



The Mysterious Isle

Baron Rajiram's forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, in competition with the baron, as well as aboleths, the Kraken Society, and the mysterious caretaker of the island, to locate the *Eye of Xxiphu* and avert catastrophic disaster.

A Four-Hour Adventure for 17th-20th Level Characters



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Introduction

Welcome to *Eye of Xxiphu*, an official D&D Adventurers League™ adventure, part of the *Storm King's Thunder*™ storyline season.

This adventure is designed for **three to seven 11th to 16th level characters**, and is optimized for **five 17th-level characters**. Characters outside this level range can't participate in this adventure.

The D&D Adventurers League

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 17th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.

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. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for

true resurrection). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

Death and Recovery

Sometimes bad things happen, and characters get die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

Gentle reader, welcome! This is part one of a two-part story. In this adventure, the world of Faerûn is under threat from the ambition of a particularly dangerous giant, who thinks he can harness the power of the ancient Aboleth to his own causes.

There was once a great aboleth city known as Xxiphu. A living city, forged from their dark arts, it was destroyed several years ago, when it threatened the world. However, not all of it was lost. One part of it survived: The *Eye of Xxiphu*, which sank into the depths of the Sea of Fallen Stars, from which it was retrieved by the morkoth savant Hieronymus.

Morkoths, The Wraiths of the Deep

The morkoth are an evil race of cruel, aquatic predators with hypnotic powers, which they use to lure their prey to the slaughter. These creatures view other races with disdain and were reclusive—even among their own kind.

That solitudinous individual had suffered greatly under abolethic dominion in ages past, and determined that no creature should ever possess the *Eye*, lest they use it to create a new Xxiphu. Thus, he used it to create a great warding about his isle, so that none save his prey could find it.

However, the *Eye* was no passive artifact. It retained part of the sentience of its original form, and so desired the right conditions to be reborn. Thus, it struggled with Hieronymus, and on occasions his control would slip, allowing his isle to become visible in the world of men. And there were those who paid attention.

The cloud giant lord, Dworkin, a servant of Baron Rajiram was one of those. As he considered the challenge issued by Annan the All-Father, he

remembered the fall of Xxiphu and turned his mind and magic towards discovering what had become of it. And the *Eye of Xxiphu* detected his magic and encouraged it. So, it was that the *Eye* was discovered, and the Lord of Clouds took his great sky-castle to the Unknown Isle to wrest it from the hands of the morkoth savant.

Yet others also became aware of its malign presence, and so gathered together great champions to oppose those who would use it to destroy the world of men...

Adventure Overview

This adventure is divided into three parts:

Part 1. The adventure begins in the halls of SEER, who has become aware of the actions of Dworkin and so sends the adventurers to stop him by seizing the *Eye* with the aid of dragons.

Part 2. The characters's journey is fraught with danger as they encounter agents of other factions and organizations determined to wrest the *Eye of Xxiphu* away for themselves.

Part 3. Upon reaching the Isle, the adventurers discover that the cloud giant has already begun his assault on the isle. The adventurers must covertly enter the twisting passages that avoids the worst of the island's magic.

The adventurers encounter several odd things within the isle, as well as sahuagin serving the Kraken Society, who have captured a princess of the aquatic elves. The adventurers must fight the sahuagin band to rescue the princess; immediately thereafter, a violent eruption of magic throws them through a portal back to SEER... but time is out of joint.

Adventure Hook

Before the adventure begins, each character has received a personal invitation, delivered by Hsing, to attend SEER in a tower overlooking the Sea of Swords on a matter of the greatest importance.

Characters may also have gained information from their factions indicating that Baron Rajiram has been massing his forces in the Nelanther Isles and he had been sending out scouting ships looking for something. Whatever the Cloud Giant Baron is doing, it is certainly something that greatly concerns SEER.

Part 1. AT SEER'S TOWER

Expected Duration: 15 minutes

The adventure begins with a meeting between SEER and the characters, with a few dragons popping by to offer their aid.

