

TOUCH THE STARS

Part One of the Siege of the Yellow Rose Series

A battle rages in the sky above the Monastery of the Yellow Rose between illithid and githyanki, as a novice of the Yellow Rose carrying crucial knowledge has disappeared. As the Monastery of the Yellow Rose braces itself for the onslaught, you must use your wits and resources to find the missing novice. Will you succeed in time to save the Order of the Yellow Rose?

A Four-Hour Adventure for 1st–4th Level Characters



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INTRODUCTION

Welcome to *Touch the Stars*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative’s *Siege of the Yellow Rose* series.

This adventure takes place in the Monastery of the Yellow Rose. The monastery is situated in the northern reaches of the Earthspur Mountains, east of the Glacier of the White Worm. The adventure is meant to be run one of two ways:

Interactive. Multi-table style with all three Parts (Tiers) running simultaneously at separate tables, with events at those tables affecting what occurs at this table and vice versa. The timings of all three modules are completely independent of one another meaning the Tier 3 table could be in Act II while the other tables are still in Act I. Listed timings are only meant as a communication between the author and the DM based on suggested run time.

Standalone. Run this module independently, with the following caveats:

- “Boons” listed to give other Tiers (tables) are ignored.
- Run the module as if conditions for “boons” from the other tiers (tables) have been met.
- Insert the boons from the other tiers (tables) while running the module as you, the DM, see fit.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. 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 note cards, 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

I'm a dreamer. I have to dream and reach for the stars, and if I miss a star then I grab a handful of clouds.

—Mike Tyson

This section provides the adventure's background, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action. For a list of prominent NPCs featured in this adventure, see appendix, "Dramatis Personae."

ADVENTURE BACKGROUND

The conflict between the gith and the mind flayers—the alien race of brain-eaters known as the illithids—has raged through the millennia and across the planes. Since the fall of the illithid empires, mind flayers have sought refuge in enclaves throughout the worlds of the Multiverse. Wherever they have sought refuge, the gith have always followed in dogged pursuit.

The monastic Order of the Yellow Rose is about to feel the force of this conflict firsthand. A tenday ago, a novice of the order discovered an abandoned illithid laboratory in the depths of the mountains beneath the monastery. The discovery caused the long-dormant facility to awaken, sending pulses of psionic energy throughout the planes like a beacon.

From their fortresses in the Astral Plane, the githyanki detected the psionic pulses. With gith enmity towards the mind flayers transcending time and space, the githyanki ventured to destroy this source of mind flayer energy. They sent an attack force into the Material Plane, emerging at the Glacier of the White Worm and finding the Monastery of the Yellow Rose before them.

A gith scouting party was sent to the monastery, where they were met by monks of the order. The inability to communicate with one another, fueled by the monks' fear, led the gith to believe that the monks were attempting to protect the mind flayer laboratory. In anger, the gith regrouped to gather their forces to march against the Order of the Yellow Rose.

LOCATION SUMMARY

The following locations feature prominently in this adventure.

The Monastery of the Yellow Rose. An ancient institution run by an order of monks dedicated to Illmater. Founded over a thousand years ago, the monastery stands in the isolation of the Earthspur Mountains.

The Stellar Experimentarium. An abandoned illithid laboratory in the depths of the mountain below the Monastery of the Yellow Rose. Rediscovered and awakened by one of the monastery's novices, it is the target of the githyanki incursion.

ADVENTURE OVERVIEW

Untrained to defend themselves against the githyanki attack force, the monks of the Yellow Rose have summoned adventurers to aid in the monastery's defense and individuals of all levels of experience answered the call. Their efforts to save the monastery play out in this adventure, as well as in the others of its series.

The adventure is broken down into an Introduction and three Acts:

Introduction. The adventurers are teleported to the Monastery of the Yellow Rose, amidst an aerial battle between an illithid nautiloid ship and githyanki forces. They speak with one of the order's masters and learn of a missing novice.

Act I. The party is immediately thrust into the tumultuous scene, helping to keep the peace by breaking up a fight, stopping a stampede, and fighting illithid and githyanki.

Act II. The party investigates the monastery, the characters question a number of the residents and track down clues. Eventually, the adventurers learn where the novice was last seen.

Act III. The adventures track the novice into the awakened mind flayer laboratory. There, they must save the novice from the facility's ancient guardians and deactivate a series of illithid devices.

ADVENTURE HOOKS

The adventure begins under the assumption that the characters have already agreed to assist the monks of the Yellow Rose. The following hooks can provide the adventurers with reasons answer the call of the order.

Heroes of the Realms. The adventurers have heard of the perils befalling the Order of the Yellow Rose and have answered their call for aid. Helping the order could save hundreds of innocent lives.

Treasures of the Yellow Rose. The order of the Yellow Rose has offered up a reward of gold. Should the adventurers succeed in their mission, they will receive not only payment, but the gratitude of the order as well.

Harpers (Faction Assignment). Those Who Harp have learned that the novice who disappeared was researching esoteric knowledge about the monastery. The Harpers would like to know precisely what the novice was researching and have sent adventurers to the monastery to find out.

FOR THE DM

This module can be run one of two ways, as a multi-table interactive or as a standalone module.

Interactive. Multi-table style with all three parts (Tiers) running simultaneously at separate tables, with events at those tables affecting what occurs at

this table and vice versa. The timings of all three modules are completely independent of one another meaning the Tier 3 table could be in Act II while the other tables are still in Act I. Listed timings are only meant as a communication between the author and the DM based on suggested run time.

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INTRODUCTION.

*She left a week to roam
Your protector's coming home
Keep your secrets with you
Safe from the outside*

—*Fleet Foxes, "Your Protector"*

Estimated Duration: 5 Minutes

AUDIENCE WITH THE MATRON OF THE CHISEL

At the story's outset, the adventurers are teleported to the Monastery of the Yellow Rose. There, they speak with one of the order's high-ranking members.

If you are running this module on its own, read or summarize the following to the table to set the stage for the battle. If you are playing this a multi-table co-operative module, have one of the DMs read it to all three tables at the same time.

As the blinding flash of the teleportation circle recedes from your vision, there is an explosion that knocks you off your feet. As you come to, there are several illithid and githyanki bodies lying twisted and contorted all around you. Another set of explosions thunders high above your heads. As you crane your neck to see what it was, aloft you spy a fleet of gith ships battling with several squid-like mind flayer battleships. Shrapnel and bodies are falling from the sky as the monks of the Yellow Rose gather together to prepare for battle.

A female, halfling monk quickly nods and addresses herself to you, "I am Mother Rosinden of the Order of the Chisel..." As she finishes her brief introduction, an illithid drops in front of her, and in a flourished whirl, she lays a roundhouse kick across the creature's face twisting it's head. The crack of its neck tells you that the creature is no longer a threat.

Mother Rosinden straightens her garb and motions to two other monks. They each rush over to one of the groups that appeared at the same time as yours and hurries them in separate directions. She motions you remaining adventurers to follow her as she runs off in another direction.

GENERAL FEATURES

The monastery has the following general features.

The entire scene is chaotic and cacophonous. Monks and adventurers, alike, rush all about as the battle is occurring overhead. There are very few quiet spots to which one can escape the tension in the air.

Terrain. The Monastery of the Yellow Rose is built up along the mountainside in a stretch of the Earthspur Mountains. Some of the natural mountain paths have been retained in the grounds, though some portions are paved over with cut rock. The buildings of the monastery are austere stone structures, dotted here and there by colorful ornaments: flags, prayer cards, ad hoc shrines, large wind chimes, etc. The monastery is surrounded by a 15-foot tall wall that contains most of the complex. There are numerous places where debris has fallen into the monastery from the fight overhead.

Weather. It should be snowy and cold at this elevation but the monks have contracted with the wizards of Mulmaster to control the elements around the monastery so they can see the fight overhead and prepare better. Leftover snows do cover the ground, rooftops, and ledges. Strong winds whip through the monastery, howling quietly and growing stronger in tight spaces.

Light. The bright blue sky casts bright light on the monastery during the day and allows for bright moonlight at night.

Smells and Sounds. Fresh snowfall, the strong scent of burning censers and incense, blueberry wine and cinnamon tea, running footfalls crunching on snow, clumps of snow falling off rooftops with gentle thumps, wind whistling through the monastery buildings, the echoes of monks chanting or throat-singing from various locations throughout the grounds, and the sounds of battle overhead.

Mother Rosinden guides you towards an open door just as a githyanki steps out of the doorway... with a gleaming dagger sticking out of his abdomen. The dagger is withdrawn and the body slumps to the ground.

You look to see to whom the blade belonged, but you see no one in the doorway. Mother Rosinden rushes through, waits for you to rush through as well, and then closes the door carefully so as not to make any sudden noises.

Mother Rosinden belongs to the Order of the Chisel. Additionally, she is the monastery's Master of Quarters. She has the following information to share with the characters:

- A tenday ago, a recently inducted novice named Natali confided in Mother Rosinden about a discovery she made while researching the history of the Tower of the Winds.
- Natali was very tight-lipped about the knowledge she'd gained, mentioning only that her discovery

revealed an as-yet unknown aspect of the monastery's past—a revelation involving the alien hand of mind flayers. Unfortunately, Natali disappeared several days ago.

- Coincidentally, a force of otherworldly creatures named githyanki appeared shortly after Natali's disappearance making demands to be led to the illithid location. The monks did not know what they were talking about and the githyanki force left believing the monks were protecting or hiding the location.
- A day later nautiloid-like craft started streaking across the sky towards the monastery.
- Other craft started popping up into existence and the two forces started fighting almost immediately above the monastery.
- The situation is very confusing as the monks do not know what either side wants, how to stop the fighting, or how to stop the monastery from being their battleground.
- One group of adventurers has been dispatched to the Glacier of the White Worm to try and contact allies, discover the githyanki base of operations, and possibly find a correlation between either the combatants and a mass of dragons that is quickly growing in number at the edge of the glacier.
- Another group is being utilized to fortify the monastery and dispatch any unwanted visitors while . . .
- This group searches for the whereabouts of Natali as they believe that she may have uncovered something that is drawing both sides here. Try to piece the puzzle together, discover what is going on, and try to save Natali.

ROLEPLAYING MOTHER ROSINDEN

Leader of the Order of the Chisel, Mother Rosinden also acts as the order's quartermaster, treasurer, and chief liaison. She is calm under pressure, authoritative but warm in demeanor, and speaks in confident tones to both strangers and acquaintances, alike. A head of half-gray hair and pronounced crow's feet around her eyes reveal her to be middle-aged, adding to her matronly image. Though typically stoic and unflappable, Mother Rosinden is an open book when her emotions do surface.

Quote: *"We of the Yellow Rose follow paths of pacifism, only ever raising our fists in self-defense. We hope to avoid raising our fists in violence at this time, as well."*

Traits: even-tempered, good judge of character, stoic, warm

Flaws: prone to frustration when outside her comfort zone

MOTHER ROSINDEN'S LEADS

Unfortunately, Mother Rosinden has few leads regarding Natali's disappearance, but the monks were able to piece together some clues before the PCs arrived.

Main Gate. Father Hern, doorkeeper of the monastery, generally keeps meticulous records of those who arrive and depart from the monastery complex, whether through the main gate or otherwise. He has been swamped with the influx of newcomers recently, but may be persuaded to look through his records for signs of Natali's passage. If the adventurers decide to question Father Hern, details regarding encountering the doorkeeper can be found in act II, area A, "Main Gate."

Library. Prior to her disappearance, Natali spent a good portion of her time in the order's library. Perhaps one of the librarians can provide insight to Natali's whereabouts. Details about the library can be found in act II, area E, "Main Monastery."

Natali's Bed. If the characters ask, Mother Rosinden allows them to investigate Natali's bed in the novices' common sleeping area. Mother Rosinden has left Natali's bed and personal area undisturbed in order to ensure a proper investigation. The common sleeping area is located in the Hall of the Chisel—the same building that contains Mother Rosinden's office. Details regarding investigating Natali's bed can be found in act II, area C, "Hall of the Chisel."

After imparting what information she knows, Mother Rosinden offers the adventurers a reward (see "Treasure," below) and gives each character a copper token stamped with the seal of the Order of the Chisel. This token grants the adventurers access to most locations within the monastery complex. Afterwards, she excuses herself to take care of matters elsewhere in the monastery. From here, the characters may choose how to conduct their investigation. Hand the players **Player Handout 1**.

