encountered in the corridors of the asteroid stronghold.

Not everyone is happy with these changes. Ashtyrranthor the red dragon and her offspring, traditional protectors of Stardock, have taken themselves to the far side of the asteroid in protest. And some githyanki knights, unhappy with the new cosmopolitan attitudes, seek to undermine Urlon.

SINISTER PLOTTING

Urlon has even bigger problems to worry about. The traditional enemies of the Stardock githyanki are the illithid who reside in the Seadeeps level of Undermountain. For years they have plotted to overtake Stardock, and now the opportunity has arrived.

For Halaster, master of Undermountain, has not been idle. Unhappy with the establishment of Sha'sal Khou in Stardock, he has enabled the Seadeeps illithid to contact another illithid hive in the Astral Plane, one that possesses in an enormous nautiloid mothership. Together, the two hives plan to conquer Stardock, which the illithid ruled in ancient times.

They have been aided by a traitorous githyanki named Kaaltav, a former general who tutors the youth in battle skills. Kaaltav is revolted by Urlon's fraternization with the "lesser" races, especially the githzerai. He is convinced that Stardock has been defiled and must be destroyed. To that end, he has been feeding intelligence to the illithid, and is now actively working to undermine Stardock's defenses.

SPECIAL CONCLAVE

Meanwhile, Urlon is pressing ahead with his own plans. He has convened a conclave of githyanki and githzerai from across Faerûn. Ostensibly about trade, the conclave is actually a meeting of ranking Sha'sal Khou and includes several high-level githzerai monks. Fearing trouble, Urlon has hired several adventuring parties to bolster security during the conclave.

This, along with the presence of the githzerai, has caused a great deal of unrest in Stardock. And the illithid, learning of the turmoil from Kaaltav, have decided now is the time to strike...

ADVENTURE OVERVIEW

Stardock Under Siege plays out like a normal adventure, but the characters' actions affect other tables. The sum of completed missions from all groups governs the difficulty of the final mission, a combined battle that determines the success or failure of the event.

Each table receives a Mission Selection Chart appropriate to their tier (see Appendix 4: Player Handouts), and they may execute the missions on that chart in whichever order they choose. Before play begins, familiarize yourself with the missions on offer for your tier.

The adventure begins with a large fleet of illithid landing craft (called boreworms) headed toward Stardock. Every thirty minutes, the administrators deliver a "Battle Update" of what's happening in Stardock.

At the three-hour mark, all the groups combine forces to battle the illithid nautiloid. The success of the prior missions determines how difficult this battle will be. If the players destroy the nautiloid, they win the event.

STORY HOOKS

The adventurers have been hired by Urlon to help beef up security during a secret conclave. The tier 2 and 3 groups begin the adventure in Stardock, while the tier 1 groups begin in the Crystal Labyrinth.

INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epics™ event.

SHORT AND LONG RESTS

The event plays out in just a few hours of game time. Players can't afford to take long rests and can take only one short rest. Opportunities to earn additional short rests may occur during play.

PLAYER SPELLCASTING

Once the action starts, characters won't have much time for preparation:

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than five minutes can only be cast during the event if the group uses their short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.

SPELLCASTING SERVICES

Between encounters, githyanki clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days.

PILLARS OF ADVENTURE

Each Mission has an icon that represents one of D&D's three "pillars of play":



Combat. This Mission features deadly battles and fast action.



Exploration. This Mission features puzzle-solving, stealth, or tests of skill.



Social Interaction. This Mission features information-gathering, persuasion, and other social challenges.

Most Missions feature other pillars to lesser degrees. There are some points in the adventure when the players can choose their next mission. Use the icons to help the players make their decision.

BEFORE PLAY BEGINS

These preparations will help to maximize playing time:

- Cut out the **Mission Reports** and **Damage Reports** in **Appendix 4: Player Handouts**.
- Have a copy of the appropriate **Mission Selection Chart** and the **Brief History of Stardock** (see **Appendix 4**) on the table.
- Note that a table with proposed event timings is available in **Appendix 7: Administrators Guide**.

BEGINNING PLAY

When everyone is ready, the administrators announce the start of the event.

1. INTRO SPEECH (ADMINISTRATOR)

An administrator reads the following aloud. If your group misses the announcement, you can read it to them yourself:

Orbiting high above Toril is Stardock, a hollowed-out asteroid used by the Githyanki as a fortress and connected to the Crystal Labyrinth in Undermountain via a magical gate. Ships from the Astral Plane and other exotic locales arrive at Stardock on an almost daily basis.

The ruler of Stardock is a githyanki named Commander Urlon. He is friendly toward other races and Stardock is now home to a variety of creatures.

Urlon has hired several adventuring parties to provide extra security for a conclave he is sponsoring. All goes quietly for a few days before the following message is heard all over the base:

“Attention! This is Commander Urlon speaking. Stardock is under attack! I repeat, Stardock is under attack! A massive illithid force is heading directly for us and will arrive momentarily. All adventuring parties must report to their briefing officer immediately for further instructions. Urlon out.”

- Give the players the Mission Selection Chart appropriate to their tier (see Appendix 4: Player Handouts).
- Roll once on the Stardock Rumors Table below and tell the players the resulting rumor. These clues represent gossip gleaned earlier, and you should encourage players to share the information with other tables throughout the event.

STARDOCK RUMORS

d10	Rumor
1	An old iron altar in an abandoned cave houses a useful magic item
2	Some parts of an illithid nautiloid are more vulnerable than others
3	There is a grick behind a locked door in the battle laboratory. Best to leave it alone
4	Commander Urlon is a member of a secret society called Sha'sal Khou
5	Illithid were the original masters of Stardock, many years ago, and they still know various secret entrances into the base
6	A fierce red dragon once defended Stardock but left after an argument with Commander Urlon

- 7 The Undermountain illithid have a kobold minion who is an ingenious trap maker. Be careful of any room with lots of entrails strung about!
- 8 The illithid have a spy in Stardock who is working to undermine the defense
- 9 There is a strange creature residing near the Crystal Labyrinth called the Pudding King. He is susceptible to flattery.
- 10 There's a dangerous item called a *shadow hatchery* in an old cavern. It can be neutralized with magical light.

2. INTRO SPEECH (DUNGEON MASTER)

When you're ready to begin, read the following aloud:

An enormous illithid ship called a nautiloid has appeared near Stardock. Although the nautiloid is currently stationary, a large number of landing craft, called boreworms, have been deployed from it and are headed toward the base.

Meanwhile, illithid minions in Undermountain have infiltrated the Crystal Labyrinth and sabotaged its defenses. Stardock is under threat from front and rear.

Every mission before you has a direct impact on the battle with the illithids. And it's not enough to be strong, you need to be smart as well. Parties that blindly open every door and attack every monster will not do well. You need to complete these missions quickly but effectively.

One more thing. A powerful githyanki warrior named Kaaltav has betrayed Stardock and is working with the enemy. Be careful, as you may encounter him in your travels!

If Stardock falls to the illithid, they will have a perfect staging point for an assault against Waterdeep and beyond. The fate of the realms now rests in your hands. Good luck!

- Ask the players to pick a mission from the Mission Selection Chart. Note that some missions can only be accessed once a pre-requisite mission is complete.
- Begin your first encounter!
- When you're done, ask the players to pick another quest from Mission Selection Chart. Continue playing missions until time is called (at the 3-hour mark), at which point you must commence Mission 10: Destroy the Nautiloid.

MISSION 1: BATTLE LABORATORY



60 MINS
Tier 1
Location: Crystal Labyrinth

SUMMARY

The adventurers must retrieve the stolen *Stardock rod* and kill or restrain some unwelcome intruders.

BRIEFING

The githyanki briefing officer meets the adventurers in the common room, and says,

“A valuable magical artifact called the *Stardock rod* is used to control the gate between the Crystal Labyrinth (where we are now) and Stardock. Illithid minions have stolen this rod and fled to the Battle Laboratory. Without that rod, it is impossible for us to travel to Stardock—and they urgently need reinforcements up there.

“Head down to the Battle Laboratory immediately and retrieve the *Stardock rod*. It is about a foot long and made from black crystal. We need it to re-open the portal as soon as possible.

“One more thing. Don’t let any of the minions in the Battle Lab escape—if even one of them gets away they could cause all sorts of mayhem.”

The briefing officer supplies the adventurers with directions to the Battle Laboratory.

AREA INFORMATION

This facility is used by the githyanki to trial new martial techniques. A group of grimlocks have invaded the area and are causing chaos.

A map of this area can be found in Appendix 3: Maps. The adventurers enter from the eastern corridor.

GENERAL FEATURES

This area has the following features:

Dimensions & Terrain. The walls, ceiling, and floor are all made from luminous crystal. The ceiling is 10 feet high unless noted otherwise.

Lighting. The area is brightly lit. The crystal walls produce a magical light that changes color every 10 minutes, cycling through the colors of the rainbow.

Smells and Sounds. The area smells faintly of blood and sweat. Every few minutes there is a muffled squawk, coming from area C.

Doors. Each door is made from a single block of solid, white crystal.

RANDOM LOOT

Random pieces of equipment are strewn throughout the area, about one item every 20 feet. If the adventurers pick something up, roll on the following table:

LOOT TABLE

d20	Item	d20	Item
1-5	Nothing	13	Potion of healing
6	Breastplate	14	Ring mail armor
7	Chain mail armor	15	Scale mail armor
8	Crossbow, hand	16	Shortbow
9	Greatsword	17	Shortsword
10	Longsword	18	Sickle
11	Mace	19	Spear
12	Maul	20	Trident

MONSTERS

There are **grimlocks** in **Areas B** and **D** of this facility. Once combat begins in one of those areas, the creatures in the other area hear it and attempt to escape. It takes **three rounds** for the creatures to get to the eastern corridor, and if it is clear they escape. If it is blocked by an adventurer, combat ensues.

An adventurer near the exit may decide to give chase to an escaping grimlock. If this happens, perform an opposed Constitution check to determine if the adventurer catches the monster or not.

A. PREPARATION CHAMBER

Low crystal benches run along the north and east walls. Several rows of steel hooks are embedded in the south and west walls.

Sounds. From behind the west door comes a cacophony of grunting and hooting sounds, and the occasional clatter as various items are tossed about.

TREASURE

Most of the steel hooks are bare, but five of them still hold weapons or armor (roll on the Loot Table above). Anyone making a successful DC 12 Wisdom (Perception) check notices a small, steel key hanging near the south door. This opens the door to **Area C**.

B. DEBRIEFING CHAMBER

A round steel table sits in the middle of this chamber, with steel stools scattered all about it.

Every 10 feet along the crystal walls is a life-size relief carving of a githyanki warrior in heroic pose.

A shelf on the west wall contains a small selection of volumes. Other books have been shredded with the pages scattered everywhere.

MONSTERS

There are ten **grimlocks** here, throwing stools and books around the chamber while hooting and grunting excitedly. They attack any intruder.

TREASURE

The books on the shelf are all handwritten Gith. Most have a plain cover and contain detailed descriptions and analysis of fights between gith and various creatures, such as drow, humans, slaad, minotaurs, and so on. One book is different. The cover is embossed with the title *The Book of Eight Secrets*, and the pages within are filled with colorful and detailed illustrations. It is a martial arts text, and contains quotes such as:

- “You can only fight the way you train.”
- “Control the enemy or the enemy will control you.”
- “When the enemy is relaxed, make them toil. When full, starve them. When settled, make them move.”

Inside the back cover of the book is a *periapt of wound closure*.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove six **grimlocks**.
- **Weak:** Remove three **grimlocks**.
- **Strong or Very Strong:** Add two **grimlocks**.

C. HOLDING CELL

The occasional loud squawk comes from behind this locked door, which can be opened with the key from area A. Picking the lock requires a successful DC 15 Dexterity check using thieves’ tools. Behind the door is a plain cell with a filth-covered floor.

MONSTERS

There is a **grick** here. It is ravenous, and attacks anything that comes through the door. If the grick somehow finds itself fighting the grimlocks, it can kill eight of them before perishing.

D. OBSERVATION DECK

This deck looks down into the octagonally shaped experimentation pit (**Area E**).

MONSTERS

There are five **grimlocks** on the deck, throwing weapons and armor at each other with enthusiastic hoots and grunts. As soon as they see the adventurers they attempt to flee, running around the far side of the pit if necessary.

ADJUSTING THIS ENCOUNTER

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

- **Weak or Very Weak:** Remove three **grimlocks**.
- **Strong or Very Strong:** Add a **grimlock**.

What the grimlocks know. If captured and questioned, the grimlocks tell the adventurers that they are servants of the illithid in Undermountain and entered the Crystal Labyrinth as part of a larger invasion force.

E. EXPERIMENTATION PIT

This octagonally shaped pit is 30-feet deep with sooth walls and a floor covered in tiny crystal beads with the consistency of sand. There are patches of dried blood on the ground and walls.

Skillful githyanki warriors test out new martial techniques against various creatures in this pit, with analysts observing from above.

MONSTERS

There is a **quaggoth** (an illithid minion) in the pit, holding the *Stardock rod*, which is 1-foot-long and made of sleek, black crystal. As the adventurers watch, the creature begins banging the rod against the side of the pit, attempting to break it (the rod doesn’t break).

ADJUSTING THIS ENCOUNTER

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

- **Weak or Very Weak:** The **quaggoth** has 30 hit points.
- **Strong or Very Strong:** The **quaggoth** has 66 hit points.

COMPLETING THE MISSION

To complete this Mission, the characters must recover the *Stardock rod* and prevent any grimlocks from escaping from the battle lab.

MISSION POINTS

Activity	Points
<i>Stardock rod</i> retrieved	2

No grimlocks escape 1

Ask a player to deliver the **Mission Report** to the General. If the players retrieved the *Stardock rod*, they receive **Mission Boon 1** and may give it to another table. See **Appendix 5** for these documents.

WHAT'S NEXT?

Once this mission is complete, the players may select another from the **Mission Selection Chart**.

MISSION 2: CRYSTAL CLEAR



60 MINS
Tier 1
Location: Crystal Labyrinth

SUMMARY

As the raid on the Crystal Labyrinth by the illithids of Undermountain continues, the characters are called upon to investigate why the crystal golems are failing to activate and protect the area as programmed.

BRIEFING

The githyanki briefing officer walks briskly toward the party and says:

"The raid by the vile illithid forces is worse than we'd feared. For reasons we cannot discern, the crystal golems that are supposed to protect our home are not reacting to the invasion. We need someone to travel to the golem control center and fix the problem."

AREA INFORMATION

The adventurers must pass through the Mess Hall (**Area A**) to get to the Golem Control Room (**Area B**). A map of these areas can be found in **Appendix 3**.

GENERAL FEATURES

This area has the following features:

Dimensions & Terrain. The walls, ceiling, and floor are all made from luminous crystal. The ceiling is 10 feet high unless noted otherwise.

Lighting. The area is brightly lit. The crystal walls produce a magical light that changes color every 10 minutes, cycling through the colors of the rainbow.

Smells and Sounds. The area smells faintly of blood and sweat. Every few minutes there is a muffled squawk, coming from Area C.

Doors. Each door is made from a single block of solid, white crystal.

A. AMBUSH IN THE MESS

This area is used by the gith of Undermountain as a mess hall. The adventurers enter through the west door and must leave through the north door to get to the Golem Control Room. However, illithid minions have set an ambush.

AREA INFORMATION

- Crystal tables and benches fill this large hall.
- The place smells heavily of fragrant food and exotic spices.
- Plates, bowls, and other eating utensils litter the floor.
- In the center of the hall is a three-foot-high crystal pedestal, with a hole in the top. A humanoid leg sticks up out of the hole, twitching and shaking in rhythm with a grinding sound.

DISPOSAL

The center of the room is dominated by a three-foot-high square pillar of crystal with a hollow center. This pillar is a disposal, a means to get rid of trash. It is currently consuming the remains of a quaggoth, one of several that were used to create the trap in area B.

A creature entering or starting its turn in the disposal takes 9 (2d8) slashing damage as the magic of the disposal grinds them down to a fine sludge. A creature that would be moved into the disposal that succeeds on a DC 10 Strength saving throw falls prone adjacent to the disposal. Moving into or out of or within the disposal is difficult terrain.

MONSTERS

The illithid minions have set an ambush here. Two **chokers** hide in the western corners of the room, waiting to surprise any creatures entering. The chokers lead a team of six mutated **giant wolf spiders** that hide among the crystal tables. These perverse creatures are essentially large brains with hairy gray spider legs.

Characters that have a passive Wisdom (Perception) score of 16 or higher notice the creatures hiding in the corners and behind the crystal tables.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove a **choker** and four **spiders**. Reduce the damage from the disposal to 5 (2d4). Reduce the Perception check to notice the ambush to DC 13.
- **Weak:** Remove a **choker** and two **spiders**. Reduce the damage from the disposal to 7 (2d6). Reduce the Perception check to notice the ambush to DC 15.
- **Strong:** Add a choker.

- **Very Strong:** Add a **choker** and two **spiders**. Increase the damage from the disposal to 13 (2d12). Increase the Perception check to notice the ambush to DC 17.

B. GOLEM CONTROL ROOM TRAPS

The illithids deactivated the control panel and trapped it to prevent reactivation. After dealing with the trap, the characters can reactivate the control panel.

AREA INFORMATION

- This room contains six pedestals, each about 3 feet high.
- The tops of the pedestals are obscured by a complicated tangle of bloody entrails running between the pedestals and into the crystal walls.
- In an alcove to the north stand three crystal golems covered by inert runes.
- A fourth crystal golem lies in smashed pieces on the ground.

PEDESTAL

The runes which cover the golem frames correspond to similar runes etched into the tops of each of the pedestals. The pedestals are control panels that manipulate or power the crystal golems, but they are currently depowered. The control panels have been trapped with a number of triggers that activate a *psychic spear trap* (see below). The entrails are secured to the walls by dozens of small crystal spikes, which pulse with a very soft light.

PSYCHIC SPEAR TRAP

Simple trap (Levels 1-4, deadly threat)

This bizarre and deadly trap was set up by an ingenious kobold trapsmith under the control of the illithids.

Trigger. A character attempts to access the control panels atop the pedestals before disabling the trap.

Effect. If the trap is sprung, the creature triggering the trip is attacked by a spear of psychic energy, emerging from one of the crystal spikes in the wall, + 4 to hit, 7 (2d6) psychic damage on a hit. There are two psychic spears aimed at each control panel, and each can fire only once.

If characters try to remove all the entrails in an area by damaging them in an area of effect spell, all of the traps trigger at once, targeting each character with two spears.

Countermeasures. A successful DC 14 Intelligence (Investigation) check enables a character to deduce the trigger and effect of the trap. Once this is understood, a successful DC 14 Intelligence (Arcana) check can disable the trap. A failure by 4 or more triggers the trap.

They can try to reactivate the control panel, but minions of the illithids try to stop them (see **C. The Assault** below).

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** The DC to detect and disable the trap is 12. Reduce the damage of the trap to 5 (2d4) piercing.
- **Weak:** The DC to detect and disable the trap is 13.
- **Strong:** The DC to detect and disable the trap is 15.
- **Very Strong:** The DC to detect and disable the trap is 16. Increase the damage of the trap to 10 (3d6) piercing.

C. THE ASSAULT

As soon as the characters try to activate the first control panel, guardians under the control of the illithids attempt to stop them. Loose pieces of crystal around the room merge into a creature that moves swiftly toward them, along with two smaller creatures made from the same material.

MONSTERS

The crystals form a **gargoyle** made from the clear substance. There are also two smaller creatures (use **ice mephit** stats) that attack.

REACTIVATING THE CONTROL PANELS

Panels can be activated using a two-step process, and each attempt requires an action.

- A DC 10 Intelligence (Arcana) check is needed to know what runes to touch, and in which order.
- A DC 10 Dexterity (Sleight of Hand) check is needed to push the correct runes swiftly and without hitting the wrong rune.

The control panels have a built-in security mechanism. Failing either of these checks inflicts 1d4 lightning damage on the user.

If the characters activate three control panels, the all the crystal golems are reactivated—including the three in the control room, which dispatch the gargoyle and ice mephits.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove two **ice mephits**.
- **Weak:** Remove an **ice mephit**.
- **Strong:** Add a **gargoyle**.
- **Very Strong:** Add a **gargoyle** and an **ice mephit** and increase the DCs for reactivating the panels to 12.

COMPLETING THE MISSION

To complete their mission, the characters must xxx.

MISSION POINTS

Activity	Objective Points
Reactivate the golems	3

Ask a player to deliver the **Mission Report** to the General. If the players reactivated the golems, they

receive **Mission Boon 2** and may give it to another table. See **Appendix 5** for these documents.

WHAT'S NEXT?

Once this mission is complete, the players may select another from the **Mission Selection Chart**

MISSION 3: SAVE ROOM FOR PUDDING



60 MINS
Tier 1
Location: Crystal Labyrinth

SUMMARY

A strange gnome who took up residence in some caves near the Crystal Labyrinth has captured a group of githyanki. The characters must reason with the self-proclaimed Pudding King and convince him to release his prisoners, and maybe even assist with the defense of the area. The presence of illithid forces complicates matters.