The weather is fine, with light clouds drifting over the blue sky and the sun beaming down. Its rays illuminated the dark tresses of SEER, who stands with her back to you, contemplating the ocean view.

"It is out there, somewhere," she says, her voice hushed. "It fell from the sky many years ago, but my agents tell me that Baron Rajiram has located it. He's moving to claim it now. Times have rarely been so desperate, but now, I implore you for your aid." She turns, and you see the strain on SEER's elderly face.

Indeed, the artifact that Baron Rajiram seeks could scarcely be more powerful. SEER has described it: a remnant of Xxiphu, a great skyship of the Abolethic Sovereignty, capable of untold chaos and destruction. The *Eye of Xxiphu*.

What could Rajiram want with such an artifact? Perhaps he wishes to make a new skyship, but it may have other, darker, uses. Regardless, in the hands of such a power as Rajiram, no good can come of it.

SEER has asked you, the greatest heroes she could contact in Faerûn, to find the artifact before Baron Rajiram. She awaits your answer.

SEER appears older than she has in the past, but gives no explanation as to why (it's a manifestation of the power of the *Eye* and the warping of time it has caused, as becomes apparent in the conclusion of this adventure). SEER knows of the time distortion, but doesn't speak of it to the characters for fear of causing a paradox.

SEER is desperately worried. Her normal grandmotherly manner is mostly absent; she is sharp and curt and has no patience for repetitive questions, but she still wishes to give the characters as much help and information as she can before they leave.

SEER can tell the characters the following:

- Xxiphu was a great city of the Abolethic Sovereignty, known as the floating city.
- Xxiphu was capable of planar travel, and could connect the Far Realm to Faerûn, although not without great sacrifice.
- Xxiphu was destroyed several years ago.

- At least one part of Xxiphu survived; it fell into the hands of a secretive (and powerful) sea-dweller, who used its power to hide his isle from discovery.
- The isle recently reappeared, and it was immediately apparent that the fragment of Xxiphu was active.
- The Emerald Enclave and Lords' Alliance have allies in the area, aquatic elves and merfolk, who have sent back reports of the isle's reappearance.
- They have also reported that various factions have sent expeditions to the area; in particular, a great cloud castle owing fealty to Baron Rajiram, the cloud giant ruler, is on its way to the isle. Its ruler, known as Dworkin, is a powerful wizard.
- The characters need to reach the artifact before the Baron or any other faction can claim it and recover it first. It is possible that the original owner of the isle has lost control of it.
- The characters are to rendezvous with Princess Iridansa of the sea elves; she should be able to give more information to the characters as to current state of affairs, as well as provide the characters with magic to travel beneath the water, if such becomes necessary. (SEER mutters that she had such magic a tenday ago, but she had to use it).

With the situation so dire, SEER uses her resources to better equip the characters. Each character may take **one** of the following items; which the character may keep:

- +2 armor (type of character's choice)
- +3 shield
- +3 weapon (type of character's choice)
- *Horn of Valhalla (Iron)*
- *Anstruth Harp*
- *Ring of Shooting Stars*
- *Robe of Scintillating Colors*
- *Robe of Stars*
- *Robe of the Pact Keeper +3*
- *Wand of the War Mage +3*

These items are gifts to the characters, and the characters can keep them after the mission is completed. These magic items don't have certificates.

To transport the characters to the vicinity of the uncharted isle, SEER's companion, Hsing, has been sent to gather aid. Once the characters finish discussing the situation and are ready to leave, read the following:

Suddenly, Hsing, SEER's blind pseudodragon familiar, flies through the window, looking quite pleased with himself, and lands on SEER's shoulder. Several shadows pass over the window, and SEER smiles.

"It seems that Hsing has been able to acquire some mounts for you. I had hoped he would be persuasive."

Coming to the window, you see several large metallic dragons, the sun shining brightly off their bronze scales.

"Teleportation magic is unstable in the area—I am unable to just send you there. But the dragons are old enemies of the giants; they will aid you against the foe.

There is one bronze dragon for each character. They fly the characters to the uncharted isle, a three-hour flight on dragonback.