TREASURE

As a gesture of good faith, Mother Rosinden offers the adventurers an up-front reward of 70 gp, with an additional 180 gp if they are successful in their jobs. She also offers the adventurers one of the few magic items in the order's possession: Shoes of the Glacier Walker (the information about this magic item can be found in **Player Handout 3**). This item may come in handy later on in the adventure.

WHAT'S GOING ON WITH NATALI?

In her scholastic pursuits at the monastery, Natali discovered accounts of magical surges that originated from some point in the earth below the Tower of the Winds. She approached Mother Rosinden, expressing a desire to reconstruct the foundation of the Tower of the Wind, perhaps to make it somehow useful to the order once again. In truth, she wanted access to the tower with the hopes of discovering more about the source of the surges.

Natali spent several weeks splitting her attention between her research and working on the tower's foundation. Having nearly exhausted her avenues of research, the nature and purpose of the surges were still unknown. By piecing together details from different accounts, Natali was able to see a pattern: the surges occurred every two hundred years. Based on the pattern, she determined that the next surge was to occur about a tenday from when she pieced all the information together.

She dug deeper into the tower's foundation. A few days later, she was pleasantly surprised to unearth a long-forgotten hatch, sealed and buried under the earth when the tower's foundation was laid. She cracked the hatch open, and delved into a long, narrow corridor below. At the end of the corridor, she discovered an alien-looking doorway, the opening mechanism of which was missing several key parts: gears of particular shapes and sizes.

Spurred on by her discoveries and desiring to be the novice who solved the mystery of the surges, Natali set out to recreate the gears needed to open the door. After days of study and trial-and-error, she managed to create the gear mechanism needed to open the door.

Several days ago, Natali descended into the hatch, letting the covering she'd laid down close behind her. Using the gears she'd fabricated, she opened the door, accidentally awakening the dormant mind flayer laboratory below. The spectral and physical guardians of the laboratory seized her and now use her as an arcane conduit, drawing upon her life force in order to send a signal out to the Far Realm.

ACT I. AFTERMATH OF AN AERIAL BATTLE

Estimated Duration: 90 Minutes

After speaking to Mother Rosinden, you enter the main courtyard of the monastery while above you in the sky, the battle still rages. The courtyard is chaotic as monks calmly run from one location to another moving debris that has fallen from the sky, trying to keep the courtyard clear. Repeatedly, there are either illithid or githyanki bringing the battle into the courtyard, but the monks and other adventurers seem to take care of the situation as soon as it begins.

To your left towards the front gate, you see a group of adventurers you had not seen before and they seem to be arguing with some monks, with the potential for it to escalate.

To your right is a group of monks that just rushed a herd of rothé from grazing, into the monastery. The rothé seem to be in a state of nervous excitement.

Above you, whistling like a rock thrown through the sky, is a plummeting githyanki vessel. As it crashes on a wall of the monastery, the other party's argument with the monks has escalated to battle. The rothé are thrown into a frenzied stampede. Your search for Natali will have to wait. Do you help with the rothé or help the monks against the other adventuring party? You have but a moment to decide. What do you do?

As the adventurers explore the monastery, you have the opportunity of presenting them with the following combat challenges. Two location maps have been provided in the adventure's appendices for whichever path the characters take.

ENCOUNTER A: THE WAYSEEKERS

The characters encounter an adventuring group that has grown violent during negotiations gone sour.

As you move towards the group of adventurers, angry shouts fill the air coming from the hostile adventuring group.

"That's not enough," barks a haughty, old man wearing wizardly robes.

"Our fees are ... slightly higher," a man of the cloth coolly adds. "We require 500 gold pieces up front, or we take our reward from wherever we can, whether you like it or not."

"The order cannot afford that," the monk pleads. With a surprisingly rough hand, the wizard pushes the monk to the ground, shouting, "not good enough!"

The antagonistic party (an adventuring group that call themselves the Wayseekers) are making unreasonable demands and threatening three monks over their disagreement.

Their adventuring group is composed of the following party members:

- Keyrah the Cleric, female Chultan human **acolyte**
- Azran the Wizard, male Tethyrian human **apprentice wizard**
- Marifelle the Rogue, female moon (high) elf **scout**
- Balerios the Fighter, male Damaran human **thug**
- Balerios' three **mastiffs**

DEVELOPMENTS

The Wayseekers are on a hair trigger, feeling overwhelmed by the dire circumstances. If the characters intervene, they take that as an opportunity to prove their worth and instigate combat. They are confident that they can take the characters down, so attempts to intimidate or parlay with them are made at disadvantage.

If the characters are defeated by the Wayseekers, they awaken in the Medicka (area C), having taken a short rest.

TREASURE

Keyrah and Azran carry a total of 20 gold pieces between the two of them. Azran carries a large scroll case that contains a spell scroll of *cause fear*. The scroll case itself is worth 10 gp, being made of fine leather with goat head emblems stamped on either end. Finally, also tucked into the scroll case is *Shadowneedle*, an *unbreakable arrow*. See **Player Handout 3** for more information regarding this magic item.

TRICKS OF THE TRADE

Use the following guidance for this encounter. These are possible ways the encounter can play out. You may run this differently if you choose.

Azran stays away from the fight and slings spells from a distance.

Balerios shouts out orders to his dogs and the mastiffs have fought along the fighter's side long enough to understand and obey his commands. Balerios orders the mastiffs to either split up to individually support each Wayseeker, or focus on attacking one character and knocking them out before moving onto the next.

The Wayseekers try to keep the adventurers alive and, whenever possible, opt to knock adventurers out when reducing them to 0 hit points. The mastiffs are trained in combat and also knock out characters per Balerios' commands, rather than killing them.

When running a Strong encounter (as per "Setting up the Encounter" below), the Wayseekers are joined by Herks the Ranger (male mountain dwarf **scout**) and Amaree the barbarian (female Bedine human **thug**).

When running a Very Strong encounter (as per "Setting up the Encounter" below), Marifelle the Rogue uses the **spy** stat block (rather than the scout stat block) and Balerios the Fighter is replaced by Amaree the Barbarian, who uses the **berserker** stat block. In this case, the mastiff takes orders from Amaree.

SETTING UP THE ENCOUNTER

Very Weak

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Thug:** AC 11, 32 hp, Init +0

Weak

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Scout:** AC 13, 16 hp, Init +2
- **Thug:** AC 11, 32 hp, Init +0
- **Mastiff:** AC 12, 5 hp, Init +2

Average

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Scout:** AC 13, 16 hp, Init +2
- **Thug:** AC 11, 32 hp, Init +0
- **Mastiff (3):** AC 12, 5 hp, Init +2

Strong

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Scout (2):** AC 13, 16 hp, Init +2
- **Thug (2):** AC 11, 32 hp, Init +0
- **Mastiff:** AC 12, 5 hp, Init +2

Very Strong

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Spy:** AC 12, 27 hp, Init +2
- **Berserker:** AC 13, 67 hp, Init +1
- **Mastiff:** AC 12, 5 hp, Init +2

INTERACTIVE POINT

If this module is being run concurrently with the Tier 2 and Tier 3 tables, deliver “Wayseeker’s Boon” to either a Tier 2 or Tier 3 table upon successfully defeating the Wayseekers.

ENCOUNTER B: ROTHÉ STAMPEDE

A herd of cattle being led through the monastery panic and run wild.

As you make your way to the stampeding rothé that the monks were trying to herd into the order’s barn, you feel the ground beneath your feet jolt as the beasts of burden are in a panic. As you approach closer, the herd turns in your direction and you find yourselves caught in the middle of the stampede! A few dozen of the large beasts plow across pathways, out of control. Several beasts remain behind, driven by fear and attack indiscriminately.

The adventurers find themselves facing seven **rothé** (use the **cow** stat block), which attack the characters. The animals are panicked and driven by fear. Any attempts to placate or control them are made at disadvantage.

DEVELOPMENTS

Some adventurers may opt to chase down rest of the stampeding cattle in order to prevent injury to the monks and damage to the monastery. Call for a series of ability and skill checks as the adventurers chase after the animals, attempting to either calm them down or subdue them.

If the adventurers successfully stop the stampede, the herd’s handlers approach the adventurers and reward them in thanks (see “Treasure” below).

If the characters are defeated by the rothé, they awaken in the Medicka (act II, area C), having taken a short rest.

TREASURE

The herd’s handlers reward the adventurers with 20 gold pieces if they successfully stopped the stampede. They also give the characters a large scroll case that contains a spell scroll of *cause fear*. The scroll case itself is worth 10 gp, being made of fine leather with goat head emblems stamped on either end. Finally, also tucked into the scroll case is *Shadowneedle*, an *unbreakable arrow*. See **Player Handout 3** for more information regarding this magic item.

TRICKS OF THE TRADE

Use the following guidance for this encounter. These are possible ways the encounter can play out. You may run this differently if you choose.

To give the players an extra challenge, start the rothé at least 20 feet away from the adventurers so that they may use their Charge ability.

If the adventurers are having a difficult time with the encounter, you may have the cattle knock characters out, rather than causing lethal damage.

SETTING UP THE ENCOUNTER

Very Weak

- **Rothé (4):** AC 10, 15 hp, Init +0

Weak

- **Rothé (5):** AC 10, 15 hp, Init +0

Average

- **Rothé (7):** AC 10, 15 hp, Init +0

Strong

- **Rothé (10):** AC 10, 15 hp, Init +0

Very Strong

- **Rothé (12):** AC 10, 15 hp, Init +0

ROTHÉ

Rothé are a breed of cattle indigenous to the Forgotten Realms. The typical variety of rothé (such as those found in this adventure) resembles large musk oxen and has darkvision out to a range of 30 feet.

INTERACTIVE POINT

If this module is being run concurrently with the Tier 2 and Tier 3 tables, deliver “Rothé Boon” to either a Tier 2 or Tier 3 table upon successfully ending the stampede.

ACT II. EXPLORING THE MONASTERY

Estimated Duration: 75 Minutes

As they investigate, the party encounters trouble among the harried occupants of the complex. Areas can be referenced from the “Monastery of the Yellow Rose Map.”

From the information that the monks have gathered, you question a number of individuals around the Monastery of the Yellow Rose.

FALLING “DEBRIS”

During the battle debris and combatants from the aerial battle above fall to the monastery, causing trouble for the adventurers.

For every area the characters enter, run one of the following encounters, especially if you are ahead of time.

ENCOUNTER 1

An illithid (use **thug** statistics) falls to the ground, narrowly missing the characters:

Plummeting from the battle in the sky and crashing at your feet is an illithid. It looks injured as its tentacles are either completely severed or barely hanging on by skin. It looks to attack, but realizes that it is at a severe disadvantage.

ENCOUNTER 2

A githyanki plummets to the ground narrowly missing the characters. It survives the fall, but is injured.

Crashing at your feet is a githyanki, it looks injured as its sword is missing and it seems to have taken a lot of damage from battle. It looks to attack, but realizes that it is at a severe disadvantage.

ENCOUNTER 3

Debris from the battle above rains down (or through the roof). Each creature must succeed on a DC 12 Dexterity saving throw or take 4 (1d6 + 1) bludgeoning damage.

A thunderous boom is heard close by as debris rains down on your group.

LOCATIONS WITHIN THE MONASTERY

The following sections detail the various areas within the monastery complex and what the adventurers may find therein. Use them to guide the characters’ various interactions as they explore the monastery and question its residents.

The last portion of this act details two encounters that can befall the adventurers as they explore. If

time is not a concern or if the players resolved the first encounter quickly enough, you may run the second encounter as well.

Most of the monks encountered in the monastery are commoners, but occasionally, another stat block may be used:

ALTERNATE YELLOW ROSE MONK STAT BLOCKS

d100	Stat Block Used
01	martial arts adept
02–05	acolyte
06–00	commoner

A. MAIN GATE

The monastery’s main gate is huge and imposing, the twin doors standing 20 feet tall and 10 feet wide apiece. They are open currently, allowing entry to a cadre of adventurers, as well as a group of monks leading a herd of cattle into the inner monastery to keep them safe from the battle in the sky. With the gate being open, you see that the outward facing panels are carved with large depictions of Saint Sollars, the Twice-Martyred.

Father Hern (male, Damaran human, **commoner**) unerringly watches the main gates of the monastery. He opens and closes the gates, keeping meticulous track of those either entering or exiting the grounds. If asked to look into his records for signs of Natali’s passage, the doorkeeper scoffs—the records are merely a formality. Father Hern remembers and keeps track of everyone who comes and goes by memory, recording everything at the end of the day before he retires (a successful DC 10 Wisdom (Insight) check confirms this boast). Father Hern knows the following information:

- Father Hern hasn’t seen Natali leave the monastery grounds in a number of tendays.
- From talk that has passed through the gates, he knows that Natali has been spending time in the library, the kitchen, and the Order of the Chisel’s workshop.
- The library and kitchen are found in the Main Monastery (area E), while the workshop can be found in the Hall of the Chisel (area C), where the adventurers started.

