



# Illithid Activities

Reports of an Illithid in the area south of Hillsfar have the Emerald Enclave and the Harpers on the trail of a mind flayer that has been presumed dead.  
Or is he?

*A Four-Hour Adventure for 5th-10th Level Characters*



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**Optimized For:** APL 8

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## Introduction

Welcome to *Illithid Activities*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Con-Created Content program.

This adventure takes place in the vicinity of Elventree and Hillsfar.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

## Adjusting This Adventure

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

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

### Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	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

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

## Before Play at the Table

Before you start play, consider the following:

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

## Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

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

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

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

# Adventure Primer

## Adventure Background

A necromancer named Simon Tiber has been working with a lich known as Ryrod. Ryrod recently learned about the existence of the book of vile darkness from an archaeologist who stumbled into him while exploring the underdark.

The archaeologist had been studying old manuscripts at a residence near Hillsfar belonging to an agent of the Emerald Enclave. The agent is a forest gnome named Gimble. He is a historian and owns a rather large collection of historical records.

Ryrod and Simon Tiber resurrected an illithid named Klondrus by performing a dark ritual. They used Klondrus to hunt down Gimble and find any manuscripts that mention the book of vile darkness in hopes of locating it.

Klondrus located Gimble's residence, found information pertaining to the book, and relayed that information to his superiors, but was driven off before he had the chance to eliminate the gnome.

### Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

**Lorem Ipsum (LOW-rum IP-sum).** Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

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## Adventure Overview

Any adventurers belonging to the Emerald Enclave or the Harpers are requested by their factions to meet at the Hall of Unicorns in Elventree. If no adventurers are affiliated with the two interested factions, they are asked to report to Elventree due to their reputations.

### Part 1 - 30 minutes

Seranolla & Elanil Ellassidil inform the adventurers that a sighting of an Illithid south of Hillsfar has occurred. The illithid broke into the cottage of a forest gnome named Gimble and held him captive. His efforts were foiled by a ranger in the area. The ranger recognized the illithid as a powerful mind flayer long presumed dead.

### Part 2- 45 minutes

The adventurers undertake a 3-day ride to Gimble's cottage. They encounter some trouble in the forest, during the morning of the 3rd day.

### Part 3 - 30 minutes

The adventures will arrive at Gimble's cottage on the 3rd day. The party meets with Gimble and he invites them into his cottage to investigate further, and to gather clues.

### Part 4 - 60 minutes

As the adventurers leave the cottage, *Githyanki* attack.

### Part 5 - 60 minutes

The adventurers head into the Cormanthor Forest to find evidence of an old trade route or outpost. Find ruins and investigate them.

### Part 6 - 15 minutes

The adventurers return to Elventree and report to Seranolla and Elanil Ellassidil.

## Adventure Hooks

### Faction requests:

**Emerald Enclave** Members of The Emerald Enclave receive a message via a bird from Seranolla the Whisperer who is in Elventree, requesting that they help her do a favor for a friend. Members and their companions are summoned to meet with Seranolla the Whisperer in Elventree at the Hall of Unicorns.

**Harpers** Members receive a sealed dispatch from Elanil Ellassidil, the Moonsilver Herald, begging them to come to Elventree at once, and to meet him in the Hall of Unicorns. The adventurers are tasked with a mission of great importance to the Harpers as well as to other residents of the Moonsea region.

## Looking for adventure and fortune:

Stories of the adventurers' exploits and their reputation for being able to handle difficult situations, have earned them an opportunity for employment on an important mission in Elventree.

## Part 1. Meeting at the Hall of the Unicorns

**Estimated Duration:** 30 minutes

The adventurers have arrived in Elventree in the evening during the harvest festival. There are many booths throughout the area selling some of the most amazing prepared pies and preserves, as well as fresh fruits and vegetables. Elventree is crowded with tourists in town for the festival.

### General Features

The temple is constructed within an immense tree. It has the following general features:

**Lighting:** The night is dark, but the area is well lit by numerous torches. Festhall. Nearly a hundred-common folk fill the space outside the Hall of Unicorns. Many of them are elves, but several humans, half-elves, dwarves, and halflings are also present. Dozens of long tables have been arranged around the area surrounded by short stools. The center of the area is filled with people celebrating.

**Entertainment:** Music is being played by 3 well dressed and talented bards. A few dozen people are dancing in the center of the hall. There are 2 elegantly dressed elven ladies serving drinks to the guests. There is a male gnome selling his hand-crafted cigars and pipes wears a sign that reads "world famous pipe weed".

**Elventree guards.** There are a half dozen guards in attendance at the celebration wearing their finest dress armor.

Nearly a hundred common folk fill the space outside the Hall of Unicorns. Many of them are elves, but many humans, half-elves, dwarves, and halflings are also present. Dozens of long tables have been arranged around the area; each surrounded by short stools. The center of the area is empty and is filled with dancing people.?

The adventurers arrive in Elventree during the harvest festival. The village square and surrounding

streets are filled with many booths selling some of the most amazing pies, preserves, fresh produce, jerked meat, as well as pipeweed. Elventree is crowded with tourists in town for the festival.

Upon arrival at the Hall of Unicorns, the adventurers are directed to the study. The party is greeted by enchanting music being played by an Elven woman on a Lute, who some may recognize as Elanil Ellassidil, the Moonsilver Herald of Elventree. When the adventurers approach Elanil, she sets the lute aside and gives them her full attention.