BRIEFING

The githyanki briefing officer approaches the characters with a look of concern:

"We are holding fast against the illithid invasion. A squad of six githyanki warriors were sent into an area adjacent to the Crystal Labyrinth to scout for approaching enemies. They have not returned, and we fear an attack may yet come from that direction. If you are able, scout that area, see if there are dangers there, and learn what happened to the previous scouting party."

If the characters ask what is known about that area, the briefing officer says that the last group who did serious scouting in that area, more than thirty days ago, encountered a strange gnome. He didn't seem to pose any threat, but he disappeared before they could question him further.

AREA INFORMATION

As the characters move east out of the Crystal Labyrinth, the amount of crystal in the tunnels lessens, until the walls are comprised of mostly granite.

Light. There is no light in the area unless described in the individual area or scene.

Ceilings. Ceilings in corridors are 10-feet high, or 20-feet high in rooms unless otherwise noted.

A. SIGNS OF A STRUGGLE

At a four-way intersection in the passage, the characters find the crumpled body of one of the missing githyanki scouts.

SEARCHING THE BODY

The characters can search the body and learn a bit about the threats they face in this mission.

- **DC 10 Wisdom (Medicine):** The body of the githyanki succumbed to two types of damage. Bruises show bludgeoning damage, but the body is also covered with acid burns.
- **DC 15 Intelligence (Investigation):** The githyanki lies atop her greatsword, which is broken. The damage to the sword was caused by acid scoring the metal.
- **DC 10 Wisdom (Survival):** The traffic leading out of this chamber all heads to the north. This includes drag marks and some acid scoring.

TRAPS

The corridors leading south and east from this point are trapped by the Pudding King. In each of these passages, is the body of a quaggoth, known servants of the illithids. The quaggoth bodies rest atop triggers to cave-in traps.

CAVE-IN TRAP

Simple trap (Levels 1-4, deadly threat)

The Pudding King orchestrated his ooze pets to create trapped areas in these two false passages.

Trigger. A character steps into the trapped area or moves a quaggoth corpse.

Effect. If the trap is sprung, the creature triggering the trap, plus all creatures within 20 feet of the triggering character, are pelted with falling rocks. Creatures must succeed on a DC 12 Strength saving throw to resist the blows or take 10 (3d6) bludgeoning damage. A successful saving throw halves the damage.

Countermeasures. A successful DC 14 Wisdom (Perception) check notices the triggering area on the floor and the loose stones in the ceiling, and the trap can therefore be avoided.

If the characters bypass the traps, they find that the south and east passages come to dead ends.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** The DC to locate the trap is 10. Reduce the damage of the trap to 5 (2d4) bludgeoning.

- **Weak:** The DC to locate the trap is 11.
- **Strong:** The DC to locate the trap is 13.
- **Very Strong:** The DC to locate the trap is 14. Increase the damage of the trap to 14 (4d6) bludgeoning.

B. QUAGGOTH CAPTIVES

In this chamber, the Pudding King has stashed a few of his captives: a lone githyanki warrior, but also some quaggoth servants of the attacking illithid army.

The githyanki, beaten and bloodied, bound and gagged with vines and leaves, rests within a barred cell. His cell rests within a larger cell, holding four quaggoth. They are also bloodied, but they hurl themselves against the inner bars, trying to get at the githyanki prisoner.

MONSTERS

The four **quaggoth spore servants** have been captured and driven mad by the Pudding King's mind-altering mold. They are currently distracted by the **githyanki warrior** in the inner cell.

CELLS

Both the inner and outer cells are locked with a padlock that can be opened with a DC 10 Dexterity (thieves' tools proficiency) check. The stone bars can also be broken with a DC 15 Strength check or destroyed by 40 points of damage (AC 15).

If the characters attack the quaggoths through the bars, the creatures attempt Strength checks each round to break down the outer bars and attack the characters.

CALMING THE SITUATION

If the characters take a moment to observe the quaggoths, a successful DC 10 Intelligence (Nature) check reveals that these creatures are not acting normally. They seem to be suffering from madness of some kind. If this check succeeds, all future ability checks to reason with or help the quaggoth regain their sanity have advantage. If this check is not attempted or is failed, those future checks are made with disadvantage.

The quaggoths only speak or understand Undercommon, and unless characters have a method to speak to them, they cannot be calmed except by magic.) If the characters can communicate with the quaggoths, a successful DC 15 Charisma (Persuasion) check calms them. Characters with a means to provide medicine to the quaggoths can diagnose the calmed quaggoths with a DC 10 Wisdom (Medicine) check. The cause of their

madness is a rare but dangerous mold that makes the victims act in a brutally hostile manner.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove two **quaggoth spore servants**.
- **Weak:** Remove one **quaggoth spore servant**.
- **Strong:** Add one **quaggoth spore servants**.
- **Very Strong:** Add three **quaggoth spore servants**.

GITHYANKI PRISONER

In order to talk to the prisoner, the characters must heal him, since he is unconscious within his inner cell. In order to get to him, the characters have to either calm and treat—or kill—the quaggoths.

The prisoner is Bixaxle, a githyanki warrior whose squad fell victim to the Pudding King and his pets. If questioned, he can describe his group getting attacked by oozes and a gnome. He doesn't know why his life was spared or where the rest of the squad is, but it seems that the gnome keeps prisoners other than githyanki. Signs of illithid passage littered the areas they explored, so other members of the mind flayer army—like the quaggoths—might be around as well.

Bixaxle is in no shape to fight. He has three levels of exhaustion and his equipment is nowhere to be found.

C. THE PUDDING KING

Further along the passages is the lair of the Pudding King. The gnome is currently hearing the truce plea of a mind flayer. The characters must make a case for the Pudding King to join their cause, or at least stay neutral.

When the characters reach the room, read:

A gnome sits on a throne of granite on the wall opposite the entrance you occupy. Standing in front of the gnome is a mind flayer. To the north is a cage holding a dozen gibbering, shrieking quaggoth. To the south, in a separate cage, are four bloodied githyanki.

From the corner of your eye in all directions, you note that the walls and floor appear to be moving. It soon becomes clear that this entire cave – walls, floors, ceiling, and more – are covered with moving oozes.

The illithid waves a gaunt hand in your direction. "As you can see, your majesty, what I have told you is true. These allies of the githyanki have invaded your territory and are here to kill you. I suggest you order your servants to dispatch them quickly."

The gnome looks in your direction and cocks his head. His voice wavers between a whisper and a shrill squeak. "Maybe you're right, 'thid. But maybe not. I'll hear what they've got

to say." He waves you into the room, "Step forward. Say your piece to the Pudding King!" A slime of some sort crawls into the gnome's lap, and he pets it like a cat.

MONSTERS

The Pudding King (a gnome **enchanter**) moved to the area recently with his pets, and many of them are in this chamber now in the form of gray oozes, gelatinous cubes, ochre jellies, slithering trackers, black puddings, and more. Zughtrouzh, an **illithid**, has come before the Pudding King to plead for the release of the quaggoths and propose an alliance in the war against the gith.

Also in the room, in two separate cages, are 12 quaggoth and 4 githyanki warriors. Each of these prisoners—quaggoth and gith alike—have been poorly treated and currently have 1 hit point.

So many oozes inhabit the room that it's impossible to count them all: hanging from the ceiling, lurking in shadowy recesses, and wriggling around the room in plain sight. The characters should understand quickly that a full-frontal assault on all the inhabitants of the room would end with their quick and gruesome deaths.

ADDRESSING THE COURT

Give the characters a chance to propose the terms of their own peace treaty with the Pudding King. The base DC for any checks involving this negotiation is 13. Feel free to raise or lower the DC by a point or two based on the type of check being made, the likelihood of success, or outstanding roleplaying. Below are some examples of likely character tactics:

- **Wisdom (Insight)** on the Pudding King: The gnome is definitely not in his right mind, but he is powerful. He wants to be treated with respect, and he expects decorum in his presence. If everyone remains calm and doesn't offend him by doing anything drastic, you have the best chance of getting out of this alive.
- **Wisdom (Insight)** on Zughtrouzh the illithid: The mind flayer is haughty and is obviously losing patience with this situation. If he can be tricked into acting rashly or insulting the Pudding King, the characters might get upper hand. If they could incite the mind flayer to attack them, they would earn the trust of the Pudding King.
- **Charisma (various)**: Flattering, deceiving, or persuading the Pudding King would take tact, but it would be the most convincing method of swaying the Pudding King.
- **Intelligence (History)**: Reminding the Pudding King of the deceptive nature of the illithids makes him more likely to side with them.

- **Constitution**: The Pudding King loves oozes. He pets them and dotes on them. If the characters can do the same without vomiting or otherwise showing disgust, they earn his favor.

The Final Decision. Give the characters plenty of chances to impress, flatter, and ingratiate themselves to the Pudding King. Unless they do something tremendously impressive (good) or foolish (bad), do your best to keep the scene going until they succeed or fail at three checks. This is just a guide, however, and you can use your best judgement on how the roleplaying and checks play out.

There are five possible results, listed below. Figure which one best fits the outcome based on the characters' actions and rolls:

- **Total Failure**: The characters do something silly like attack the Pudding King or his pets, insult the Pudding King, try to free the gith prisoners after they are told not to, etc. The Pudding King decides to ally fully with the illithids, and the characters must escape (see "Escape" below).
- **Partial failure**. The characters fail to convince the Pudding King to join them because they failed their ability checks or made minor snafus. He makes a truce with the illithids, allowing them safe passage but does not join in the attack. The characters must escape (see "Escape" below).
- **Neutral**. The Pudding King is unconvinced by either side. He decides that both sides are enemies, and he will abide neither in his territory. The characters must escape (see "Escape" below).
- **Partial Success**. The characters do enough to convince the Pudding King to allow them to leave and to not help the illithids. The truce keeps the Pudding King from attacking the githyanki if they wander into this territory.
- **Total Success**. The characters make no missteps, outwit the illithid, and placate all the strange whims of the Pudding King. The Pudding King decides to ally fully with the githyanki, offering to take the attack to the illithids when he encounters them.

CAGES

Both cages are locked with a padlock that can be opened with a successful DC 10 Dexterity (Thieves' Tools) check. The bars can also be broken with a DC 15 Strength check or destroyed by 40 points of damage (AC 14).

The githyanki could normally use *misty step* to escape, but they cannot get far enough away to escape before they are overcome by the Pudding

King or his pets. They now remain in captivity and hope for rescue.

WINNING

If the characters win and the Pudding King sides with them, the illithid lashes out in anger. Before he can attack the pudding king, however, about 30 different types of oozes and slime converge on him, dissolving him in a matter of seconds.

ESCAPE

If the characters fail to make peace with the Pudding King, they must escape. Rather than bringing the full force of his pets down on the characters, assuming they leave his chamber immediately, it turns into a running battle through the caverns.

The characters are pursued by a **slithering tracker** and two **gray oozes**. The latter are slow, but the former can move as fast as most characters, if not faster.

If the characters take the time to free the githyanki warriors after the Pudding King orders an attack, add two more gray oozes to the fight. If the Pudding King is neutral and attack both the characters and the mind flayer, remove one slithering tracker from the fight.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the slithering tracker.
- **Weak:** Remove one gray ooze.

- **Strong:** Add two gray oozes.
- **Very Strong:** Add one slithering tracker and two gray oozes.

AFTERMATH

Assuming the characters escape or make a deal with the Pudding King, they can return to the Crystal Labyrinth with the news and with any warriors they rescued.

COMPLETING THE MISSION

To complete their mission, the characters must deal with the Pudding King and rescue the githyanki warriors.

MISSION POINTS

Activity	Mission Points
The Pudding King remains neutral toward the gith	1
The Pudding King aligns with the gith	1
Five gith rescued	1

Ask a player to deliver the **Mission Report** to the General. If the players rescued the gith, they receive **Mission Boon 3** and may give it to another table. See **Appendix 5** for these documents.

WHAT'S NEXT?

Once this mission is complete, the players may select another from the **Mission Selection Chart**.

MISSION 4: RED MENACE



60 MINS
Tiers 2 & 3
Location: Stardock

SUMMARY

The adventurers must travel to the other side of the asteroid and seek the assistance (or at least the neutrality) of the red dragon Ashtyrranthor and her brood of dragon children. The illithids have other plans, attempting to frame the gith and the characters for the death of one of Ashtyrranthor's whelps.

BRIEFING

The githyanki briefing officer approaches the adventurers and says:

"On the far side of asteroid, a red dragon called Ashtyrranthor and her brood reside. She was once allied to the githyanki, but relations between us became strained. Nowadays our relationship is governed by a simple truce—we leave them alone, and they leave us alone. With this attack underway, we need to make sure that truce has not been breached. We've received word from scouts that illithid minions may have already been active on that side of the asteroid.

"Your mission is to travel into the dragon's territory and confirm the truce is still active. If possible, get her to join us in our efforts by making it clear how dangerous the illithids are to her. They will not stop if they defeat us.

"Ashtyrranthor is a vain and volatile creature. Tread carefully in her presence. Use the tunnel between the two sides of the asteroid to access her area."

AREA INFORMATION

The asteroid that holds Stardock has its own internal gravity, meaning that Stardock is on the "top side" of the asteroid, and the dragon's lair is on the bottom side. A passage through the center of the asteroid connects the two sides, allowing the characters to easily pass between.

A map of these areas can be found in Appendix 3: Maps.

A. TUNNEL

The 20-foot-high tunnel slopes down deeper into the asteroid, until it crosses the gravity threshold, then begins to move back up toward the surface on the

other side. The tunnel is dimly lit by glowing crystals in the surfaces of the tunnel.

GRAVITY

Halfway through the tunnel, the gravity shifts. Any creature passing this point must succeed on a DC 13 Dexterity saving throw or fall on the "ceiling" of the other side of the tunnel, ending movement in that square.

MONSTERS

When the characters get to the exact center of the passageway, where the gravity shifts, they come under attack.

- At tier 2 there are three **star spawn manglers**.
- At tier 3 there are six **star spawn manglers**.

The star spawn manglers are invisible, but they can be heard with a DC 17 Wisdom (Perception) check. They are here under the orders of the illithid commanders to cut off communication between the gith and the red dragons.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak or Weak:** Remove one **star spawn mangler**, and reduce the Perception check to notice them to DC 15.
- **Strong:** Add one **star spawn mangler**.
- **Very Strong:** Add two **star spawn manglers**.

B. GUARD CHAMBER

The tunnel through the center of the asteroid ends in a room that generally serves as a sentry chamber for the dragons and their guests or servants. In this case, one of Ashtyrranthor's children, who was on guard in the room, was killed by the illithid minions. The attack was made to look like it was undertaken by the gith in order to frame them. The characters must avoid some traps and find clues that point to the illithids' part in the attack.

AREA INFORMATION

- The cavern is devoid of furnishings.
- Crystal stalactites, stalagmites, and columns dot the area.
- Near the southwestern point of the room, an unmoving red dragon is splayed on the floor, fresh blood oozing from it.
- The dragon rests next to piles of granite and crystal rubble.

DEVELOPMENTS

The dragon is dead and has been turned into a trap by an illithid arcanist (see below). If the adventurers move over to the body, a gout of flame erupts from the rubble pile, while the dragon seems to leap up from the crystal toward them.

To increase the tension, get the players to roll initiative. The dragon corpse flops to the ground 1 round after being launched.

DRAGON-PROPELLING FIRE TRAP

Simple trap (Levels 5-10, deadly threat)

An illithid arcanist has trapped the southwest area with a modified *fireball* spell, triggered when a living creature enters the area.

Trigger. A character moves within 20 feet of either the rubble or the dragon corpse without disarming the trap.

Effect. If the trap is sprung, any creatures within 30 feet of the rubble must succeed on a DC 15 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half damage on a successful one. In addition, the fireball blast propels the dragon corpse up into the air.

Countermeasures. A successful DC 20 Wisdom (Perception) check reveals the runes scrawled into the floor that trigger the trap. If noticed, a successful DC 15 Intelligence (Arcana) or Dexterity (Sleight of Hand) check can disable the runes. A failure by 4 or more triggers the trap.

After the characters disable or spring the trap, they are free to investigate the corpse of the red dragon. See “Evidence” below.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Reduce the Perception check to find the trap to DC 15. Reduce the Arcana or Sleight of Hand check to disable the trap to DC 12. Reduce the damage of the trap to 22 (4d10) fire.
- **Weak:** Reduce the Perception check to find the trap to DC 17. Reduce the Arcana or Sleight of Hand check to disable the trap to DC 14. Reduce the damage of the trap to 26 (5d10) fire.
- **Strong:** Increase the Perception check to find the trap to DC 21. Increase the Arcana or Sleight of Hand check to disable the trap to DC 16. Increase the damage of the trap to 38 (7d10) fire.
- **Very Strong:** Increase the Perception check to find the trap to DC 22. Increase the Arcana or Sleight of Hand check to disable the trap to DC 17. Increase the damage of the trap to 44 (8d10) fire.

EVIDENCE

The characters can examine the body of the dragon and the area around their corpses to learn the following information:

- DC 10 Wisdom (Perception): The characters find many bits of fleece among the rubble. Any arcane caster knows this is the material component for illusion spells that trick the mind.
- DC 12 Intelligence (Arcana): The *fireball* trap was created by an arcane spellcaster.
- DC 10 Intelligence (Investigation): The dragon shows signs of various weapon and energy attacks (that match the kinds of weapons and spells most used by the adventurers).
- DC 15 Intelligence (Investigation): All of that damage was done after the dragon was dead. Every bit of it! There is no single bit of visible damage that killed the dragon.
- DC 15 Intelligence (Arcana): The dragon was killed by psychic damage.
- DC 17 Wisdom (Perception): Behind the rubble is a secret passage that leads toward the outside of the asteroid. The illithid (who ruled Stardock in ancient times) knew of this secret way and used it to enter the asteroid.
- A DC 20 Wisdom (Handle Animal) check notices a mole den beneath the bench along the west wall. Characters succeeding on the check can draw out the mole, who is star-nosed and who witnessed the entire attack. Anyone who can speak with animals, either via spell or through natural abilities, can get the story (see below), and can also get the mole’s testimony when dealing with the dragon.

WHAT THE STAR-NOSED MOLE SAW

The mole saw a group of githyanki enter through a secret door. The githyanki attacked and killed the young red dragon residing there.

As soon as the dragon died, the illusion was dropped, and the truth revealed—this was really an illithid raiding party, consisting of an illithid arcanist, several star spawn manglers, a mindwitness, and some berbalang. The illithid spent a few minutes hacking away at the dragon corpse with an old sword.

The illithid then retreated back through the secret door, the star spawn went down the eastern corridor and the others moved up the northern corridor.

TREASURE

A successful DC 15 Wisdom (Perception) check locates a *chime of opening* lying on the ground near the north wall. This was used by the illithid raiding party to open the secret door that led to this chamber, but they accidentally left it behind.

C. AUDIENCE CHAMBER

The passage continues heading toward the “bottom” of the asteroid, until it finally emerges into a “throne room” that Ashtyrranthor uses as an audience chamber. The chamber has an opening to the exterior.

AREA INFORMATION

- The ceiling is 40-foot-high.
- There is a dais raised 10 feet off the ground, littered with coins and gems.

MONSTERS

Sitting on the dais is Ashtyrranthor an **adult red dragon**. Hovering at eye level with the dragon is a **mindwitness**. Four **berbalangs** swoop around the room.

ASHTYRRANTHOR SPEAKS

The dragon looks from the mindwitness to the party, then growls, “You were correct, strange creature. The treacherous githyanki have killed my child and their allies have arrived to kill me. They will not find me such easy prey.”

NEGOTIATIONS

The characters must think – and speak – quickly to avoid getting slaughtered by Ashtyrranthor. As long as they respectful and put up some sort of protest, Ashtyrranthor holds her attack and listens to them.

The mindwitness told her that the githyanki are planning to kill her and take the entire asteroid as their own. It also told the dragon that the githyanki killed her child that was guarding the entrance.

What Really Happened? The aberrations here killed the young dragon with the help of an illithid arcanist, who used illusion to disguise them all as githyanki. The mindwitness showed the fight to Ashtyrranthor using telepathy.

What Can the Characters Do? This diabolical plan puts the characters into a difficult spot. To make matters worse, the mindwitness uses its telepathy to keep showing its (false) version of the young dragon’s deaths over and over again to everyone present. The visualization of it begins to drive Ashtyrranthor into a rage—directed at the adventurers unless they can do something.

To bring the situation back into their favor, the characters can do some of the following things:

- Succeed on a DC 10 Charisma (Persuasion) check to get the dragon to at least begin to listen to reason.

- Present any of the evidence found in the Guard Chamber, including the testimony of the mole who witnessed the attack.
- Use illusion spells give a visual representation of what actually happened, to counteract the compelling vision presented by the mindwitness.

The following actions could make matters worse:

- Attacking the aberrations before they have convinced the dragon of their innocence.
- Raising the dragon corpse or otherwise speaking with it. The young dragon was fooled by the illusion and honestly think it was killed by githyanki.
- Using magic to try to persuade or compel creatures in the room angers the dragon even more.
- Getting caught in a lie.

Judgement Time. After all of the evidence has been presented, one of the following happens. Use your best judgement and the characters skills or abilities for a final ruling:

- The dragon decides the characters are guilty. She attacks them but does not follow if they flee.
- The dragon doesn’t know what happened and believes neither side. She allows the adventurers to leave but does not help defend Stardock.
- She believes the characters. She then kills the aberrations in her chamber and joins the githyanki cause.

