

PRETTY LITTLE LICHES: **GREENHOUSE OF NIGHTMARES**



**A TIER 4 ADVENTURE
FROM ZEKE GONZALEZ**



GREENHOUSE OF NIGHTMARES

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INTRODUCTION

Greenhouse of Nightmares is an adventure designed for D&D 5th Edition that should take between 3 to 5 hours to complete. The adventure is optimized for four characters at the epic tier (levels 17-20). It can be played by D&D veterans, beginners, or anybody in-between. It uses rules, monsters, and concepts from the Wizards of the Coast's D&D 5th Edition. Spells referenced in this supplement can be found in the *Player's Handbook* and *Xanathar's Guide to Everything*. When a creature's name appears in **bold** type, that's a visual cue pointing you to the *Monster Manual*. Otherwise, the monsters in this adventure come from *Volo's Guide to Monsters* and *Alister Konezege's Field Guide Volume I: Monstrous Arthropods* and are reproduced in Appendix A.

Greenhouse of Nightmares is the first installment in *Pretty Little Liches*: a trilogy of adventures centered around three unique liches and their lairs designed for high-level play. These three lairs and the surrounding regions can be run independently as individual adventures or tied together into a mini-campaign that centers on the destruction of the Green Hand, an organization of dangerous liches. While this adventure is designed to be able to connect to the later adventures in the trilogy, *Greenhouse of Nightmares* can easily be played as a single adventure in any campaign setting. Memorial Mire can be dropped anywhere a swamp could be or made into a cursed location within the Feywild, and NPCs in this adventure can be replaced with existing NPCs in your campaign. If you wish to continue this adventure, look for the next installment of *Pretty Little Liches* in late 2019 or early 2020.

RELIQUARY

In Dungeons & Dragons 5th Edition and several other examples of fantasy, the term "phylactery" is used to describe the soul jar that a lich creates in order to sustain their immortality. In reality, this term refers to a small leather box containing Hebrew texts on vellum, worn by Jewish men at morning prayer as part of their religious practices. As such, the use of the term "phylactery" as an essential part of the lore of an evil undead creature is inappropriate. Instead, I use the term reliquary to describe the soul jar of a lich. For the purposes of this supplement, a reliquary is a wondrous magic item which grants the lich who created it the Rejuvenation trait: "If it has a reliquary, a destroyed lich gains a new body in 1d10 days, regaining all of its hit points and becoming active again. The new body appears within 5 feet of the reliquary." A reliquary has an AC of 20, 25 hit points, and immunity to all damage. A reliquary can only be destroyed by a +3 magic weapon or a *disintegrate* spell. All of the above properties can be discerned by the *identify* spell or similar magic.



BACKGROUND SUMMARY

Long ago, three powerful villains plagued the land: Rakator the Midnight Emperor, Taag'thrith the Dreameater, and Thymia Scarletscale, Mire's Fang. Thymia Scarletscale was a medusa druid dedicated to encouraging nature to retake and destroy all civilization. Ratakator was an oni philosopher who aimed to give birth to an avatar of Shar, the Goddess of Night. Taag'thrith was a mindflayer arcanist who schemed to create a 10th level spell capable of trapping all humanoid creatures in a dream over which he held dominion.

Ratakator, Thymia, & Taag'thrith realized they could not achieve their individual goals during a mortal lifespan. They combined their resources to form an organization known as the Green Hand and collectively ascended to lichdom. However, they were consumed by the needs of their singular reliquary: the Pearl of Putrescence. The Green Hand became trapped within the Pearl and faded from history. Many years later, the Pearl was discovered by disciples of the Green Hand and destroyed. The destruction of the Pearl released the liches, who then created their own individual reliquaries and set out to achieve their individual goals. Only the bravest heroes can seek out these liches and destroy them before their plans reach fruition!

TIPS FOR THE DM

As with any supplement, *Greenhouse of Nightmares* should be adapted to work for your group and is designed to be stripped for parts. Take the map or region and repopulate it with villains and monsters appropriate for your campaign. Build your own adventure from the background information. Steal an adventure hook or make your own. Replace the history of the Verdant Phrontistery with history that resonates with the themes of your campaign. I strongly advise that you use this supplement however you can get the most out of it. I look forward to hearing the unique ways you use this content!

This adventure is designed for the epic tier: levels 17-20. At this level, Dungeon Masters often feel that it is difficult to present a challenge to their players. This adventure provides encounters with a variety of difficulty levels for such characters, but also remember that you control the story. If you feel that the characters are not being challenged, feel free to increase the number of monsters, each monster's hit points and/or damage, the DCs of traps, or any other aspect of this adventure that you feel is appropriate. This goes the same for decreasing the difficulty: if an encounter is too challenging, you have the power to modify it to make it more fun for your table.

Text to be read aloud to the players appears in boxes. Feel free to tinker with and paraphrase this text to fit your roleplaying needs, but try to keep the original messages clear as they may contain important information.

THYMIA SCARLETSKALE, MIRE'S FANG

Born a wood elf, Thymia earned a reputation for her green thumb at a young age. Her village elder Gryllis, a kindly old druid, cultivated Thymia's natural talents until she was old enough for school, whereupon she was sent to the Verdant Phrontistery. There she learned how to channel her druidic power to greater heights. She also began to recognize the threat that civilizations posed to the natural world.

SYLVAN KNOWLEDGE

Thymia found herself craving greater magical prowess in order to restore the ecosystems around her. Her passion was recognized by a fickle Archfey who offered her an item of vast power in exchange for her beauty. Thymia excitedly accepted the Archfey's offer, only to find herself transformed into a medusa whose gaze turned the very animals she sought to save into stone.



RISE TO UNDEATH

Working against the odds, Thymia used her newfound knowledge to restore nature. She soon found that the habitats she sought to protect would be destroyed by humanoid creating farmland or poisoned by nearby industry no matter how many times she wove her spells to restore them. She sought assistance at the Verdant Phrontistery only to be turned away as a monster. Recognizing her own mortality as well as the fallibility of the ignorant humanoid races, Thymia turned to dark magic and was recruited by Ratakor to become part of the Green Hand. Thymia, Ratakor, and Taag'thrith used their collective powers to ascend to lichdom. As a newly risen lich, Thymia turned the Verdant Phrontistery and the surrounding area into a bountiful marsh and turned its humanoid residents to stone. She established the marsh as the seat of her power and named it Memorial Mire. Shortly after, the liches of the Green Hand were forced to seal themselves within the Pearl of Putrescence.

RESEARCH

Upon the Pearl's destruction and the liches' subsequent release, Thymia returned to Memorial Mire. After purging her lair of those who would oppose her and scattering their stony remains throughout the mire, Thymia reencountered her old mentor Gryllis. Gryllis, revealing herself as a **night hag**, offered Thymia a vial of tarrasque blood for her research. Since then, Thymia has spent her undeath infusing various research subjects with the blood of the tarrasque in order to create an army of arthropod abominations with which to protect Memorial Mire and its inhabitants. She is assisted by Gryllis as well as a cohort of yuan-ti laboratory assistants who (incorrectly) believe Thymia to be an avatar of Merrshaulk.

MEMORIAL MIRE

BACKGROUND

The Verdant Phrontistery was once a place of learning for magic users of all kinds. It lay in the center of a beautiful wetland and was home to a diverse assembly of flora and fauna. However, the students and staff of the Verdant Phrontistery were more concerned with lofty arcane considerations than with the health of their environment. The school directed all of its alchemical runoff, trash, and excess arcane energy into the wetland, eroding the ecosystem.

Thymia Scarletscale became aware of the damage the school wreaked on the environment. She worked tirelessly to save the wetland but was thwarted by the carelessness of the students and faculty at every turn. After Thymia was transformed into a medusa and later ascended to lichdom, she returned to the Verdant Phrontistery in order to save the wetland and create the seat of her power. She turned the former inhabitants to stone and used the Gaia sceptre (Appendix B) to restore the surrounding area into a pristine natural wetland that she named Memorial Mire. When the party arrives, Thymia and her research assistants are conducting experiments using tarrasque blood.