Seranolla addresses the party, "Please be seated at the table". She motions to a large table in the center of the study where she is seated.

There is a human female standing quietly, but attentively in the corner of the room wearing very finely crafted half plate fashioned with silver and gold embellishments. She wears a rapier at her side and displays the insignia of the Harpers on her cloak. She appears to be about 30 years of age.

**Roleplaying Seranolla the Whisperer;** (Sara-Nola). She is a Gnome druid who has dedicated her life in service to the Forest. She follows Mielikki and is devoted to protecting the natural world and employs adventurers on related missions. Seranolla is quiet and generally prefers to observe from hiding. She has an interest in charting the stars and weather patterns, and might be befriended by adventurers offering rare information concerning these areas of interest.

**Roleplaying Elanil Ellassidil;** (EL-uh-kneel uh-LASS-ih-deel). Female elf. Bard extraordinaire and member of the *Harpers*. Roleplaying Elanil Ellassidil She resides in Elventree, where she has the title of Moonsilver Herald, and is a bard of some renown in the area around Hillsfar. Elanil is confident in her ability and strong in purpose. She is not afraid to give her opinion on a subject, even when not asked. She is quick to support her positions with historical details, and she is hard on those that do not back up their opinions with similar evidence. If things get too heated, Elanil is prepared with a song to lighten the mood. She is an accomplished diplomat, and uses this skill regularly as a member of the Harpers.

Seranolla the Whisperer begins:

"I'm looking for a group to investigate reports of an illithid who was recently spotted south of Hillsfar. He ransacked a cottage belonging to one of our colleagues, a forest gnome named Gimble. The illithid was observed entering the cottage by an elven ranger who had been following him for a short while. The ranger recognized the illithid as Klondras Imdree from a previous encounter. Klondras seemed to be searching for a book in Gimble's cottage. See if you can find what he was looking for.

We are prepared to offer you 250 gp each to investigate the cottage, to find whatever the illithid was looking for, and to follow the illithid's trail wherever it leads you. Report back here with your findings. If you find the text that the illithid was searching for, please bring it back to us so we can study it."

If the adventures ask for additional information about Klondras, you can share the following:

- Klondras Imdree is a mind flayer who was involved in a conflict at the Whistling Wizards Inn on the outskirts of Voonlar over a century ago. Klondras had been posing as the human innkeeper of the Whistling Wizards Inn. There was an altercation that broke out involving some powerful spellcasters. It resulted in the Whistling Wizards Inn being blown apart.
- Klondras suffered a massive head injury during the event, and he fled into the forest. He was thought to be dead until his recent sighting. Those familiar with the incident refer to it as the "*Battle of the Bar*".
- If it is **Klondras**, we want to know how he is alive after all these years? It has been nearly a century since he was last seen.
- What has brought him back to the surface?

Elanil:

"A forest gnome named Gimble operates a safe house for the Emerald Enclave just south of Hillsfar. He also shares information with the Harpers regarding caravan movements and would-be bandit activity along the trade route. His cottage is west of the road in a dense part of the Cormanthor Forest. An Elven ranger belonging to my organization spotted an illithid that appeared strangely familiar to him. The ranger followed him to Gimble's cottage under cover of darkness. The ranger being very suspicious and concerned seeing an illithid outside of the Underdark watched the cottage for several hours. Just before sunrise, he approached for a closer look. He saw Gimble gagged and tied to a chair. The ranger burst in, and recognized the illithid as Klondras Imdree who had long been presumed dead.

My associate Valeria will show your party to Gimble's cottage to investigate. Go and see what can be learned about Klondras' reappearance, uncover what he was doing on the surface, and if possible, recover whatever he might have been searching for or any information about it, and report back to me."

**Valeria** speaks up;

"Grab a horse, there are several just outside the rear entrance to the hall and mount up.

**Roleplaying Valeria;** (Val-air-ee-a) she is an attractive human Valor Bard. She is a very cunning individual, but will frequently change plans on a whim to "adapt". She has a problem following other people's plans and will modify them as she sees prudent. When she is not traveling or smuggling, she can generally be found in the local tavern or gambling establishment playing cards. She is an expert at deception, persuasion, arcana, and athletics.

Adventurers are escorted by Valeria. She is a "wise owl" amongst the Harpers. She has operated a smuggling network in and around Hillsfar for many

years, and has always been invaluable when it comes to having the proper documents for any given situation. She is an expert at evading all but the best trackers (She is a Harper and will treat any other Harpers in the party with admiration and respect)

## Part 2. Into the Woods

**Estimated Duration:** 60 minutes

### General Features

The forest of Cormanthor has the following general features:

**Terrain;** Towering maples, majestic shadow tops, and ancient oaks dominate the forest. Verdant and diverse underbrush make traveling the trails annoying, and at times, dangerous. Various types of moss and lichen grow abundantly in the forest here. If travelling at a fast pace perception checks will be made with disadvantage.

**Weather;** There is a light rain year-round within the forest. As a result, the ground is damp and the air humid. The tree canopy blocks any wind from above, so the air is calm and stagnant at ground level. Patches of dense fog are common in this area of the forest.

**Light.** Generally dimly lit, because of the heavy foliage and the high tree canopy. The trees here are between 45' to 60' tall.

**Foliage;** Scattered areas of deadfall allow more sunlight through the tree canopy. Here the ferns and brush grow abundantly, varying from 6-15' in height.