ROLEPLAYING FATHER HERN

Father Hern, the Doorkeeper, is an old, tired man whose passions have slowly been ground down by the suffering he has witnessed over a lifetime. He is depressed, caring little about the outside world, only doing the barest necessary to carry out his duty. There has been some talk about replacing him, but he has been doing his work well for decades and few are willing to admit it is time for the man to retire. Given

the right motivation, the characters can inflame his passions again if only for a brief time. Working on his guilt is best.

Quote: “Welcome to the Monastery of the Yellow Rose. By the suffering of Saint Sollars, what brings you here?”

Traits: impeccable memory, keenly observant, speaks in monotone

Flaws: emotionally detached, humorless, jaded

B. SHRINES

Three shrines to Illmater and Saint Sollars are located throughout the monastery grounds. They are all structured similarly: each one is a tall spire built over a covered worship area, surrounded by a ring of stone columns. They are covered in carvings depicting Illmater and Saint Sollars in various tableaux of suffering.

At any time of day, a handful of monks can be found worshipping or meditating at each of the shrines.

C. HALL OF THE CHISEL

This building houses the Order of the Chisel. Within lie the order’s chapels, offices, common rooms, living quarters, and workshops. Mother Rosinden leads the order and her office can be found within the hall. The adventurers may investigate a couple of locations within this building.

The Order of the Yellow Rose owns a number of mounts and beasts of burden: horses to carry traveling monks down the mountain, donkeys and mules to use as pack animals, and goats and cattle that provide meat and milk. These animals live in this structure, which doubles as stables and barn, where novices and acolytes from every order (though primarily from the Order of the Chisel) care for the beasts.

Natali’s Bed. If the adventurers ask, Mother Rosinden allows them to investigate Natali’s bed in the novices’ common sleeping area.

A hundred or so beds occupy the Novices’ common sleeping area. The sleeping area is empty at this time; the order’s novices are out and about assisting with the defense preparations outside. A monk leads you through the room, past several rows of beds, towards a bed in the center of the room. The monk gestures towards the bed with an open hand, saying “This is Natali’s bed. Please examine it as you see fit.”

Mother Rosinden has left Natali’s bed and personal area undisturbed, in order to ensure a proper investigation.

The adventurers find a series of notes tucked into Natali’s mattress about her investigations into magical surges that have been documented throughout the monastery’s history (give the players **Player Handout 2**). These surges recur every few decades and are centered beneath the Tower of the Winds

(area D). Finding these notes is part of completing the Harper’s faction assignment.

Medicka. This large, sparsely furnished room contains beds, an apothecary, an examination room, and a humble shrine to Illmater. Few of the Medicka’s monks are capable of magical healing, but a cleric of Chauntea (who, like the adventurers, answered the order’s call for aid) has taken up residence at the Medicka and can provide spellcasting services.

If the adventurers desire a short rest while on the monastery grounds, they are directed to the Medicka, where they may rest in comfort and without interruption. Also, should the adventurers inquire, the Medicka can provide them one *potion of healing*.

The Workshop. The Hall of the Chisel houses the order’s main workshop and supply quarters. While various workshops can be found elsewhere in the monastery, the most complex work and the most rigid training occurs here.

Rows of work tables line the largest workshop in the complex. A vast collection of tools line one far wall, while forges and smith-works line another. Monks work to hurriedly craft weapons, simple armor, and ammunition in preparation for the encroaching siege.

A monk approaches you, cleaning off hands blackened from smithing. “My name is Sister Avilda,” she greets you. “What brings you here today?”

Sister Avilda (female, Chondathan human, **commoner**) is the monastery’s Master Crafter and head of the order’s artisans. If asked about Natali, she has the following information to offer:

- Natali had been spending plenty of time in the workshops under Sister Avilda’s supervision.
- Natali had expressed interest in renovating the foundation of the Tower of the Winds (area D), the foundations having been exposed when the tower broke free of the ground in a ritual to transform it into an elemental beacon. Sister Avilda encouraged this work, seeing Natali’s efforts as her contribution towards expanding the monastery.
- Sister Avilda had noticed that, in addition to requisitioning supplies, Natali was also working on a prototype of some contraption: a series of interlocking wooden gears that spin in mesmerizing patterns. Sister Avilda dismissed this device as part of a personal, artistic pursuit, but perhaps there was something more to it.
- If asked, Sister Avilda leads the adventurers to the workspace Natali had been using. Resting on the workspace are a number of gears, most of which have been painted over with a red X. A cluster of gears have been mounted together on a board. Turning these gears causes them

all to spin in a highly coordinated and precise fashion. Since the adventurers are investigating at Mother Rosinden's request, Sister Avilda allows the adventurers to take any of these gears at their discretion. The board itself is quite large and would be difficult to carry around, though the individual gears may be removed and carried around easily. There are seven gears in all.

- The adventurers need these gears to open the Stellar Experimentarium door at the Tower of the Winds (area D).

ROLEPLAYING SISTER AVILDA

Sister Avilda, the Master Crafter, is a stout woman in her mid-thirties. She is sharp-featured with a face framed by ruddy brown hair tied back tightly behind her. She is generally jovial, even while she works, and even the grimmest of circumstances rarely pull her out of that state of mind. She is most happy when working on the various artisanal needs of the monastery and is constantly covered with traces of her work (blackened hands from forging, stain and sawdust covered clothing from woodworking, etc.) She speaks in a bellowing tone accustomed to projecting over the noise of the workshops.

Quote: *"We're always busy here ... TURN THE FIRE DOWN IN THAT KILN, BROTHÉR PENG! ... but I can take a moment to answer your questions."*

Traits: enthusiastic, hard-working, optimistic, organized

Flaws: boisterous when inappropriate, optimistic to a fault, unnecessarily loud

D. TOWER OF THE WINDS

Adjacent to the Main Monastery, the Tower of the Winds is the strangest building in the entire complex. Some time ago, the Cult of the Howling Hatred—an elemental cult dedicated to Evil Air—infiltrated the Order of the Yellow Rose and turned the tower into an elemental beacon. Before they could tap into the beacon's power, however, the cult presence in the monastery was eliminated by brave adventurers. Now, the 5-story tower floats 60 feet above the ground, its conical spire glowing brightly with elemental light. The building's foundations still remain on the ground, a scar on the monastery grounds. The westernmost half of the foundation closest to the mountainside has been tented off and closed from sight. Around the tent are an assortment of crates and building supplies.

The Tower of the Winds used to be a practice hall for the Order of the Rose. Within its multiple floors, monks practiced the Wind form of the order's martial arts. The building has remained unoccupied since it was wrenched from the ground and thrust into the air.

The tented area is where Natali was conducting her repairs and excavation. If the adventurers enter

the tent, they see that a good one-third of the foundation has been worked on. A large, wooden plank has been laid across the ground at an excavated patch on the far side of the work area.

Under the plank is the hatch Natali discovered. The hatch descends down into a tunnel which leads to the door of the illithid laboratory. In the door there are several gears that interlock, but there are several missing. On the ground by the character's feet there are several relatively new and recently broken gears that may have been used to open the door.

Once the characters come back here a second time with new gears, proceed to act III, "The Illithid Laboratory."

E. MAIN MONASTERY

Resting against the Earthspur mountainside is the immense structure of the Main Monastery. The austere, other building sits on a ledge 150 feet above the lowest tier of the monastery complex. Standing four stories tall, domed towers rise at each corner of the building, surrounding a large central dome that glitters in the sunlight and reflects the Tower of the Wind's elemental glow at night. The monastery's massive doors move slowly, laboriously pushed open by two monks that allow you entry.

The oldest, largest, most imposing, and most impressive building in the complex, the Main Monastery was the first building built by the disciples of Saint Sollars when they settled upon the mountainside. Over the centuries, the monks expanded upon the original structure, building additions to the monastery both outward from and inward into the mountain. Eventually, the monks spread out beyond the main monastery, building structures elsewhere along the mountainside, resulting in the complex that now exists today.

This building houses the main cloister, chapels, offices, tiring halls, laboratories, dormitories, and other functional spaces and living quarters. The order's extensive and world-renowned library is located in the main monastery, extending deep into the rock of the mountain. Also found here are the monastery's main dining hall (where the entire order sits to dine and commune at the end of the day) and its massive kitchens.

During their investigation, the adventurers may find leads to the following locations below.

Library. Prior to her disappearance, Natali had been spending much of her time looking up historical tomes in the depths of the Library. Only members of the Order of the Scroll have unrestricted access to the library, but with Mother Rosinden's copper tokens, the adventurers may enter and investigate under the librarians' supervision.

The heart of the Main Monastery houses the Library of the Yellow Rose. The bulk of the library is functional and Spartan, but a pleasant enough place to do research. Catacomb-like halls and corridors, lined with hundreds upon hundreds of tomes and scrolls, stretch deep into the earth of the mountainside. Many of the Library's works are buried in its depths and long-forgotten except by the scribes who have taken on the never-ending task of maintaining and transcribing the oldest works. They attempt to keep them from being consumed by time. Librarians silently shuffle through the Library's shelves, halls, and tiers. The quiet of the Library stands in stark contrast to the chaos of the harried monastery outside.

If the adventurers inquire about Natali's activities, they are directed to speak to Brothér Santir (male, human Rashemi, **commoner**), one of the senior librarians. Brothér Santir knows the following information.

- Brothér Santir was overseeing Natali's research and is familiar with the books Natali was reading, though he had not pried nor looked over Natali's shoulder.
- He knows that Natali has pieced together the existence of a mind-flayer facility deep in the heart of the Earthspur Mountains below the monastery.
- He also knows that Natali has been spicing supplies off to the former location of the Tower of the Winds (area D). The supplies are overseen by Sister Avilda in the Order of the Chisel's workshops (area C).
- Brothér Santir has kept meticulous records of the books Natali read for her research. If asked, he can provide the adventurers with a list of those books. Obtaining this list of books is part of completing the Harper's faction assignment.

If the adventurers speak with Brothér Santir regarding Natali, make a note of it as this may grant the characters an additional reward at the end of the adventure.

ROLEPLAYING BROTHÉR SANTIR

Brothér Santir is a 30-year old scrawny human male with an elven ancestry. He is the librarian most commonly assigned to guide and supervise outsiders, so characters requiring a librarian get to work with him. Santir is a bit of an anomaly in the library. He loves to talk, is a bit of a gossip and very interested in any stories the characters might tell. He is wise enough to realize he is not cut out to be an adventurer himself, preferring the relative luxury and safety of the library and books to the real thing. He is a man of his word though, and if pressed by anyone not to talk about the research they are conducting, he keeps his mouth shut even to his fellow monks.

Quote: "Shhh. I'm more than happy to speak with you, but we must respect the Library and lower our voices. Now, before we begin, could you tell me a bit about you."

Traits: curious, meticulous, patient, worldly

Flaws: can't help but pry, can talk endlessly if allowed

Kitchens. The kitchens are fairly large and busy, having to serve all the residents of the monastery. With the added activity from the recent events, it is a lot more frenzied than usual. Yet the monks still manage to exude a sense of calm in the midst of the bustle.

A monk guides you through the monastery's halls, past its immense common dining area, and into the bustling kitchens. With the influx of adventurers and refugees from the elsewhere on mountain, the order's cooks have been busy around the clock. Gruel bubbles, goat meat and root vegetables stew, and milk heats at numerous pots lining the kitchen walls. Monks rush to and fro cutting ingredients and preparing dishes for the next meal.

Upon entering, the adventurers are greeted by the Master Cook, Brothér Borovik (male, Chondathan human, **acolyte**). He has the following information to share with the characters.

- Brothér Borovik has been spurring on Natali's interest in cooking, while benefiting from her enthusiasm in helping prepare the monks' meals.
- He had noticed that she had been excitable recently, due to some sort of breakthrough she'd made in researching some of the monastery's history.
- She was spending plenty of time in the Order of the Chisel's workshop (area C) and the Tower of the Winds (area D).