COMPLETING THE MISSION

To complete their mission, the characters must present their evidence and hear the judgement of the red dragon, for better or for worse.

MISSION POINTS

Activity	Points
Ashtyrranthor joins the githyanki	4
Ashtyrranthor remains neutral	1

Ask a player to deliver the **Mission Report** to the General. If the players convinced the dragon to join the githyanki, they receive **Mission Boon 4** and may give it to another table. See **Appendix 5** for these documents.

WHAT’S NEXT?

Once this mission is complete, the players may select another from the **Mission Selection Chart**.

MISSION 5: WAR SPIRE



60 MINS
Tier 2
Location: Space

SUMMARY

The adventurers must defeat an enemy landing force that is trying to compromise a powerful artifact.

BRIEFING

The githyanki briefing officer meets the adventurers near the docks accompanied by two people—a brawny **giff**, dressed in an ostentatious military jacket that is covered in gleaming medals, and a slender **drow gunslinger**, with a mauve complexion and lank white hair.

The officer says:

“I have an urgent mission for you. On a nearby asteroid is a powerful artifact called the War Spire, which can turn the tide of this battle in our favor. A hostile force has just landed on that asteroid and is, we assume, attempting to compromise the artifact. You must fly across on a skiff and defeat the enemy force before they can do any damage.

“With me are Serjant Hanphred Joshi, a decorated giff mercenary, and Coranshin Miliskeera, who is a celebrated warrior amongst the drow. Both are members of our local security detail. You may choose one of them to accompany you on your mission.”

The adventurers may ask the potential companions a few questions to establish their abilities. After making their choice, the adventurers are rushed to a stone pier where a small but robust skiff bobs silently in the void. It is called the *Furious Thistle* and is piloted by a githyanki **commoner** named Vharist.

See **Mission 7** for more information about astral skiffs.

APPROACHING THE ASTEROID

The skiff casts off and after about ten minutes of travel, Vharist indicates that their destination is ahead. It is a lumpy and monochrome asteroid, about a quarter mile across.

Vharist gives the adventurers two options:

- She can drop them close to the War Spire. This means they will reach the artifact quickly, but the enemy will see them coming. She won't go closer

than 150 feet to the War Spire so as not to risk the skiff.

- Alternatively, she can drop them over the horizon, about 1000 feet from the War Spire. It will take a minute or two to get to their destination, but they may be able to surprise their foes.

If Hanphred is with them, he snorts and says they should join the battle as soon as possible. If Coranshin is with them, she suggests a surprise attack is the better approach.

Regardless of the option selected, Vharist takes off again once the adventurers have disembarked. She remains nearby, ready to pick up the adventurers again if they survive the assault.

GENERAL FEATURES

The asteroid has the following features:

- **Dimensions & Terrain.** The surface of the asteroid is very rocky, with small slopes, rises and outcroppings everywhere. The small circumference of the asteroid means that maximum line of sight is about 500 ft.
- **Lighting.** The area is brightly lit by both the sun and the reflection off Toril below.
- **Sounds.** The sounds of the ogres assaulting the War Spire (see below) can be heard all over the asteroid.
- **Atmosphere.** The asteroid has a magic air envelope that covers the deck and extends to a height of 50 feet. The air smells of dust.
- **Gravity.** Creatures inside the air envelope fall toward the surface of the asteroid.

THE WAR SPIRE

The War Spire sits on a 40-foot high mesa. In the middle of the mesa is a 20-foot high podium of withered stone, with eight stone stairways leading up to it. The spire itself emerges from the podium, a 10-foot high, 3-foot wide, tube of corrugated bronze.

A map of the target area can be found in Appendix 3: Maps.

MONSTERS

There is a boreworm transport craft here, near the podium. See Mission 7 for more information about boreworms.

There is an **ogre battering ram** on the podium, attacking the spire. Patrolling the base of the spire are two **ogre bolt launchers**, an **ogre chain brute**, and three **duergar xarrorn**, under the command of a **duergar warlord**.

On the third round of combat an **ogre howdah** carrying four **derros** emerges from the boreworm.

Tactics. The bolt launchers position themselves about 100 feet from the melee and launch bolt attacks. The chain brute and xarrorn charge into melee, with the xarrorn using *enlarge* first. The warlord turns invisible and attempts to flank the party, then uses *Enlarge* before attacking. The warlord also uses *Call to Attack* every round once the xarrorn enter melee.

Time Limit. The ogre battering ram does not enter combat unless engaged in melee. Instead, it continues to pummel the War Spire. At the end of 8 rounds of combat, there is a harsh metallic tearing noise and the War Spire topples to the ground.

If the adventurers chose to land on the far side of the asteroid, the War Spire is destroyed at the end of 5 rounds of combat.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove an ogre bolt launcher and a duergar xarrorn. Replace the ogre howdah and derros with an ogre bolt launcher.
- **Weak:** Remove an ogre bolt launcher and replace the ogre howdah and derros with an ogre chain brute.
- **Strong:** Add an ogre chain brute and a duergar xarrorn.
- **Very Strong:** Add 2 ogre chain brutes and a duergar xarrorn.

REACTIVATING THE WAR SPIRE

If the adventurers examine the War Spire closely, they notice a small service panel has been shaken open. Behind the panel, an eldritch symbol has been engraved on the side of the column, with diamonds, rubies, emeralds, and sapphires embedded in it.

Puzzle. Several gemstones have been shaken loose and lie on the ground, with a matching number of indentations on the symbol showing where they once were.

Anyone making a successful DC 13 Intelligence (Arcana) check deduces that the gemstones must be

replaced in the correct indentations for the War Spire to function again. Give the players the War Spire Puzzle from **Appendix 4: Player Handouts** and ask them to fill it out.

Solution. The solution can also be found in Appendix 4. The gems must mirror each other along the diagonal line, along either the inner or outer circle. So, a diamond on the outer circle must be matched by a diamond on the diagonally opposite outer circle.

If the adventurers place the gemstones in the correct position, the gemstones begin glowing gently. After a few moments they glow brightly, and the war spire starts firing energy bolts into space. Distant explosions in the sky can soon be seen.

If the gemstones are placed in the wrong position, there is a burning smell and dark smoke issues forth. Once this happens, the War Spire cannot be reactivated by the adventurers.

COMPLETING THE MISSION

To complete their Mission, the characters must prevent the battering ram from destroying the War Spire. Bonus points are available for reactivating it.

Once they have completed the mission or retreated, Vharist flies down in the skiff to pick them up.

MISSION POINTS

Activity	Points
The War Spire is not destroyed	2
The War Spire is reactivated	2

Ask a player to deliver the **Mission Report** to the General. If the players reactivated the War Spire, they receive **Mission Boon 5** and may give it to another table. See **Appendix 5** for these documents.

WHAT'S NEXT?

Once this mission is complete, the players may select another from the **Mission Selection Chart**.

MISSION 6: BREATHE EASY



60 MINS
Tier 2
Location: Stardock

SUMMARY

The adventurers must escort a scholar to an abandoned region of Stardock, and there undertake a complex operation.

BRIEFING

The githyanki briefing officer is accompanied by a middle-aged gnome with large eyes and unkempt brown hair. The officer warns the adventurers to listen carefully as there is no time for questions, then says:

“The air pocket on Stardock extends about 120 feet out from the surface of the base. Our airborne defenders cannot fly beyond this limit.

“We know that this atmosphere is regulated by magical artifacts called *respiration pillars*. With me is Alston Maekkelferce, a scholar who has been researching these devices. Alston believes he can adjust the pillars to temporarily extend the atmosphere out to a mile. This will greatly assist our defense.

“The respiration pillars are in an area of the base that has been sealed off for a long time. The undead creatures who ruled Stardock a hundred years ago protected them with a series of deadly traps, and this has thwarted previous attempts to reach them.

“Your mission is to escort Alston to the pillars and then keep him safe while he performs his operation.”

Once the briefing is finished, Alston leads the adventurers to an imposing iron door, to which he has the key. After unlocking the door, he guides them through several hundred feet of twisting natural tunnel before arriving at a set of stairs.

ROLEPLAYING ALSTON MAEKKELFERCE

Alston Maekkelferce is gnome **commoner**. He is a scholar by vocation, having studied at the famed Jeeda Academy. Alston specializes in magic related to space and the astral plane.

He is anxious by nature and speaks with a goofy lisp. He fears the danger ahead, but this is tempered by his great desire to finally examine the *respiration pillars* in person.

AREA INFORMATION

The adventurers approach the area from the top of the map near location A (see Appendix 3: Maps).

GENERAL FEATURES

This area has the following features:

- **Dimensions & Terrain.** The walls, ceiling, and floor are of gray stone and are unhewn except where noted. The ceiling is between 15 and 25 feet high, while loose gravel lies on the uneven floor.
- **Lighting.** The area is completely dark.
- **Smells and Sounds.** The whole area smells faintly of dust and is silent except where noted.

A. DISSECTION TREES

Dozens of angular rock formations emerge from the floor here. They resemble trees, with several flat, sharp branches of stone emerging from a central trunk.

The “trees” are about 10 feet in height and 5 feet apart on average. An adventurer must travel through 20 feet of “forest” to enter the left-hand corridor (location B), or through 40 feet of forest to enter the right-hand corridor (location C).

Ceiling. The rocky ceiling is about 15 feet high in this cavern.

Corpse. The lacerated corpse of a githyanki knight can be seen lying amongst the trees, about 20 feet from the stairs. The body is severely desiccated and has clearly been there for a long time.

DISSECTION TREE TRAP

Simple trap (Levels 5-10, dangerous threat)

A small forest of stone trees with razor sharp branches.

Trigger. A character moves within 5 feet of a tree trunk.

Effect. If the trap is sprung, the tree’s sharp, stony branches begin flailing around, slicing everything within reach. An adventurer moving through the trees must make a successful DC 15 Dexterity saving throw every round or take 12 (2d10) slashing damage. If an adventurer takes the dash action, this saving throw is made with disadvantage. If an adventurer moves half their speed or less, the saving throw is made with advantage.

Countermeasures. The branches attack to a maximum height of 10 feet, so it is possible to fly above them safely. Each tree has AC 15 and 40 hit points, so it is possible to create a path through the forest by demolition.

B. SLIDING STAIRS

A crooked and uneven wooden staircase has been constructed over this steep stone cliff, descending 20 feet to the tunnel below. There are no handrails.

Smell. This location smells of sulfur.

SLIDING STAIR AND PIT TRAP

Simple trap (Levels 5-10, dangerous threat)

A sliding stair way drops you into a pit with a dangerous monster.

Trigger. A character steps on a stair exactly midway down the wooden staircase.

Effect. If the trap is sprung, all the stairs collapse, turning the stairway into a steep slide.

At the base of the staircase a 15-foot deep pit has been dug out of the stone. It has a cover made of stone that resembles the floor of the tunnel. When a creature is dumped on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below.

There is an **adult oblex** filling the bottom of the pit. It immediately attacks any creature that falls on it.

Countermeasures. The trigger step is a slightly different color and shape to those surrounding it and can be spotted with a successful DC 15 Wisdom (Perception) check. Once spotted, a successful DC 15 Dexterity (Sleight of Hand) check can disable the trigger. A failure by 4 or more triggers the trap.

C. SANCTORUM OF BONE

The floor of this cavern is covered in scorched, humanoid bones to a depth of 2 feet. In the center of the cavern is a rusty steel altar with a large bronze urn sitting atop it.

Smell. This location smells of old blood and ashes.

Burning Bones. When touched, the bones begin to superheat. Anyone standing still takes 3 (1d6) fire damage per round.

Inscription. Across the front of the altar is an inscription which reads,

Dedicated to Theredmir Mournblade,
Lieutenant to the Lady Shyressa.
He gave his life to conquer this base,
And gives his unlfe to protect this shrine.

Anyone making a successful DC 17 Intelligence (History) check recalls that Shyressa is a legendary vampire, rumored to be a leader of the secret cabal known as the Twisted Rune.

Bronze Urn. The urn is very old and coated with fuzzy green corrosion. The lid of the urn is sealed with silver.

Engraved on the urn is a gnarled sigil resembling the number "3" twice, linked together with points downwards like claws.



Anyone making a successful DC 20 Intelligence (History) check recognized this as the symbol of the secret cabal known as the Twisted Rune.

MONSTER

The silver seal can be broken with a successful DC 11 Strength check. Once this happens, a **sword wraith commander** emerges from the urn and attacks anyone present. The urn also contains fine, gray dust.

TREASURE

Anyone examining the altar and making a successful DC 15 Wisdom (Perception) check notices a small indent near the base at the back. Pressing this indent causes a secret panel to open, revealing a *potion of resistance (acid)* and a *ring of water walking*.

D. QUIVERING CLIFFS

This cliff drops 20 feet down to several rows of pointed, white stalagmites that glitter wetly in the light.

Fleshy Cliff Face. The entire cliff face, to a depth of 5 feet, is made from a spongy gray material that is warm to the touch and quivers slightly every now and again. A successful DC 13 Wisdom (Medicine) check identifies this material as living flesh.

Water Globe. A large globe of water, 8 feet across, hovers near the edge of the cliff. Pressing the side of the globe for a few minutes causes a creature to be pulled into it (the creature will need to hold your breath unless you can breathe water). Pressing on the side of the globe from the inside causes the creature to emerge again, completely dry. Anyone inside the globe can cause it to move simply by willing it. The globe has a movement of 10 feet.

Cliff Climbing. The fleshy cliff offers few handholds and requires a successful DC 15 Strength (Athletics) check to safely climb. Sticking anything sharp into the cliff (such as pitons) causes it to convulse violently. Anyone climbing the cliff when this happens must make a successful DC 18 Strength saving throw or fall.

Stalagmite Bite. Anyone falling on the white stalagmites takes regular falling damage and 5 (1d10) piercing damage. The stalagmites are covered in a digestive acid, which inflicts 3 (1d6) acid damage every round you remain in it. The acid does not stick to you.

E. LEAP OF WRAITH

This large chasm is 30 feet deep and contains a series of flat-topped stalagmites.

Sounds. The occasional metallic shriek, like a knife being drawn across glass, rises from the darkness.

Stalagmite Bridge. The chain of stalagmites, each one sheared flat at the same height, provides a means to cross the chasm. The flat surfaces average 3 feet across and are separated by a gap of about 6 feet. Anyone with a Strength score less than 12 must make a successful DC 10 Strength (Athletics) check to clear the gap, or else fall to the chasm floor and suffer 15 (3d6) bludgeoning damage. There are 8 stalagmites total.

PARALYSIS TRAP

Simple trap (Levels 5-10, dangerous threat)

One of the stalagmites steps can paralyze a character.

Trigger. A character steps on rightmost stalagmite.

Effect. If the trap is sprung, the creature that steps on it must succeed on a DC 15 Constitution saving throw or become paralyzed until the start of its next turn. A paralyzed creature immediately falls into the chasm.

Countermeasures. A character observing the stalagmite and making a successful DC 15 Intelligence (Arcana) check determines that it is enchanted.

MONSTERS

There are **6 sword wraith warriors** patrolling the bottom of the chasm, the former bodyguard of Theredmir Mournblade (see location C).

When the adventurers come to the edge of the chasm, the sword wraiths move to the far side so as to hide. If anyone falls into the chasm, they immediately converge on that person and attack, their blades screeching as they are torn from their scabbards.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak:** Remove 3 sword wraith warriors.
- **Weak:** Remove 2 sword wraith warriors.
- **Strong:** Add a sword wraith warrior.
- **Very Strong:** Add a sword wraith warrior.

F. RESPIRATION PILLARS

The walls of this room are covered with ancient tiled mosaics, depicting the illithid in acts of conquest and perversity.

Catalyst Pool. At the lower end of the room is a rectangular pool, 15 feet wide by 30 feet long with 3-foot stone walls. The pool is filled with bile-yellow acid to a depth of 2 feet. Standing in the pool causes 2 (1d4) acid damage every round.

Respiration Pillars. Inside the pool are 4 pillars made of chrysoberyl. The pillars are 1 foot wide at the base, 6 feet high, and cone-shaped. Each one is punctured by thousands of tiny holes, and covered in glittering silver runes.

Adjusting the Pillars. Alston has a stick of silver chalk with which he can draw additional runes on the respiration pillars. He must be next to a pillar to complete this operation, but only requires one hand (therefore he can use the other hand to hold the *orb of shielding* if the adventurers found it.)

It takes one round to adjust a pillar, and the air pocket of Stardock extends out an extra quarter-mile for each one completed.

MONSTERS

A 4-foot-high block of obsidian sits in the upper right corner of the room. The top surface is punctured by six deep indentations, and the sides are engraved with necromantic runes. A successful DC 16 Intelligence (Arcana) check reveals this to be a *shadow hatchery*, used to create shadows.

Every round that someone touches the pillars, 1d6 **shadows** emerge from the holes and fly toward that creature and attack. A third level or higher light spell (such as *daylight* or *dawn*) cast on the hatchery renders it inoperative.

ADJUSTING THIS ENCOUNTER

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

- **Weak or Very Weak:** Roll 1d4 to determine the number of shadows that emerge each round.
- **Strong or Very Strong:** Roll 1d8 to determine the number of shadows that emerge each round.

COMPLETING THE MISSION

To complete their Mission, the characters must keep Alston alive long enough to adjust as many of the *respiration pillars* as possible.

MISSION POINTS

Activity	Points
Each respiration pillar adjusted	1

Ask a player to deliver the **Mission Report** to the General. If the players reactivate all the pillars, they receive **Mission Boon 6** and may give it to another table. See **Appendix 5** for these documents.

WHAT'S NEXT?

Once this mission is complete, the players may select another from the **Mission Selection Chart**.

MISSION 7: BOREWORM BLITZ



60 MINS
Tiers 1, 2, and 3
Location: Space

SUMMARY

The adventurers must destroy as many illithid landing craft as they can.

BRIEFING

The githyanki briefing officer briskly leads the adventurers to the docks, a dozen stone piers that jut out into the void of space. Many astral skiffs and some larger ships are moored here. The officer says:

“As you know, the illithid nautiloid has launched dozens of landing craft, known as boreworms, toward the base. Each one is likely packed with illithid minions. If these vessels manage to land, Stardock will be quickly overrun.

Your mission is simple. You must take an astral skiff out into space and intercept as many of the boreworms as possible. You will keep fighting until you are destroyed or until we recall you to base for another mission.”

Sirruth then tells the adventurers they have a choice of two skiffs:

- The *Belligerent Drake* is piloted by a githyanki **commoner** named Jen'lig. Near the prox, it is equipped with a ballista (+6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.)
- The *Speedwell* is piloted by a githyanki **commoner** named Tropos. It is a highly maneuverable skiff, and this gives each adventurer advantage on the first attack roll they make during this mission.

Although both pilots are commoners, they are skilled and experienced sailors with noteworthy psychic capacity, the latter being necessary to power the vessel.

Once the adventurers choose a skiff and board, the pilot takes them out into the inky void, heading toward the distant illithid nautiloid.

SPACE GENERAL FEATURES

Space has the following features:

- **Lighting.** Space is lit by both the sun and the reflection from Toril.
- **Atmosphere.** Space has no atmosphere. Any creature that finds itself in the void can survive a number of rounds equal to their Constitution modifier (minimum 1).

ASTRAL SKIFFS

These small vessels are used by the githyanki for patrols and short raids.

ASTRAL SKIFF

Huge Vehicle (30 ft. by 10 ft.)

Armor Class 12 (wooden hull)

Hull Points 120

Locomotion psychic power, speed 130 ft.

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

OTHER FEATURES

- **Helm.** Near the stern of the skiff is the helm, a throne-like chair that converts psychic energy into propulsion. It is occupied by the pilot, who is an individual with great psychic power.
- **Psychic Vanes.** The skiff has 4 psychic vanes attached to the side. These channel the propulsion energy and are equally capable of moving the craft through the astral void, the vacuum of space, or a planetary atmosphere.
- **Crew.** A skiff usually has 3 crew: a pilot, a navigator, and a bosun. In emergencies, it can be operated by just the pilot.
- **Lighting.** Four crystal lanterns, similar to *driftglobes*, are embedded around the craft and provide light to those aboard. They deactivate if removed from the skiff.
- **Sounds.** The skiff makes a very soft humming noise when the psychic vanes are engaged.
- **Atmosphere.** The skiff has a magic air envelope that covers the deck and extends to a height of 10 feet.
- **Gravity.** A gravity plane runs along the deck of the vessel. Creatures inside the air envelope fall toward the deck.

A simple deck plan of an astral skiff may be found in Appendix 3: Maps.

A. BOREWORM APPROACH

Soon after the skiff clears the Tears of Selûne, the adventurers encounter their first boreworm. The boreworm resembles an enormous beetle and is roughly the same size as an astral skiff. A simple deck plan may be found in Appendix 3: Maps.

Boreworms are dark and difficult to spot against the blackness of space. The boreworm is 400 ft. away when the adventurers first see it, and it is heading toward them.

The adventurers have 4 rounds to shoot the boreworm out of the sky before it contacts the skiff.

BOREWORM

Huge Vehicle (30 ft. by 10 ft.)

Armor Class 13 (ceramic hull)

Hull Points 150

Locomotion arcane power, speed 100 ft.