The dragons are friendly and interested in hearing stories of the characters's past deeds—heroic and nefarious alike. They bear no love for giants, having been raised from the shell on tales of the great giant-dragon wars of ancient times, and are pleased they can thwart the giants in any way possible.

Roleplaying SEER

This Shou woman is a spymaster for the Lords' Alliance. As a powerful mage and operative, she changes her appearance nearly as often as she recruits new junior agents. She always seems to know the general goings-on for an area, and the true extent of her power lies well outside of this adventure. Simply put: SEER has interests and motivations far removed from the matters that concern the characters and possibly even the Realms.

She is a stickler for proper etiquette and respect, and offers exactly one admonishment before labeling someone as a lout or cretin.

Quote: "Hrm, yes, that is interesting. Please go on."

Part 2. Sail the Unfriendly Seas

Expected Duration: 20 minutes

The agents of various organizations are mustering in the sea around the Morkoth's Isle—many of whom want the power of the *Eye* for themselves, while others, like the characters, want to stop the others from gaining it.

A. Of Elves and Sharks

The party are dropped off by the dragons a short distance away from the isle, where they can meet the aquatic elves. Unfortunately, Princess Iridansa is not there, and they must negotiate with her worried underlings.

Ahead, a great magical disturbance paints the sky in orange and purple. As you get closer, you begin to make out details. A great cloud castle floats over a small island, with magical energies causing great displays of light around both. In the ocean below, ships of various sorts duel in a great battle, with shark-riding humanoids and stranger creatures just visible as they come to the surface of the wine-dark sea.

The dragons descend towards a wave-lashed rock about half-a-mile from the island. You can just make out the forms of elves about it, huddling half-in the water, and watching you descend with anticipation.

"I'm sorry," says the dragons' leader. "We'd hoped to get you closer, but we didn't expect that sort of magic. We'd be disintegrated before getting to the isle. We'll scout around until we see a chance to help you."

The dragons believe that the forces surrounding the isle—especially all the magic currently being thrown around—may impair their ability to land unharmed. They've brought the characters to their allies, and stay around in case they're needed, but they strongly discourage a frontal assault.

The rock is tiny, no more than ten feet in diameter. It's slippery and wave-lashed; standing on it is quite difficult, however, shelves of rock protrude underwater and provide shallows in which the characters can stand.

The leader of the aquatic elves is H'ruliel. He has been commanded by Princess Iridansa to take command while she accompanied a group of scouts to the isle, but they haven't returned and he is now very worried. He's very happy to gain the characters as allies.

At some point during the conversation (before it is finished), run the shark attack below to disrupt it.

H'ruliel can inform the characters of the following:

- The giants arrived about six hours ago in their castle, and sent a group of ogres and trolls down to the surface.
- The giants also set up some magical attack on the island, which has been ongoing for the past three hours. It is being resisted by something within the island, causing a great deal of destabilization of the Weave. H'ruliel does not know what its effects on magic are.
- Ships the elves identified as belonging to the Kraken Society arrived two hours ago.
- The elves have also spotted an aboleth and several sahuagin in the area.
- Merfolk loyal to the Lords' Alliance have been fighting alongside the aquatic elves to prevent one side gaining supremacy.
- Princess Iridansa is the commander of the aquatic elves in the area. H'ruliel is her trusted lieutenant.
- There are two entrances to the isle, on opposite sides. One is underwater, the other is on the surface. The giants are gathered around the surface entrance, where they are being opposed by the Kraken Society and agents of the Aboleth.
- The second entrance has not been approached directly. Princess Iridansa went on a scouting mission towards it, and she and her scouts did not return.
- Various underwater scouts of the various factions are in the area, making patrols and warily circling around each other. At present, no-one seems willing to make a move.
- He possesses a magical cordial that allow the characters to breathe underwater for 24 hours; he is willing to give two doses of each to the characters.

H'ruliel desperately wants Princess Iridansa to be rescued, but he doesn't request it directly of the characters.

Shark Attack!