ADVENTURE HOOKS

PEARL OF PUTRESCENCE

If the party destroyed the Pearl of Putrescence as described in *Pretty Little Liches: An Artifact & A Villain*, Rhino Heartsbane (human **priest** of Lathander, he/him, chaotic good), who arrives at the predetermined meeting hungover, gives the party a map indicating the locations of each individual lair of the Green Hand and declares that each of the liches and their reliquaries must be destroyed. The map marks Thymia's lair in Memorial Mire with an ink sketch of a skeletal medusa's head.

TRUFFLE SNIFFERS

The party is hired by Aelyth Summergale (wood elf **commoner**, they/them, lawful good), whose wife Cirrea Summergale (wood elf **veteran**, she/her, chaotic good) and pet **giant boar** Snoot disappeared while searching for truffles in Memorial Mire. Aelyth offers the party 2000 gp and Cirrea's old *red dragon scale mail* for finding their wife.

WE ARE FARMERS

Lockstock, a small farming village, has suffered a terrible drought. The leader of the agricultural guild, Finster Cornbarrel (halfling **commoner**, he/him, lawful evil), offers the party 1000 gp per person to retrieve the *Gaia sceptre* (Appendix B), rumoured to be wielded by an evil spellcaster who lives within the Memorial Mire. Finster Cornbarrel hopes to use the *Gaia sceptre* to ensure Lockstock's crops flourish.

MEMORIAL MIRE RANDOM ENCOUNTERS

When the party enters Memorial Mire, they find themselves imperiled by the wetland's natural features as well as Thymia's experiments. Check for a random encounter after every 30 minutes that the adventurers spend travelling across the Memorial Mire by rolling a d20. On a roll of 15 or higher, an encounter occurs. Roll on the Memorial Mire random encounter table or choose an appropriate encounter.

MEMORIAL MIRE RANDOM ENCOUNTERS

d6	Encounter
1	Quicksand
2	Cavern of Lou Carcohl
3	Basilisk Statuary
4	Nightshiver Stalker
5	Kidnapped Druid
6	Palpartidon Pair

QUICKSAND

There are many pools of quicksand hidden amongst the mangroves trees and swampy pools of Memorial Mire. The party stumbles upon a 15 foot radius pool of quicksand (see "Wilderness Hazards" in Chapter 5 of the *Dungeon Master's Guide*). 1d6 **giant constrictor snakes** hide in the boughs above, waiting to attack any travelers who become ensnared in the quicksand.



CAVERN OF THE LOU CARCOHL

Looming out of the swamp is a tall and steeply inclined cave entrance that pushes down into the earth. Emerging from the cave is a vast snail with long tendrils protruding from its head, reaching for you.

The party is attacked by a **lou carcohl** (Appendix A) emerging from its cavernous home. The lou carcohl retreats into its cave when reduced to less than half of its hit points. The cave itself is coated with a layer of viscous slime and extends into a maze of tunnels that run beneath Memorial Mire. A character who succeeds on a DC 18 Wisdom (Survival) check discovers the lou carcohl's victim cache, where the corpses of two yuan-ti purebloods and a dead basilisk reside. A character who searches these corpses discovers a pouch filled with 1d4 - 1 dead man's hand mushrooms (15 gp each).

BASILISK STATUARY

A clearing is nestled in the gloomy swamp. Scattered about the dark grove is a handful of statues of elves, humans, and half-orcs exquisitely carved in the act of spellcasting. Four large holes are spread throughout the clearing.

The statues are the petrified remains of previous faculty of the Verdant Phrontistery who were turned to stone by Thymia when she returned. If *greater restoration* or similar magic is used to reverse their condition, they are able to describe Thymia's ferocity, arcane prowess, and petrifying gaze. An unpetrified faculty uses **mage** statistics and can be convinced to assist the party find the Verdant Phrontistery with a DC 16 Charisma (Deception or Persuasion) check. A family of 2d8 **basilisks** calls this clearing home and attacks characters that stay here for more than 30 minutes.

NIGHTSHIVER STALKER

A **nightshiver** (Appendix A) takes note of the party and begins stalking them, waiting for an opportunity to attack and run off with a character that is not wearing heavy armor. When the nightshiver attacks, read the following:

An indistinct skittering sound echoes through the mire, and the background sound of cicadas intensifies momentarily. In that moment, an enormous centipede with the red face of a grinning man unfurls from the boughs above.



KIDNAPPED DRUID

Slithering through the swamp ahead are two enormous snakelike creatures with muscular humanoid upper bodies. Hoisted over one creature's shoulder and trapped in a net is a young half-elf man dressed in a hide pelt.

These two **yuan-ti abominations** have kidnapped Aeris (half-elf **druid**, he/him, chaotic neutral) and are dragging him towards the Verdant Phrontistery to become Thymia's next experiment. The abominations fervently believe that Thymia is an avatar of Mersshaulk and fight to the death if confronted. If saved, Aeris heals his saviors as thanks before fleeing back to his home within the mire, where he has moved to seek out the legendary druidic mentor Gryllis.

PALPARTIDON PAIR

A mated pair of **palpartidons** (Appendix A) have dug pitfall traps in the party's path. The two traps are disguised as disturbed earth. A character must succeed on a DC 14 Wisdom (Perception) check to spot the trap. Any character that steps onto the trap's surface falls down 20 feet, taking 7 (2d6) bludgeoning damage and landing prone. A falling creature must succeed on a DC 13 Wisdom (Perception) check to spot the hidden palpartidons or be surprised when they attack.



VERDANT PHRONTISTRY

While the ruin of the Verdant Phrontistry is overgrown and crumbling, there is evidence that the structure is being used: slithering tracks lead to the recently repaired doors, and someone has been cultivating flowers outside. When the party approaches, they see the remains of a research building.

GENERAL FEATURES

The following features are common throughout the Verdant Phrontistry:

Light. The ceilings of the Verdant Phrontistry are wriggling with small glow worms, which emit bright light for 5 feet and dim light for an additional 10 feet.

Razorvine. The walls of the Verdant Phrontistry are overgrown with razorvine as described in the Wilderness Hazards section in Chapter 5 of the *Dungeon Master's Guide*. Denizens of the Verdant Phrontistry automatically succeed on their saving throws against it.

Extreme Humidity. The interior of the lab is extremely humid. A creature exposed to the humidity must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 10 for the first hour and increases by 2 for each additional hour.

Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on this saving throw. Creatures with resistance or immunity to fire damage have advantage on the saving throw, as do creatures naturally adapted to humid climates.

1. THE ROTUNDA

A pair of wooden double doors leads into the building. Affixed to the outer wall, swaying gently between the two sets of doors, is an enormous and ornate wrought-iron chandelier.

CHANDELIER TRAP

When the unlocked doors are opened before the trap is disabled, the chandelier falls. Any character standing near one of the doors must make a DC 18 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone beneath the fallen chandelier. When the chandelier contacts the floor, it breaks a glass sphere inside, which sprays poison in a 30-foot radius centered on the chandelier. Creatures within the poison's radius must make a DC 18 Constitution saving throw, taking 14 (4d6) poison damage and becoming poisoned for one hour on a failed save, or taking half damage on a successful one.

A successful DC 15 Intelligence (Investigation) check reveals the poison trap. A check that succeeds by 5 or more reveals both traps and their respective triggers. A successful DC 18 Dexterity (Sleight of Hand) check can disarm the traps, but a check that fails by 5 or more triggers the traps.

MONSTERS

The commotion of the falling chandelier attracts the sentries hiding on the roof of the Verdant Phrontistry. After one round, a **type 2 yuan-ti malison** riding a **deathshaker** (Appendix A) approaches and attacks the party.

2. MAIN HALL

Three pillars of polished white marble support the ceiling of this hallway. Hanging on the walls are the defaced portraits of famous arcanists, and several doors line the walls down the length of this hall. The word "parasites" is carved in Elvish across several of the portraits.

TREASURE

Characters who succeed on a DC 18 Intelligence (Investigation) check discover a *spell scroll of telekinesis* hidden behind one of the portraits.