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

A deck plan of an astral skiff may be found in **Appendix 3**.

If the boreworm is destroyed, all those onboard the vessel are killed.

B. BOREWORM CONTACT

If the adventurers don't destroy the boreworm on approach, it collides with the skiff and takes hold of it with its grappling claws. The front of the boreworm drops open, and the troops emerge.

MONSTERS

The nautiloid is home to a variety of species, all enthralled to the illithid. To determine what creatures are aboard the boreworm, add a d4 to the average party level to the result, then consult the table below.

BOREWORM TROOPS

APL + d4	Monsters
2	4 grimlocks
3	5 kuo-toa
4	4 troglodytes
5	2 grimlocks, 3 troglodytes
6	7 kuo-toa
7	1 quaggoth, 4 grimlocks
8	2 quaggoths, 5 troglodytes
9	6 berserkers
10	2 quaggoths, 5 duergar stone guards
11	1 mind flayer, 3 duergar stone guards
12	1 mind flayer, 4 quaggoths
13	1 mind flayer, 5 berserkers
14	1 mind flayer, 5 duergar stone guards
15	1 mind flayer, 5 quaggoths, 3 berserkers
16	2 mind flayers, 5 duergar stone guards
17	1 mind flayer, 1 mind flayer arcanist, 7 quaggoths
18	1 mind flayer, 1 mind flayer arcanist, 8 berserkers
19	1 mind flayer, 1 ulitharid, 8 duergar stone guards
20	2 ulitharids, 4 quaggoths, 4 berserkers

BOREWORM PILOT

The helm of a boreworm is configured such that only an illithid or its thralls can pilot it. If there are no illithid aboard, the boreworm has a **darkling** pilot who does not fight except in self-defense. If all the disembarked troops are killed, the darkling attempts to disengage and fly back to the nautiloid.

DISABLING THE BOREWORM

Once the enemy are all destroyed, it is a few minutes work to destroy the helm, rendering the vessel useless, before setting it adrift in space. The adventurers might also choose to simply attack the hull and destroy the vessel.

COMPLETING THE MISSION

The adventurers should face at least two boreworms, with the second one following a few minutes after the first has been taken care of.

The party can face additional boreworms if time allows. If a high-level party proves to be very adroit at shooting the boreworms out of the sky, have two of them approach within a few rounds of each other, and from opposite directions.

Once an hour of table time has elapsed, the pilot of their skiff receives a *sending* that directs them to return to base as soon as possible, to receive further instructions.

MISSION POINTS

Activity	Points
Each boreworm destroyed or disabled	1

Ask a player to deliver the **Mission Report** to the General. If the players destroyed/disabled at least two boreworms, they receive **Mission Boon 7** and may give it to another table. See **Appendix 5** for these documents.

WHAT'S NEXT?

Once this mission is complete, the players may select another from the **Mission Selection Chart**.

MISSION 8: BAD TO THE BONE-POD



60 MINS
Tier 3
Location: Stardock

SUMMARY

The characters are asked to investigate a bone-like pod that was dragged into the area by the illithid attack forces but is not doing anything at the moment. After gaining access to the pod, the characters find that it is full of undead troops awaiting deployment. They must gain access to the center of the vessel and destroy it.

BRIEFING

The githyanki briefing officer approaches the characters, scowling, and says:

“One of the vessels in the attack fleet towed behind is a strange, pale-white pod that looked like a large cylindrical piece of bone, and then cut it loose, heading toward Stardock. It just crashed into the asteroid.

“It has us worried. Divinations regarding it have all failed. We need you to go outside to the surface, investigate the bone pod, and neutralize any threats. You leave immediately.”

Since the bone pod is attached to the outside of the asteroid, the characters must walk on the asteroid’s surface to get to it. They don’t need any special equipment, due to the air pocket surrounding Stardock.

THE BONE POD

The bone pod is over 100-feet long and 30 feet in diameter. Its surface is unevenly shaped, with bony ridges, frills, and spikes. There is one entrance into the pod, as well as a false door to fool invaders (see “Bone Pod Entrance” below).

The bone pod houses an alhoon, some brains in a jar, and a platoon of dead illithids awaiting reanimation and deployment.

The bone-like material is immune to damage from normal weapons, and it can’t be crossed using teleportation magic in either direction.

A. BONE POD ENTRANCE

When the characters leave the interior of Stardock and arrive at the bone pod, they see it has attached itself to the stone of the asteroid with sharp splinters and spikes.

GENERAL FEATURES

This area has the following features:

- **Terrain.** The ground is rocky and uneven, littered with the corpses of both gith and illithid, remnants of a prior battle.
- **Lighting.** The dim light of space and Selûne wash over the surface of the asteroid.

THE DOORS

A quick examination reveals two rune-covered doors, one on either end of the cylinder. In the center of each door, set amid the runes, is the inset of an illithid hand.

To enter the bone pod, the characters must figure out which door is the correct one, then they must also learn the means of access that correct door without succumbing to the trap guarding it.

Runes. The runes on each door are written in Deep Speech, the language of the illithids. If the characters do not have a means to read the runes, they must guess blindly. If they can read the runes, this is what they learn:

- The runes on the first door glorify psionic power.
- The runes on the second door glorify necromantic power.

A character trying to understand what this means can make an Intelligence (History) or Intelligence (Arcana) check. Reveal information based on the results of that ability check:

- **DC 10:** Illithids feel their psionic abilities make them superior to all others, fueling their species belief that they have the right to rule over all.
- **DC 16:** Most illithid societies find the practitioners of arcane repulsive and unnatural. Illithid arcanists are often outcasts in their society.
- **DC 22:** There is a special type of undead illithid called an alhoon that practices necromantic magic.

Since this pod is the home of an alhoon, an undead illithid practitioner of arcane magic, the second door is the real door. The other door is a false door, trapped to kill anyone attempting to use them.

False Door. Anyone within 15 feet of the false door when it is touched is hit with a burst of excruciating psionic feedback. Characters in the blast must succeed on a DC 16 Intelligence saving throw

or take 27 (6d8) psychic damage. Damage is halved on a successful save. Creatures that fail the saving throw also have disadvantage on saving throws against the alhoon's arcane spells (see "Bringer of Death" below).

Real Door. The real door has a lock that is meant to only be accessible to the alhoon. In order to open the door, the following steps need to be taken.

- The hand of a dead or undead illithid must be placed in the inset on the door (dead illithids litter the ground, as noted above).
- A spell slot of at least 1st level must be channeled into the door, at which point it opens.
- As the door opens, anyone within 15 feet is hit with a burst of excruciating psionic feedback. Creatures must succeed on a DC 16 Intelligence saving throw or take 27 (6d8) psychic damage. A successful saving throw halves the damage.
- However, the damage dice rolled are reduced by 1 die for each level of spell slot used to open the door. For example, if a 4th level slot is used, the psychic damage is only 2d8. If a 6th level slot is used, no damage is taken.

This behavior can be divined through a DC 16 Intelligence (Arcana) check, or possibly through a spell.

Destroying the Door. The doors have AC 15 and 60 hit points and are immune to damage from nonmagical weapons. Each time a door is damaged, the psionic trap is triggered.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Reduce the DC of the saving throws to 14 and reduce the damage die type to d6s.
- **Weak:** Reduce the DC of the saving throws to 15.
- **Strong:** Increase the DCs of the saving throws to 18.
- **Very Strong:** Increase the DCs of the saving throws to 20 and increase the damage die type to d10s.

Once the characters open the door, or destroy it, they can enter the bone pod.

B. CONTROL ROOM

The interior of the bone pod is comprised of the same bony material as the exterior. A single passage leads to the interior of the pod, where an **alhoon** named Struh'luh works tirelessly to prepare for its contribution to the attack on Stardock.

STRUH'LUH

When it was alive, Struh'luh was an outcast among its own people. Its study of arcane magic was a travesty, and in its

solitude the outcast mind flayer became a student of death. When it found a way to become a lich, it grew only more powerful and curious about death.

When its former society learned of its experiments, they were even more disgusted—but also curious. They contacted Struh'luh and requested it to take part in the invasion of Stardock. Struh'luh was more than happy to comply.

Struh'luh's part in the invasion is two-fold. First, it has a platoon of illithid corpses on hand. Struh'luh has the means to animate and control these undead, making them a powerful undead weapon to turn loose on Stardock. All it requires is the life-force energy to wake them up...

AREA INFORMATION

The area has these features (see Appendix 3: Maps):

- The control room is a large, irregular-shaped chamber.
- The chamber walls are lined with 24 illithid corpses strapped to the wall.
- On shelves just above each of the corpses is a jar containing a brain.
- A rune-covered pedestal (used to control the room) is set into the floor in the center of the room.
- A 10-foot-diameter circular rune is etched into the floor between the characters and the pedestal.

The Rune Circle. The etched rune circle in the floor is a necrotic power cell. If a creature enters or starts its turn in the circle, it must succeed on a DC 15 Charisma saving throw or be overcome by the forces of the magic, taking 21 (6d6) necrotic damage. On a successful save, the creature takes half damage. Every time a creature takes damage in the circle, a dead illithid animates (using **Bodak** stat block) and attacks.

The Rune Pedestal. The pedestal controls the rune circle and the bone spurs tethering the pod to the asteroid. A DC 15 Intelligence (Arcana) as an action is needed to understand the pedestal controls. Once understood, the characters can do the following with the pedestal:

- Turn the necrotic rune circle off or on. (**2 actions**)
- Switch the necrotic rune circle to do radiant damage (**1 action**).
- Untether the bone pod from the asteroid (**2 actions**)

MONSTERS

Struh'luh the **alhoon** waits invisibly on the other side of the pedestal. Two **brains in a jar** are positioned on opposite sides of the room, blending in with the regular brains.

Tactics. The brains use their spells to try to control the character's movement, leading them into the necrotic rune circle. After that, they try to deny character actions with their spells. Characters must succeed on a DC 17 Wisdom (Perception) check as an action to figure out which brains are attacking.

While this happens, Struh'luh creeps around the control room invisible, seeking the perfect time to strike.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove one **brain in a jar**, and reduce the damage done by the rune circle to 14 (4d6). Reduce the Charisma saving throw DC on the rune circle to 10.
- **Weak:** Reduce the damage done by the rune circle to 17 (5d6). Reduce the Charisma saving throw DC on the rune circle to 12.
- **Strong:** Add two **brains in a jar**, and increase the damage done by the rune circle to 28 (8d6).
- **Very Strong:** Add one **alhoon** and two **brains in a jar**, and increase the damage done by the rune circle to 33 (6d10).

Increase the Charisma saving throw DC on the rune circle to 17.

COMPLETING THE MISSION

To complete their mission, the adventurers should defeat the alhoon. Destroying all the illithid corpses ensures they cannot be reanimated.

MISSION POINTS

Activity	Points
Kill the alhoon and the brains in a jar	2
Destroy all the illithid corpses	1

Ask a player to deliver the **Mission Report** to the General. If the players defeated the Alhoon, they receive **Mission Boon 8** and may give it to another table. See **Appendix 5** for these documents.

WHAT'S NEXT?

Once this mission is complete, the players may select another from the **Mission Selection Chart**.

MISSION 9: MOUTH OF MADNESS



60 MINS
Tier 3
Location: Space

SUMMARY

The characters are sent into space to rescue a disabled skiff, but a portal to the Far Realm opens, and a terrible beast emerges. They must fight the beast and close the portal, which begins to pull everything into it.

BRIEFING

The githyanki briefing officer approaches the characters, looking haggard but resolved, and says:

“A skiff called the *Forgotten Phoenix* was just attacked and its crew killed. The officer onboard has wearing powerful magic item called the Mantle of Deziwai that has great historical significance for our people. If the illithid gain possession of the mantle, it would be devastating for morale.”

The Mantle of Deziwai is a *mantle of spell resistance* that was used by an ancient githyanki warrior who led the war against the illithids at the start of time. It has been passed down through the ranks of those who have fought against the mind flayers and their minions.

THE JOURNEY TO THE SKIFF

The characters are transported into space on the *Belligerent Drake*, piloted by a githyanki **commoner** named Jen'lig (see Mission 7 for more information about astral skiffs). Jen'lig has the last known location of the skiff but knows little else of relevance.

They are accompanied by another githyanki **commoner** called Serlei, who is there to fly the *Forgotten Phoenix* back to Stardock.

THE FAR REALM PORTAL

When the characters reach the adrift skiff, Serlei jumps aboard to pilot the skiff. The bodies of six dead gith litter the skiff, each one of them torn in two. One wears a silver and black cloak, the Mantle of Deziwai. Serlei stares in awe at the mantle, showing the reverence that the mantle evokes in the gith.

SPACE GENERAL FEATURES

Space has the following features:

- **Lighting.** Space is lit by both Selûne and the reflection from Toril.
- **Atmosphere.** Space has no atmosphere. Any creature that finds itself in the void can survive a number of rounds equal to their Constitution modifier (minimum 1).

THE OPENING PORTAL

As Serlei prepares the skiff to fly back to Stardock, a new threat emerges:

The skiff shudders, and the light of Selûne and the stars seems to twist. A dark void in space has opened and is growing larger. Bits of debris near the growing void are pulled into the nothingness. Then a creature emerges.

This is a portal to the Far Realm, a distant plane of strange and terrifying magic. The illithid, who sometimes travel to the Far Realm, created this portal to distract the Stardock defenders. It pops into and out of existence. The crew of the *Forgotten Phoenix* were destroyed by a creature that emerged from it the first time it opened.

MONSTER

The creature that emerges depends on the party strength, but the description can be the same regardless. It is a gargantuan monstrosity with a muscular worm-like body. Appendages writhe and wriggle, expanding and contracting from the body of the worm. Use the statistics of a **Balor** with maximum hit points.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group.

- **Very Weak:** Use the statistics of a skittering horror
- **Weak:** Use the statistics of a balor
- **Strong:** Use the statistics of a leviathan
- **Very Strong:** Use the statistics of an astral dreadnaught

Be sure to stress that a thick, fleshy tentacle connects the creature to the portal. This is important (see “Complications” below.)

Tactics. The monster flies directly to the skiffs and attacks until it destroys the characters, or until it is itself destroyed.

COMPLICATIONS

The portal to the Far Realm pulls all untethered objects toward it. As the portal grows, the pull gets

stronger. The portal continues growing until the creature dies, or until the fleshy tentacle is severed.

The growing portal offers increasing danger to the characters as the combat continues, and the skiff is drawn closer to the portal:

- **Rounds 1-3:** No change to combat.
- **Rounds 3-5:** The portal's pull increases, forcing characters to succeed on a DC 10 Dexterity saving throw at the start of their turns. On a failure, the character falls prone and can't stand until the start of their next turn.
- **Rounds 6-7:** In addition to the above, characters take 1 point per character level psychic damage at the start of each of their turns.
- **Rounds 8-9:** In addition to the above, on the start of each turn, characters must succeed on a DC 15 Intelligence saving throw or be stunned until the start of their next turn.
- **Round 10:** In addition to the above, all the characters must use an action each round to assist the pilot or they are pulled into the Far Realm and destroyed.

FLESHY TENTACLE

If the characters can sever the fleshy tentacle connecting the monster to the portal, the portal snaps closed and none of the complications listed above can occur.

The tentacle has hit points equal to $\frac{1}{2}$ the monsters starting hit points, and it has an AC of 15. It

can only be damaged by slashing and force damage. It makes saving throws as per the monster.

If the cord is severed, in addition to the portal closing, the creature is blinded until the end of its next turn.

TREASURE

If the characters defeat the monster and return to Stardock, their briefing officer gravely tells them that, by tradition, the Mantle of Deziwai is bestowed upon whoever last used it to battle the illithid or their minions. If anyone wore the mantle during the battle with the monster, the mantle is now theirs.

COMPLETING THE MISSION

The characters complete the mission when they defeat the monster that came through the portal and sever the tentacle to close the portal.

MISSION POINTS

Activity	Points
Close the portal	2
Defeat the monster	2

Ask a player to deliver the Mission Report to the General. If the players close the portal, they receive Mission Boon 9 and may give it to another table. See Appendix 5 for these documents.

WHAT'S NEXT?

Once this mission is complete, the players may select another from the Mission Selection Chart.

MISSION 10: DESTROY THE NAUTILOID



30 MINS
Tiers 1, 2, and 3
Location: Space

The adventuring parties band together to attack the illithid mothership.

BRIEFING

The githyanki briefing officer leads the adventurers to the docks, and says:

“The illithid nautiloid is moving toward Stardock. You must board an astral skiff immediately, fly out to the nautiloid, and engage it with whatever weaponry you have. You must not retreat. Remember, if Stardock falls, your whole world is threatened.”

The adventurers are then assigned to a skiff with a pilot. For more information on Astral Skiffs, see Mission 7: Boreworm Blitz. Use the following table to create a name for the skiff and pilot:

SKIFF AND PILOT NAMES

d20	Skiff word 1	Skiff word 2	Pilot
1	Battle	Apocalypse	Aaryl
2	Belligerent	Beast	B'noor
3	Black	Beholder	Elirdain
4	Blue	Condor	Fenelzi'ir
5	Choleric	Crucible	Gaath
6	Dirty	Dawn	Ja'adoc
7	Fierce	Drake	Jen'lig
8	Fighting	Duke	Kar'i'inas
9	Flaming	Executor	Lykus
10	Furious	Ghost	Pah'zel
11	Gray	Guardian	Quith
12	Intrepid	Hammer	Quorstyl
13	Iron	Phoenix	Ris'a'an
14	Mighty	Queen	Sirruth
15	Mordant	Reaper	Tropos
16	Raging	Star	Vaira
17	Red	Sword	Viran
18	Splenetic	Victory	Xamodas
19	Storming	Widowmaker	Yessune
20	Wrathful	Wolf	Zar'ryth

Once the adventurers board, the pilot takes them out into space, heading toward the illithid nautiloid.

APPROACHING THE NAUTILOID

Soon after the skiff clears the Tears of Selune, the illithid nautiloid comes into view. It resembles an

immense conch shell with a mass of rubbery tentacles emerging from the front. See Appendix 3: Maps for a scale view of the nautiloid.

The vessel is part construct and part living organism. The great shell sprouts artificial fins, wooden decks, viewing portals, and rows of torpedo bays and mangonels. Minions scurry over the outer surface, operating weapons and performing other tasks, protected from space by a large air pocket.

SPACE GENERAL FEATURES

Space has the following features:

- **Lighting.** Space is lit by both the sun and the reflection from Toril.
- **Atmosphere.** Space has no atmosphere. Any creature that finds itself in the void can survive a number of rounds equal to their Constitution modifier (minimum 1).

ATTACKING THE NAUTILOID

The skiff pilot flies as close to the nautiloid as the adventurers wish, permitting the adventurers to launch ranged attacks. The AC and damage threshold for the nautiloid varies by tier:

NAUTILOID DEFENCE

Tier	AC	Damage Threshold
Tier 1	12	4
Tier 2	13	6
Tier 3	14	8

Once the adventurers are within range, roll initiative and attack as per normal, and tally all the damage inflicted. Once the round is over (including the nautiloid attack, see below), tally up the damage done to the nautiloid and send it to the administrator via a runner. The next round cannot start until the runner has returned. This applies every round.

The adventurers have several special attack options, detailed below.

TARGETING WEAK SPOTS

Anyone looking for weak spots and succeeding on a DC 15 Wisdom (Perception) check notices that the nautiloid bridge looks vulnerable. If the adventurers choose to target the bridge with their attacks, all damage rolls are doubled.

BOARDING THE NAUTILOID

If asked, the pilot can land the skiff on the nautiloid. The adventurers can then disembark and attack the nautiloid with their melee weapons.

While on the surface of the nautiloid, there is a 20% chance per round that illithid minions assault the party. Roll on the table in Mission 7: Boreworm Blitz to determine what type of minions.

Anyone on the nautiloid when it is destroyed may take 1 reaction before they are killed.

ENTERING THE NAUTILOID

Anyone who has boarded the nautiloid (see above) can find and open a nearby hatch with a successful DC 15 Strength check. The adventurers can then enter the nautiloid and attack from within.

While inside, all damage rolls are doubled, but there is a 50% chance per round that illithid minions assault the party. Roll on the table in Mission 7: Boreworm Blitz to determine what type of minions.

Anyone inside the nautiloid when it is destroyed is killed.

RAMMING THE NAUTILOID

If asked, the fearless githyanki pilot agrees to ram the nautiloid. If that happens, the skiff is destroyed, all aboard are killed, and the nautiloid suffers 100 + 5d10 bludgeoning damage.

ATTACKED BY THE NAUTILOID

The nautiloid acts on initiative 1. Roll on the following table to see what action it takes against the skiff:

NAUTILOID ACTION

d20	Tier 1	Tier 2	Tier 3
1-4	No attack	No attack	No attack
5-10	No attack	No attack	Grenade
11-16	No attack	Grenade	Grenade
17-20	Grenade	Grenade	Torpedo

See “Psychic Grenades” below for information about grenade attacks. See “Telekinetic Torpedoes” below for information about torpedo attacks.

DM TIP

To increase tension, you might roll the nautiloid action dice openly.

PSYCHIC GRENADES

The mangonels on the nautiloid hurl psychic grenades at the skiffs. The grenades are large, glowing, crystal dodecahedrons, each face carved with a hideous eye.