The meeting is interrupted by an attack by two **giant sharks**; the sharks have unnaturally slimy skin, signs of their servitude to an aboleth. The sharks do not care who they attack; they just wish to do as much damage as possible. They fight to the death.

H'ruliel and his six soldiers (seven **veterans**) fight alongside the characters.

Characters succeeding at a DC 18 Intelligence (Arcana) check can identify the sharks as being servants of an aboleth.

This encounter is not meant to be particularly long; it's purpose is to alert the players to the progress of time and that the situation is quite fluid. The discussion resumes on its completion.

Magical Disruption

Throughout this adventure, the efforts of the giants to penetrate the morkoth's defenses and acquire the *Eye of Xxiphu* have caused a great number of disruptions to the Weave. Apply the following modifications to magic used in the adventure:

- All teleportation magic is limited to a range of 50 feet. Any attempt to exceed that range causes a magical surge that inflicts 21 (6d6) force damage on the character(s) attempting to teleport, and deposits them at a random location within the 50 feet. A successful DC 13 Charisma saving throw negates the damage, but not the teleportation misfire.
- Concentration is more difficult to maintain. Any saving throws made to maintain concentration are made with disadvantage.
- Invisibility effects are limited to a duration of 1d6 minutes; roll secretly when cast or activated.
- All scrying magic within a one-mile radius of the isle is negated.

All these effects are immediately apparent to all spellcasters in the party as they enter the area. **Player Handout 2** provides this information to help facilitate play.

B. Reaching the Isle

Expected Duration: 1 hour

From the adventurers' location, the journey to the island is fraught with danger. Above the isle hangs the great castle of the cloud giants, with several wyverns and giants keeping guard. Atop the main mass of the isle, a great battle is taking place between the cloud giants and the morkoth's minions. In the seas around the isle, forces of sahuagin, sea elves, sharks and humans skirmish—full battle has not broken out yet, but any force moving close to the two entrances to the isle is soon attacked and driven off by other forces.

The far entrance is not the wisest option for the adventurers, as there are more forces gathered around it (this is confirmed by the elves; it seems the giants have sent a scouting force in that way). It is also the only one above the waterline.

This is a complicated situation to referee, as much as it is for the characters to negotiate. Standard methods of sneaking to the entrance are made more difficult by the forces in the area and the larger amount of water to cross than usually encountered.

The entrance to the isle lies 20 feet beneath the surface of the water—2,100 feet away from the rock the aquatic elves are using.

Twice during the journey, roll for an encounter on the appropriate table. In addition, if the characters draw attention to themselves or participate in combat, roll for a further encounter after three rounds as more forces come to investigate. There is a limited number of forces in the immediate area. If you roll a force that has reached the limit (shown on the table), no encounter occurs.

Note that not all the forces are hostile to the characters; some are allied, and other are hostile to all parties. In this case, a three-way (or larger) battle ensues. Assume that if a three-way battle occurs, half of the new arrivals engage the characters, while half of the existing opponents are drawn off by the new arrivals leaving half of each force to fight the characters.

Allied forces instead draw off half the current foes or, if the characters are not yet engaged, accompany the characters until they are attacked by foes, then leave to fight, reducing the attacking force by half.

Choose which half of the foes engage or remain engaged with the characters.

Underwater Encounters (Roll 1d6)

Result	Encounter
1	2d6 aquatic elf veterans (Allies; two bands)
2	2d6 merfolk scouts (Allies; two bands)
3	1d6 sahuagin and 1d4 giant sharks (Kraken Society, three bands)
4	An aboleth and four skum veterans (Aboleths, one band)
5	2d6 merrow (Aboleths, four bands)
6	1d4 giant sharks (unaligned, four bands)

Surface Encounters (Roll 1d6)

Result	Encounter
1	2d6 aquatic elf veterans (Allies; two bands)
2	Kraken Society Longship carrying a mage and either veterans (Kraken Society, two bands)
3	1d6 sahuagin and 1d4 giant sharks (Kraken Society, three bands)
4	Giant rowboat carrying a cloud giant , a troll and four trolls , two ogres (Giants, two bands)
5	2d6 merrow (Aboleths, four bands)
6	1d8 giant sharks (unaligned, four bands)