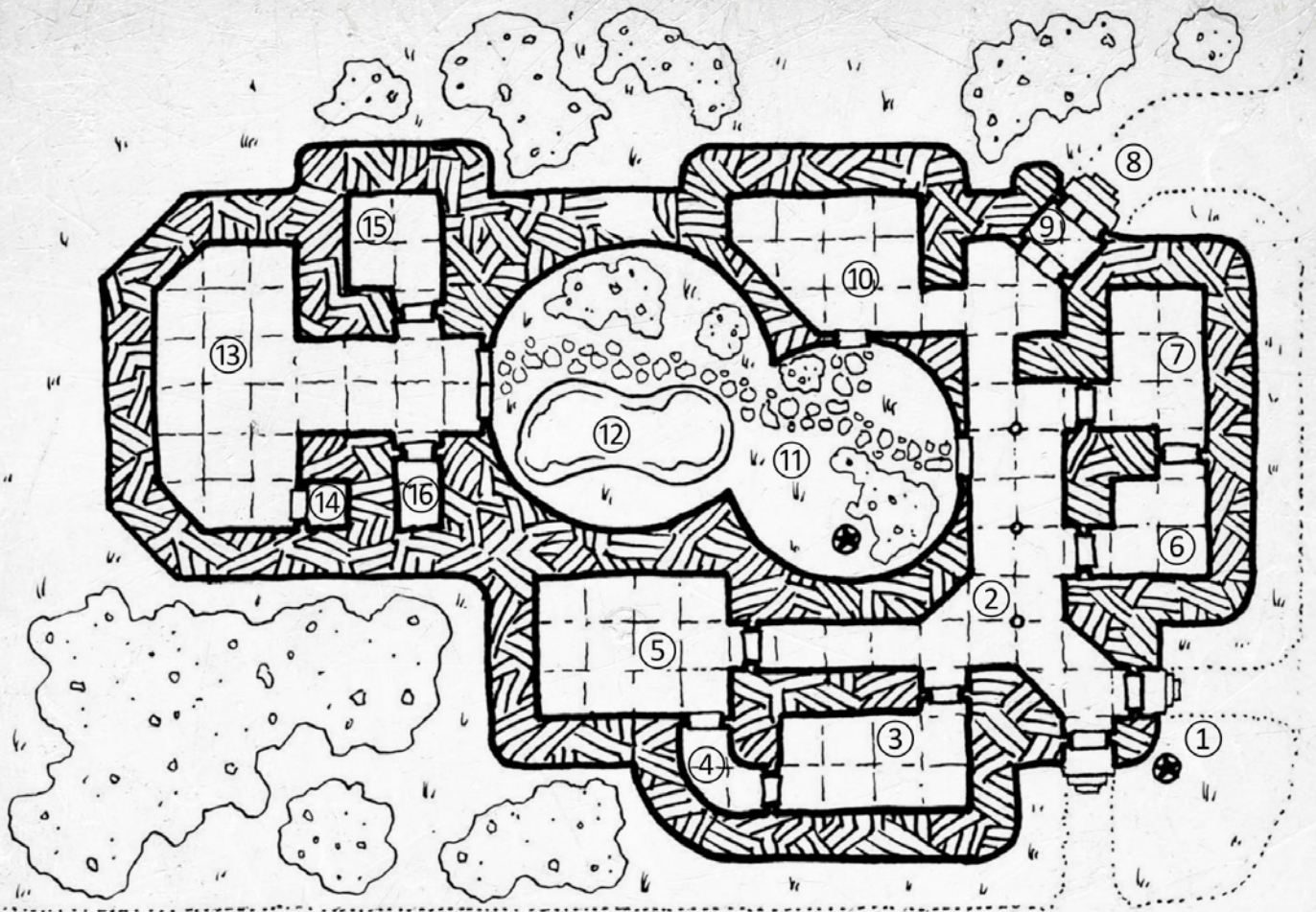
GARDEN DOOR

The door to the greenhouse (Area 11A) is made of stone and overgrown with vines. There is no door handle, but characters who search the door find a small jade keyhole in the center of the door. Written in Sylvan on the door is the following poem:

*I entreated once a thousand souls
Within shining campus halls
But ambition hardened hearts to sense
Heedless of dying wildlife calls.*

The key to this door is on the keyring of Hiszia, the **type 3 yuan-ti malison** in the Alchemy Storeroom (Area 6). When the key is inserted into the lock, the keyhole glows, the vines retract, and the door opens for 1 minute.





VERDANT PHRONTISTRY - 1 SQUARE - 10 FEET

3. THYMIA'S OFFICE

This small office smells faintly of lavender and is sparsely appointed with a wooden desk, chair, and large bookcase that appears to have grown like a tree through the cracked marble floor. In the western corner of the room is a barred door. Hanging on the walls are detailed natural history illustrations of various insects.

IKHUSS

Holding a small stack of books and rifling through the desk is Ikhuss (he/him), a **yuan-ti pureblood** who was sent to fetch old research notes for Thymia. Ikhuss is the latest in a series of research assistants sent to work for Thymia, though he secretly hopes to become a spellcaster himself. When the players find him, he is in the process of stealing the wand of *magic detection* from Thymia's desk.

Ikhuss is frightened of Thymia and unconvinced that she is an avatar of Mersshaulk. Ikhuss would prefer to flee from the party rather than fight them, but he can be convinced to help them instead. With a successful DC 14 Charisma (Persuasion, Deception, or Intimidation) check, Ikhuss hands over his turquoise key and warns the party of Thymia's petrifying gaze. A check that succeeds by 5 or more, or perhaps a generous



offer from the party, convinces Ikhuss to hand over the *wand of magic detection* and warn the group of the monsters that live throughout the Verdant Phrontistery. Ikhuss does not know the exact nature of these monsters, but he does know that Thymia's successful experiments roam the halls and have killed careless research assistants.

TREASURE

Characters who search the bookcase find an emerald spell scroll case (50 gp) containing a *spell scroll of barkskin*. Characters who search the desk discover the *wand of magic detection* (if Ikhuss has not yet stolen it) and research notes written in Elvish. Characters who spend 10 minutes reading the notes discern that they describe the transformation of humanoid creatures into insect-like monsters. The three natural history illustrations hanging on the wall can be sold to a museum or private collector for 100 gp each.

BARRED DOOR

The door to the Infested Passage (Area 4) is blocked with a simple wooden bar. This bar can be lifted with a successful DC 12 Strength (Athletics) check.

Verdant Phrontistery - 1 square = 10 feet

4. INFESTED PASSAGE

This short passage lacks the glow worms that typically shed light in this building. A steady humming noise echoes through the dark hallway.

This short passage lacks the glow worms that typically shed light in this building. A steady humming noise echoes through the dark hallway.

MONSTERS

Flying around this dark hallway are six giant mosquitoes (use **stirge** statistics), which are the result of one of Thymia's experiments. These mosquitoes have unnaturally human eyes that dart between the party. They are starving and attack any creature that enters the passage, targeting unarmored characters first.

TREASURE

The emaciated corpse of a **yuan-ti pureblood** lies in this hallway. A character that searches the corpse finds a turquoise ring in the shape of a serpent swallowing its own tail (25 sp) and a bloodstained green cloak.

BARRED DOORS

The doors at both ends of this passage are barred. From within the passage, the door can be opened with a successful DC 14 Dexterity (Sleight of Hand) check.

5. SEMINAR ROOM

This classroom contains rows of benches facing a chalkboard hung on the wall. The chalkboard depicts a food chain with drawings of swamp-based life such as cattails, fish, storks, and crocodiles.

TREASURE

Growing along the walls of this room are 1d6 patches of a vibrant blue moss. A successful DC 16 Wisdom (Nature) check reveals that this moss is sweet sojourn, each patch of which has the properties of a potion of healing.

6. ALCHEMY STOREROOM

Two old wooden tables stand against the far walls of this small room. Scattered across both tables are various alchemical implements, such as vials and flasks bubbling with strange fluids. Strange, caustic smells travel through the air.

RESEARCH ASSISTANTS

Working at the tables are two of Thymia's research assistants: Solku, a lawful evil and bookish **type 1 yuan-ti malison** (they/them), and Hiszia (he/him), an excitable **type 3 yuan-ti malison**. If the party barges in, Solku attempts to deceive them into searching the compost pile in the Antechamber



(Area 10) for Thymia's treasures, which they assume the party has come to steal. Characters with a passive Wisdom (Perception) of 10 or higher notice the jade key that Hiszia carries on a string at his hip. The jade key unlocks the garden door in the Main Hall (Area 2). Hiszia can be tricked into handing over the key with a DC 16 Charisma (Deception) check, but flies into a rage and attack a character who insults Thymia or her experiments. If combat begins, Solku flees and takes refuge in the Seminar Room (Area 5), where they hide.