ROLEPLAYING BROTHÉR BOROVİK

Brothér Borovik, a man in his mid 40s, has only been a monk for a little over a decade. Originally from Mulmaster, the Master Cook bears the weight of a criminal past, having spent much of his childhood and adulthood locked up in one garrison or another in the City of Danger. After his last stint in jail, he left Mulmaster and journeyed to the Monastery of the Yellow Rose to join its monastic order to correct his criminal ways. He found a home in the Kitchens among the order's cooks and now spends his days serving the monastery's monks and guests. Brothér Borovik is generally fit, but bears a slight paunch. He sweats the day away among the heat of the Kitchen's cauldrons and cooking fires.

Quote: *"I have told you all I know. Please excuse me. The stew isn't flavored quite right and requires my attention."*

Traits: dedicated to his work, friendly, warm

Flaws: constantly concerned that his past will catch up with him, slow to trust outsiders

WRAPPING UP THE INVESTIGATION AND MOVING ON

The adventurers may move on to act III once they gather up the gears from the Order of the Chisel's workshop (area C) and discover the hatch at Natali's work area at the Tower of the Winds (area D).

If the adventurers descend into the tunnel, read them the description of the door found in the beginning of act III. If they have the gears from the workshop, they may progress forward. Otherwise, they will need to return to the surface to investigate further.

ACT III. THE ILLITHID LABORATORY

Come to the edge.

We might fall.

Come to the edge.

It's too high!

Come to the edge!

And they came

And he pushed

And they flew.

—Christopher Logue, “Come to the Edge”

Estimated Duration: 60 minutes

QUESTIONS AND ANSWERS

At the Tower of the Winds, the adventurers delve down a tunnel leading into the depths of the Earthspur Mountains.

The hatch beneath the Tower of the Winds descends into a tight, claustrophobic tunnel. The tunnel pierces deep into the rock of the Earthspur Mountains before opening up to a smooth-walled cavern, obviously constructed by sentient hands. Orbs that glow in unsettling hues of green, blue, and violet are inset into the walls and shed dim light. A large, circular, stone door about 10 feet in diameter caps the far end of the cavern. The stone of the door is carved to resemble a top view of a brain's two hemispheres. Above and on either side of the door, a complicated array of stone gears has been built into the wall.

An empty space in the middle of the gear array indicates a number of missing gears. On the floor below the empty space lie wooden shards that appear to be broken replicas of the gears above.

Natali had successfully created functioning wooden replicas of the missing stone gears. She placed them into the empty gear slots and the door opened. However, the wooden gears could not withstand the tension of the stone gears for long. The stress broke all of the wooden gears and Natali's replicas fell uselessly to the floor.

If the adventurers found the prototype gears in the Order of the Chisel's workshop (area C), they may use these gears to open the door. It requires a successful DC 14 Intelligence check to place the gears correctly. Success or failure on this check produces two different results:

If the check to install the gears is successful. The door opens smoothly.

When you place the final wooden gear, the array activates. Gears spin, click, and whirl. With the sound of stone moving against stone, the door slides open into a recess in the wall. Beyond the threshold, eerily decorated corridors lit by the same green, blue, and violet orbs stretch out into the unknown.

The adventurers may proceed into the facility.

If you are running this as a 3 or 4-hour adventure and are well within your time constraints, you may run the optional encounter, “Shadows of the Far Realm.” Otherwise, continue with “The Stellar Experimentarium.”

If the check to install the gears is unsuccessful. The door's defenses are triggered.

When you place the final wooden gear, the array activates. Gears spin, click, and whirl, but something isn't quite right. The mechanism strains, gears grinding against one another. The door slides aside haltingly, opening only a sliver of the way. A sickly green light flares along the grooves of the brain pattern etched on the door faster than you can act, lashing out in lances of energy that assault your mind!

Each character in the room must succeed on a DC 12 Intelligence saving throw or take 4 (1d8) psychic damage. Once the psychic energy is released, the door slides open the rest of the way.

The green light dies down. With the sound of stone moving against stone, the door slides open the rest of the way into a recess in the wall. Beyond the threshold, eerily decorated corridors lit by the same green, blue, and violet orbs stretch out into the unknown.

The adventurers may proceed into the facility.

If you are running this as a 3 or 4 hour adventure and are well within your time constraints, you may run the optional encounter, “Shadows of the Far Realm.” Otherwise, continue with “The Stellar Experimentarium.”

GENERAL FEATURES

The illithid laboratory has the following general features:

The Stellar Experimentarium was hollowed out of the mountain rock millennia ago. Within its walls, illithids multiplied, imprisoned captives, created thralls, and conducted experiments that reached out to the Far Realm.

Terrain. The Experimentarium's floors and walls are smooth, curving gracefully from chamber to chamber. The facility spreads out throughout a single floor laid out in concentric circles with connecting passageways.

Light. Recently reactivated, the walls of the Experimentarium are dotted with glowing glass orbs every few feet. The orbs glow green, blue, and violet; casting dim light throughout the facility.

Smells and Sounds. Stale air, unidentifiable acidic tings, unplaceable smells of rot occasionally wafting from somewhere-or-other, the echoing of the characters' footsteps, an otherworldly thrum that comes and goes throughout the facility

OPTIONAL ENCOUNTER: SHADOWS OF THE FAR REALM

You step through the doorway into an antechamber, from which several corridors extend. Before you can move deeper into the facility, the orbs on the wall grow brighter, casting your shadows harshly against the walls around you.

A voice speaking an alien tongue echoes through your minds, unintelligible at first, then the words twist into phrases you can understand. “INTRUDERS DETECTED IN LABORATORY . . . DEFENSES ACTIVATED.”

As the lights return to their more subdued level, several shadows begin to move of their own accord, taking the form of indistinct mind flayers—tall and gangly, with wicked tentacles sprouting from their jaws. After the transformation, the shadows peel themselves off the walls and attack!

Shadows come to life and attack the adventurers. The glowing orbs continue to bathe the chamber in dim light.

AUGMENTED SHADOWS

The shadows are fueled by the animus of the mind flayers' past victims and augmented by residual psionic energies. They make saving throws against Turn Undead with advantage and fight to the death.

TRICKS OF THE TRADE

Use the following guidance when running this encounter. These are just possible ways the encounter can play out, and you may run this differently if you choose.

At the beginning of their turns, the shadows use their Shadow Stealth ability to blend into the walls and floor. This allows them to make attack rolls with advantage against characters from which they've successfully hidden. The shadows' Strength Drain attacks can be particularly deadly to tier 1 characters. If needed, spread out the shadows' attacks rather than focusing fire on a single character.

SETTING UP THE ENCOUNTER

Very Weak

- **Shadow (2):** AC 12, 16 hp, Init +2

Weak

- **Shadow (3):** AC 12, 16 hp, Init +2

Average

- **Shadow (4):** AC 12, 16 hp, Init +2

Strong

- **Shadow (6):** AC 12, 16 hp, Init +2

Very Strong

- **Shadow (8):** AC 12, 16 hp, Init +2

THE STELLAR EXPERIMENTARIUM

The adventurers push through the twisting corridor of the illithid facility, finally discovering Natali's whereabouts.

The corridors of the mind flayer facility twist through empty rooms and spaces, each adorned with eerie, alien imagery: tentacle-like lines that twist and flow one into another, decorative panels carved to resemble brains and intestines, and concentric circles lined with teeth.

As you explore, a scream of anguish echoes through the passageways. Someone is suffering up ahead. Following the scream to its source, you come upon a corridor that terminates at the only stairway you've seen here—one that seemingly ascends up to another level of the facility.

Another scream echoes down the stairway as you draw close. The air between you and the stairway ripples, as if some membrane were stretched across the passageway in front of you.

There is a barrier of psionic force covering the bottom of the stairway that prevents objects from the Stellar Experimentarium above from accidentally falling into the facility. The barrier is harmless when touched and allows characters to safely pass through. Until the devices above are deactivated, however, the barrier is one-way. A character crossing through the barrier towards the stairway may not cross back through to the corridor from which they came.

Climbing the stairway, the adventurers find an incredible sight.

The stairs stretch upward for several stories, by your estimation. The temperature begins to drop as you climb, and the light grows strange—dimming until you can just barely see the steps in front of you.

Suddenly, an unearthly vista opens up in front of you. The steps terminate on a platform that floats in the middle of nothingness! Before you stretches an infinite sea of black, dotted by innumerable stars. In the far distance, large orbs of rock float suspended in the blackness, and strange clouds of color phase in and out of existence. Trails of light cut thin, fleeting, illuminated lines in the space just beyond reach, like stars being flung to various corners of an endless night. A series of platforms float ahead of you, forming a path of sorts from the platform you're on to a larger platform in the distance.

A scream cuts through the space from the large, far platform. On the far platform, a young girl in the garb of a Yellow Rose novice is restrained against a large globe that pulses with a bright, yellow light. It appears to be Natali! Black tentacles bind her, and she cries out in pain as vaporous lines of light trace paths from her

figure into the globe—as if the globe is drawing energy from the novice’s body. Arcs of that same energy lance out from the yellow orb onto smaller, orange orbs scattered among the floating platforms.

The adventurers must traverse these platforms to reach and rescue Natali from the device to which she is bound.

WHAT’S GOING ON HERE?

The Stellar Experimentarium was created by the mind flayers in order to study space and its connection to the Far Realm. They used the magic devices located on the floating platforms to send signals of psionic energy out into the various planes, hoping to contact other illithids in their unending quest to find a new home. Some unforeseen event caused the mind flayers to abandon the facility, and it lay dormant for millennia, sending out its psionic signal every couple of hundred years in an automatic routine.

Exploring the facility, Natali’s life energies reactivated the devices. The Experimentarium’s guardians reactivated as well, capturing Natali and restraining her against the main device (located on platform D in “Appendix. Stellar Experimentarium Map”). The device is using Natali as a battery, slowly sapping her life force to power the signal boosting globes built into the platforms. Deactivating these globes has beneficial effects, should the adventurers attempt to do so (see “illithid Devices” below).

THE FLOATING PLATFORMS

There are a total of 13 floating platforms in front of the adventurers. Magical, orange globes rest on three of the platforms (platforms C on appendix, “Stellar Experimentarium Map”) into which Natali’s life force is being siphoned by the main device (on platform D).

If you are playing on a grid, you may cut out and use the platform tiles provided in appendix, “Stellar Experimentarium Map Tiles” to represent the floating platforms. Various tiles found in the *Dungeon Tiles Reincarnated: Dungeon* set are also well suited for this.

At the top of initiative, all of the non-lettered platforms drift. Roll 1d10 and refer to the “Platform Movement” table below. For the sake of platform movement, the top of the map is considered north, with the other cardinal directions corresponding with the map’s left (west), right (east), and bottom (south) sides. You may make one roll and move all the platforms in the resulting direction, or you may roll once for each platform in order to move them in various directions. The results of the table are also represented on the map in appendix, “Stellar Experimentarium Map.”

PLATFORM MOVEMENT

d10	Direction of Movement
1	5 feet NORTHWEST
2	5 feet NORTH
3	5 feet NORTHEAST
4	5 feet WEST
5 or 6	No movement
7	5 feet EAST
8	5 feet SOUTHWEST
9	5 feet SOUTH
10	5 feet SOUTHEAST

TRAVERSING THE PLATFORMS

The most straightforward way to get from platform to platform is jump across the gaps that span them. The rules for making long jumps are included below for ease of reference (more information regarding jumping can be found in the *Player’s Handbook*).

Since the platforms are shifting, creatures jumping from one platform to another must succeed in a DC 10 Dexterity saving throw or slip off the platform, falling into the void (see the sidebar below for information regarding the nature of the void). A creature that slips off a platform feels the panicked sensation of falling a great distance, but finds itself teleported back to the start (platform A), appearing at any space adjacent to the stairs.

In order to keep the adventure moving, if the characters are having a tough time making the jumps, consider moving the platforms closer to them at the top of initiative in order to allow standing jumps.

Flight and teleportation (either via abilities or spells) are also effective. Adventurers who fly or teleport do not face the risk of slipping off and do not need to make the Dexterity saving throw.

Encourage creative ideas for traversing the platforms as well! Let characters throw each other across, jump off mounts to clear distances (falling mounts reappear on Platform A, as mentioned above), use ropes to yank one another across, etc. Use ability and skill checks to increase the tension of the scene.

THE VOID

The vast space within the Stellar Experimentarium is merely an illusion. The Experimentarium was hollowed out of the mountain and is, indeed, a large space, but it isn’t as endless as the illusions show. The ceiling, ground, and walls extend a mere 40 feet above, below, and to all sides of the floating platforms.

Falling off a platform down towards the floor produces the effect mentioned above. If a character manages to somehow reach the ceiling or walls, the illusion maintains itself and that character feels the sensation of pushing against an invisible barrier.