When a grenade attack is indicated, the grenade lands in the middle of the deck and dissolves into a

wave of psychic energy a few moments later, affecting everyone on board.

There are several different grenade types, each one a different color. Roll on the following table to determine the type:

PSYCHIC GRENADE TABLE

d20	Color	Effect
1-4	Red	Slow. Succeed on a DC 12 Dexterity saving throw or 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 a success.
5-10	Yellow	Sleep. Succeed on a DC 12 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.
11-16	Green	Enervation. Succeed on a DC 12 Constitution saving throw or take 1 level of exhaustion.
17-20	Blue	Paralysis. Succeed on a DC 12 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.

For the sake of simplicity, assume that the skiff pilot succeeds on all saving throws and is not affected.

Jump on it! When the grenade first lands, an adventurer may use a reaction to throw themselves on it. The adventurer automatically fails their saving throw, but no-one else is affected by the grenade.

TELEKINETIC TORPEDOES

The illithid have solid iron torpedoes which they fling at approaching vessels using their psychic power. If a torpedo attack is indicated, the adventurers see it approaching and have 1 round to destroy it. The torpedo has AC 18 and 30 hit points.

Scattered Skiff. If the adventurers fail to stop the torpedo, it smashes the skiff into pieces. Everyone aboard takes 4d8 bludgeoning damage, killing the pilot. Those adventurers that survive spend 1 round in the vacuum of space before being picked up by a friendly skiff. Have everyone join nearby tables.

Important Note. If moving tables is likely to cause mobility or crowding issues, please ignore this attack option.

BOREWORM BLITZ (AGAIN)

If some of the boreworms survived the preliminary missions, they may attack the skiff. The administrator will announce if the party has come under attack from a boreworm. If that happens, conduct the encounter using the information given

in Mission 7: Boreworm Blitz, except the party only have 2 rounds to shoot the boreworm down before it engages the skiff.

COMPLETING THE MISSION

The administrator tracks the overall damage inflicted on the nautiloid and will make regular announcements regarding progress. The mission is over when the nautiloid is destroyed or when 30 minutes expires.

WHAT'S NEXT?

The administrator will announce the results once the mission is finished.

INTERACTIVE EVENTS

The following characters are played by the administrators, wander from table-to-table. Nightshade and Yrlakka can be summoned to a table by sending a message to HQ.

DEALING WITH KAALTAV

Kaaltav, the githyanki traitor, moves from table-to-table, battling different groups. Kaaltav can only interact with your table if you are tier 2 or tier 3 and are currently in either Stardock or the Crystal Labyrinth, rather than in space.

- If Kaaltav arrives at your table, immediately pause any encounter in progress.
- Fight one round of combat against him. He is a **githyanki supreme commander**. Kaaltav's hit points reset at every table.
- On his turn, Kaaltav takes the multi-attack action and then uses his legendary actions to teleport away.
- If the adventurers kill Kaaltav, they receive 5 bonus mission points and an announcement should be made to the whole event. Once Kaaltav is dead, he cannot visit any more tables.
- Resume the original encounter when Kaaltav is killed or teleports away.

DEALING WITH NIGHTSHADE

Nightshade, the undead apothecary, moves from table-to-table selling magical goods. Nightshade can only interact with your table if you are currently in either Stardock or the Crystal Labyrinth, rather than in space.

- If Nightshade arrives at your table, immediately pause any encounter in progress.
- Nightshade sells potions of healing at the price listed in the *Player's Handbook* (50gp).
- In addition, the table can exchange 1 Mission point for 100 gp worth of consumable magic items (maximum of 2 Mission points or 200 gp) from the

Dungeon Master's Guide or *Xanathar's Guide to Everything*. This trade with Nightshade can only be done once during this Epic. Nightshade cackles gleefully when the table trades Mission points.

- Resume the encounter when Nightshade leaves.

DEALING WITH YRLAKKA

Yrlakka, a githzerai zerth, moves from table-to-table providing spellcasting services. Yrlakka can only interact with your table if you are currently in either Stardock or the Crystal Labyrinth, rather than in space.

- If Yrlakka arrives at your table, immediately pause any encounter in progress.
- Yrlakka can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days.
- Resume the encounter when Yrlakka leaves.

ADVENTURE REWARDS

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 2 advancement checkpoint and 2 treasure checkpoint for each **mission** that they complete. The **treasure checkpoint** reward is doubled for tier 3 characters.

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Chime of Opening. This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time, it cracks and becomes useless. This item can be found in **Appendix 6**.

Mantle of Spell Resistance. You have advantage on saving throws against spells while you wear this cloak. This item can be found in **Appendix 6**.

Ring of Water Walking. While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground. This item can be found in **Appendix 6**.

Periapt of Wound Closure. While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. This item can be found in **Appendix 6**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure at the tier of the character you are applying the rewards to, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX 1: LOCATIONS AND NPCs

The following NPCs and locations feature prominently in this adventure:

- ***Ashtyrranthor (ASH-tee-RAN-thor)***. Red Dragon and one-time defender of Stardock. She is angry at the changes Urlon has made to Stardock and refuses to help.
- ***Coranshin Miliskeera (ko-RAN-sheen mi-li-SKEE-ra)***. A slender drow gunslinger, with a mauve complexion and lank white hair. She is a skillful and cunning warrior.
- ***Crystal Labyrinth (KRIS-tal LAB-ee-RINTH)***. A level of Undermountain which houses a gate to Stardock.
- ***Kaaltav (KAL-tav)***. A gray-haired and politely spoken retired githyanki general who used to tutor the githyanki youth. He is so revolted by Urlon's fraternization with "lesser races" that he has been feeding information to the illithid and is now actively undermining the defense of Stardock.
- ***Nightshade (NIET-shayd)***. An undead apothecary from Skullport who has come to Stardock to sell her goods. She looks like a withered crone and is dressed in a tattered black robe. She cares nothing about the politics of Stardock and is interested only in coin.
- ***Pudding King (PU-ding KEENG)***. A powerful gnome enchanter with a fondness for slime. He is casual and irreverent.
- ***Stardock (STA-dok)***. A hollowed-out asteroid in orbit around Toril, used by the githyanki as a creche and trading hub.
- ***Serjant Hanphred Joshi (SAR-jant HAN-fred JOE-shee)***. A brawny giff mercenary, dressed in an ostentatious military jacket that is covered in gleaming medals. He is fearless and favors direction confrontation in battle.
- ***Tears of Selûne (TIRS of seh-LOON-eh)***. An asteroid belt that orbits Toril. Stardock is part of this belt.
- ***Undermountain (UN-der MOWN-tan)***. A great, multi-levelled dungeon beneath the city of Waterdeep.
- ***Urlon (ER-lon)***. A noble githyanki warrior and the commander of Stardock. He is a member of the secret society known as Sha'sal Khou, who seek to reunite the githyanki and githzerai races.
- ***Yrlakka (ir-LAK-a)***. A githzerai zerth who has come to Stardock to attend Urlon's conclave. He is Sha'sal Khou. He is thoughtful and compassionate.

APPENDIX 2: CREATURE STATISTICS

ADULT OBLEX

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws INT +7, CHA +5

Skills Deception +5, Perception +4

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Prone

Senses Blindsight 60 ft. (blind beyond this distance), Passive Perception 14

Languages Common plus two more languages

Challenge 5 (1,800 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

3/day each: *charm person* (as 5th-level spell), *color spray*, *detect thoughts*, *hold person* (as 3rd-level spell)

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 1d4 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning that the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

ACTIONS

Multiattack. The oblex makes one pseudopod attack and uses Eat Memories.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 5 (2d4) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the greater restoration or heal spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except for any saving throw proficiencies.

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Deception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive - Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of

another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ALHOON

Medium undead, any evil alignment

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Con +7, Int +8, Wis +7, Cha +7

Skills Arcana +8, Deception +7, History +8, Insight +7, Perception +7, Stealth +5

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Deep Speech, Telepathy 120 ft., Undercommon

Challenge 10 (5,900 XP)

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

Innate Spellcasting (Psionics). The alhoon's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

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

Spellcasting. The alhoon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The alhoon has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *magic missile*, *shield*

2nd level (3 slots): *invisibility*, *mirror image*, *scorching ray*

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

4th level (3 slots): *confusion*, *Evard's black tentacles*, *phantasmal killer*

5th level (2 slots): *modify memory*, *wall of force*

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

Turn Resistance. The alhoon has advantage on saving throws against any effect that turns undead.

ACTIONS

Chilling Grasp. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage.

Mind Blast (Recharge 5–6). The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ASTRAL DREADNOUGHT

Gargantuan monstrosity, unaligned

Armor Class 20 Natural Armor

Hit Points 297 (17d20 + 119)

Speed 15 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	25 (+7)	5 (-3)	14 (+2)	18 (+4)

Saving Throws DEX +5, WIS +9

Skills Perception +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned

Senses Darkvision 120 ft, Passive Perception 19

Languages --

Challenge 21 (33,000 XP)

Antimagic Cone. The astral dreadnought's opened eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the dreadnought decides which way the cone faces. The cone doesn't function while the dreadnought's eye is closed or while the dreadnought is blinded.

Astral Entity. The astral dreadnought can't leave the Astral Plane, nor can it be banished or otherwise transported out of the Astral Plane.

Demiplanar Donjon. Any creature or object that the astral dreadnought swallows is transported to a demiplane that can be entered by no other means except a wish spell or this creature's Donjon Visit ability. A creature can leave the demiplane only by using magic that enables planar travel, such as the plane shift spell. The demiplane resembles a stone cave roughly 1,000 feet in diameter with a ceiling 100 feet high. Like a stomach, it contains the remains of the dreadnought's past meals. The dreadnought can't be harmed from within the demiplane. If the dreadnought dies, the demiplane disappears, and everything inside it appears around the corpse. The demiplane is otherwise indestructible.

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

Magic Weapons. An astral dreadnought's weapon attacks are magical.

Sever Silver Cord. If the astral dreadnought scores a critical hit against a creature traveling through the Astral Plane by means of the astral projection spell, the

dreadnought can cut the target's silver cord instead of dealing damage.

ACTIONS

Multiattack. The astral dreadnought makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 36 (5d10 + 9) piercing damage. If the target is a creature of Huge size or smaller and this damage reduces it to 0 hit points or it is incapacitated, the astral dreadnought swallows it. The swallowed target, along with everything it is wearing and carrying, appears in an unoccupied space on the floor of the astral dreadnought's Demiplanar Donjon.

Claw. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

LEGENDARY ACTIONS

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

- **Claw.** The astral dreadnought makes one claw attack.
- **Donjon Visit (Costs 2 Actions).** One creature that is Huge or smaller that the astral dreadnought can see within 60 feet of it must succeed on a DC 19 Charisma saving throw or be magically teleported to an unoccupied space on the floor of the astral dreadnought's Demiplanar Donjon. At the end of the target's next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.
- **Psychic Projection (Costs 3 Actions).** Each creature within 60 feet of the astral dreadnought must make a DC 19 Wisdom saving throw, taking 15 (2d10 + 4) psychic damage on a failed save, or half as much damage on a successful one.

BALOR

Huge fiend (demon), chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws STR +14, CON +12, WIS +9, CHA +12

Damage Resistances Cold, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

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

ACTIONS

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

BERBALANG

Medium aberration, neutral evil

Armor Class 14 (Natural)

Hit Points 38 (11d8 - 11)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	9 (-1)	17 (+3)	11 (+0)	10 (+0)

Saving Throws DEX +5, INT +5

Skills Arcana +5, History +5, Insight +2, Perception +2, Religion +5

Senses Truesight 120 ft, Passive Perception 12

Languages all, but rarely speaks

Challenge 2 (450 XP)

Spectral Duplicate (Recharges after a Short or Long Rest). As a bonus action, the berbalang creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, the berbalang is unconscious. A berbalang can have only one duplicate at a time. The duplicate disappears when it or the berbalang drops to 0 hit points or when the berbalang dismisses it (no action required).

The duplicate has the same statistics and knowledge as the berbalang, and everything experienced by the duplicate is known by the berbalang. All damage dealt by the duplicate's attacks is psychic damage.

Innate Spellcasting. The berbalang's innate spellcasting ability is Intelligence (spell save DC 13). The berbalang can innately cast the following spells, requiring no material components:

At will: *speak with dead*

1/day: *plane shift* (self only)

ACTIONS

Multiattack. The berbalang makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

BODAK

Medium undead, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (–2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

Damage Resistances Cold, Fire, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120 ft., Passive Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

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 has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

BRAIN IN A JAR

Medium undead, any alignment

Armor Class 11 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	15 (+2)	19 (+4)	10 (+0)	15 (+2)

Saving Throws INT +7, CHA +5

Damage Immunities Necrotic, Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 60 ft., Passive Perception 10

Languages any language it knew in life

Challenge 6 (2,300 XP)

Detect Sentience. The brain in a jar can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

Magic Resistance. The brain in a jar has advantage on saving throws against spells and other magical effects.

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

At will: *detect thoughts*, *mage hand*, *zone of truth*

3/day each: *charm person*, *command*, *hold person*

1/day each: *compulsion*, *hold monster*, *sleep* (cast at 3rd level), *Tasha's hideous laughter*

ACTIONS

Mind Blast (Recharge 5-6). The brain in a jar 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 13 (2d8 + 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.

CHOKER

Small aberration, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 11

Languages Deep Speech

Challenge 1 (200 XP)

Aberrant Quickness (Recharge after a Short or Long Rest). The choker can take an extra action on its turn.

Boneless. The choker can move through and occupy a space as narrow as 4 inches wide without squeezing.

Spider Climb. The choker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The choker makes two tentacle attacks.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target (the choker has two tentacles). The choker has two tentacles. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DERRO

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	11 (+0)	5 (–3)	9 (–1)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 1/4 (50 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

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

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Hooked Shortspear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DUERGAR STONE GUARD

Medium humanoid (dwarf), lawful evil

Armor Class 18 (Chain Mail, Shield)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances Poison

Senses Darkvision 120 ft., Passive Perception 10

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

King's Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns *invisible* for up to 1 hour or until it attacks, it casts a spell, it uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR WARLORD

Medium humanoid (dwarf), lawful evil

Armor Class 20 (Plate Mail, Shield)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	12 (+1)	12 (+1)	14 (+2)

Damage Resistances Poison

Senses Darkvision 120 ft., Passive Perception 11

Languages Dwarvish, Undercommon

Challenge 6 (2,300 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The duergar makes three hammer or javelin attacks and uses Call to Attack, or Enlarge if it is available.

Psychic-Attuned Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage while enlarged, plus 5 (1d10) psychic damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Call to Attack. Up to three allied duergar within 120 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 4–6). The duergar magically turns *invisible* for up to 1 hour or until it attacks, it casts a spell, it uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

REACTIONS

Scouring Instruction. When an ally that the duergar can see makes a d20 roll, the duergar can roll a d6 and the ally can add the number rolled to the d20 roll by taking 3 (1d6) psychic damage. A creature immune to psychic damage can't be affected by Scouring Instruction.

DUERGAR XARRORN

Medium humanoid (dwarf), lawful evil

Armor Class 18 (Plate Mail)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances Poison

Senses Darkvision 120 ft., Passive Perception 10

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Fire Lance. *Melee Weapon Attack:* +5 to hit (with disadvantage if the target is within 5 feet of the duergar), reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 3 (1d6) fire damage, or 16 (2d12 + 3) piercing damage plus 3 (1d6) fire damage while enlarged.

Fire Spray (Recharge 5–6). From its fire lance, the duergar shoots a 15-foot cone of fire or a line of fire 30 feet long and 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns *invisible* for up to 1 hour or until it attacks, it casts a spell, it uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

ENCHANTER

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*

1st level (4 slots): *charm person, mage armor, magic missile*

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

3rd level (3 slots): *fireball, haste, tongues*

4th level (3 slots): *dominate beast, stoneskin*

5th level (2 slots): *hold monster*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

REACTIONS

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher).

The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

GIANT WOLF SPIDER

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GITHYANKI WARRIOR

Medium humanoid (gith), lawful evil

Armor Class 17 (Half Plate)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	10 (+0)

Saving Throws CON +3, INT +3, WIS +3

Senses Passive Perception 11

Languages Gith

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

ACTIONS

Multiattack. The githyanki makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

GITHYANKI KNIGHT

Medium humanoid (gith), lawful evil

Armor Class 18 (Plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws CON +5, INT +5, WIS +5

Senses Passive Perception 12

Languages Gith

Challenge 8 (3,900 XP)

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

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

ACTIONS

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the astral projection spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

GRAY OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances Acid, Cold, Fire

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages --

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

GRIMLOCK

Medium humanoid (grimlock), neutral evil

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities Blinded

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 13

Languages Undercommon

Challenge 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

KUO-TOA

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (Natural Armor, Shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 120 ft., Passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

REACTIONS

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

LEVIATHAN

Gargantuan elemental, neutral

Armor Class 17

Hit Points 328 (16d20 + 160)

Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	30 (+10)	2 (-4)	18 (+4)	17 (+3)

Saving Throws WIS +10, CHA +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Acid, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Darkvision 60 ft., Passive Perception 14

Languages --

Challenge 20 (25,000 XP)

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

Partial Freeze. If the leviathan takes 50 cold damage or more during a single turn, the leviathan partially freezes; until the end of its next turn, its speeds are reduced to 20 feet, and it makes attack rolls with disadvantage.

Siege Monster. The leviathan deals double damage to objects and structures (included in Tidal Wave).

Water Form. The leviathan can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The leviathan makes two attacks: one with its slam and one with its tail.

Slam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 15 (1d10 + 10) bludgeoning damage plus 5 (1d10) acid damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 16 (1d12 + 10) bludgeoning damage plus 6 (1d12) acid damage.

Tidal Wave (Recharge 6). While submerged, the leviathan magically creates a wall of water centered on itself. The wall is up to 250 feet long, up to 250 feet high, and up to 50 feet thick.

When the wall appears, all other creatures within its area must each make a DC 24 Strength saving throw. A creature takes 33 (6d10) bludgeoning damage on failed save, or half as much damage on a successful one.

At the start of each of the leviathan's turns after the wall appears, the wall, along with any other creatures

in it, moves 50 feet away from the leviathan. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a DC 24 Strength saving throw or take 27 (5d10) bludgeoning damage. A creature takes this damage no more than once on a turn. At the end of each turn the wall moves, the wall's height is reduced by 50 feet, and the damage creatures take from the wall on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the effect ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful DC 24 Strength (Athletics) check to swim at all during that turn.

LEGENDARY ACTIONS

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

- **Slam (Costs 2 Actions).** The leviathan makes one slam attack.
- **Move.** The leviathan moves up to its speed.

VARIANT: MIND FLAYER ARCANIST

A few mind flayers supplement their psionic power with arcane spells. However, they are regarded as deviants by their illithid peers and usually shunned. A mind flayer arcanist has a challenge rating of 8 (3,900 XP) and the following trait:

Spellcasting. The mind flayer is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The mind flayer has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *shield*, *sleep*

2nd level (3 slots): *blue*, *invisibility*, *ray of enfeeblement*

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

4th level (3 slots): *confusion*, *hallucinatory terrain*

5th level (2 slots): *telekinesis*, *wall of force*

MIND FLAYER

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, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

Magic Resistance. The mind flayer has resistance 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). The mind flayer can innately cast the following spells, requiring no components:

At will: *detect thoughts*

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

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *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:* 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.

MINDWITNESS

Large aberration, lawful evil

Armor Class 15 (Natural Armor)

Hit Points 75 (10d10 + 20)

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

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

Saving Throws INT +5, WIS +5

Skills Perception +8

Condition Immunities Prone

Senses Darkvision 120 ft., Passive Perception 18

Languages Deep Speech, Telepathy 600 ft., Undercommon

Challenge 5 (1,800 XP)

Telepathic Hub. When the mindwitness receives a telepathic message, it can telepathically share that message with up to seven other creatures within 600 feet of it that it can see.

ACTIONS

Multiattack. The mindwitness makes two attacks: one with its tentacles and one with its bite.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 16 (4d6 + 2) piercing damage.

Tentacles. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 20 (4d8 + 2) psychic damage. If the target is Large or smaller, it is grappled (escape DC 13) and must succeed on a DC 13 Intelligence saving throw or be stunned until this grapple ends.

Eye Rays. The mindwitness 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. **Aversion Ray.** The targeted creature must make a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls 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.

2. **Fear Ray.** The targeted creature must succeed on a DC 13 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.

3. **Psychic Ray.** The target must succeed on a DC 13 Intelligence saving throw or take 27 (6d8) psychic damage.

4. **Slowing Ray.** The targeted creature must make a DC 13 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 but 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. **Stunning Ray.** The targeted creature must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

6. **Telekinetic Ray.** If the target is a creature, it must make a DC 13 Strength saving throw. On a failed save, the mindwitness moves it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of the mindwitness's next turn or until the mindwitness is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The mindwitness can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

OGRE BATTERING RAM

Large giant, chaotic evil

Armor Class 14 (Ring Mail)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Giant

Challenge 4 (1,100 XP)

Siege Monster. The ogre deals double damage to objects and structures.

ACTIONS

Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the ogre can push the target 5 feet away if the target is Huge or smaller.