TREASURE

A character who succeeds on a DC 14 Intelligence (Investigation) check discovers a *potion of speed* and a *potion of superior healing* among the useless potions on the tables.

7. FAILED EXPERIMENTS

Pushed against the walls of this room are one large cage and two smaller cages constructed from wooden planks. The large cage rests in a pool of thin green slime.

CAPTIVES

Trapped within the cages are three people whom Thymia has captured and experimented on, partially transforming them into beasts and leaving their bodies wracked with terrible side effects. In the large cage is Ynthria (she/her), a wood elf who has been partially transformed into a human-sized moose (use **giant elk** statistics). The transition has made her extremely sick and afflicted her with *sight rot* as described in the Diseases section in Chapter 8 of the *Dungeon Master's Guide*. Ynthria has been affected for so long that she is blinded. Green slime drains from her eyes onto the floor. In the smaller cages are Murth (they/them) and Trick Stoneskewer (they/them), a pair of dwarven twins whom Thymia has partially transformed into, and who use the statistics of, **giant boars**. Their transformation afflicted both of them with an *indefinite madness* which manifests itself as the flaw "I've discovered that I really like killing people."

The transformation left none of these captives able to speak, but Ynthria is still capable of understanding Common, Elvish, & Sylvan. If a character is able to cure her *sight rot* with *lesser restoration* or similar magic and free her, she protects that character as thanks until she has an opportunity to escape the Verdant Phrontistery. If a character is able to cure the *indefinite madness* of Murth or Trick with *greater restoration* or similar magic, they regain the ability to speak Common and pledge to fight alongside the character who cured them.

Each cage can be torn open with a successful DC 16 Strength (Athletics) check, attacked (AC 10, 25 hit points, immunity to poison and psychic damage, resistance to piercing and slashing damage), or unlocked with a DC 14 Dexterity check using thieves' tools.



8. MAIN ENTRANCE

A short marble staircase, cracked and overgrown with vines, leads up to a set of marble double doors with a brass knocker in the shape of a snake swallowing its own tail. Written in dried blood on the doors is a warning in Common that reads: “Sages old are overthrown; enter and be turned to stone.”

DOORSTOP TRAP

There is a pressure plate on the top step of this entrance. When triggered, it causes the door knockers to spray petrifying gas in a 50-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

A successful DC 16 Intelligence (Investigation) check reveals the trap. A successful DC 16 Dexterity check using thieves' tools can disarm the trap, but a check that fails by 5 or more triggers the trap.

MONSTERS

The commotion of the trap activating attracts the sentries hiding on the roof of the Verdant Phrontistery. In one round, a **type 2 yuan-ti malison** riding a **deathshaker** (Appendix A) approaches and attacks the characters.

9. ANTECHAMBER

The floor of this cold room is obscured by a shimmering mist. Two identical wooden carvings of an elderly female elf stand halfway across this small room, each with their palms cupped in front of them.

MONKEY SEE, MONKEY DO

Only one door into this chamber can be open at a time. Until the door that was entered through has been closed, the opposing door of this chamber cannot be opened.

Once a door has closed, the mist begins to crackle with electricity, and the statues move to cover their faces with their hands. In order to navigate this trap, have the players roll initiative. On initiative count 20 (losing all ties), the trap charges up. All creatures inside the chamber must succeed on a DC 16 Constitution saving throw, taking 2d6 lightning damage on a failed save or half as much damage on a successful save. The damage increases to 4d6 for the remaining rounds of combat.

In order to open a door, a character must stand with their back to the door and cover their face, mimicking the position of the statues.



REFLECTIONS

If the mist is disturbed, it reveals that the floor is mirrored. In the mirrored floor, the statues are standing with their backs to doors identical to those in the chamber. When the trap is active, these reflection doors appear open. When the trap is not active, these doors appear closed. The mirror is magical and regenerates quickly if cracked or broken.



10. COMPOST CHAMBER

The smell of rot and garbage wafts from a massive pile of compost in the corner of this room. The large pile shifts and undulates as something vast within it moves.

WRETCHED STENCH

Characters who start their turn within 5 feet of the compost heap must succeed on a DC 12 Constitution saving throw or be poisoned until the start of their next turn.

MONSTERS

Two giant carrion beetles (use **triceratops** statistics) and a **swarm of rot grubs** (Appendix A) live within the compost heap. The giant carrion beetles emerge and fight intruders, but the swarm of rot grubs only attacks characters who move within 5 feet of the compost heap or enter it.

GARDEN DOOR

The door to the greenhouse (Area 11) is made of stone and overgrown with vines. There is no door handle, but characters who search the door find a small turquoise keyhole in the center of the door. Written in Sylvan on the door is the following poem:

*Stony hearts now match their guise
Once-bright halls again are green
To stone we turn the parasites
Until the land is clean.*

The key to this door is in the possession of Ikhuss, the **yuan-ti pureblood** in Thymia's Office (Area 3). When the key is inserted into the lock, the keyhole glows, the vines retract, and the door opens for 1 minute.

TREASURE

A character who searches the compost pile and succeeds on a DC 16 Intelligence (Investigation) check discovers the corpses of two half-elves, a wood elf, and two yuan-ti purebloods inside the compost pile, all in different stages of decomposition. Their effects include a silvered shortsword, snakeskin leather armor, a set of interlocking golden bracelets crafted to look like thorny vines (45 gp), a shortbow, 20 arrows, and a painted mask depicting a crocodile's face (8 sp). A check that succeeds by 5 or more also finds a **+1 shield** with turquoise inlays depicting a crescent moon and a grime-crusted *potion of invisibility*.

THE IMPORTANCE OF KEYS

If the characters fail to collect the jade or turquoise keys and are unable to enter either garden door or if you feel that it would suit your group better, Gryllis emerges through the garden door in the Main Hall (Area 2) and find the characters. Gryllis has grown bored of Thymia's experiments (see *Roleplaying Gryllis* sidebar) and offers the characters a copy of either the jade or turquoise key in exchange for safe passage from the Verdant Phrontistery. If the characters want both keys, Gryllis requests that the characters leave behind all the potions and alchemical supplies they find in the Verdant Phrontistery for her to collect at a later date. Gryllis does not hand over the keys until all of the characters agree to the terms.

II. GREENHOUSE

Waves of floral scents waft through this large domed greenhouse. Green ferns sprout from the ground, and tall green stalks rise to the glass ceiling, blooming with enormous, colorful flowers.

GARDEN SHED

Characters with a passive Wisdom (Perception) of 15 or higher notice a wooden garden shed hidden among the overgrowth in the southern area of this greenhouse. Characters who search this cluttered shed find a pair of large, rusty garden shears (dagger), a hammer, two shovels, 50 ft. of hempen rope, and an herbalism kit.

A character who succeeds on a DC 14 Intelligence (Investigation) check discovers an area of turned soil next to the garden shed where nothing is growing. A character who digs into this space discovers a lead lockbox.

If a character succeeds on a DC 18 Dexterity check using thieves' tools or a DC 18 Strength (Athletics) check, the lockbox is opened. Inside is a stack of old parchment describing a deal between a wood elf named Thymia and an entity named Arawn to exchange her beauty for the *Gaia sceptre*, an artifact that would grant her the power to restore nature.

The name Arawn can be identified with a DC 15 Intelligence (History or Arcana) check as a fickle fey spirit. If the check succeeds by 10 or more, the character identifies Arawn as an Archfey who broke from the Spring Court.

MONSTERS

Wandering through this area is a hungry childgnasher (use **roper** statistics), a carnivorous plant with long sticky tendrils and a gaping mouth akin to that of a pitcher plant. The childgnasher does not attack yuan-ti or Thymia, but it has been created to protect the lockbox buried next to the shed and attacks characters who find it.

12. STATUARY

Scattered throughout the high ferns in this room are the broken remains of statues depicting robed humanoid figures. This area is filled with large bushes bearing fist-sized yellow and pink flowers

MONSTERS

Hiding within these bushes are three **orchid striker mantises** (Appendix A), which attempt to get a surprise ambush on any intruders not traveling with a yuan-ti or Thymia.

STATUES

These 12 statues are the petrified remains of previous faculty and students of the Verdant Phrontistery who were turned to stone by Thymia when she returned. The statues are damaged significantly. If *greater restoration* or similar magic is used to reverse their condition, they are badly wounded and unable to fight or cast magic, effectively using **commoner** statistics. However, an unpetrified person is able to describe Thymia's arcane prowess and warns the characters of her petrifying gaze.