**Smells and Sounds;** The chirping of birds and rustling of small animals can be heard. The air is stagnant due to the lack of a breeze.

It is a 3-day journey to Gimble's cottage from Elventree. On the eve of the second day of travel, the group comes upon a small trail that heads west from the main road, which they are directed to follow. The party comes to a small clearing. Valeria recommends setting up camp here for the night.

Shortly before dawn, a porcupine wanders into camp and over to where Valeria is sleeping. The porcupine is actually a human druid that works for her smuggling network, and has brought a message that her presence is needed immediately in Hillsfar. One of her valuable holdings is being threatened by a town official. Valeria reassures the adventurers that

they only need to keep following the trail westward, and they will come to the humble cottage of Gimble.

If the party resists Valeria's departure, she shares that her talents are needed to help a high-ranking city official clear his name of false accusations made by the city guards. An insight check of DC 12 will reveal this to be the truth, and that she feels it is extremely urgent. She will not be detained under any circumstances, but does not wish to harm any of her travelling companions. However, she will cast sleep and hypnotic pattern if necessary. Valeria wishes everyone godspeed, then grabs her things, mounts her horse, and rides back towards Hillsfar.

### An Ambush

The trail is about 5' to 7' for the next few miles making travel slow on horseback. If the party leaves their horses and travels on foot, they travel at a normal pace. The trail is lined with heavy foliage, and eventually leads to an area that has been washed out. The trail is difficult terrain in this 30' section. Forest residents are waiting to ambush the party in the wash.

The characters can spot signs of an ambush with a DC 20 passive perception. This will only prevent them from being surprised. If they do not have warning of the ambush, the ambushers have advantage on their initiative rolls.

Random Encounter: Roll a d6.

1-3	2 Trolls, 2 Rust Monsters	Weak party: remove 1 troll, Strong: add troll, Very Strong: add 2 trolls
4-6	3 Rust Monsters, 2 Ogres	Weak party: remove one Ogre, Strong: add 1 rust monster, Very Strong: add 1 rust monster and 1 ogre

Allow the party to find the ambushers' tracks. If they follow the tracks for 150', they discover belongings from less fortunate adventurers.

### Treasure

Two explorer's packs that contain a longbow, and a spyglass. There is also 1 *greater healing potion*, 1

healing potion, and 1 scroll of *erupting earth* 3rd level spell (Xanthar's Guide to Everything).

## Part 3. Gimble's Cottage

**Estimated Duration:** 30 minutes

### General Features

The forest of Cormanthor has the following general features:

**Terrain;** Towering maples, majestic shadow tops, and ancient oaks dominate the forest. Verdant and diverse underbrush make traveling the trails annoying, and at times, dangerous. Various types of moss and lichen grow abundantly in the forest here. If travelling at a fast pace, perception checks will be made with disadvantage.

**Weather;** There is a light rain year-round within the forest. As a result, the ground is damp and the air humid. The tree canopy blocks any wind from above, so the air is calm and stagnant at ground level. Patches of dense fog are common in this area of the forest.

**Light.** Generally dimly lit, because of the heavy foliage and the high tree canopy. The trees here are between 45' to 60' tall.

**Foliage;** Scattered areas of deadfall allow more sunlight through the tree canopy. Here the ferns and brush grow abundantly, varying from 6-15' in height.

**Smells and Sounds;** The chirping of birds and rustling of small animals can be heard. The air is stagnant due to the lack of a breeze.

Gimble's cottage is being watched by 2 *Githyanki warriors* for comings and goings. Klondras, an Illithid, has done some work with a faction of the *Githyanki warriors*, and has asked them to assist in covering his tracks.

Gimble has spent his 150 years on Faerun collecting books, and has a library that surpasses any other outside of a large city or a great monastery. Most of his books are scholarly works or histories that contain information gathered from many of the departed druids of the Moonsea.

After travelling about 2 hours into the forest, the party detects the unmistakable smell of wood burning and something cooking. Soon after, a cottage made of timber with a sod roof comes into view. A small vegetable garden is planted on both sides of the cottage. Gimble has a variety of

colorful cabbages and leafy vegetables growing, as well as carrots and corn. There is a warm glow coming from within the cottage. It smells as if the someone is preparing dinner.

When the adventurers approach the door, they will notice a wooden porch that has the word "Welcome" burned into the wood, and embellished with various colors of quartz. The writing is in common. There is also an image of the Emerald Enclave faction crest carved very stylishly into both of the front wood porch posts.

When the characters make Gimble's acquaintance, he strikes them as a very odd fellow. He wears a brightly colored hooded cloak and is meticulously groomed. He wears a plaid quilted cloak that is made of orange, yellow, bright green, blue, red, and purple square patches of fabric. His cottage is meticulously kept, and the floor is so clean that magic of some sort must be involved in its upkeep. If he catches anyone staring at him, or he is asked about his unusual attire he tells them:

"Life is too short to hide who you are! Don't hide in a closet and be afraid to express yourself. I have found nothing in life as gratifying as fine dress, the arts, and music."

**Roleplaying Gimble;** (Gim-bul) He is a very peculiar forest gnome. He doesn't typically like to socialize and has acted insane many times to get out of an uncomfortable situation. He is a monk and has the innate ability to read thoughts. He is very wise, but not very well kept or mannered. He isn't well versed in the ways of "civilized people". His favorite quote is "Nobody stays angry around me for long, since I can defuse any amount of tension." He has lived as a hermit since he was a young adult. He loved and lost at a young age, and hasn't ever fully recovered.