JUMPING

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At the DM's option, a character must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, the character hits it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

THE EXPERIMENTARIUM'S GUARDIANS

The first time an adventurer sets foot on one of the lettered platforms (platforms C or D), 2 gazer constructs appear—one on each of platforms C closest to the start (platform A)—and a **specter** appears on platform D, all of which attack the characters.

- The gazer constructs use the **gazer** stat block, but their type becomes *construct*, and they have **Damage Immunities** poison, psychic.
- The specter takes the form of a mind flayer apparition. The apparition isn't truly a spirit of a mind flayer, merely the essence of one bound to the illithid laboratory as a guardian.

These opponents protect the Experimentarium from intruders and fight to the death. Defeating the guardians does not deactivate the psionic signal array, nor free Natali, however. To do that, the adventurers must destroy the main device (see "Illithid Devices" below).

SETTING UP THE ENCOUNTER

Very Weak

- **Gazer Construct (2):** AC 13, 13 hp, Init +3

Weak

- **Gazer Construct (3):** AC 13, 13 hp, Init +3

Average

- **Gazer Construct (2):** AC 13, 13 hp, Init +3
- **Specter:** AC 12, 22 hp, Init +2

Strong

- **Gazer Construct (3):** AC 13, 13 hp, Init +3
- **Specter (2):** AC 12, 22 hp, Init +2

Very Strong

- **Gazer Construct (4):** AC 13, 13 hp, Init +3
- **Specter (2):** AC 12, 22 hp, Init +2

ILLITHID DEVICES

The psionic signal array is composed of three scintillating orange globes (each located on platforms C) and a larger, main yellow globe (located on platform D) to which Natali is restrained. The orbs are powered by twisted magic beyond comprehension and cannot be dispelled. However, they are susceptible to attacks, magical or otherwise.

- Each orange globe has AC 10, 20 hit points (with a damage threshold of 5 hit points), and is immune to necrotic, poison, and psychic damage.
- Whenever an orange globe is destroyed, each gazer construct becomes restrained until the end of their next turn.
- The main yellow globe has AC 14, 30 hit points (with a damage threshold of 5 hit points), and is immune to necrotic, poison, psychic, and radiant damage.
- When the yellow globe is destroyed, the specter or wraith becomes restrained until the end of its next turn and each orange globe loses 5 hit points. Additionally the bonds release Natali and she crumples to the ground

INTERACTIVE POINT

If this module is being run concurrently with the Tier 2 and Tier 3 tables, and the PCs destroy all 4 globes of the Psionic Signal Array deliver "Signal Array Boon" to all tables, including this one.

DEVELOPMENTS

If the adventurers defeat the guardians, they may explore the Experimentarium freely, destroying globes and freeing Natali unabated. Once they destroy the yellow globe and free Natali, they may simply leave or you may run them through the "Escape Sequence" below (time allowing). Natali is eager to leave and refrains from talking until she has escaped. If the adventurers simply leave, move onto "Leaving the Experimentarium" below.

If they destroy the yellow globe before defeating the guardians, the adventure may play out in several ways.

Combat continues. The adventurers must defeat the guardians. Once they defeat the guardians, they may simply leave or you may run them through the "Escape Sequence" below (time allowing). If the adventurers simply leave, move onto "Leaving the Experimentarium" below.

Combat continues while the adventurers attempt to escape. Run the characters through the "Escape Sequence" below. However, the guardians continue to attack the adventurers. In this case, the adventurers do not need to defeat the guardians to leave. Any adventurer who makes it to the starting stairway (on platform A) is considered to have

escaped, and the guardians do not pursue the characters out of the Experimentarium. Once all of the adventurers escape, move onto “Leaving the Experimentarium” below.

Combat ends. Destroying the yellow globe reduces all of the guardians to 0 hit points. The adventurers may simply leave or you may run them through the “Escape Sequence” below. This is a good option if you need to resolve the scenario quickly. If the adventurers simply leave, move onto “Leaving the Experimentarium” below.

TRICKS OF THE TRADE

Use the following guidance when running this encounter. These are just possible ways the encounter can play out, and you may run this differently if you choose.

The gazer constructs use their Bite attacks as last resorts. Instead they use their eye rays to halt the adventurers’ progress as the characters attempt to cross the field of platforms. When they use their Telekinetic Ray, they push characters off platforms, causing those characters to suffer the effects of falling into the void. The gazer constructs generally use their fly speeds to move away from the adventurers, keeping their distance and shooting the characters with their *eye rays*.

The specter and wraith have fly speeds that will most likely allow them to reach the adventurers before the adventurers can make it very far. Their Life Drain attack can be devastating to tier 1 characters. If you want to give the party a good, fighting chance, focus the specter’s or wraith’s attacks on the characters with the most hit points, working from one character to another as the action demands.

LEAVING THE EXPERIMENTARIUM

Descending the stairway from the Experimentarium, the adventurers finally make their way out of the illithid laboratory.

A loud thrum rumbles through the stairway behind you as a shock wave erupts from above, throwing you to the ground. A spray of debris comes crashing down the stairway as bits of stone and fragments of the once-scintillating globes are ejected from the void above. The stairway beyond collapses on itself and the void above disappears from sight.

If the adventurers escaped with Natali. The novice is grateful for being rescued and recounts her story to the adventurers. While under the illithid device’s restraint, visions were injected into her mind: scenes of mind flayer enclaves in alien castles, readying unearthly weapons to attack unknown targets.

If the adventurers escaped without Natali. They still may collect treasure from the Experimentarium.

In either case, the return to the surface is uneventful. Proceed to “Conclusion.”

TREASURE

Characters can collect globe fragments from the Psionic Signal Array. These materials are of unknown crystalline makeup and are worth 500 gp to the Order of the Scroll.

CONCLUSION

When everyone resurfaces at Natali's work site at the Tower of the Wind's foundation, they emerge to an odd sight.

The monastery is quiet. Night has fallen, though by your estimation, the sun should still be up. Several structures lie devastated and huge gaping holes erupt out from the earth below. Throughout the monastery complex, monks and adventurers tend to one another, binding limbs and nursing wounds.

Unbeknownst to the adventurers, time moves slower within the Experimentarium. In the short time the characters were in the illithid laboratory, hours passed and the siege of the monastery played out.

Mother Rosinden is either ecstatic or heartbroken, depending on whether Natali was successfully rescued or not. She listens to the adventurers accounts of what had happened in the illithid laboratory then fills them in on what occurred in the monastery while they were gone. The story ends in several different ways, depending on whether or not this adventure is being played concurrently with CCC-TRI-27, "In the Vault of Stars" and CCC-TRI-28, "Siege of the Yellow Rose."

CONCURRENT PLAY

Successful Defense. If the adventures are being played concurrently and the tables playing "Siege of the Yellow Rose" succeeded in defending the monastery, read or paraphrase the following text.

Casting grim looks around the damaged monastery, Mother Rosinden then turns to you. "While you were gone, the armies arrived and attacked the monastery. It was horrific. Many lost their lives. But thanks to you and your fellow adventurers' combined efforts, our enemies have been driven away. You have the Order of the Yellow Rose's gratitude."

Failed Defense. If the tables playing "Siege of the Yellow Rose" failed to defend the monastery, read or paraphrase the following text.

Casting grim looks around the damaged monastery, Mother Rosinden then turns to you. "While you were gone, the armies arrived and attacked the monastery. It was horrific. Many lost their lives and much of the monastery fell. Just as things were at their bleakest though, a wave of energy ripped through the grounds. The attackers seemed to sense this, and as quickly as they fell upon us, they were gone."

STANDALONE PLAY

If the adventures are being played in sequence or this adventure is being played as a standalone story, read or paraphrase the following text.

Casting grim looks around the damaged monastery, Mother Rosinden then turns to you. "While you were gone, the armies arrived and attacked the monastery. It was horrific. Many lost their lives. But thanks to you and your fellow adventurers' combined efforts, our enemies have been driven away. My intuition tells me that they may not yet be done with us. But for now, you have the Order of the Yellow Rose's gratitude."

THIS STORY ENDS

Mother Rosinden accompanies the characters to the Medicka, where they may rest and have their injuries tended to. The adventurers have survived the siege of the Yellow Rose.

The chill wind that greeted you when you first arrived here continues to whip through the monastery. Its howl fills your ears as you drift off for the night. As you fall into a state of rest, however, your mind is filled with images of strange corridors, of stars stretching out into infinity, and of gaunt, alien figures with wicked tentacles sprouting from their jaws. You shake the images off as best you can, but their traces leave you ill-at-ease. Outside, the wind continues to howl.

The Monastery of the Yellow Rose is safe for now. Whether it remains so is a tale for another day.

TREASURE

Mother Rosinden awards the adventurers 180 gp in addition to the 70 gp that she gave them earlier.

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
Acolyte	50
Apprentice Wizard	50
Berserker	450
Commoner	10
Gazer	100
Martial Arts Adept	700
Mastiff	25
Rothé (Cow)	50
Scout	100
Shadow	100
Specter	200
Spy	200
Thug	100
Wraith	1,800

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,200 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
Initial reward	70
The Wayseeker's valuables	30
Rothé herders' reward	30
Final reward	180
Illithid relics	500

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.

SHOES OF THE GLACIER WALKER (BOOTS OF STRIDING AND SPRINGING)

Wondrous item, uncommon (requires attunement)

These tall, leather boots are wrapped in fur tied on with brightly dyed rawhide. They expand or contract to fit the wearer snugly, giving the wearer a sense of sure-footedness in snowy or icy terrain (there is no mechanical benefit to this). This item can be found in **Player Handout 3**.

SHADOWNEEDLE (UNBREAKABLE ARROW)

Weapon (arrow), common

One of twenty unbreakable arrows crafted with *Shadowsong* the *oathbow*, when this arrow is nocked onto the *oathbow* and leveled at an opponent, a gentle hum fills the wielder's mind, steadying their hand and steeling their focus (this feature bears no mechanical effect). When fired from *Shadowsong*, the wielder may say the words, "Needles, return to your thread" to make this arrow (and any other in its set loosed from the wielder's hand) reappear in the wielder's quiver. This item can be found in **Player Handout 3**.

POTION OF HEALING

Potion, common

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

SCROLL OF CAUSE FEAR

Scroll, common

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

RENOWN

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

Members of Harpers that find Natali's hidden notes (from her bed in area C) and obtain the list of her research books (from the library in Area C) 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:

THE ORDER OF THE YELLOW ROSE

Mother Rosinden (ROSE-in-din). Female light-foot halfling. Leader of the Order of the Chisel. The order's quartermaster, treasurer, and chief liaison.

Father Hern (HURN). Male Damaran human. Order of the Rose. Doorkeeper of the Monastery who tends the Main Gate and runs the Guesthouse.

Sister Avilda (UH-fill-duh). Female Chondathan human. Order of the Chisel. Master Crafter and head of the Order of the Chisel's workshops and artisans.

Brothér Santir (SAN-teer). Male human Rashemi. Order of the Scroll. Senior Librarian at the Yellow Rose Library who commonly supervises library guests.

Brothér Borovik (BORE-oh-vik). Male Chondathan human. Order of the Chisel. Master Cook who is in charge of the monastery's kitchens and cooks.

Natali (NAT-uh-lee). Female Damaran human commoner. Novice aspiring to join the Order of the Chisel who disappears while doing research on the monastery's history.

THE WAYSEEKERS

Keyrah the Cleric (KAY-ruh). Female Chultan human.

Azran the Wizard (AZZ-ran). Male Tethyrian human.

Marifelle the Rogue (mah-ruh-FELL). Female moon (high) elf.

Balerios the Fighter (buh-LEH-ree-OHs). Male Damaran human.

Herks the Ranger (HURKS). Male shield (mountain) dwarf.

Amaree the Barbarian (uh-MAH-ree). Female Bedine human.

APPENDIX. MONSTER/NPC STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

APPRENTICE WIZARD

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*

1st level (2 slots): *burning hands, disguise self, shield*

ACTIONS

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

Source: *Volo's Guide to Monsters*

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

ACTIONS

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

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 XP

ACTIONS

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

GAZER

Tiny aberration, neutral evil

Armor Class 13

Hit Points 13 (3d4 + 6)

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

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2

Skills Perception +4, Stealth +5

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the gazer can move up to its speed toward a hostile creature that it can see.