GARDEN DOOR

The door to Thymia's lab (Area 13) is made of stone and overgrown with vines. There is no door handle, but characters who search the door find two small keyholes in the center of the door: one of jade and one of turquoise. Written in Sylvan on the door is the following poem:

*My goal remains; I seek one prize
To grant the parasites rebirth
New clacking, crawling, buzzing guise
To protect the primal grace of earth.*

The keys to this door are found on Hiszia in the Alchemy Storeroom (Area 6), and Ikhuss in Thymia's Office (Area 3), respectively. When both keys are inserted into their respective keyholes, the keyholes glow, the vines retract, and the door opens for 1 minute.

If only one key is inserted into the door, the vines retract and the pollen trap is activated. If the door is pushed open before the second key is inserted, it releases a cloud of amber pollen in a 20 foot cone from the door. The pollen has the effect of a sleep spell cast at 6th level. If this trap is triggered, it also attracts the attention of **Thymia Scarletscale** (Appendix A) in her lab (Room 13). A DC 18 Intelligence (Investigation) check reveals this trap, but *dispel magic* cast at 6th level or similar magic is the only way to disarm the pollen trap.



13. THYMIA'S LABORATORY

THE IMPORTANCE OF KEYS PT. II

If the characters make a great deal of noise in the Statuary (Area 12), Gryllis emerges through the garden door into the room and find the characters. Gryllis has grown bored of Thymia's experiments (see *Roleplaying Gryllis*) and offers the characters a copy of either the jade or turquoise key in exchange for safe passage from the Verdant Phrontistery. If the characters have both keys, Gryllis offers to answer three questions about Thymia's capabilities. In exchange, Gryllis requests that the characters leave behind all the potions and alchemical supplies they find in the Verdant Phrontistery for her to collect at a later date. Gryllis does not hand over the keys until all of the characters agree to the terms.

Caustic smells and the sound of bubbling liquids fill the air of this laboratory, where esoteric scientific equipment and arcane devices are neatly sorted on tables and bookshelves. A tall creature wearing a lab coat uses a scalpel to slowly flay the flesh from a wood elf bound to a surgical table in the center of the room. The surgeon's face is a skeletal visage of rot, and her hair is a mass of hissing and writhing snakes.

INTERRUPTION!

The surgeon is **Thymia Scarletscale** (Appendix A), who is operating on Cirrea Summergale. Thymia is not happy to be interrupted in the middle of her current experiment and instructs her followers in the room to capture the intruders and throw them in the Dungeon (Area 15) until she has time to deal with them. A **yuan-ti abomination**, a **yuan-ti malison type 1**, a ceiling-crawling

blister beetle (Appendix A), and Gryllis (if she has not already left the Verdant Phrontistery) oblige. If the characters are subdued (knocked unconscious or restrained), they are stripped of their possessions and thrown in the hold. However, a conscious character keeps ahold of a single item of their choice with a successful DC 16 Dexterity (Sleight of Hand) check.

If the party attacks Thymia or kills any of her minions, Thymia stops her experiment and joins the fray. Otherwise, she simply continues the experiment. The completion of the experiment takes another hour, at which point Cirrea is transformed into a **nightshiver** (Appendix A).

FREE THE PRISONER

Cirrea is held to the table by three thick leather straps, which each have an AC of 10 and 15 hit points. The straps can also be broken all at once by a successful DC 25 Strength (Athletics) check. If Cirrea is freed, she runs to the Dungeon (Area 15) to free her giant boar Snoot and then flees the Verdant Phrontistery.



TREASURE

Beside the equipment of the creatures in this room, Thymia is holding tarrasque blood, which has the properties of a *potion of invulnerability* if drank all at once. Thymia wields the *Gaia sceptre*, *chitinous choker*, and the *longbow of wounding*.

NEGOTIATION

Should your players wish to parley with Thymia, explain that negotiating with her is a skill challenge:

SKILL CHALLENGE

PLAYERS

The goal of the skill challenge is to successfully negotiate with Thymia for their safety. During the skill challenge each character will be able to perform a check in a skill that they are proficient in. However, once somebody makes a skill check, that person cannot make the same check again. Checks are made by the characters around the table until the party accumulates six successful checks or three failed checks.

Any skill can be used if the characters make a good case for it. Example checks include:

HISTORY

Recalling useful information about Thymia.

PERFORMANCE

Diffusing the situation with a tale about a time the characters helped the natural world and proving their allegiance to nature.

PERSUASION

Attempting to convey the importance of the characters' goals or tugging Thymia's heartstrings with a story about children or nature.

DM

The DC for success in this skill challenge is 16. The party must accumulate six successes to win. If a character fails a skill check during this challenge, Thymia becomes increasingly furious and aggressive, claiming that the party does not understand the importance of nature and that humanoid creatures are parasites. If a character alludes to Thymia's difficult history while addressing her, that character has advantage on their skill check.

OUTCOMES

If the party accumulates six successes, Thymia agrees to the party's request and allows the party to leave, provided they promise to help their home town or city to utilize more earth-friendly practices.

If the party accumulates three failures, Thymia lets out a hiss of rage, declaring that she knew humanoids were parasites who would never learn, and initiates combat with the full onslaught of her abilities.

ADJUSTING DIFFICULTY

High level characters might also find the skill challenge too easy. To make it harder, increase the DC for the ability checks to 20 or 22.

ROLEPLAYING GRYLLIS

While Gryllis relishes Thymia's experiments and the agony they visit upon her subjects, she is disappointed by Thymia's motivations and has become bored in the Verdant Phrontistery. However, Gryllis has seen the powerful properties of the tarrasque blood that she gifted Thymia and wants it back. If Gryllis escapes, she has a vested interest in returning once the characters flee to collect any alchemical supplies and research notes left behind in the Verdant Phrontistery. At any point during this adventure, if Gryllis drops below half of her hit points or finds herself in significant danger, she uses plane shift to return to her home in Gehenna where she begins the search for a new protégé to corrupt.





ROLEPLAYING THYMIA & BATTLE TACTICS

Thymia is a confident woman with a great deal of scientific and arcane knowledge. She is unafraid of being destroyed due to her reliquary, which she keeps a secret. Thymia does not tolerate being disrespected and is unafraid to damage her laboratory if it means stopping intruders. She despises those who live in the civilized world, calling them “parasites” and blaming them for the loss of natural habitats and animals. Thymia cares deeply about Gryllis and believes that the feeling is mutual. Should it become apparent that this is not the case, or if Gryllis is slain before her, Thymia is devastated and doubles down on her ferocious attempts to destroy the characters. This outpouring of emotion leads Thymia to utilize her **wrath of nature** legendary action as soon as possible.

If this encounter goes the route of combat, consider it a three-stage fight. The first phase of the fight begins with Thymia’s minions while she is still occupied with her surgery. The second phase begins when Thymia uses her **wrath of nature** legendary action. Other creatures that Thymia transforms into include: **androsphinx**, **dao**, **dragon turtle**, **purple worm**, and **summer eladrin**. The third phase begins when Thymia’s *shapechange* ends and she reverts to her normal form.

14. BLOOD ROSE GARDEN

The metallic smell of dried blood fills the air of this small room. Broken marble tiles have been moved aside to reveal an earthen dirt floor. Growing in the center of the room is a vast thornbush from which closed, pale blossoms emerge. The bush’s tightly-knotted vines cluster around its center mass, obviously obscuring something that glints at its heart.

BLOOD ROSE BUSH

A successful DC 16 Wisdom (Nature) check reveals that this is a blood rose bush, often used to hide and protect important treasures, that blossoms and opens up with a significant blood sacrifice. A check that succeeds by 5 or more reveals that the plant is arcane in nature and cannot be destroyed by any ordinary means.

There are no gaps in the plant large enough for a creature of medium size or larger, though a small or smaller creature may attempt to wriggle inside. A creature that attempts to do so must succeed on a DC 25 Dexterity (Acrobatics) check, taking 55 (10d10) piercing damage on a failed check and half damage on a successful check.

The only other way to get the blood rose bush to relinquish the treasure within is to feed it 100 hit points worth of blood, which living creatures with blood may do by bleeding into the bush. If the players make the sufficient sacrifice or otherwise reach the center of the bush, read the following:

Lying at the heart of the bush is a small square box. Its exterior is reflective and emits an ethereal green light.