Gimble welcomes the visitors in and tells the adventurers some, or all, of the following about Klondras:

He didn't see the Illithid enter his cottage while he was in a trance, but he woke up mid-evening to find himself roped and gagged with his head shaved and cleaned. He believes he had been prepared as a snack for when the Illithid was done with whatever else he was doing.



He was looking for a book and needed to get back to the Underdark. He clearly seemed to be suffering from some form of madness. He was looking for the location of a teleportation circle to return to "the laboratory".

Reading Klondras' thoughts revealed he was looking for information on a teleportation circle that was for a location near the Lake of Shadows for his master "Simon Tiber". He was going to search an area of the Underdark near his master's home where he believed the *Book of Vile Darkness* could be found. Gimble tells the adventurers that Klondras' thoughts revealed he used an area of ruins not far from here as his passage to and from the underdark.

Gimble states, "He got excited at one point when he was reading a passage in one of the books in my shorter book case. I inherited most of those from an old friend who was fascinated by the dark arts. He read a passage from the book about an underground lake and a kraken. The mind flayer had a platinum necklace with a crest on it and the letters 'ST'; possibly Simon Tiber? He seemed to have found the book he was looking for and I sensed my end was near. Fortunately for me, a ranger of the woods chose that time to come through the front door, and unleashed a volley of arrows at Klondras. That slippery mind flayer misty stepped out of the cottage and disappeared into the night."

If the adventurers search through the books in the shorter book case, whoever makes the highest investigation roll can find the following: There is a black leather-bound book that contains an account written in Abyssal. The inside cover of the book has a piece of paper, which is clearly not from the book. It states that it was found in the library belonging to a group of the *cult of the dragon* followers. With a DC 15 investigation check, it can be determined that the note was written by someone other than the original author of the book.

- The book contains the personal accounts of a necromancer named Simon Tiber. There is a dog-eared page that draws the investigator's attention to it. *Give players "player handout #1"*.

The page begins in Abyssal, "How I miss the tranquility of the underground lake with its kraken, and the shadows on the ceiling from the majestic Dracolich flying overhead created by the luminescent faerzress. The music from the magical chanting of the

Kua Toa at their alter still haunts me. The evil cruelty that radiates from the *book of vile darkness* enralls my soul."

- Simon called an old cavern in the Underdark near the *Lake of Shadows* home. Occasionally, Simon would lure someone from the outpost to his lair and have his undead minions subdue them. He would fool people into believing he needed help due to his poor health and advanced age. Once his subject was incarcerated, Simon Tiber would use his captives in experiments to try and learn the secrets of becoming a lich or a vampire. When his test subjects died, he simply added them to his growing assembly of undead.
- He includes many details about animating the dead to assist him with mundane tasks, as well as a description of an outpost on the surface within the Cormanthor forest where he constructed a teleportation circle to take him quickly to the surface near Hillsfar and then back to his home in the Underdark.
- It is clear from his writings that he sought power and eternal life, and he is willing to do anything to achieve his goals.
- There is a crude map drawn on one page of the journal. It shows an outpost constructed on a trade route between a now non-existent city called Graycott to the southwest of Hillsfar and Hillsfar itself. There isn't a road currently existing like the one depicted on the map.
- The party may be able to find evidence of it if they are resourceful and wise.
- It is described as being a few hours of travel from Hillsfar just within the Cormanthor Forest, it should be just west of your current location, which can be determined by studying the map. There is a very detailed description of a rock formation and a cliff outcropping from which he could watch the comings and goings from the outpost to determine if anyone was following him. When it was safe, he would make his way to one of the outbuildings behind the tavern, and teleport back to the Underdark and his studies. His notes in the book explain that this is the same location where he would teleport back up from the Underdark.

Gimble will let the adventurers copy portions of writing from any of his books, but is resistant to allowing them to take any book with them. Party members may try to persuade him to share the book containing information

about the *book of vile darkness* with *Seranolla the Whisperer*, but this will require a story and a persuasion check DC 20 for him to be willing to part with it.

Gimble has a weakness for a fine musical instrument. If any of the characters have an instrument with them, Gimble is willing to barter with them for some entertainment; persuasion DC 15. He does desire the return of the book, but will allow the adventurers to take the book as long as a party member is trustworthy and agrees they will inform Seranolla that Gimble wants the book returned when they are finished studying it.

## Part 4. Leave no witnesses

### General Features

The forest of Cormanthor has the following general features:

**Terrain;** Towering maples, majestic shadow tops, and ancient oaks dominate the forest. Verdant and diverse underbrush make traveling the trails annoying, and at times, dangerous. Various types of moss and lichen grow abundantly in the forest here. If travelling at a fast pace perception checks will be made with disadvantage.

**Weather;** There is a light rain year-round within the forest. As a result, the ground is damp and the air humid. The tree canopy blocks any wind from above, so the air is calm and stagnant at ground level. Patches of dense fog are common in this area of the forest.

**Light.** Generally dimly lit, because of the heavy foliage and the high tree canopy. The trees here are between 45' to 60' tall.

**Foliage;** Scattered areas of deadfall allow more sunlight through the tree canopy. Here the ferns and brush grow abundantly, varying from 6-15' in height.