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

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

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. **Dazing Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. **Fear Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. **Frost Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer. If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

Source: *Volo's Guide to Monsters*

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Source: *Volo's Guide to Monsters*

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

ROTHÉ (Cow)

Large beast, unaligned

Armor Class 10

Hit Points 15 (2d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Charge. If the cow moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Source: *Volo's Guide to Monsters*

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

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

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

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

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

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) 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 spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

APPENDIX. ENCOUNTER SETUP

ENCOUNTER A. THE WAYSEEKERS

VERY WEAK PARTY STRENGTH (200 XP)

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Thug:** AC 11, 32 hp, Init +0

WEAK PARTY STRENGTH (325 XP)

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Scout:** AC 13, 16 hp, Init +2
- **Thug:** AC 11, 32 hp, Init +0
- **Mastiff:** AC 12, 5 hp, Init +2

AVERAGE PARTY STRENGTH (375 XP)

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Scout:** AC 13, 16 hp, Init +2
- **Thug:** AC 11, 32 hp, Init +0
- **Mastiff (3):** AC 12, 5 hp, Init +2

STRONG PARTY STRENGTH (525 XP)

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Scout (2):** AC 13, 16 hp, Init +2
- **Thug (2):** AC 11, 32 hp, Init +0
- **Mastiff:** AC 12, 5 hp, Init +2

VERY STRONG PARTY STRENGTH (775 XP)

- **Acolyte:** AC 10, 9 hp, Init +0
- **Apprentice Wizard:** AC 10, 9 hp, Init +0
- **Spy:** AC 12, 27 hp, Init +2
- **Berserker:** AC 13, 67 hp, Init +1
- **Mastiff:** AC 12, 5 hp, Init +2

ENCOUNTER B. ROTHÉ STAMPEDE

VERY WEAK PARTY STRENGTH (200 XP)

- **Rothé (4):** AC 10, 15 hp, Init +0

WEAK PARTY STRENGTH (250 XP)

- **Rothé (5):** AC 10, 15 hp, Init +0

AVERAGE PARTY STRENGTH (350 XP)

- **Rothé (7):** AC 10, 15 hp, Init +0

STRONG PARTY STRENGTH (500 XP)

- **Rothé (10):** AC 10, 15 hp, Init +0

VERY STRONG PARTY STRENGTH (600 XP)

- **Rothé (12):** AC 10, 15 hp, Init +0

ACT III: SHADOWS OF THE FAR REALM

VERY WEAK PARTY STRENGTH (200 XP)

- **Shadow (2):** AC 12, 16 hp, Init +2

WEAK PARTY STRENGTH (300 XP)

- **Shadow (3):** AC 12, 16 hp, Init +2

AVERAGE PARTY STRENGTH (400 XP)

- **Shadow (4):** AC 12, 16 hp, Init +2

STRONG PARTY STRENGTH (600 XP)

- **Shadow (6):** AC 12, 16 hp, Init +2

VERY STRONG PARTY STRENGTH (800 XP)

- **Shadow (8):** AC 12, 16 hp, Init +2

AUGMENTED SHADOWS

The shadows are fueled by the animus of the mind flayers' past victims and augmented by residual psionic energies. They make saving throws against Turn Undead with advantage and fight to the death.

ACT III: TOUCH THE STARS

VERY WEAK PARTY STRENGTH (200 XP)

- **Gazer Construct (2):** AC 13, 13 hp, Init +3

WEAK PARTY STRENGTH (300 XP)

- **Gazer Construct (3):** AC 13, 13 hp, Init +3

AVERAGE PARTY STRENGTH (400 XP)

- **Gazer Construct (2):** AC 13, 13 hp, Init +3
- **Specter:** AC 12, 22 hp, Init +2

STRONG PARTY STRENGTH (700 XP)

- **Gazer Construct (3):** AC 13, 13 hp, Init +3
- **Specter (2):** AC 12, 22 hp, Init +2

VERY STRONG PARTY STRENGTH (800 XP)

- **Gazer Construct (4):** AC 13, 13 hp, Init +3
- **Specter (2):** AC 12, 22 hp, Init +2

DEADLY PARTY STRENGTH (2,200 XP)

Deadly is an optional choice for DMs and players who decide to take on an additional challenge.

- **Gazer Construct (4):** AC 13, 13 hp, Init +3
- **Wraith:** AC 12, 22 hp, Init +2

GAZER CONSTRUCT

The Illithid creators of the Stellar Experimentarium created the gazer constructs as defense mechanisms for the facility. They use the **gazer** stat block with the following modifications.

- Its type changes from *aberration* to *construct*.
- It gains **Damage Immunities** poison, psychic

APPENDIX. BOONS

WAYSEEKER'S BOON (GIVE TO EITHER A TIER 2 OR 3 TABLE):

TIER 2: YOU MAKE GOOD TIME, PROCEED AS IF MOVING AT A FAST PACE ACROSS THE GLACIER OF THE WHITE WORM.

TIER 3: WITH THE COMMOTION AROUND YOU LESSENERED, YOU ARE ABLE TO PAY CLOSER ATTENTION TO PREPARATIONS. BEGIN EITHER THE "SIEGE OF THE MOUNTAIN PASS" OR "DEFEND THE WALL" WITH ADVANTAGE.

ROTHÉ BOON (GIVE TO EITHER A TIER 2 OR 3 TABLE):

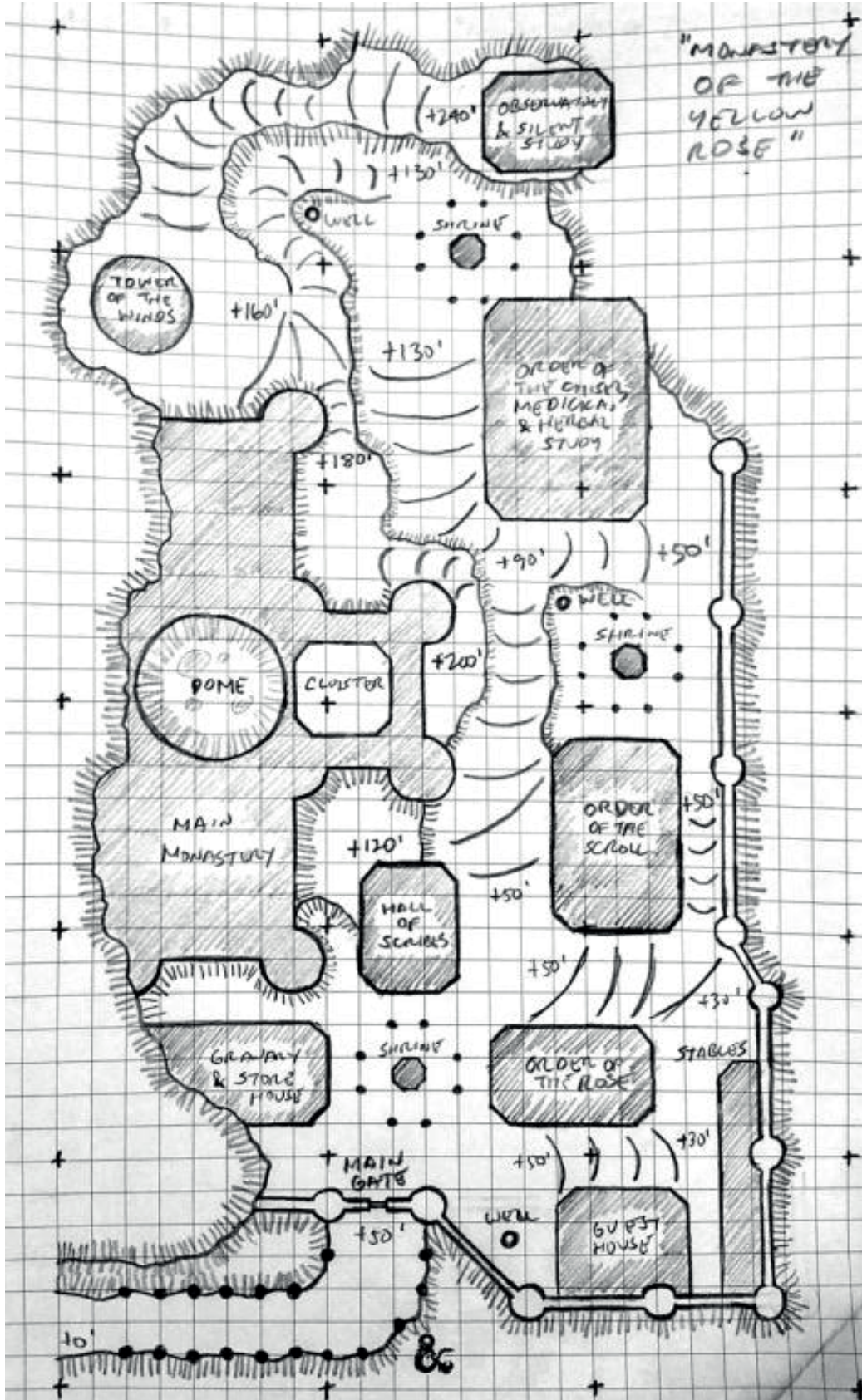
TIER 2: YOU MAKE GOOD TIME, PROCEED AS IF MOVING AT A FAST PACE ACROSS THE GLACIER OF THE WHITE WORM.

TIER 3: WITH THE COMMOTION AROUND YOU LESSENERED, YOU ARE ABLE TO PAY CLOSER ATTENTION TO PREPARATIONS. BEGIN EITHER THE "SIEGE OF THE MOUNTAIN PASS" OR "DEFEND THE WALL" WITH ADVANTAGE.

SIGNAL ARRAY BOON (GIVE TO ALL TABLES):

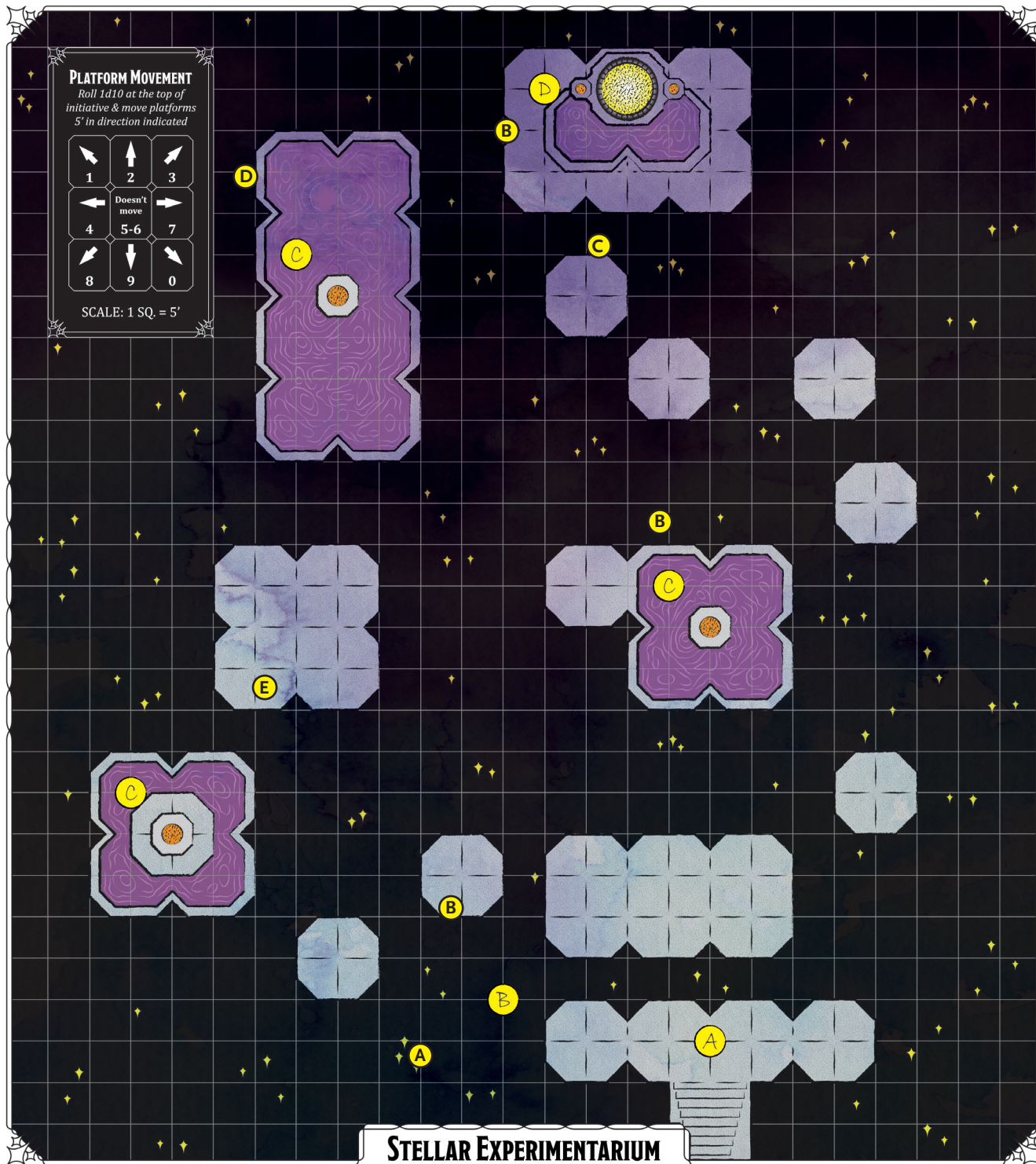
WHEN THE LAST SIGNAL ARRAY GLOBE IS DESTROYED, THERE IS A POWERFUL RUSH OF WIND THAT WHIPS AROUND THE ROOM, FOLLOWED BY A SHRILL SOUND THAT GIVES EVERYONE A HEADACHE. UNFORTUNATELY FOR THOSE WITHIN 10 MILES OF THE MONASTERY WHO ARE NOT IMMUNE TO PSYCHIC DAMAGE, THE SOUND IS MUCH MORE. THERE IS A PSYCHIC BACKLASH THAT STUNS ALL CREATURES FOR THE NEXT ROUND.