TREASURE

Within this box is Thymia's *reliquary*: a small golden cage containing a tiny, brilliant red serpent with golden eyes. See the **Reliquary** section of the Introduction for additional information and mechanics regarding reliquaries in this adventure.

15. PRISON

This cold, marble room is filled with the sounds of rattling chains and the soft moans of wounded people. Chained to the walls are several prisoners.

PRISONERS

Chained to the walls are Iilan Xiloscent (wood elf **spy**, he/him, chaotic good), Aelin Xiloscent (wood elf **veteran**, she/her, chaotic good), Bramblesnap Sparkflicker (rock gnome **guard**, they/them, lawful good), and Cirrea's pet Snoot, a **giant boar**. Freeing the prisoners requires a DC 20 Thieves' Tools check. Alternatively, the chains can be broken. Each set of chains has AC 20 and 15 hit points. Once freed, the prisoners want to escape before Thymia has a chance to experiment on them, but they agree to fight if they are given weapons and are convinced with a successful DC 14 Charisma (Persuasion, Deception, or Intimidation) check.

16. STORAGE CLOSET

This storage closet is filled with dusty shelves containing old, broken tables and chairs as well as dusty and broken alchemy equipment.

TREASURE

A character who searches this room finds the equipment of the prisoners in the Prison (Area 15). A character who succeeds on a DC 20 Intelligence (Investigation) check finds a dust-covered *potion of superior healing* and a cobwebbed first-edition copy of *A.Z.Z. Konezegel's Guide to Alchemy* (400 gp).



CONCLUSION

Depending on the actions of the characters, the adventure could end one of several ways. Some of them are more involved than others, and it is worth reading through all of the possibilities before running the adventure in order to be well prepared for the actions of your characters.

SUCCESSFUL BARGAIN

If the characters successfully bargained with Thymia, she grants the party their request.

The surviving prisoners and relevant NPCs agree to implement more nature-friendly practices for trash removal and natural resource use.

KILLING THYMIA

If the party kills Thymia, her remaining minions throw their weapons to the floor and put themselves at the mercy of the characters, but minions elsewhere in the Verdant Phrontistery are not aware of her death unless they see the characters carrying the *Gaia sceptre*, the *longbow of wounding*, or the *chitinous choker*.

If the characters do not destroy Thymia's reliquary before 1d10 days, she reforms within 5 feet of the reliquary. Given the opportunity, Thymia transforms into an **ancient green dragon** and deals lasting damage to the characters as well as any nearby civilizations before flying back to the Verdant Phrontistery to continue her work. Should this occur, the players may choose to return to take Thymia on once more. Alternatively, Thymia seeks out one of her old allies: Ratakor the Midnight Emperor or Taag'thrith the Dreameater.

FLEEING THYMIA

If the party attempts to flee from Thymia's wrath, she sends her remaining servants, including the rooftop sentries: a **type 2 yuan-ti malison** riding a **deathshaker** (Appendix A), after the party to capture them. See Thymia's Laboratory (Area 14) for greater detail on capturing the party.

THE PRISONERS

If the party is able to bargain with Thymia or kill her, the living prisoners either return to their homes or accompany the characters at the DM's discretion. These NPCs spread the tales of the characters' heroics within the Verdant Phrontistery, increasing the renown of the characters in the region.

ADVENTURE HOOKS

PEARL OF PUTRESCENCE

As long as Thymia has been killed, Rhino Heartsbane is happy. He rewards the players with a night of free drinks at the local tavern where he hopes to get in a good old-fashioned bar brawl to celebrate. If the characters are unable to destroy Thymia's reliquary themselves, Rhino points them in the direction of a powerful weapon or spellcaster capable of casting *disintegrate*, which may require future adventures. After a short celebration, Rhino may also indicate to the characters that it is time to set their sights on the next lich: Taag'thrith the Dreameater. In this case, seek out the next installment of *Pretty Little Liches*, coming to the DMs Guild in late 2019 or early 2020!

TRUFFLE SNIFFERS

As long as Cirrea & Snoot return home safely, Aelyth Summergale rewards the party with 2000 gp, Cirrea's old *red dragon scale mail*, and a basket of delicious truffles.

WE ARE FARMERS

If the party delivers the *Gaia sceptre* as promised, Finster Cornbarrel showers them with gratitude, rewarding each character with 1000 gp. The evening that the party returns, Lockstock throws a celebration filled with fun games and activities in their honor. If you would like some games and activities for such a celebration, check out my silver best-selling [Tavern Games](#) supplement for free or the 5-star [Festival of Cold Light](#) for less than \$1 on the DMs Guild!



EXTENDING THE ADVENTURE

The Verdant Phrontistery gives the characters a chance to end the horrible work of Thymia before it can reach its terrible climax. However, it is possible that some of her loyal yuan-ti servants or her mentor Gryllis survive this encounter. If you want to extend the concepts presented in this adventure to cast a longer shadow over your campaign, the following notes provide some guidance and ideas for what might come next.

GRYLLIS' REVENGE

Gryllis is a vengeful creature, and although she was dissatisfied enough with Thymia to abandon her, she is still enraged by the loss of her most promising pupil. Gryllis may seek out children associated with the characters and slowly begin to urge them towards committing more and more evil acts, using her Nightmare Haunting ability to drain their life force and eventually steal their souls.

YUAN-TI APOCALYPSE

The yuan-ti who followed Thymia were drawn to her by her viciousness in the belief that she was an avatar of their god Mersshaulk. After Thymia falls, any surviving yuan-ti get the idea that if they cause enough destruction and havoc in nearby cities, Mersshaulk will reveal the next avatar or transform the most savage among them into a **yuan-ti anathema** (Appendix A). The yuan-ti attack nearby civilizations with hordes of Thymia's experiments.



APPENDIX A: CREATURES



BLISTER BEETLE

A blister beetle is an enormous beetle that stands more than 20 feet tall and 30 feet long who secretes a caustic and milky substance from its carapace and the joints of its legs. The one in Thymia's laboratory is named Blissie.

BLISTER BEETLE

Huge monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 198 (12d12 + 120)

Speed 20 ft., burrow 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	30 (+10)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Str +11, Con +16

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid

Condition Immunities frightened, paralyzed

Senses tremorsense 120 ft., passive Perception 10

Languages —

Challenge 19 (22,000 XP)

Blistering Aura. At the start of each of the blister beetle's turns, each creature within 5 feet of it takes 21 (6d6) acid damage. Nonmagical armor and weapons in the aura are partially dissolved, taking a permanent and cumulative -1 penalty to the AC they provide or to their damage rolls, respectively. Nonmagical armor is destroyed if the penalty reduces its AC to 10. A nonmagical weapon is destroyed if its penalty drops to -5. A creature that touches the blister beetle or hits it with a melee attack while within 5 feet of her takes 10 (3d6) acid damage.

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

ACTIONS

Multiattack. The blister beetle can make three ranged or four melee attacks, but can use its bite only once.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage plus 28 (8d6) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 5) slashing damage.

Acid Spit. *Ranged Weapon Attack:* +8 to hit, range 80 ft./120 ft., one target. *Hit:* 28 (8d6) acid damage. In addition, nonmagical armor worn by the target is partly dissolved 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.



DEATHSHAKER

The deathshaker is a unique example of symbiosis between an animal and a fungus: an enormous cicada completely wreathed in beautiful fungi. The cicada itself towers over the average landstrider at approximately 8 feet tall and 16 feet long, with grand transparent wings that trail mushroom spores wherever the creature flies.

The fungus ranges in color from reds and yellows to cool greens and blues, but the effect is always the same: these fungi and their spores seem to have the ability to animate those who fall to the deathshaker as well as being able to enchant the living to draw closer to the beast.

DEATHSHAKER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Wing Flick. As a bonus action, the deathshaker flicks its wings together, creating an alluring noise. All creatures the deathshaker chooses within 60 feet must make a DC 15 Wisdom saving throw against this magic, using their reaction to move 15 feet closer to the deathshaker on a failed save.

ACTIONS

Multiattack. The deathshaker makes two attacks: one with its bite and one with its wing attack. While flying, it can use its tarsal claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) poison damage.