**Smells and Sounds;** The chirping of birds and rustling of small animals can be heard. The air is stagnant due to the lack of a breeze.

After the adventurers leave Gimble's cottage and travel ½ mile, they are ambushed. The trail is about 15' wide and gently winds through the woods. There have been two **Githyanki** assigned to watch the cottage. They have summoned a few allies to set up an ambush in an attempt to cover Klondras' tracks. If the **Githyanki** are captured and questioned, they tell the party they were hired, but do not know by whom. The **Githyanki** were

to eliminate anyone who came following Klondras's trail.

The ambush consists of a waiting **Githyanki Knight** riding a **Young Red Wyrmling**, and 2 **Githyanki Warriors**. On their first turn, the **Githyanki warriors** misty step into melee combat with the adventurers using a bonus action. If the Dragon drops below half hit points, it flees.

The combat is intended to be a challenging encounter for the party.

### Adjusting this Encounter

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

- **Very Weak:** Remove Young red Wyrmling and Githyanki Knight.
- **Weak:** For a weak party, remove the Githyanki knight.
- **Strong:** For a strong party, add a Githyanki Warrior.
- **Very Strong:** For a very strong party, add a Githyanki Knight.

**Suggested Tactics;** The Githyanki should have surprise; consider rolling their initiative with advantage. They will misty step into melee and fly in at the start of the battle, avoiding most magical warning devices that the adventurers may have.

When they start attacking, have the Wyrmling fly in using its breath weapon on as many adventurers as possible during the first round.

After the battle, the party can camp or return to the cottage, and take a short or long rest.

### Treasure

There is a longsword, which is a *vicious weapon*, and 50 gp on each **Githyanki**. The **Githyanki Knight** has 70 gp in a belt pouch. The **young red wyrmling** has platinum bracelets (which would be necklace sized on most humanoids) around its front legs. Each bracelet is adorned with a sapphire and is worth 150 gp each.

One of the **Githyanki** has a note written in Abyssal: "Anyone who comes to investigate the occurrence at the gnome's cottage must be eliminated".

On a successful DC 15 investigation check, a character notices the letter has a broken wax seal. If a character tries to put it back together, the seal appears to have the initials ST. The wax seal was undoubtedly embossed by someone's signet ring.

## Part 5.

### General Features

The forest of Cormanthor has the following general features:

**Terrain;** Towering maples, majestic shadow tops, and ancient oaks dominate the forest. Verdant and diverse underbrush make traveling the trails annoying, and at times, dangerous. Various types of moss and lichen grow abundantly in the forest here. If travelling at a fast pace perception checks will be made with disadvantage.

**Weather;** There is a light rain year-round within the forest. As a result, the ground is damp and the air humid. The tree canopy blocks any wind from above, so the air is calm and stagnant at ground level. Patches of dense fog are common in this area of the forest.

**Light.** Generally dimly lit, because of the heavy foliage and the high tree canopy. The trees here are between 45' to 60' tall.

**Foliage;** Scattered areas of deadfall allow more sunlight through the tree canopy. Here the ferns and brush grow abundantly, varying from 6-15' in height.

**Smells and Sounds;** The chirping of birds and rustling of small animals can be heard. The air is stagnant due to the lack of a breeze.

The party should now head west deeper into the Cormanthor Forest to search for evidence of an old road or outpost. After an hour, the party finds evidence of an outpost. Reward high survival or nature rolls, or any creative thinking with information that will help the party find the outpost. They should recognize a rock formation and a cliff outcropping that resemble the ones described in the book. There is also a thinner section of forest that contains younger trees

growing on an abandoned road. If the party travels up to the top of the cliff, they can easily spot evidence of old broken down buildings below to the north.

You search what is left of the buildings. You can make out the remains of a tavern that stood here at one time, but appears to have been largely consumed in a fire. There are charred remains of a large barn that served as a stable and an old burnt utility shed.

In the ruins, the adventurers find an intact teleportation circle that appears to have been recently excavated. Attempts have been made to conceal the circle from casual passersby. With an investigation check of 15 or better, the party finds a bronze pendant on a black leather lanyard (250 gp value) belonging to the *cult of the dragon* in a nearby thorn bush. On an investigation check of 20 or better, the party finds fabric from a purple robe that has gold thread embroidered on it. Any adventurer who has dealt with the cult of the dragon before, can identify it as one of their robes. It is obvious that someone has tried to conceal the circle. The area has had dirt and gravel spread heavily over the circle. On a successful DC 16 nature check, an adventurer will recognize that there are vines that have been transplanted here recently to help hide the circle. A druid makes this check with advantage.

The area has several **yellow musk creepers** around the ruins. They will not all be in a position to threaten the party immediately, but will be lying in wait for passersby. There are 3 **yellow musk creepers**.

### Adjusting this Encounter

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

- **Very Weak or Weak:** Remove 1 yellow musk creeper
- **Strong:** For a strong party, add a yellow musk creeper.
- **Very Strong:** For a very strong party, add 2 yellow musk creepers.

There is a small black onyx stone monolith with inscriptions on each side. The monolith is about 5'

tall and is adjacent to the teleportation circle. On top of the monolith is a platinum skull that looks to be human-sized, and contains 2 red scarabs. With a DC 15 investigation check, a hidden compartment can be found at the base of the statue.

Upon investigating it, 2 inscriptions are visible on the monolith. A successful DC 20 Investigation check reveals multiple traps, which are magical in nature. Detect magic will reveal that there is necrotic energy emanating from the skull, and conjuration magic coming from the monolith.