Block the Path. Until the start of the ogre's next turn, attack rolls against the ogre have disadvantage, it has advantage on the attack roll it makes for an opportunity attack, and that attack deals an extra 16 (3d10) bludgeoning damage on a hit. Also, each enemy that tries to move out of the ogre's reach without teleporting must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 until the start of the ogre's next turn.

OGRE BOLT LAUNCHER

Large giant, chaotic evil

Armor Class 13 (Hide Armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Bolt Launcher. *Ranged Weapon Attack:* +3 to hit, range 120/480 ft., one target. *Hit:* 17 (3d10 + 1) piercing damage.

OGRE CHAIN BRUTE

Large giant, chaotic evil

Armor Class 11 (Hide Armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

ACTIONS

Fist. *Melee Weapon Attack:* +6 to hit, reach ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Chain Sweep. The ogre swings its chain, and every creature within 10 feet of it must make a DC 14 Dexterity saving throw. On a failed saving throw, a creature takes 8 (1d8 + 4) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Chain Smash (Recharge 6). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

OGRE HOWDAH

Large giant, chaotic evil

Armor Class 13 (Breastplate)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Howdah. The ogre carries a compact fort on its back. Up to four Small creatures can ride in the fort without squeezing. To make a melee attack against a target within 5 feet of the ogre, they must use spears or weapons with reach. Creatures in the fort have three-quarters cover against attacks and effects from outside it. If the ogre dies, creatures in the fort are placed in unoccupied spaces within 5 feet of the ogre.

ACTIONS

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

QUAGGOTH

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (Natural Armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

QUAGGOTH SPORE SERVANT

Medium plant, unaligned

Armor Class 13 (Natural Armor)

Hit Points 45 (6d8 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 8

Languages --

Challenge 1 (200 XP)

ACTIONS

Multiattack. The spore servant makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SKITTERING HORROR

Huge aberration, neutral evil

Armor Class 17 Natural Armor

Hit Points 228 (24d12 + 72)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	2 (-4)	14 (+2)	18 (+4)

Skills Perception +7, Stealth +8

Damage Vulnerabilities Radiant

Condition Immunities Frightened

Senses Darkvision 120 ft., Passive Perception 17

Languages --

Challenge 15 (13,000 XP)

Spider Climb. The horror can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the horror has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The horror can use its Maddening Presence and make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

Maddening Presence. The horror targets one creature it can see within 30 feet of it. If the target can see or hear the horror, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the horror's Maddening Presence for the next 24 hours.

SLITHERING TRACKER

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Stealth +8

Damage Vulnerabilities Cold, Fire

Condition Immunities Blinded, Deafened, Exhaustion, Grappled, Paralyzed, Petrified, Prone, Restrained, Unconscious

Senses Blindsight 120 ft., Passive Perception 12

Languages understands languages it knew in its previous form but can't speak

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can

breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

SWORD WRAITH COMMANDER

Medium undead, lawful evil

Armor Class 18 (Breastplate, Shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Perception +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.

SWORD WRAITH WARRIOR

Medium undead, lawful evil

Armor Class 16 (Chain Shirt, Shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

TROGLODYTE

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 10

Languages Troglodyte

Challenge 1/4 (50 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 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 all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The troglodyte makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

ULITHARID

Large aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

Saving Throws Int +9, Wis +8, Cha +9

Skills Arcana +9, Insight +8, Perception +8, Stealth +5

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 2 miles

Challenge 9 (5,000 XP)

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distances and direction to the creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Magic Resistance. The ulitharid has resistance on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 17). The ulitharid can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *confusion*, *dominate monster*, *eyebite*, *feeblemind*, *mass suggestion*, *plane shift* (self only), *project image*, *scrying*, *telekinesis*

ACTION

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

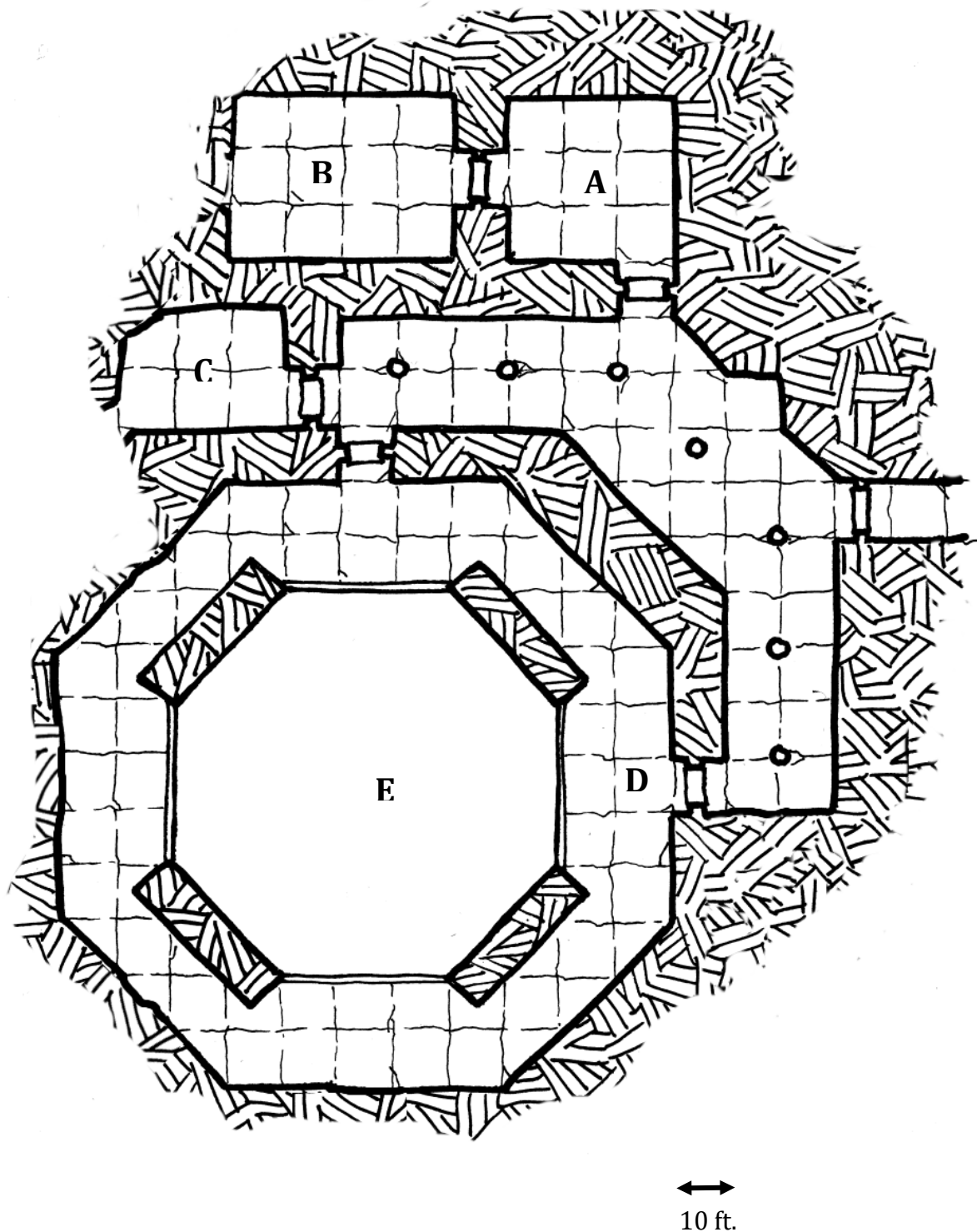
Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

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 17 Intelligence saving throw or take 31 (4d12 + 5) psychic damage and

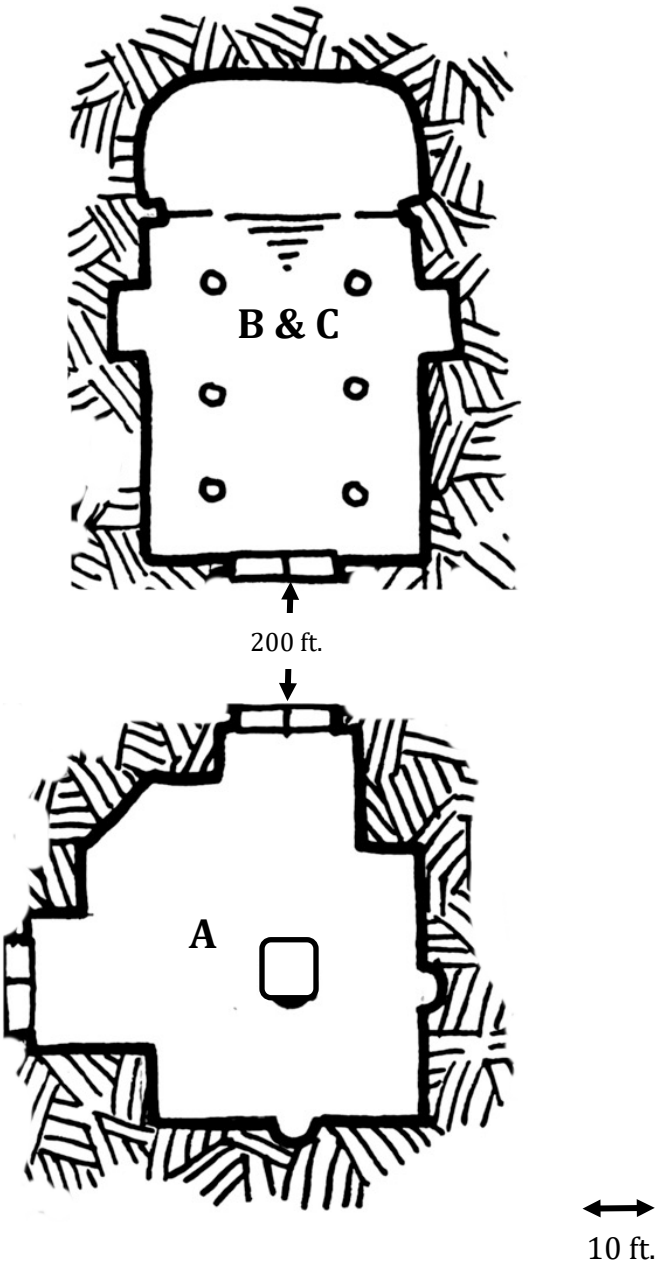
be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

APPENDIX 3: MAPS

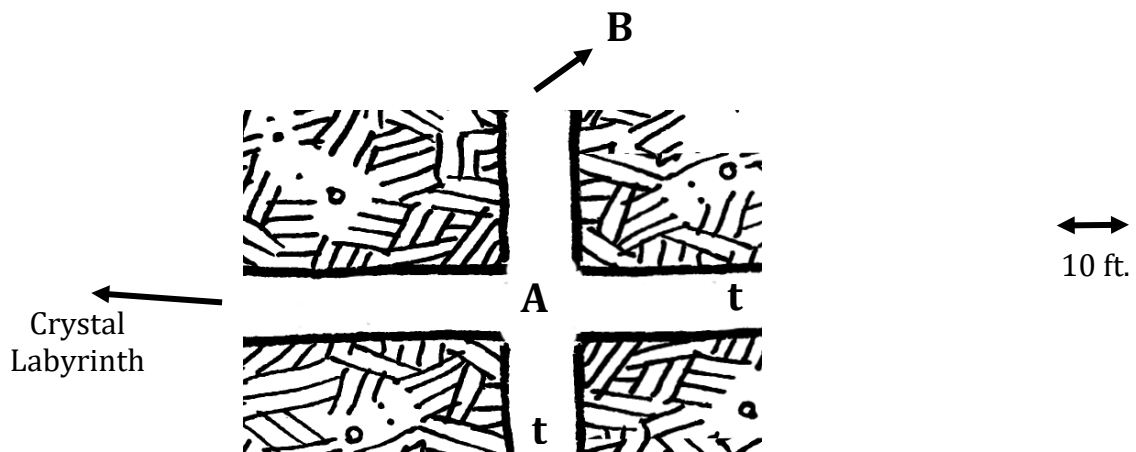
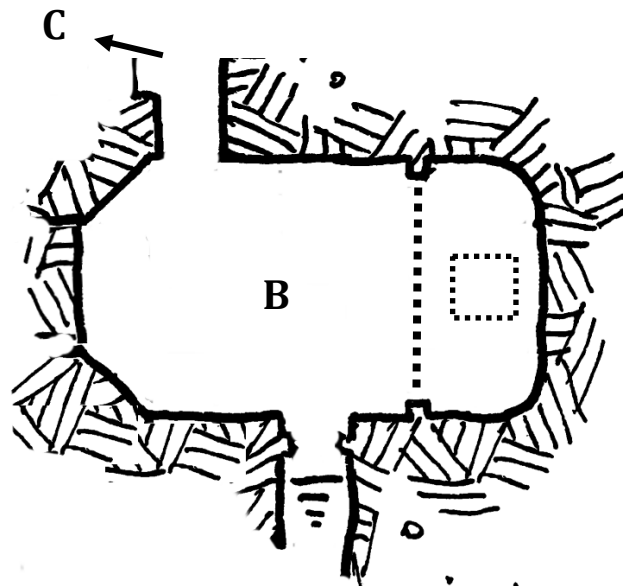
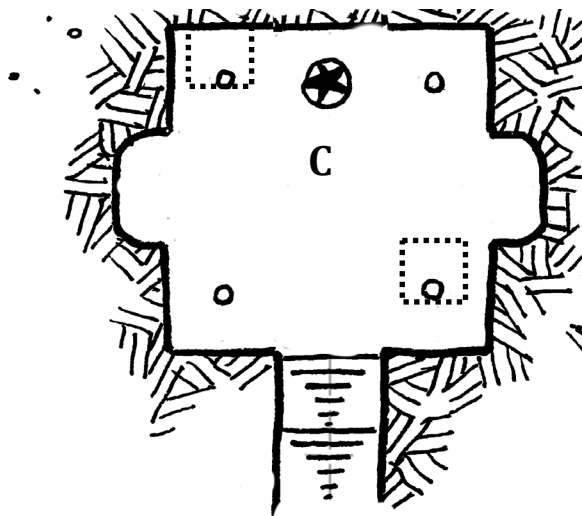
MAP 1. BATTLE LABORATORY MAP