Tarsal Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Wing Attack. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. If damage from this reduces a creature to 0 hit points, the corpse rises as a **spore servant** 1d6 hours later.



LOU CARCOHL

Lou carcohl are vast, snail-like monsters more than 20 feet long from end to end whose shells reach 30 feet tall. Lou carcohl carve out labyrinths of underground caverns beneath rocky tidal zones and swamps over the course of their 200-year lifespan. Their gaping mouths are surrounded by several long, slime-coated tentacles, which they use to capture any prey that falls into their lair, pulling their hapless victims into their gaping maw of vicious, slime-coated teeth.

In addition, the lou carcohl possesses a unique adaptation that it shares with some of its snail brethren: the love dart. This love dart is a calcified projectile that the lou carcohl can launch at a friend or foe in order to distract (or seduce!) them in the middle of combat.

LOU CARCOHL

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (17d12 + 136)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	26 (+8)	3 (-4)	11 (+0)	9 (-1)

Saving Throws Con +12, Wis +4

Damage Immunities fire, poison

Condition Immunities poisoned

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

Languages —

Challenge 11 (7,200 XP)

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

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

ACTIONS

Multiattack. The lou carcohl makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 6) piercing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature grappled by the lou carcohl, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the lou carcohl, and it takes 18 (6d6) acid damage at the start of each of the lou carcohl's turns. If the lou carcohl takes 50 damage or more on a single turn from a creature inside it, the lou carcohl must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the lou carcohl. If the lou carcohl dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 6) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The lou carcohl has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the lou carcohl is thrown up to 30 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

REACTIONS

Love Dart. When a creature leaves the lou carcohl's reach, the lou carcohl fires a seminal dart at that creature. The target must succeed on a DC 11 Wisdom saving throw or become charmed by the lou carcohl as if they drank a *philter of love* for 1 hour. At the end of each of its turns, and each time it takes damage, the target can make another Charisma saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

NIGHTSHIVER

Nightshivers bear a humanoid visage attached to the body of a vast, midnight-blue centipede with bright red legs. Emerging from the face of this terrifying creature is a pair of deadly forcipules dripping with poison.

The nightshiver is one of Thymia Scarletscale's arcane experiments, derived by the injection of tarrasque blood into a small poisonous centipede, which is then grafted onto the body of a humanoid creature and magically enlarged. The venom of the nightshiver can cause a variety of symptoms ranging from inflammation and ongoing pain to necrosis.



NIGHTSHIVER

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	5 (-3)	11 (+0)	4 (-3)

Skills Stealth +5

Damage Immunities necrotic, poison

Condition Immunities poisoned

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

Languages —

Challenge 11 (7,200 XP)

Poisonous Blood. A creature that touches the nightshiver or hits it with a melee attack while within 5 feet of it must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. While poisoned this way, a creature has disadvantage on Dexterity checks and saving throws and takes 10 (3d6) necrotic damage at the start of their turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (6d10 + 7) piercing damage plus 10 (3d6) poison damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the nightshiver can't bite another target.

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

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

ORCHID STRIKER MANTIS

Medium monstrosity, unaligned

Armor Class 24 (natural armor)

Hit Points 130 (20d8 + 34)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	14 (+2)	4 (-3)	11 (+0)	9 (-1)

Saving Throws Str +9, Dex +12

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 12 (8,400 XP)

Assassinate. During its first turn, the orchid striker mantis has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the orchid striker mantis scores against a surprised creature is a critical hit.

Magic Resistance. The orchid striker mantis has advantage on saving throws against spells and other magical effects.

Magic Weapons. The orchid striker mantis's weapon attacks are magical.

Floral Camouflage. The orchid striker mantis has advantage on Dexterity (Stealth) checks made to hide amongst colorful flowers.

Sneak Attack (1/Turn). The orchid striker mantis deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the orchid striker mantis that isn't incapacitated and the orchid striker mantis doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The orchid striker mantis makes three attacks: one with its bite and two with its claw.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage. When the orchid striker mantis rolls a 20 on this attack roll, the target takes an extra 22 (4d10) piercing damage. Then roll another d20. If the orchid striker mantis rolls another 20, it bites off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, the orchid striker mantis bites off a portion of its body instead.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage

Mantis Dance (Recharge 5-6). The orchid striker mantis makes a claw attack against up to 6 creatures of its choice within its reach.

ORCHID STRIKER MANTIS

The orchid striker mantis wields razor-sharp claws and a vicious set of mandibles capable of tearing a person limb from limb. If an orchid striker mantis successfully makes its ambush, it can quickly devastate all but the heartiest of adventuring parties with an arabesque and terrifying flurry of blows so graceful as to resemble a dance of carnage.

These creatures dwell in jungles and swamps amidst beautiful flora. The mantis blends into the flowers in order to snatch up any creature foolish enough to approach the gorgeous blooms. Each specimen is suited to the color palette of the flowers within which it resides, as it is capable of changing colors to suit its habitat. As such, the color palette of the orchid striker mantis ranges from exquisite reds to deep greens to breathtaking lavenders.

These creatures were originally bred and created by Thymia Scarletscale to be hidden guardians, a role to which their patience as predators makes them perfectly suited.



PALPARTIDON

Palpartidon are an enormous subspecies of antlion, made famous by their habit of digging through the earth and up to (but not breaking) the surface above in order to create a clever pitfall trap to catch their prey. Recent studies by Lauren Guilette, an entomologist at Blackstaff Tower, and her colleagues have even discovered that these creatures are capable of learning from their successes in order to become more adept at picking up on the vibrational cues of potential prey.

What makes the palpartidon particularly deadly is its ability to inject its prey with digestive enzymes, a protein compound that breaks down the internal organs and musculature of the palpartidon's prey and weakens them for a short period of time. By weakening their prey, palpartidons can pull their prey into the earth below and make an easy meal of them.



PALPARTIDON

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +4, Stealth +3

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Chameleon Carapace. The palpartidon can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Sit-and-Wait Predator. During a short rest, the palpartidon can dig a 10 by 10 ft. pitfall trap and hide beneath it. The trap is disguised as disturbed earth. A creature must succeed on a DC 14 Wisdom (Perception) check to spot the trap. Any creature that steps onto the trap's surface falls down 20 feet, taking 7 (d26) bludgeoning damage and landing prone. A falling creature must succeed on a DC 13 Wisdom (Perception) check to spot the hidden palpartidon or be surprised when the palpartidon attacks.

Digestive Enzyme Injection (1/turn). When the palpartidon hits a creature with its mandible attack, the target must succeed on a DC 10 Constitution saving throw or the target's Strength score is reduced by 1d4 + 1. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

ACTIONS

Multiattack. The palpartidon makes two mandible attacks.

Mandible. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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.

SWARM OF ROT GRUBS

SWARM OF ROT GRUBS

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

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

Damage Resistances piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 10 ft., passive Perception 6

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned. If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.



THYMIA SCARLETSKALE, MIRE'S FANG

THYMIA SCARLETSKALE

Medium undead, lawful evil

Armor Class 25 (natural armor)

Hit Points 211 (35d8+54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	23 (+6)	16 (+3)

Saving Throws Dex +11, Con +11, Wis +14

Skills Arcana +10, History +10, Insight +14, Nature +10, Perception +14

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 24

Languages Abyssal, Common, Druidic, Dwarvish, Elvish, Infernal, Primordial, Sylvan

Challenge 26 (90,000 XP)

Druid Savant. When Thymia casts *shapechange* she does not need to concentrate on the spell in order to maintain its effect and she can use the legendary actions of her new forms, though her number of legendary resistances stays the same.

Legendary Resistance (4/Day). If Thymia fails a saving throw, she can choose to succeed instead.

Petrifying Gaze. When a creature that can see Thymia's eyes starts its turn within 30 feet of Thymia, Thymia can force it to make a DC 16 Constitution saving throw if Thymia isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

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

If Thymia sees herself reflected on a polished surface within 30 feet of her and in an area of bright light, Thymia is, due to her curse, affected by her own gaze. However, due to Thymia's knowledge and experience, she has advantage on saving throws against her own petrifying gaze.

Rejuvenation. If Thymia's reliquary is not destroyed, Thymia gains a new body in 1d10 days, regaining all her hit points and becoming active again. The new body appears within 5 feet of Thymia's reliquary.

Special Equipment. Thymia is attuned to her *chitinous choker*, *longbow of wounding*, and *Gaia sceptre*.