Two dispel magic spells would be required to deactivate both traps. If someone should choose to cast dispel magic, have them specify if they are targeting the skull on top of the monolith or the monolith itself to determine which trap is deactivated.

#### Necromantic Skull on top of the monolith: Magical Trap

When a living creature tries to touch or comes within 5' of the skull, blue tentacles of necrotic energy streak forth from the skull's eye sockets. This drains the life from all of those it touches. The unholy energy of the skull is dormant until it is triggered. Any player with a successful DC 17 Wisdom (Perception) check will feel the hair on the back of their neck standing on end.

A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of necromancy magic on the skull. A successful dispel magic cast on the skull destroys the trap, or a DC 23 Arcana (Intelligence) check will disarm it. The skull can be targeted with a spell or attack. It has AC 22 with 50HP.

The skull rolls for initiative with a +4 bonus. On its turn, it emits (1d6) beams and targets random creatures within 30 feet. Each beam makes an attack roll with a +9 bonus, dealing 16 (3d10) necrotic damage on a hit.

The skull continues to emit beams for 5 rounds, after which it deactivates. Once it has been

triggered, the skull resets automatically after the next sunset.

If a dispel magic spell has been cast upon the skull, but not the monolith, this trap is still active. A successful DC 17 investigation check will reveal that the monolith also is magically trapped. It can be deactivated for 10 minutes with dispel magic, or an arcana check DC 23. When the monolith is touched, it is activated, A phrase in Abyssal that reads, "I bring my master some clay to work with," glows brightly, and summons a **Horned Devil** and 6 **dust mephits**, which appear in the teleportation circle.

#### Adjusting this Encounter

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

- **Very Weak:** Remove all **dust mephits** and replace the **Horned devil** with a **Bone Devil**
- **Weak:** remove **Horned Devil** and replace with **Bone Devil**
- **Strong:** add 6 **dust mephits** for a strong party
- **Very Strong:** add 12 **dust mephits** for a strong party

**Combat Encounters.** Dust mephits should try to get amongst the characters to have the most effect when they die.

Letters that spell out "SIMON" open a secret compartment that contains a necromancer's spell book and the address to a teleportation circle that likely travels to Simon Tiber's laboratory. This information needs to be relayed to Elanil or Seranolla in Elventree, and possibly to party factions.

#### XP Award

If the characters detect and avoid the traps, award each character 500 XP for each trap avoided.

## Part 6.

#### Conclusion

The adventurers return to Elventree and report their findings and encounters to Seranolla the Whisperer. She is seated at the same table along with two druids.

One androgynous wood elf stops conversing with Seranolla as the adventurers enter the room. The other individual is a male halfling who appears to be taking notes recording the conversation. Seranolla pays each member of the party 250gp if they bring back and share the information that they learned.

Seranolla the Whisperer's dialogue:

"Goder (she motions to the halfling) and I were just meeting with Zaos. He is a local representative from the Lords Alliance who has come offering their assistance, should it be needed. In return, they ask to be kept informed of what we learn."

"We will have our sages read over and analyze all the information that you have brought back. Thank you for performing this important task. We hope to find some answers in the manuscripts you have recovered, and what you have learned while doing so. You must be hungry after such a journey. Have a seat and we will eat." Goder and Zaos step back from the table, turn, and leave.

During the meal following your debriefing, a female gnome comes in and walks quickly over to your host. When Seranolla acknowledges her she approaches very close, leans and whispers in **Seranolla's** right ear. A hearing based perception check DC 20 is required to overhear part of what she says, "Book of Vile Darkness". A successful hearing based perception check DC 25 overhears more details, "It appears that the Book of Vile Darkness is in the Underdark, and a few interested parties are seeking it." An expression of noticeable concern comes over Saronella's face. She nods her head and dismisses the messenger then turns back to face the group.

**Seranolla's** dialogue:

"It seems some of the information that you have recovered could be vital to everyone living near the Moonsea, and possibly beyond. We will seek out the best of the best to investigate your findings. Thank you again for your efforts."

It is clear to everyone that they have uncovered something significant. Upon hearing the disturbing news, **Seranolla's** appetite seems to disappear. The atmosphere is somber for the remainder of the meal, as a heavy burden weighs on everyone seated at the table.

## Rewards

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

## Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

### Combat Awards

Name of Foe	XP Per Foe
Bone Devil	5,000
Dragon, Red Wyrmling	1,100
Dust Mephit	100
Githyanki	700
Githyanki Knight	3,900
Horned Devil	7,200
Ogre	450
Rust Monster	100
Troll	1,800
Yellow Musk Creeper	450

### Non-Combat Awards

Task or Accomplishment	XP Per Character
each trap avoided	500

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the “target XP” award. Only epics may grant the “maximum” amount.

The **minimum** total award for each character participating in this adventure is 4,500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6,000 **experience points**.

## Treasure

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

## Treasure Awards

Item Name	GP Value
Githyanki	50gp each
Githyanki knight	70gp each
Explorer’s pack	5gp
Longbow	25gp
Spyglass	500gp
Platinum necklace w/sapphire	150gp each (2)
Seranolla’s reward	250gp each

**Consumable magic items** should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

**Permanent magic items** are divided according to a system detailed in the *D&D Adventurers League Dungeon Master’s Guide*.