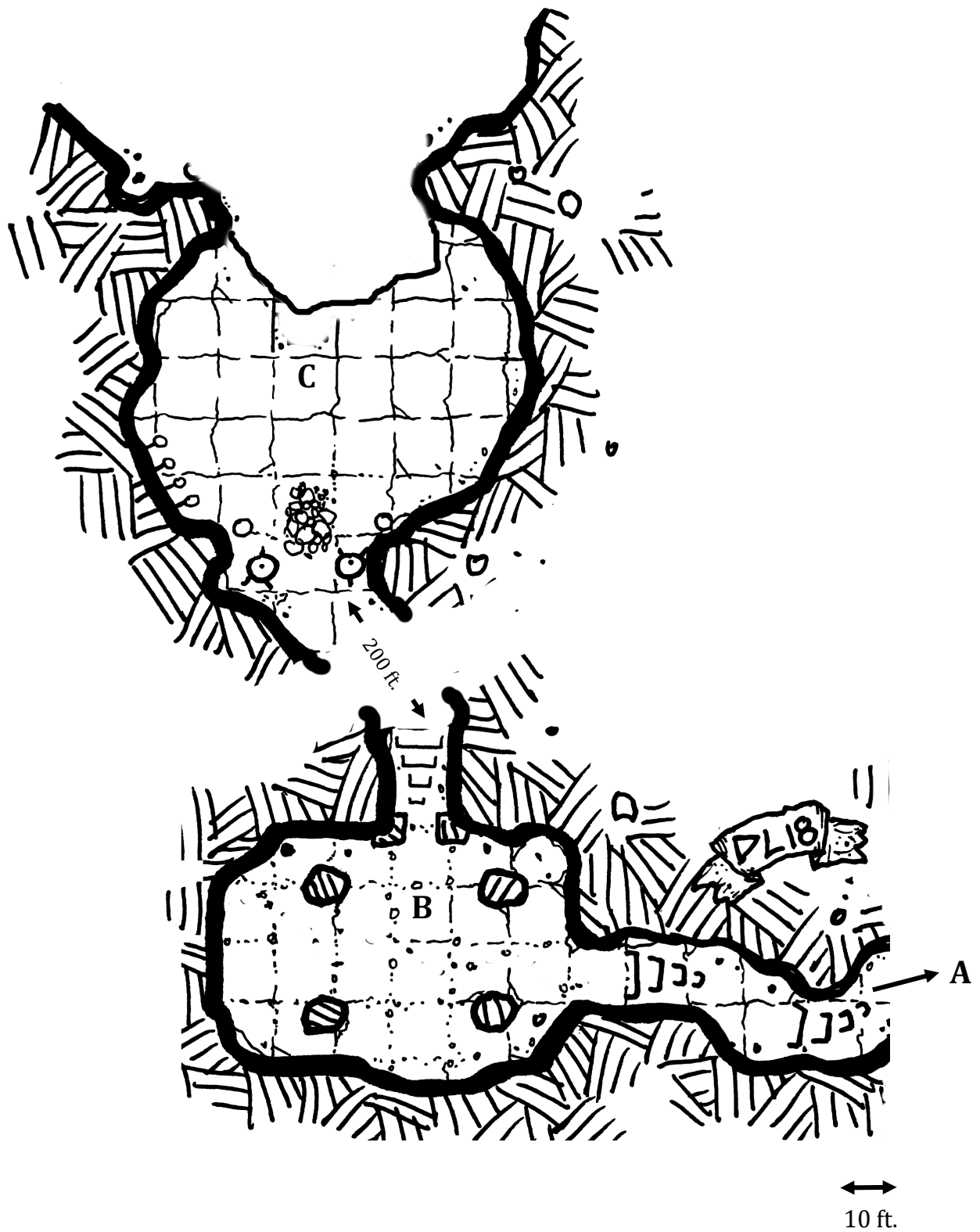
MAP 2. CRYSTAL CLEAR MAP



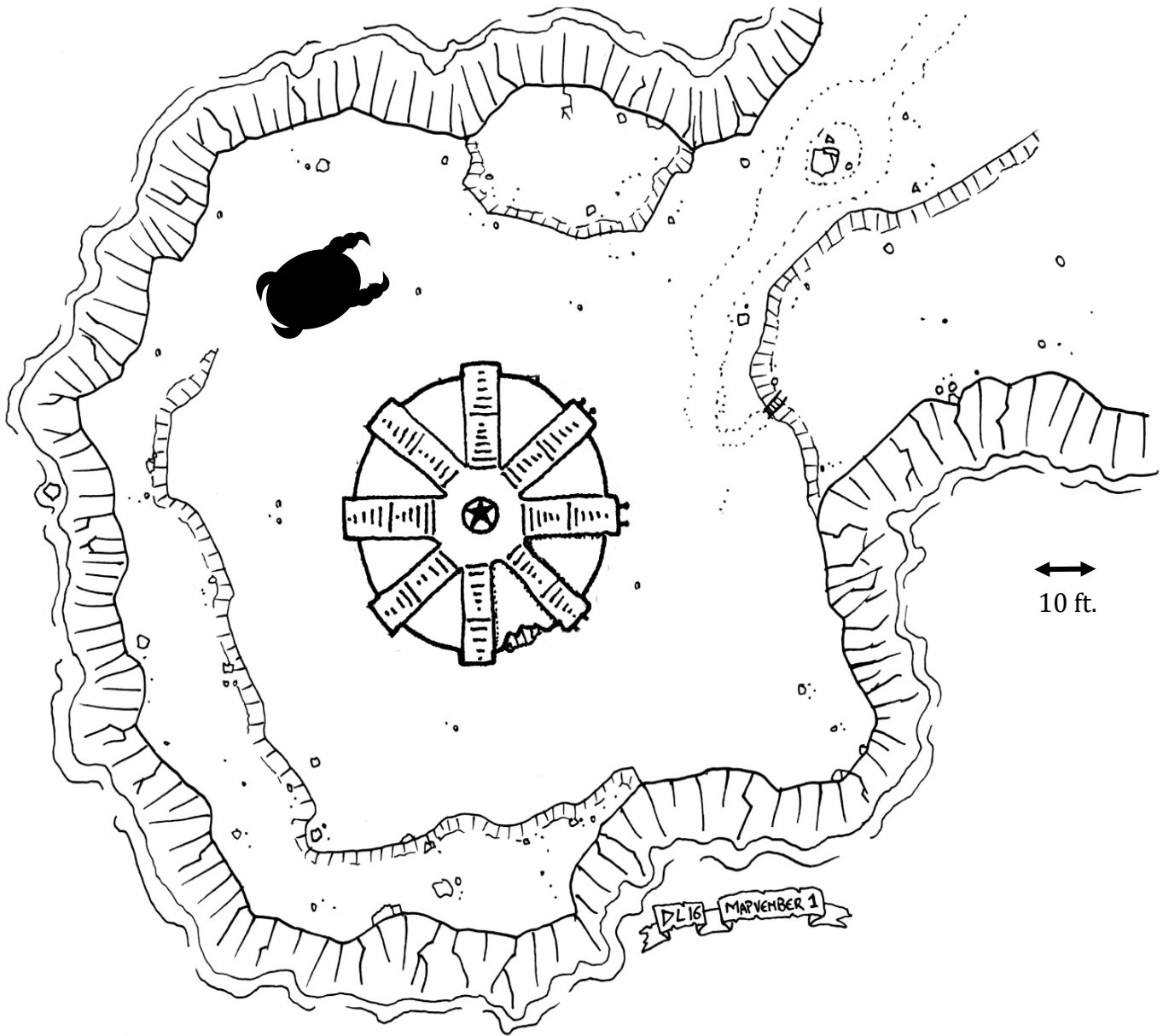
MAP 3. SAVE ROOM FOR PUDDING MAP



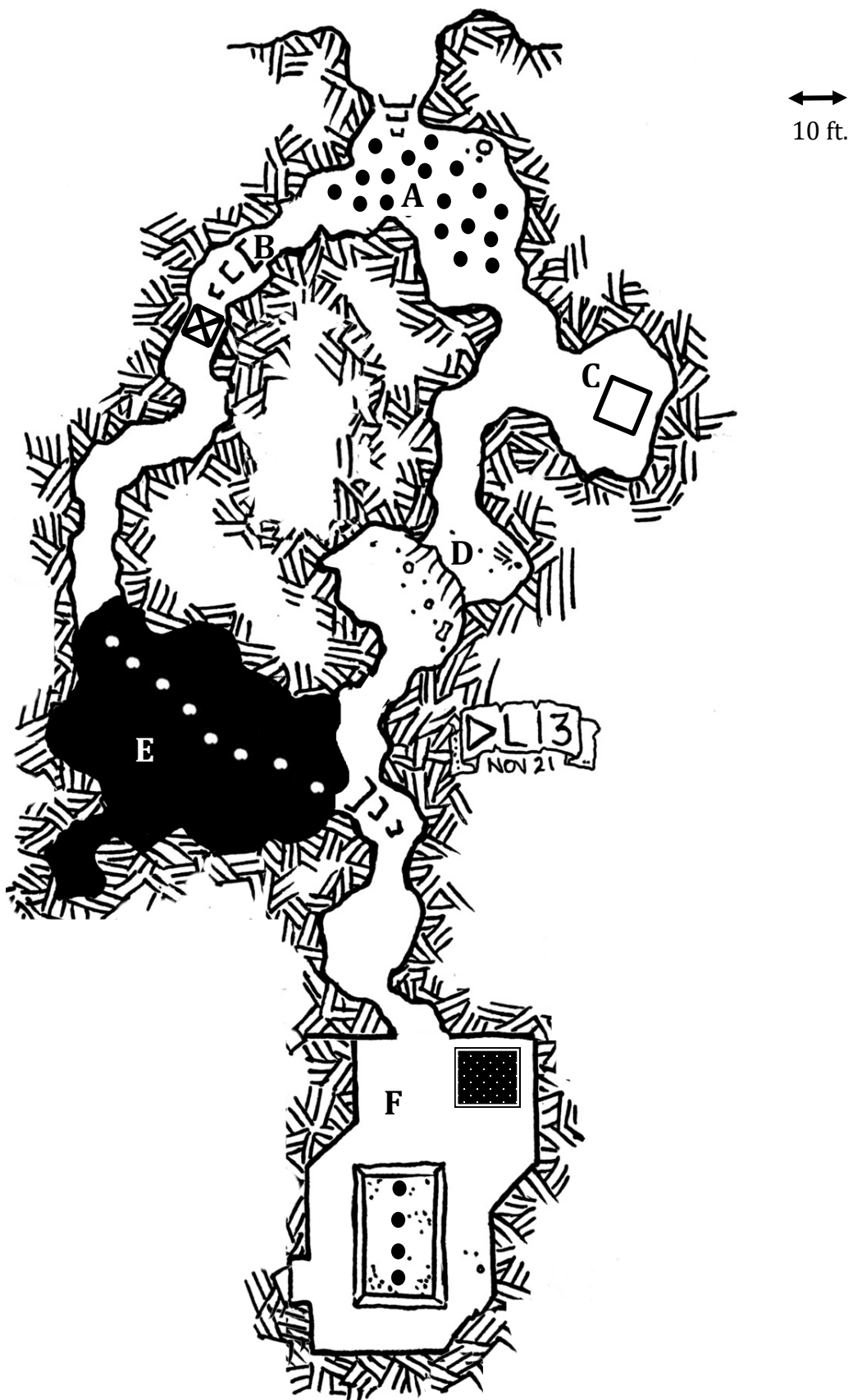
MAP 4. RED MENACE MAP



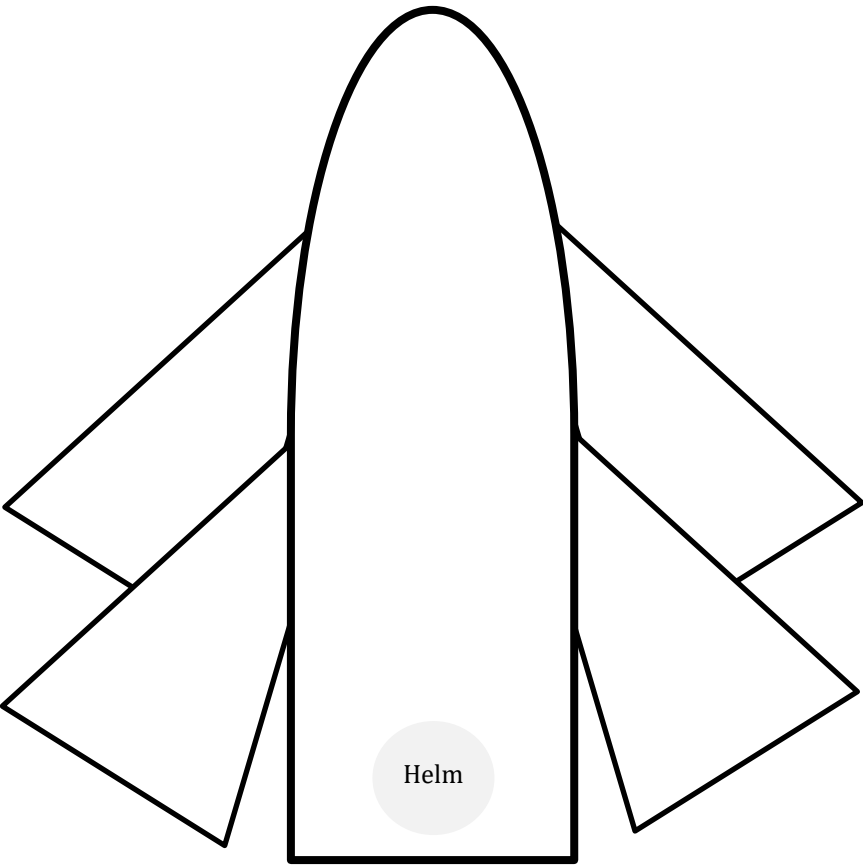
MAP 5. WAR SPIRE MAP



MAP 6. BREATHE EASY MAP

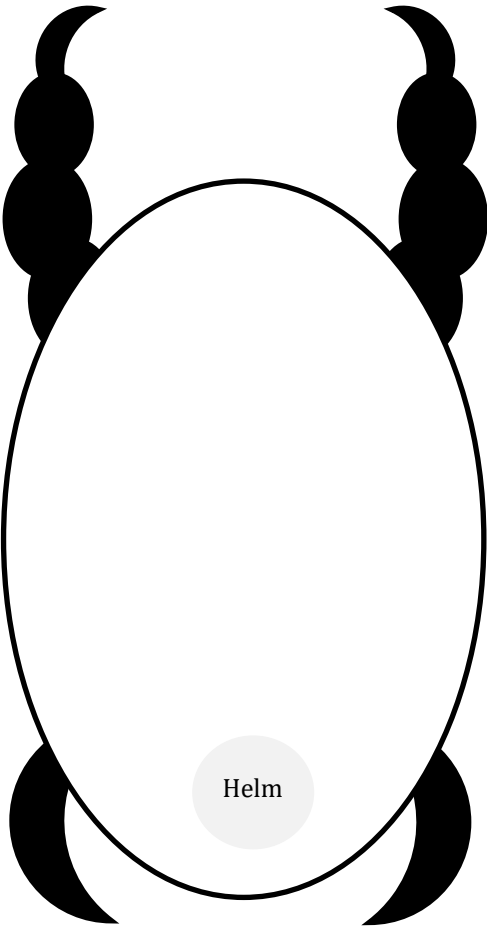


Map 7. Astral Skiff and Boreworm Map



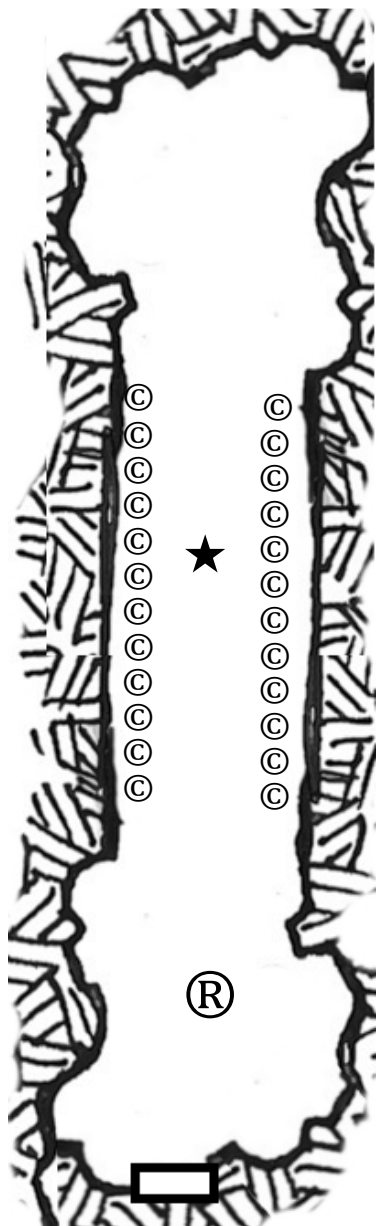
Astral Skiff

10 ft.



Boreworm

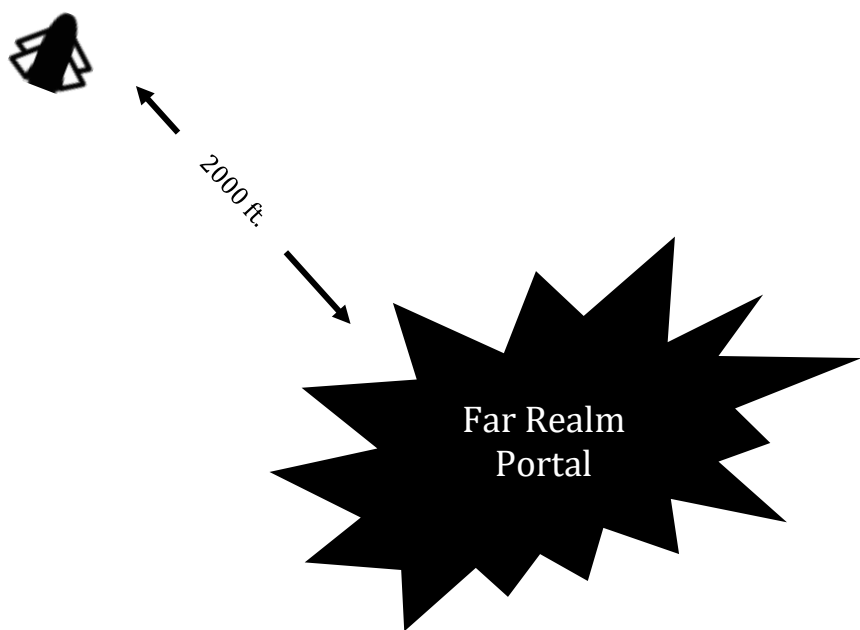
MAP 8. BAD TO THE BONE-POD MAP



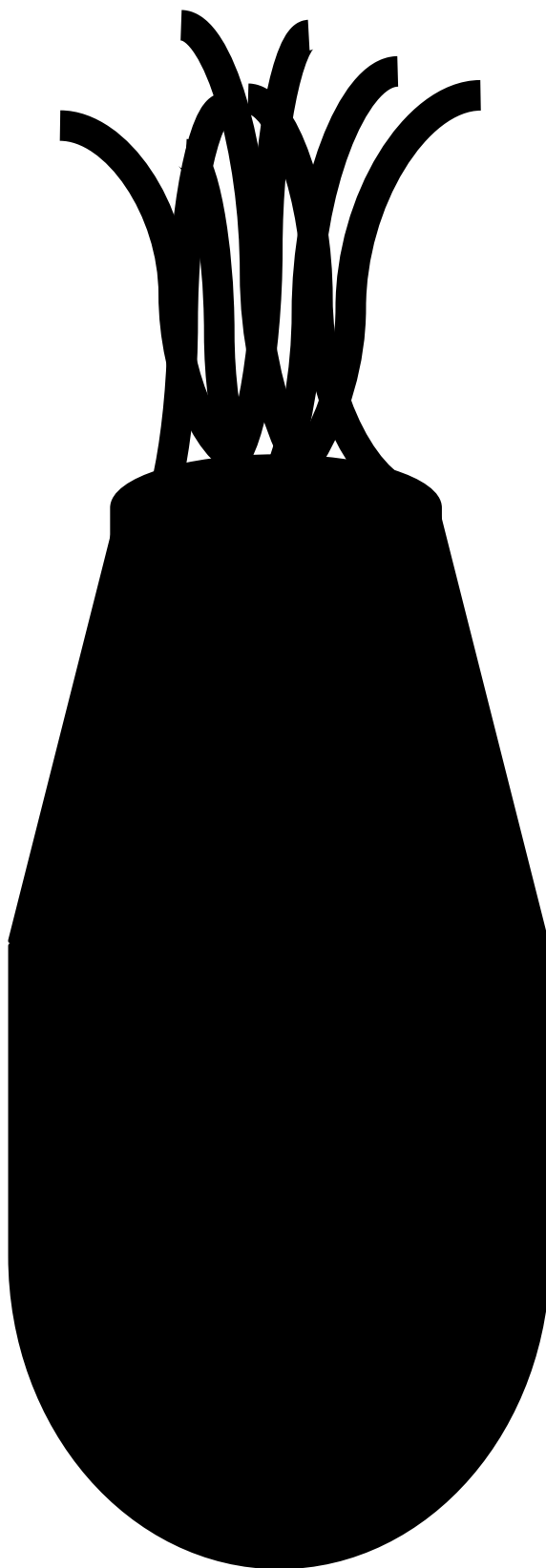
- Ⓡ Rune Circle
- © Illithid corpse
- ★ Rune Pedestal

↔
10 ft.

MAP 9. MOUTH OF MADNESS MAP



MAP 10. NAUTILOID SCALE MAP



APPENDIX 4: PLAYER HANDOUTS

MISSION SELECTION CHART – TIER 1

BACKGROUND

You have been hired by Commander Urlon to provide additional security for Stardock during an important conclave. So far, your duties have included patrols, standing guard, and escorting VIPs. You are stationed in the Crystal Labyrinth, and your briefing officer is a taciturn githyanki named Ja’adoc.

GLOSSARY

- **Astral Skiff.** A small githyanki transport vessel.
- **Boreworm.** An illithid troop landing vessel.
- **Crystal Labyrinth.** A level of Undermountain which houses a gate to Stardock.
- **Githyanki.** A ruthless warrior race and the ancient enemies of the illithid.
- **Illithid.** Also known as mind flayers, these hideous psychic tyrants seek to enslave the universe.
- **Nautiloid.** An illithid mothership.
- **Stardock.** A hollowed-out asteroid in orbit around Toril, used by the githyanki as a creche and trading hub.
- **Urlon.** The githyanki commander of Stardock.



Save Room for Pudding
Convince a strange being to align with the githyanki against the illithid.

Start



Battle Laboratory
Re-open the gate between the Crystal Labyrinth and Stardock.

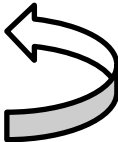


Crystal Clear
Reactivate the golems that defend the Crystal Labyrinth.

You must complete Battle Laboratory before you can attempt Boreworm Blitz.



Boreworm Blitz
Fly into space and destroy as many illithid landing craft as possible.



This mission may be repeated as often as you wish.

MISSION SELECTION CHART – TIER 2

BACKGROUND

You have been hired by Commander Urlon to provide additional security for Stardock during an important conclave. So far, your duties have included patrols, standing guard, and escorting VIPs. Your briefing officer is a belligerent githyanki named Yessune.

GLOSSARY

- **Astral Skiff.** A small githyanki transport vessel.
- **Boreworm.** An illithid troop landing vessel.
- **Crystal Labyrinth.** A level of Undermountain which houses a gate to Stardock.
- **Githyanki.** A ruthless warrior race and the ancient enemies of the illithid.
- **Illithid.** Also known as mind flayers, these hideous psychic tyrants seek to enslave the universe.
- **Nautiloid.** An illithid mothership.
- **Stardock.** A hollowed-out asteroid in orbit around Toril, used by the githyanki as a creche and trading hub.
- **Urlon.** The githyanki commander of Stardock.



Red Menace

Journey to the far side of Stardock and persuade a former ally to help defend the base.

Start



War Spire

Defeat an enemy landing force before it can compromise a powerful artifact.



Breathe Easy

Escort a scholar to an abandoned region of Stardock to complete a vital operation.



Boreworm Blitz

Fly into space and destroy as many illithid landing craft as possible.



This mission may be repeated as often as you wish.