APPENDIX. MONASTERY OF THE YELLOW ROSE MAP (KEYED)



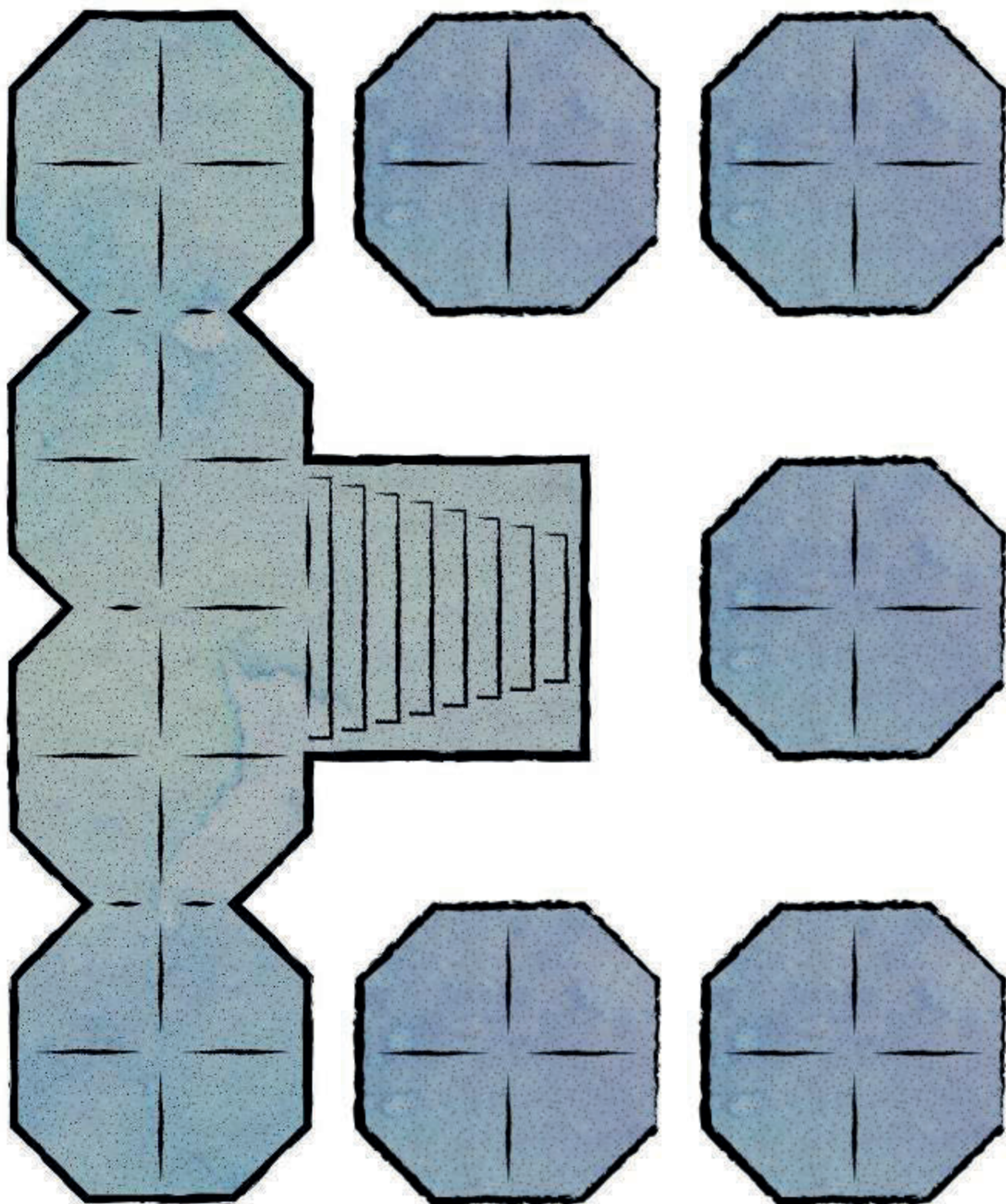
(This map is designed to fit in two D&D Adventure Grids)

APPENDIX. STELLAR EXPERIMENTARIUM MAP



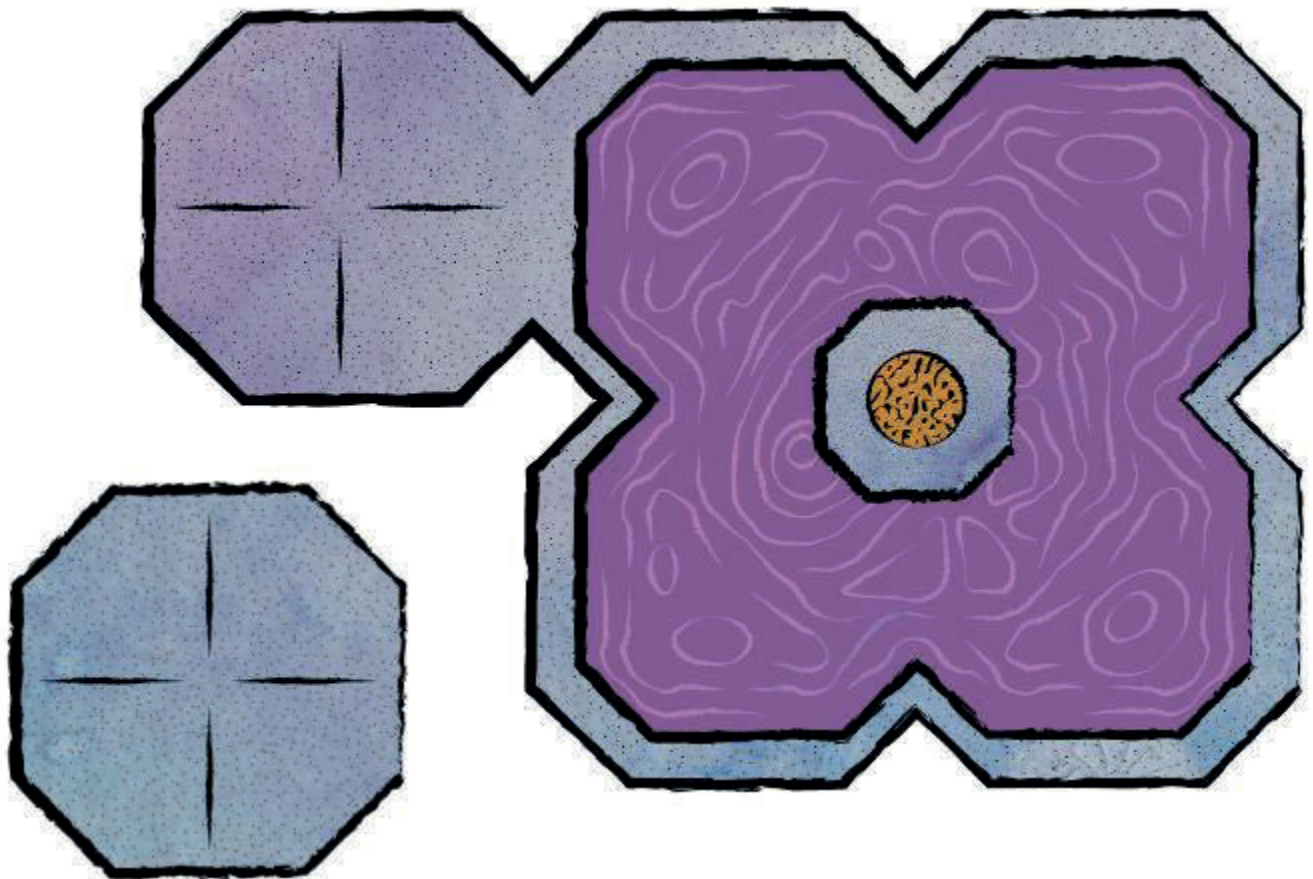
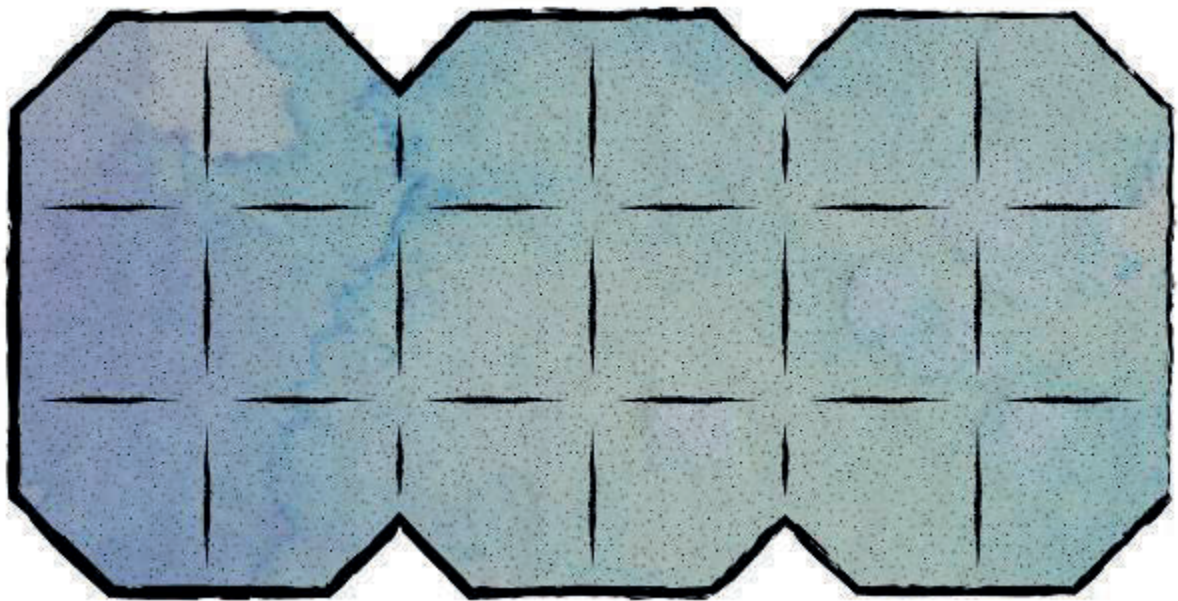
(This map is designed to fit in one D&D Adventure Grid)

APPENDIX. STELLAR EXPERIMENTARIUM MAP TILES (PAGE 1)