### Vicious Weapon

*Longsword, rare*

When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 7 damage of the weapon’s type.

This item can be found in **Player Handout 03**.

### Potion of Healing

*Potion, common*

This item can be found in the *Player’s Handbook*.

### Potion of Greater Healing

*Potion, uncommon*

This item can be found in the *Player’s Handbook*.

### Scroll of Erupting Earth

*scroll, uncommon*

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

## Story Awards

During the course of this adventure, the characters may earn the following story award:

**Entertainer of the gnomes.** Tales of your performance for Gimble has been shared throughout the region. Should you encounter Gimble the gnome in a future adventure he will act favorably with your

interactions with him. More information can be found in **Player Handout 02**.

## Renown

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

**Members of The Emerald Enclave** that completed their faction mission earn **one additional renown point**.

**Members of The Harpers** that completed their faction mission earn **one additional renown point**.  
DM Reward

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

## Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

**Elanil Elassidil;** (EL-uh-kneel uh-LASS-ih-deel). Female elf. Bard extraordinaire and member of the Harpers. Roleplaying Elanil Elassidil She resides in Elventree, where she has the title of Moonsilver Herald, and is a bard of some renown in the area around Hillsfar. Elanil is confident in her ability and strong in purpose. She is not afraid to give her opinion on a subject, even when not asked. She is quick to support her positions with historical details, and she is hard on those that do not back up their opinions with similar evidence. If things get too heated, Elanil is prepared with a song to lighten the mood. She is an accomplished diplomat, and uses this skill regularly as a member of the Harpers.

**Gimble;** (Gim-bul). He is a very peculiar forest gnome. He doesn't typically like to socialize and has acted insane many times to get out of an uncomfortable situation. He is a monk and has the innate ability to read thoughts. He is very wise, but not very well kept or mannered. He isn't well versed in the ways of "civilized people". His favorite quote is "Nobody stays angry around me for long, since I can defuse any amount of tension." He has lived as a hermit since he was a young adult. He loved and lost at a young age, and hasn't ever fully recovered.

**Klondras;** (Klon-drus). An Illithid (mind flayer) which had died but has been resurrected by a necromancer Simon Tiber to help him with his evil plans.

**Seranolla the Whisperer;** (Sara-Nola). She is a Gnome druid who has dedicated her life in service to the Forest. She follows Mielikki and is devoted to protecting the natural world and employs adventurers on related missions. Seranolla is quiet and generally prefers to observe from hiding. She has an interest in charting the stars and weather patterns, and might be befriended by adventurers offering rare information concerning these areas of interest.

**Valeria;** (Val-air-ee-a) she is an attractive human Valor Bard. She is a very cunning individual, but will frequently change plans on a whim to "adapt". She grew up in Hillsfar and is a master smuggler. She has a problem following other people's plans and will modify them as she sees prudent. When she is not

traveling or smuggling, she can generally be found in the local tavern or gambling establishment playing cards. She is an expert at deception, persuasion, arcana, and athletics.



# Appendix. Monster/NPC Statistics

## Bone Devil

*Large fiend (devil), lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft. , fly 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

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

**Skills Deception** +7, In sight +6

**Damage Resistances** cold; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft ., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

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

### Actions

**Multiattack.** The devil makes three attacks: two with its claws and one with its sting.

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

**Sting.** Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns , ending the effect on itself on a success .

## Dragon, Red Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d8 + 30)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	8 (-1)	8 (-1)

**Saving Throws.** Dex +2, Con +5, Wis +2, Cha +4

**Skills Perception.** +4, Stealth +2

**Damage Immunities.** fire

**Senses.** blindsight 10ft., darkvision 60ft., passive Perception 14

**Languages.** Draconic

**Challenge** 4 (1,100 XP)

### Actions

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

**Hit:** 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

**Fire Breath** (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

## Dust Mephits

*Small elemental, neutral evil*

**Armor Class** 12

**Hit Points** 17(5d6)

**Speed** 30 ft. , fly 30ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

**Skills** Perception +2, Stealth +4

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive Perception 12

**Languages** Auran, Terran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can

repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Innate Spellcasting (1/Day).** The mephit can innately cast sleep, requiring no material components. Its innate spellcasting ability is Charisma.

### Actions

---

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

**Blinding Breath (Recharge 6).** The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded 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.

## 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 11

**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.

## Horned Devil

---

*Large fiend (devil), lawful evil*

---

**Armor Class** 18 (natural armor)

**Hit Points** 178 (17d10 + 55)

**Speed** 20 ft., fly 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

---

**Saving Throws.** Str +10, Dex +7, Wis +7, Cha +7

**Damage Resistances.** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities.** fire, poison

**Condition Immunities.** poisoned

**Senses.** darkvision 120 ft., passive Perception 13

**Languages.** Infernal, telepathy 120ft.

**Challenge** 11 (7,200 XP)

---

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

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

Actions

### Actions

---

**Multiattack.** The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

**Fork.** Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 15 (2d8 + 6) piercing damage.

**Tail.** Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful

DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

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

## Ogre

---

*Large giant, chaotic evil*

---

**Armor Class** 11

**Hit Points** 59 (7d10 + 23)

**Speed** 40 ft.

---

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

---

**Senses** darkvision 60ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

---

### Actions

---

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

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

## Rust Monster

---

*Medium monstrosity, unaligned*

---

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d8+8)