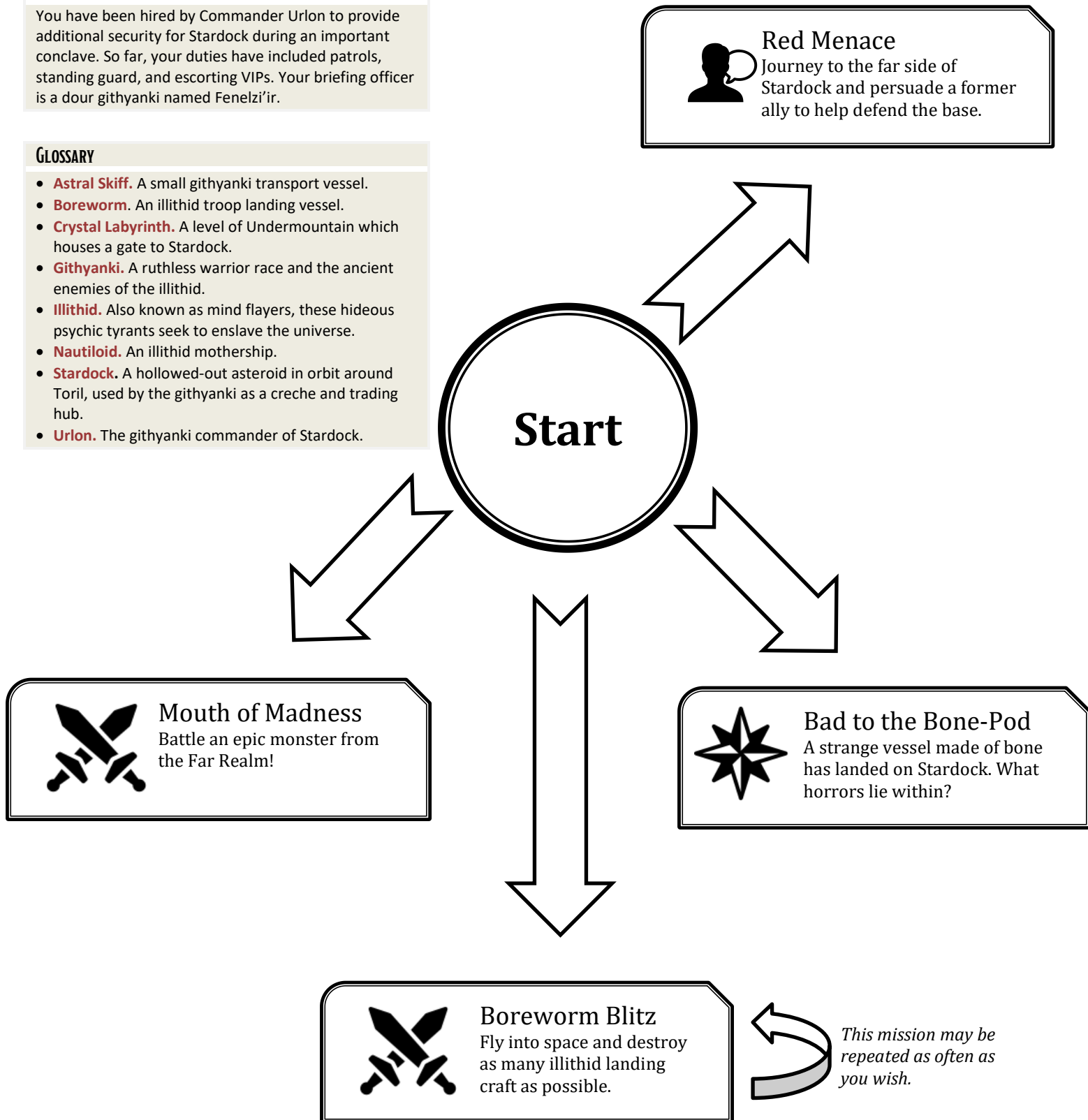
MISSION SELECTION CHART – TIER 3

BACKGROUND

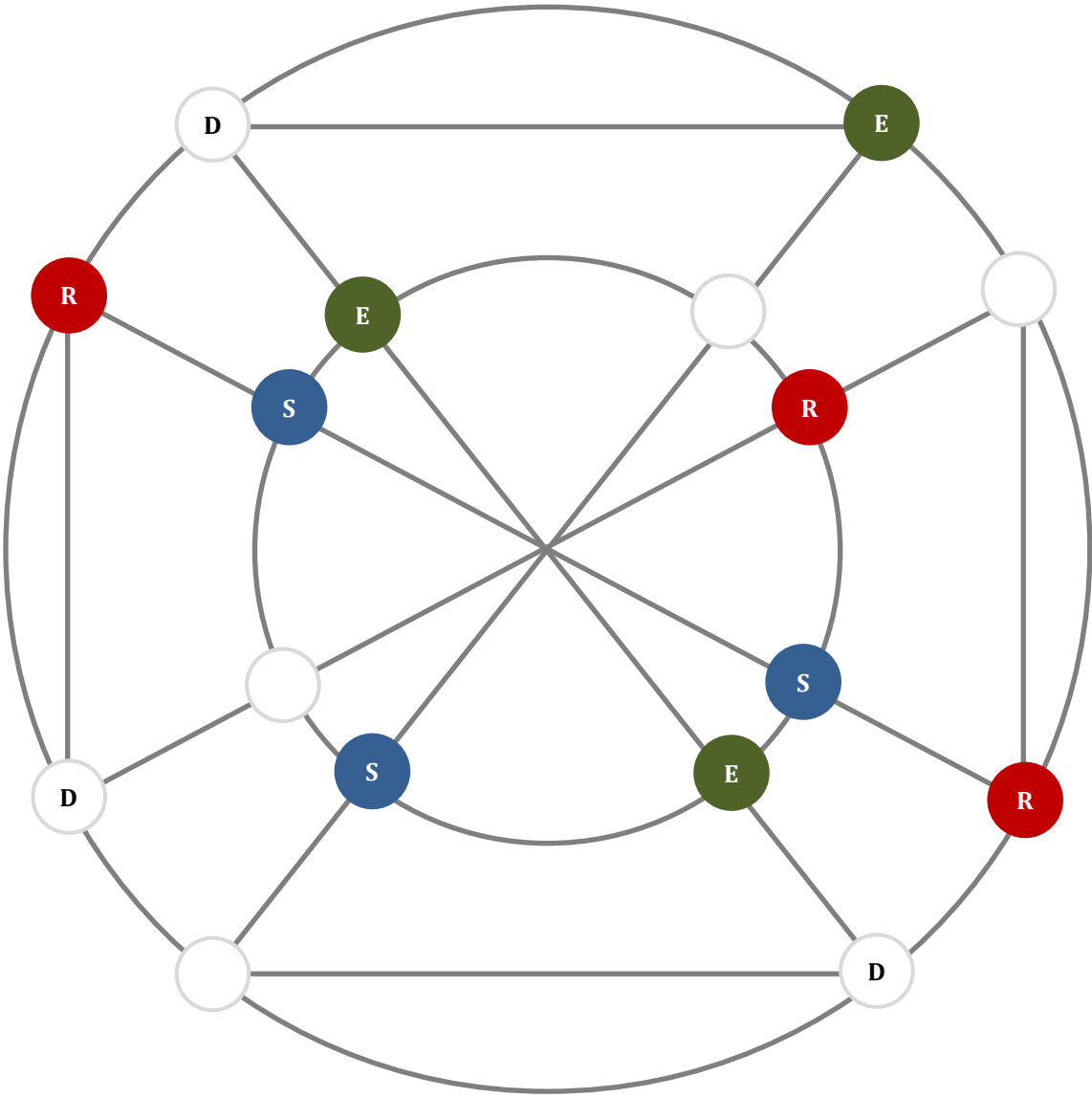
You have been hired by Commander Urlon to provide additional security for Stardock during an important conclave. So far, your duties have included patrols, standing guard, and escorting VIPs. Your briefing officer is a dour githyanki named Fenelzi'ir.

GLOSSARY

- **Astral Skiff.** A small githyanki transport vessel.
- **Boreworm.** An illithid troop landing vessel.
- **Crystal Labyrinth.** A level of Undermountain which houses a gate to Stardock.
- **Githyanki.** A ruthless warrior race and the ancient enemies of the illithid.
- **Illithid.** Also known as mind flayers, these hideous psychic tyrants seek to enslave the universe.
- **Nautiloid.** An illithid mothership.
- **Stardock.** A hollowed-out asteroid in orbit around Toril, used by the githyanki as a creche and trading hub.
- **Urlon.** The githyanki commander of Stardock.

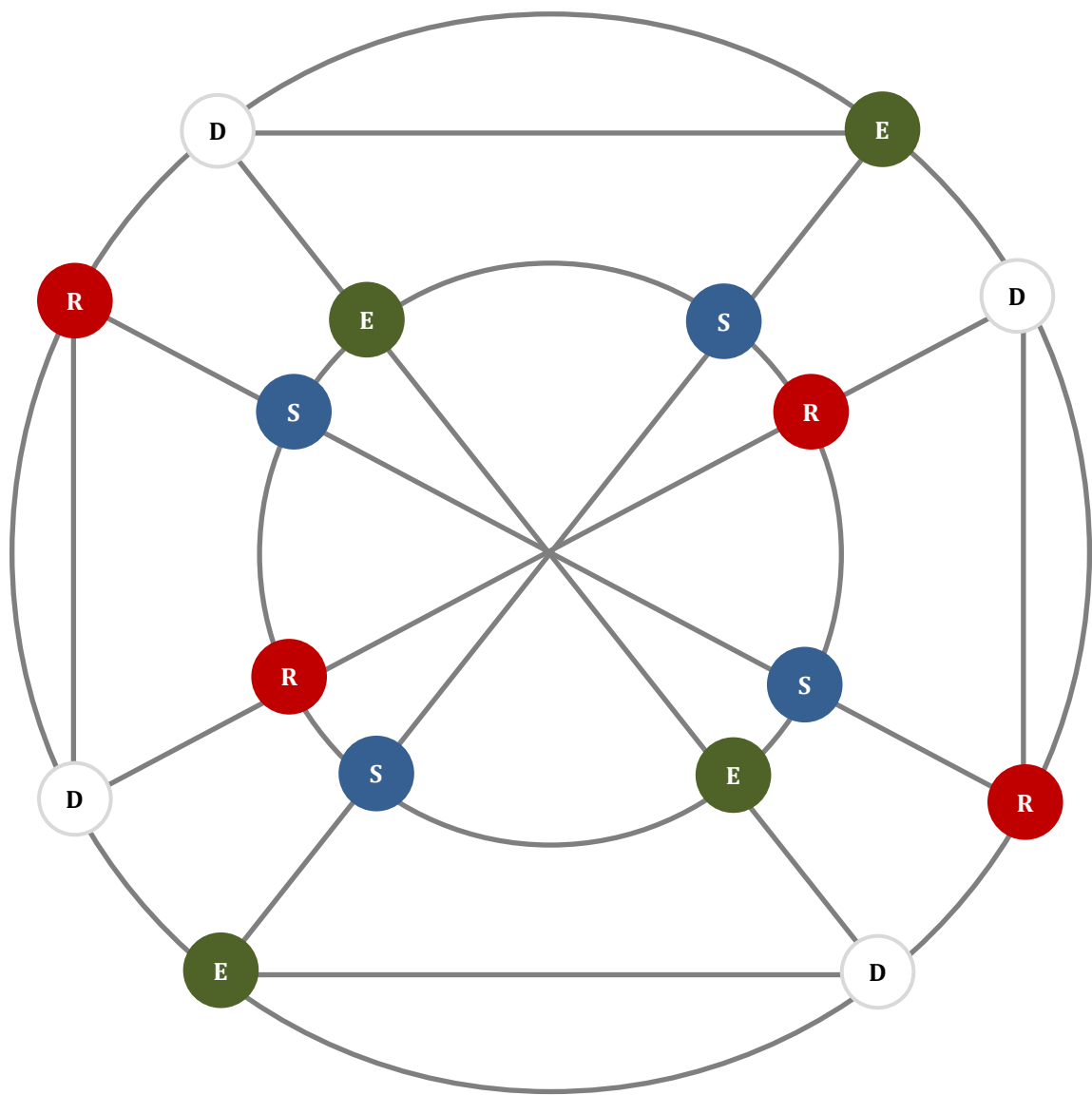


WAR SPIRE PUZZLE



Loose Gemstones

WAR SPIRE PUZZLE - SOLUTION



BRIEF HISTORY OF STARDOCK

Stardock is an enormous asteroid that orbits the planet Toril, one of many that make up the belt known as the Tears of Selûne. The great central caverns were originally carved out by some unknown species of dragon in ages past.

Hundreds of years ago the illithid discovered the asteroid, long since abandoned, and established an important outpost there. They greatly expanded the stronghold, using enslaved umber hulks to create hundreds of chambers, some very secret. It was they who gave it the name *Mehiluum*, or *Stardock* in the common tongue. And it was the illithid who created the magic portal that connects Stardock to the level in Undermountain known as the Crystal Labyrinth.

For many years their rule was unchallenged, until about a century ago, a pair of careless mind flayers were captured by an evil cabal of undead arcanists known as the Twisted Rune. Recognizing the value of Stardock, the cabalists launched an ingenious magical invasion and quickly conquered the outpost.

The authority of the Twisted Rune was short-lived. They were subtly undermined by Halaster, and less than subtly by a band of heroic adventurers, seeking glory and treasure.

Their position terminally weakened, the Twisted Rune were cast out of Stardock by a band of space pirates, who themselves abandoned the asteroid not long afterward due to an internal power struggle.

And so Stardock remained abandoned for many years, until it was rediscovered by a troop of githyanki warriors led by a fearless though narrow-minded commander called Al'chaia. Together with several red dragon allies, the githyanki turned Stardock into a fortress/creche, a secure place to raise and train their young.

Al'chaia met her doom at the hands of an adventuring party and was succeeded by a psionic warrior named Urlon. Urlon is less rigid than his predecessor and has opened up Stardock to other races. Where it was once a bastion of githyanki purity, it is now rather cosmopolitan.

But not everyone is happy about these changes...

APPENDIX 5: MISSION REPORTS AND BOONS

MISSION REPORTS

Mission Report

Table Number:

Mission Points Earned:

DM Initials:

Mission Report

Table Number:

Mission Points Earned:

DM Initials:

Mission Report

Table Number:

Mission Points Earned:

DM Initials:

Mission Report

Table Number:

Mission Points Earned:

DM Initials:

Mission Report

Table Number:

Mission Points Earned:

DM Initials:

Mission Report

Table Number:

Mission Points Earned:

DM Initials:

DAMAGE REPORTS (FOR MISSION 10)

Damage Report

Table Number:

Damage Inflicted:

DM Initials:

Damage Report

Table Number:

Damage Inflicted:

DM Initials:

Damage Report

Table Number:

Damage Inflicted:

DM Initials:

Damage Report

Table Number:

Damage Inflicted:

DM Initials:

Damage Report

Table Number:

Damage Inflicted:

DM Initials:

Damage Report

Table Number:

Damage Inflicted:

DM Initials:

MISSION 1 BOON

Achievement

We retrieved the *Stardock rod* which re-opened the gate between the Crystal Labyrinth and Stardock, enabling reinforcements to pass through.

Effect

Give this boon to another group, who can use it to summon help for one mission. At Tier 1, the players can summon a **scout**. At Tier 2, the players can summon a **githyanki warrior**. At Tier 3, the players can summon a **githyanki knight**.

MISSION 2 BOON

Achievement

We reactivated the golems that guard the Crystal Labyrinth, securing Stardock from further illithid attacks from Undermountain. Everyone is very relieved to know that the “back door” is now secure.

Effect

Give this boon to another group. The players can spend this boon to grant inspiration to every player in the group.

MISSION 3 BOON

Achievement

We managed to free several prisoners from the Pudding King! The addition of these reinforcements enables some defenders to take a well-earned break.

Effect

Give this boon to another group. The players can spend this boon to gain the use of another short rest.

MISSION 4 BOON

Achievement

We convinced the fearsome Ashtyrranthor to help defend Stardock.

Effect

Give this boon to another group. The players can spend this boon make their enemies frightened for one full round.

MISSION 5 BOON

Achievement

We reactivated the War Spire.

Effect

Give this boon to another group. While executing the “Boreworm Blitz” mission, the players can spend this boon to invoke an energy barrage from the War Spire that automatically destroys 1 boreworm.

MISSION 6 BOON

Achievement

We extended the air pocket around Stardock out to a mile, enabling airborne defenders to defend the base more effectively. At the same time, it filled Stardock with a burst of revitalizing fresh air.

Effect

Give this boon to another group. Between missions, the players can spend this boon to heal 2d6 points of damage each. A Tier 1 group can only spend this boon if they have completed Mission 1: Battle Laboratory.

MISSION 7 BOON

Achievement

We destroyed several boreworms, depleting the ranks of the invaders.

Effect

Give this boon to another group. The players can spend this boon to remove one enemy (of CR 5 or less) from an encounter. This boon cannot be spent during combat.

MISSION 8 BOON

Achievement

We prevented a horrifying undead attack on Stardock.

Effect

Give this boon to another group. The players can spend this boon to grant inspiration to every player in the group.

Achievement

We defeated an epic monster and closed a portal to the Far Realm!

Effect

Give this boon to another group. The players can spend this boon to grant each member of the party advantage on their next saving throw against a spell.

APPENDIX 6: MAGIC ITEMS

During this adventure, the characters may find the following permanent magic items:

CHIME OF OPENING

Wondrous Item, rare

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time, it cracks and becomes useless. This item can be found on **Magic Item Table C** in the *Dungeon Master's Guide*.

MANTLE OF SPELL RESISTANCE

Wondrous Item, rare (requires attunement)

You have advantage on saving throws against spells while you wear this cloak. This item can be found on **Magic Item Table G** in the *Dungeon Master's Guide*.

PERIAPT OF WOUND CLOSURE

Wondrous Item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

POTION OF RESISTANCE

Potion, uncommon

When you drink this potion, you gain resistance to one type of damage for 1 hour. The DM chooses the type or determines it randomly.

RING OF WATER WALKING

Ring, uncommon

While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

APPENDIX 7: ADMINISTRATORS GUIDE

The section provides guidance on running *Stardock Under Siege* as a D&D Epics™ event for your game day or convention.

PARTICIPANTS

The adventure requires the following participants to run smoothly.

4 OR MORE GROUPS

A minimum of four groups is required to run the adventure.

- Each group needs 3-7 players. All players in a group must belong to the same tier.
- There's no limit to how many groups can participate.

DUNGEON MASTERS (ONE PER GROUP)

Each table has one Dungeon Master.

- Dungeon Masters should read the adventure beforehand. It would be helpful to familiarize yourself with the lore about illithid, githyanki, and githzerai, which can be found in the *Monster Manual*, *Volo's Guide to Monsters*, and *Mordenkainen's Tome of Foes*.

3+ TIER COMMANDERS

The Tier Commanders run interactive events and answers questions posed by DMs.

- The Tier Commanders assume the roles of Kaaltav, Nightshade, and Yrlakka, and wander from table to table, either helping or hindering them. More information on these characters is available in Appendix 1: NPCs and Locations. We recommend the administrators dress up for these roles!

1 GENERAL

The General oversees the whole event. It's vital that players can hear the General's announcements.

- The General tracks the number of mission points accumulated.
- The General announces important events in the ongoing event.
- In some of these announcements, the General assumes the role of Commander Urlon, who runs Stardock. Urlon can communicate to everyone defending the base at any time using a magical rod that generates a mass *sending*.

SETUP

The following steps are important for ensuring the event runs smoothly.

STEP 1. PREPARE HEADQUARTERS

Headquarters (or "HQ") is an area set aside for the administrative staff. The general will need paper to track mission points, and at least one copy of this adventure.

STEP 2. PREPARE TABLES

One table is required for each group.

- Each table must have a table number displayed prominently on its surface, so administrators can locate specific tables during the event.
- Tables are encouraged to give themselves a team name in addition to a table number.
- All tables need a good view of HQ so they can see and hear the General's updates.

STEP 3. MUSTER GROUPS

During muster, players are assigned to Dungeon Masters.

STEP 4. PLAY!

When play begins, the General reads the briefing aloud to the assembled players (see "Beginning Play").

CORE RULES

MISSION REPORTING AND BOONS

- Groups must report the success of each mission to the General by handing in a Mission Report (see Appendix 4: Player Handouts).
- Groups may select a table to benefit from the Boon granted by that mission. Have a runner deliver it to the chosen table's DM.
- A table cannot receive their own Boon.

VICTORY CONDITIONS

In order to win the event, the players must successfully defeat the illithid nautiloid in the combined battle in Mission 10 (see "Running Mission 10", below). However, the Epic begins with a large fleet of illithid boreworms (landing craft) heading toward Stardock, and these must be dealt with first.

Use the following formula to calculate how many boreworms are in the fleet:

- Boreworm fleet size = number of tables x 6

EXAMPLE

if your event has ten tables, there are 80 boreworm vessels headed toward Stardock.

Players destroy boreworms by successfully completing missions. Fully eliminating the boreworm fleet before Mission 10 begins makes overall victory much easier.

BATTLE UPDATES

The players accrue mission points during the epic and report these to the General at the end of each mission. Each mission point corresponds to the destruction of a boreworm. For example, if a table earns 3 mission points, that means the total number of boreworms is reduced by 3.

Every half hour, the General delivers a Battle Update, telling the assembled groups how many boreworm ships remain.

EXAMPLE

There are 10 tables in the event and hence 80 boreworm ships in the fleet. At the 90-minute mark, the General gives a Battle Update. So far, 34 mission points have been reported, and so the General tells the assembled groups that 46 boreworms remain in the fleet.

PROJECTED TIMELINE

Timeline	Milestone
0:00-0:15	Muster Groups.
0:15-3:15	Players play through Epic Missions. General gives regular Battle Updates.
3:15-3:45	All tables commence Mission 10.
3:45	Final Results are announced. Epic concludes.

RUNNING MISSION 10

At the three-hour mark, the General makes the following announcement:

"Attention! This is Commander Urlon speaking! The nautiloid has begun moving toward Stardock. All adventurers must immediately board an astral skiff and fly out to engage it. You have exactly 30 minutes to destroy the nautiloid before it reaches us. What you do now may determine the fate of the entire world. Good luck."

Mission 10 has now commenced. All tables must immediately stop what they are doing and start Mission 10 (the DM may need to "smooth over" any continuity issues this creates). This mission lasts no more than 30 minutes.

Destroying the Nautiloid. Mission 10 details the armor class and damage threshold of the nautiloid, which varies by tier. The General tracks the overall hit points of the nautiloid. The hit point maximum of the nautiloid depends upon the number of tables and the tier of each one.

NAUTILOID HIT POINTS

Table Tier	Add Hit Points
Tier 1	100
Tier 2	175
Tier 3	250

EXAMPLE

Your event has two tier 3 tables, five tier 2 tables, and three tier 1 tables. The nautiloid would have 1,675 hit points ($2 \times 250 + 5 \times 175 + 3 \times 100 = 1675$).

Rapid Battle Updates. During Mission 10, the General should give a battle update every 5 minutes, indicating how damaged the nautiloid is and how much time is left, using the following format:

"This is Commander Urlon. The hull integrity of the nautiloid is now at xx%. There are xx minutes remaining until the nautiloid reaches Stardock."

Boreworm Bother. If the groups failed to eliminate all the boreworms, they may interfere with the battle. Take the total number of remaining boreworms and divide by 10, rounding down. This tells you how many boreworms attack every 5 minutes during the final battle. The General should randomly select which tables are affected and inform them during the rapid battle update. Mission 10 details how the DM should handle boreworms.

EXAMPLE

23 boreworms remain when the final battle commences. Divided by 10 and rounded down, this means that every 5 minutes, 2 boreworms attack (separate) tables. At the end of each Rapid Battle Update, the General says something like, "Boreworms are approaching tables 3 and 7."

FINAL RESULTS

If the groups destroy the nautiloid within the allotted time, read the following:

The nautiloid suddenly explodes, the great conch shell shattering into fiery pieces. Thousands of illithid and their minions spill into space and quickly die.

Victory is yours! You have saved Stardock, Waterdeep, and perhaps all of Toril from a terrible menace. Well done!

If the groups fail to destroy the nautiloid in the allotted time, read the following:

The nautiloid looms up over Stardock, its rubbery tentacles grasping hold of the great asteroid. Within minutes there are thousands of illithid and their minions streaming into the base, and the defenders are soon overwhelmed. You have failed.

Those of you who survived the battle rendezvous on a distant asteroid, where a githyanki wizard opens a portal back to Waterdeep. You live to fight another day, but your mood is somber. The illithid now control Stardock. Waterdeep and all of Toril are in great danger.

APPENDIX 9: DUNGEON MASTER TIPS

This adventure is designed for three to five **1st-4th level characters at Tier 1**, **5th-10th level characters at Tier 2**, or **11th-16th level characters at Tier 3** and is optimized for **five characters with an average party level (APL) of 3, 8, and 13**, respectively. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

PREPARING THE ADVENTURE

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown.

These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

DETERMINING PARTY STRENGTH

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