Thymia's Traits

Ideal: "The natural world must be preserved at all costs, even if that means the destruction of the so-called civilized people who dwell within it."

Bond: "Gryllis is the only one who has stood by me. She is the mother I always wanted."

Flaw: "The subjects of my research are tools. Their agony is nothing compared to the suffering of nature."

Spellcasting. Thymia is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 24, +14 to hit with spell attacks). Thymia has the following spells prepared:

Cantrips (at will): *druidcraft*, *infestation**, *poison spray*, *primal savagery*

1st level (5 slots): *absorb elements*, *cure wounds*, *faerie fire*, *fog cloud*

2nd level (4 slots): *flaming sphere*, *heat metal*, *hold person*, *spike growth*

3rd level (3 slots): *call lightning*, *dispel magic*, *erupting earth*

4th level (3 slots): *blight*, *freedom of movement*, *giant insect*, *watery sphere*

5th level (3 slots): *insect plague*, *mass cure wounds*

6th level (2 slots): *bones of the earth*, *heal*, *wall of thorns*

7th level (2 slots): *fire storm*, *whirlwind*

8th level (2 slots): *abi-dalzim's horrid wilting*, *feeblemind*, *sunburst*

9th level (1 slot): *shapechange*

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

ACTIONS

Multiattack. Thymia makes either two melee attacks - one with her snake hair and one with her paralyzing touch - or two ranged attacks with her *longbow of wounding*.

Snake Hair. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 14 (4d6) poison damage. The target must succeed on a DC 18 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.

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 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.

Longbow of Wounding. *Ranged Weapon Attack:* +10 to hit, reach 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 14 (4d6) poison damage. Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Spells marked * come from *Xanathar's Guide to Everything*.



LEGENDARY ACTIONS

Thymia 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. Thymia regains spent legendary actions at the start of her turn.

Cantrip. Thymia casts a cantrip.

Grasp of Vines. Vines coil around one creature within 30 feet of Thymia and attempt to force that creature to look at Thymia, even if that creature's gaze was averted. The creature must succeed on a DC 16 Strength saving throw or be subject to Thymia's *Petrifying Gaze*.

Ranged Attack. Thymia makes an attack with her *longbow of wounding*.

Gaia's Fury (Costs 2 Actions). Thymia casts a spell of 5th level or lower.

Paralyzing Touch (Costs 2 Actions). Thymia uses her *Paralyzing Touch*.

Serum Injection (Costs 2 Actions). Thymia injects one willing and living creature within 5 feet of her with an alchemical infusion. The target gains resistance to all damage until the end of Thymia's next turn.

Thorny Eruption (Costs 3 Actions). Thorny vines erupt from the ground in a 30-foot radius around a point Thymia can see within 30 feet of her. Each creature in that area must make a DC 24 Strength saving throw against this magic, taking 21 (6d6) piercing damage and becoming restrained on a failed save, or half as much damage on a successful one.

Wrath of Nature (Costs 3 Actions). Thymia casts *shapechange* to transform into an **ancient green dragon**, and her equipment merges into her new form.

YUAN-TI ANATHEMA



YUAN-TI ANATHEMA

Huge monstrosity (shapechanger, yuan-ti), neutral evil*

Armor Class 17 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +5

Damage Resistances acid, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Draconic

Challenge 12 (8,400 XP)

Innate Spellcasting (Anathema Form Only). The anathema's innate spellcasting ability is Charisma (spell save 17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *darkness*, *entangle*, *fear*, *haste*, *suggestions*, *polymorph*

1/day each: *divine word*

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

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Shapechanger. The anathema can use its action to polymorph into a Huge **giant constrictor snake**, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Six Heads. The anathema has advantage on Wisdom (Perception) check and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack (Anathema Form Only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

Claw (Anathema Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Constrict. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) piercing damage plus 14 (4d6) poison damage.

APPENDIX B: MAGIC ITEMS

CHITINOUS CHOKER

Wondrous item, very rare (requires attunement)

While you are wearing this choker, it acts as a *ring of animal influence* with the following additional properties:

- The save DC for spells cast using the choker is 17.
- You are resistant to poison damage.

GAIA SCEPTRE

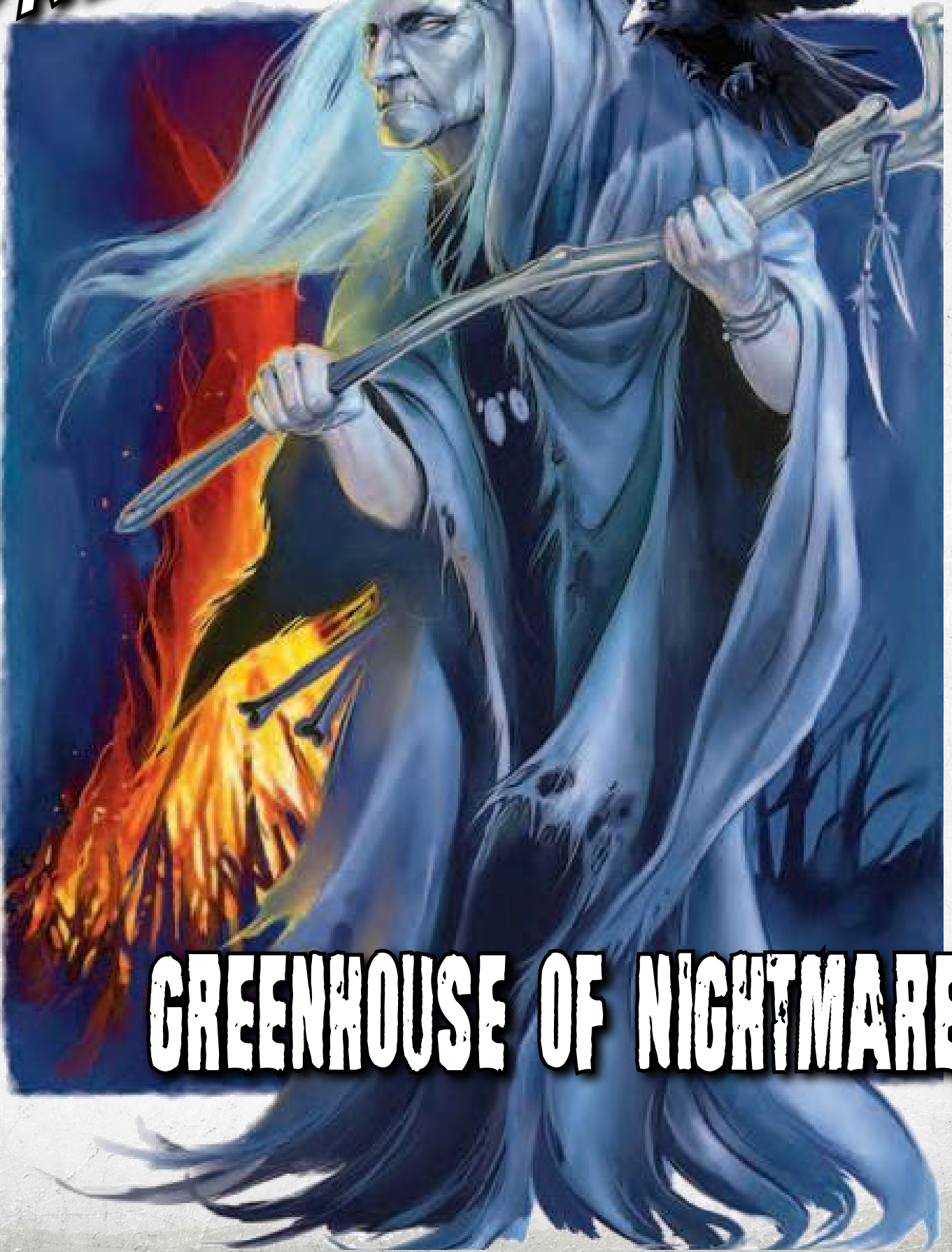
Wondrous item, legendary (requires attunement by a bard, cleric, sorcerer, warlock, or wizard)

This sceptre acts as a *staff of swarming insects* with the following additional properties:

- You may plant this staff in the ground to cast *plant growth* from it, doubling the radius of either the immediate or long-term benefits of the spell.



PRETTY LITTLE LICHES:



GREENHOUSE OF NIGHTMARES