**Speed** 40 ft.

---

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

---

**Senses** darkvision 60 ft., passive Perception 11

**Languages** --

**Challenge** 1/2 (100 XP)

---

## Actions

---

**Iron Scent.** The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

**Rust Metal.** Any non magical weapon made of metal that hits the rust monster 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. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Antennae.** The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

## Troll

---

*Large giant, chaotic evil*

---

**Armor Class** 15

**Hit Points** 84 (8d10 + 40)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-1)	9 (-1)	7 (-2)

---

**Skills** Perception +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Giant

**Challenge** 5 (1,800 XP)

---

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

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

Actions

## Actions

---

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

## Yellow Musk Creeper

---

*Medium plant, unaligned*

**Armor Class** 6

**Hit Points** 60 (11d8 + 11)

**Speed** 5 ft., climb 5 ft.

---

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

---

**Condition Immunities** blinded, deafened, exhaustion, prone

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

**Challenge** 2 (450 XP)

---

**False Appearance.** While the creeper remains motionless, it is indistinguishable from an ordinary flowering vine.

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

## Actions

---

**Touch.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) psychic damage. If the target is a humanoid that drops to 0 hit points as a result of this damage, it dies and is implanted with a yellow musk creeper bulb. Unless the bulb is destroyed, the corpse animates as a yellow musk zombie after being dead for 24 hours. The bulb is destroyed if the creature is raised from the dead before it can transform into a yellow musk zombie, or if the corpse is targeted by a *remove curse* spell or similar magic before it animates.

**Yellow Musk (3/day).**

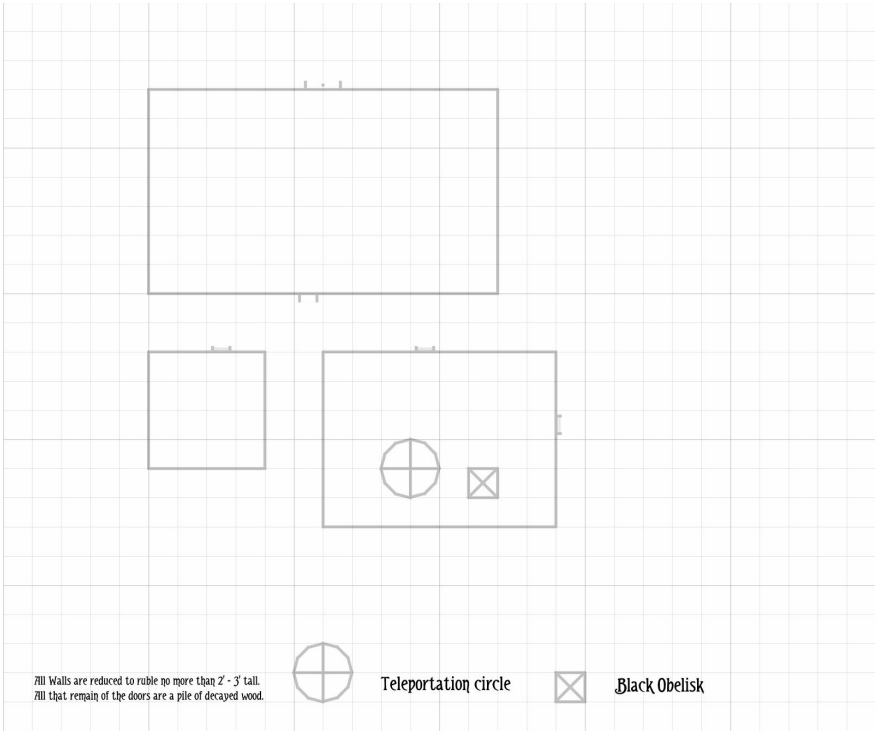
musk that targets all humanoids within 30 feet of it. Each target must succeed on a DC 11 Wisdom saving throw or be charmed by the creeper for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to the creeper. A creature charmed by the creeper can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Appendix. Maps

### *Map of the ambush site*



Map of the ruins



Color map of the ruins



## Player Handout 1.

The page is written in Abyssal,

**"HOW I MISS THE TRANQUILITY OF THE UNDERGROUND LAKE WITH ITS KRAKEN, THE SHADOWS ON THE CEILING FROM THE MAJESTIC DRACOLICH FLYING OVERHEAD CREATED FROM THE LUMINESCENT FAERZRESS IN THE UNDERDARK. THE MUSIC FROM THE MAGICAL CHANTING OF THE KUA TOA AT THEIR ALTER. THE COLDNESS FROM THE EVIL THAT RADIATES FROM THE BOOK OF VILE DARKNESS ENTHRALLS MY SOUL."**



## Player Handout 2. Story Award

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

### Story Award

---

***Entertainer of the gnomes.*** Tales of your performance for Gimble has been shared throughout the region. Should you encounter Gimble the gnome in a future adventure he will treat you as a friend and act favorably during your interactions with him.

## Player Handout 3. Magic Item

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

### Vicious Weapon

---

*Longsword, rare*

When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 7 damage of the weapon's type.

The scabbard of this weapon is jet black with gold embellishments with the initials 'ST' at the top of it. The hilt of the weapon appears to be made from gold and mithral. The top of the hilt has a skull with red ruby eyes set in it. The hilt is wrapped with bone white cord which provides exceptional grip. When a critical hit is scored the wielder hears unnerving sinister laughter.

See the DMG for a full description of the *Vicious Weapon*.