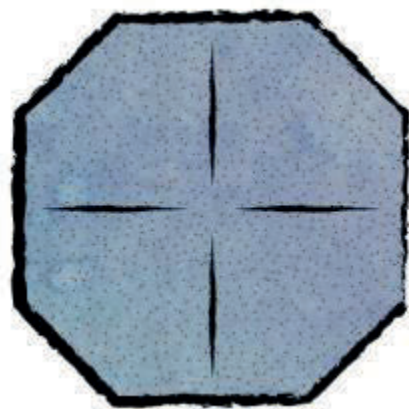
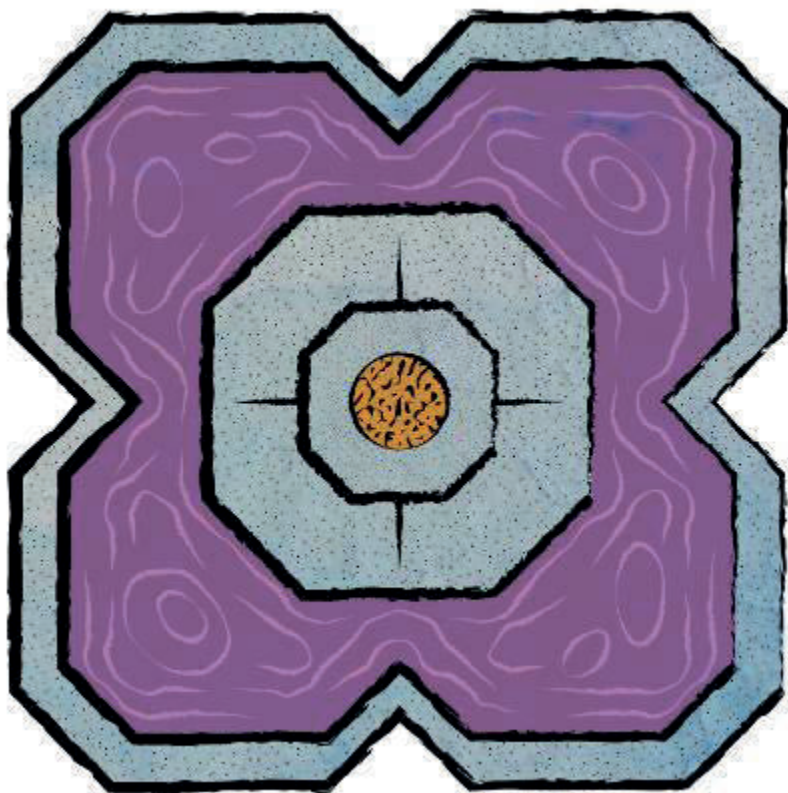
(Cut out these tiles for use with the Stellar Experimentarium scenario)

APPENDIX. STELLAR EXPERIMENTARIUM MAP TILES (PAGE 2)

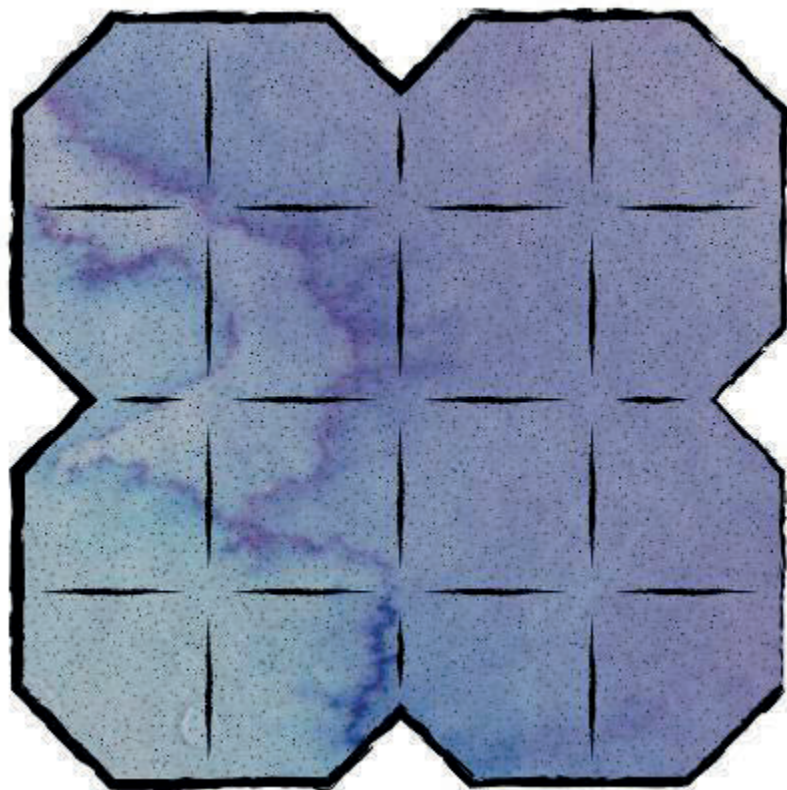


(Cut out these tiles for use with the Stellar Experimentarium scenario)

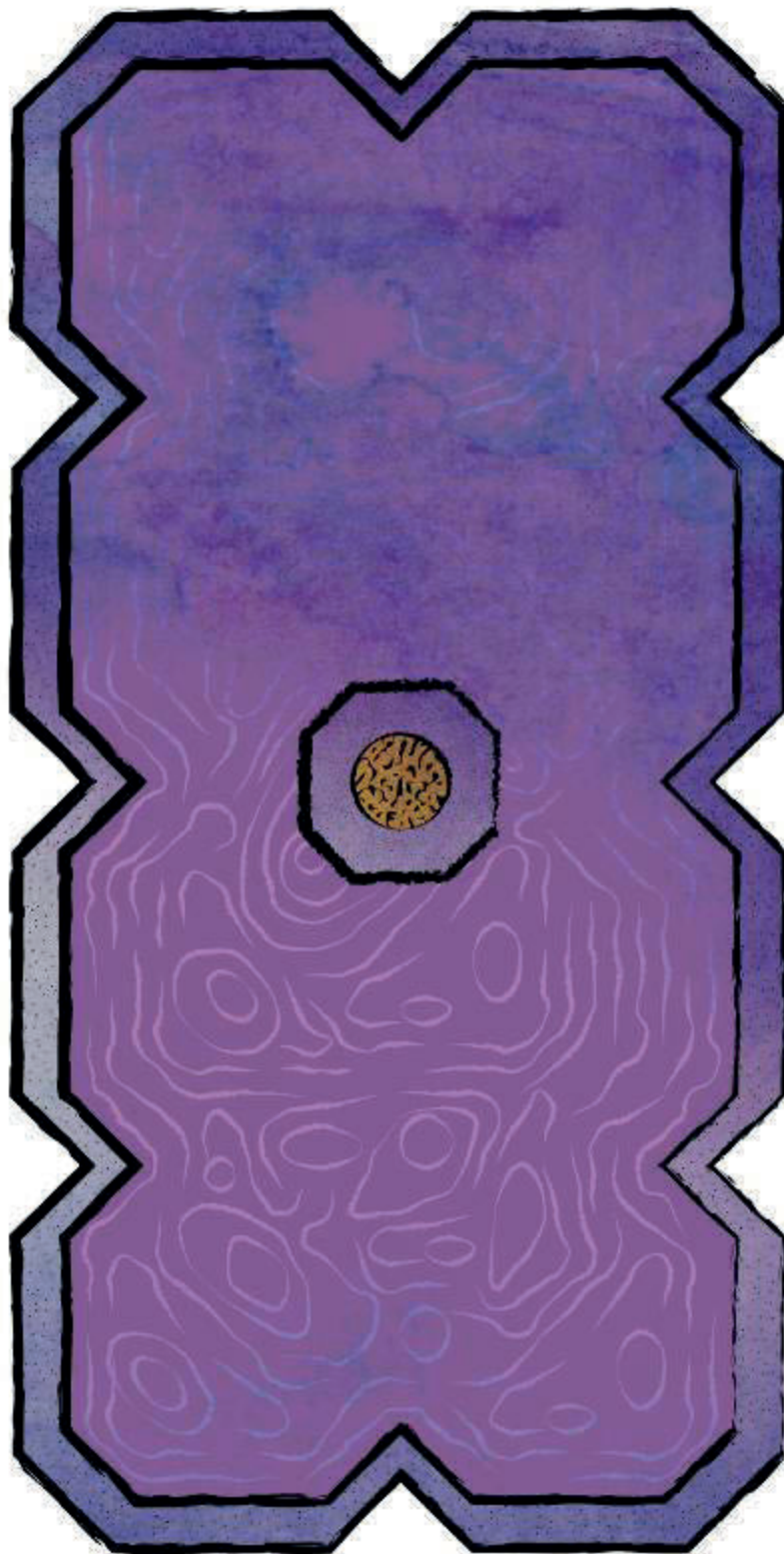
APPENDIX. STELLAR EXPERIMENTARIUM MAP TILES (PAGE 3)



(Cut out these tiles for use with the Stellar Experimentarium scenario)



APPENDIX. STELLAR EXPERIMENTARIUM MAP TILES (PAGE 4)



(Cut out these tiles for use with the Stellar Experimentarium scenario)

APPENDIX. STELLAR EXPERIMENTARIUM MAP TILES (PAGE 5)



(Cut out these tiles for use with the Stellar Experimentarium scenario)

PLAYER HANDOUT 1. MONASTERY OF THE YELLOW ROSE LEADS

Unfortunately, Mother Rosinden has only a few leads regarding Natali's disappearance. This is what the monks were able to piece together.

MAIN GATE

Father Hern is the doorkeeper of the monastery and keeps records of those who arrive and depart from the monastery complex, no matter which route they take. He may be willing to look through his records for signs of Natali's passage.

SHRINES

There are three shrines to Illmater and Saint Sollars located throughout the monastery grounds. They are all structured similarly with a tall spire built over a covered worship area, surrounded by a ring of stone columns. Each one is covered in carvings depicting Illmater and Saint Sollars while they are suffering. At all times of the day monks can be found worshipping or meditating at each of the shrines.

NATALI'S BED

Natali's bed and personal area have been left undisturbed in order to ensure a proper investigation. It is in the novices' common sleeping area, which is located in the Hall of the Chisel—the same building that houses Mother Rosinden's office.

THE WORKSHOP

Natali had been spending plenty of time in the workshops under Sister Avilda's supervision. Nobody outside the workshops seems to know what it is she was working on.

LIBRARY

Before she disappeared, Natali spent a lot of her time in the order's library. It's possible that some of the librarians can provide insight to Natali's whereabouts.

TOWER OF THE WINDS

Natali requested to start a project reconstructing the foundation of the tower. It is unknown whether she had assistance in this task or not.

KITCHENS

Brothér Borovik has been teaching Natali how to cook. She seemed to enjoy it and he benefitted from her enthusiasm and company while she helped him to prepare the monks' meals. Perhaps she discussed her plans with him as they cooked together?

PLAYER HANDOUT 2. NATALI'S NOTES

My research into the history of the monastery has unearthed an interesting detail: magical surges that pulse out from the grounds every few hundred years. These pulses have been documented throughout the monastery's history, but it seems no one has yet noticed the recurrence. I couldn't find more information beyond that. I'll keep digging.

An obscure scroll has shed some light on the magical surges. A few centuries ago, a passing sage was able to pinpoint the surge's origin to somewhere below the Tower of the Winds. I suppose that makes it fortuitous that the tower is in its current state! Still, I need to know more. More digging for me, then!

Excavating the tower foundations will take longer than I anticipated. That's disheartening but, by Saint Sollars, I shall press on. Sister Avilda has been wonderful about giving me supplies for the work. In the meanwhile, there must be more I can learn about these surges.

I've found more accounts of the surges! From the records I've found, it seems they recur every two hundred years. Hopefully, no accounts are missing. If these accounts are correct, the next one will be occurring within the next tending or so! I must work faster beneath the Tower of the Winds. The answer is there. I'm sure of it!

PLAYER HANDOUT 3. MAGIC ITEMS

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

SHOES OF THE GLACIER WALKER

(BOOTS OF STRIDING AND SPRINGING)

Wondrous item, uncommon (requires attunement)

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

These tall, leather boots are wrapped in fur tied on with brightly dyed rawhide. It expands or contracts to fit the wearer snugly, giving the wearer a sense of sure-footedness in snowy or icy terrain (there is no mechanical benefit to this).

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

SHADOWNEEDLE (UNBREAKABLE ARROW)

Weapon (arrow), common

This arrow can't be broken, except when it is within an *antimagic field*.

One of twenty unbreakable arrows crafted with *Shadowsong* the *oathbow*, when this arrow is nocked onto the *oathbow* and leveled at an opponent, a gentle hum fills the wielder's mind, steadying their hand and steeling their focus (this feature bears no mechanical effect). When fired from *Shadowsong*, the wielder may say the words, "Needles, return to your thread" to make this arrow (and any other in its set loosed from the wielder's hand) reappear in the wielder's quiver.

This item can be found in *Xanathar's Guide to Everything*.

ABOUT THE AUTHOR

Jay Africa is a freelance game designer, graphic designer, theatre designer, and occasional actor and musician. He lives in Los Angeles CA, United States, and is the father of two cool kids.

Jay was a Local & Regional Coordinator for the D&D Adventurers League and has designed several published adventures for the organized play program. He continues to run games and design adventures for the Adventurers League, taking great joy in playing D&D nationwide and meeting players from all walks of life.

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