Air Encounters (Roll 1d4)

Result Encounter

- 1 Giant Airship carrying three **cloud giants** (Giants, two bands)
- 2 Kraken Society Longship carrying a **mage** and eight **veterans** down below, using missile weapons and spells against flying characters (Kraken Society, 2 bands)
- 3 An ill-aimed blast of magic from the castle above explodes amongst the party. Each character takes 42 (12d6) thunder damage and is stunned for 1d6 rounds; a character that succeeds on a DC 17 Constitution saving throw takes half damage and isn't stunned. A stunned character may make another saving throw at the end of each of their turns; the stun ends on a success. (unaligned, no limit)
- 4 Each character is attacked by a ballista bolt from the Cloud Giant's castle. *Ranged Weapon Attack*: +12 to hit. *Hit*: 21 (2d10 + 10) piercing damage. (Giants, no limit).

Ships

The following ships are used in encounters:

- **Longship.** (AC 15, HP 300, Damage Threshold 15)
- **Giant Rowboat.** (AC 11, HP 100, Damage Threshold 10)

Any damage taken by the ship below its Damage Threshold is ignored; damage above the threshold is taken normally. All ships are assumed to have crew; the number of combatants only indicates those who are not required for sailing the ship.

Characters may evade certain encounters by changing where they are. For instance, —diving underneath the sea is an excellent method of avoiding the Kraken Society ships, for instance—but they may not think of this.

The trip across the water to the entrance takes 10 minutes at a normal pace. As noted above, roll again on the encounter table for each minute they spend crossing without being engaged in an encounter.

Due to the effects of magical disruption (see sidebar), some methods that the characters employ may not be as effective as normal. Note that to use Stealth, the characters need to be hidden and moving at a slow pace.

Opponents use Stealth as appropriate (particularly forces that can attack from below). The Kraken Society has not yet discovered how to hide their longships, so you can assume those are not surprise attacks!

Underwater Combat

The full rules for Underwater Combat can be found in Chapter 9 Combat of the *Player's Handbook*. Here is a summary of the rules:

- **Melee Weapon Attacks** have disadvantage on the attack rolls unless the wielder has a swim speed, or the weapon is a dagger, javelin, shortsword, spear or trident.
- **Ranged Weapon Attacks** automatically miss targets beyond the normal attack range; attacks within normal range automatically miss unless the weapon is a crossbow, net, or a weapon thrown like a javelin.
- Creatures fully immersed in water have **resistance to fire damage**.

Terrain

The environment that the characters must cross is quite varied—depending on which route they take.

The most variation comes on the floor of the sea, where there are three main features:

Kelp Forest. The rock where the characters start is in the middle of a large stand of kelp that rises from a depth of 30 feet to about 5 feet below the surface. The kelp extends for 900 feet around the rock.

The kelp is difficult terrain. Creatures within the kelp can see within 30 feet, although lightly obscured. Anything beyond that is heavily obscured.

Sandy Bottom. From 900 feet to 1,800 feet from the rock, the kelp forest ends and the next part of travel is almost devoid of cover, except for the odd rock formation (1d6 x 50 feet between each one).

Shipwrecks. From 1,800 feet to 2,100 feet, the sea floor is littered with the wreckage of several ships that came to grief around the Morkoth's Isle. The wrecked hulks provide good opportunities to hide and find cover. Some are almost complete, others exist only as lone spars and masts, erupting from a burial shroud of sand and stones.

The isle then rises at an angle of roughly 60 degrees. The entrance is 20 feet below the surface of the water.

Events

Characters on the surface or in the air may also experience various events that complicate their journey. Choose the events as appropriate to provide further challenges to your players.

Shockwave. A magical explosion on the mainland causes a shockwave that impacts the characters. Each creature must succeed on a DC 14 Strength saving throw or be knocked prone and take 10 (3d6) force damage.

Fog. A thick layer of fog rolls in, engulfing the area for 1d4 minutes before dispersing. Vision is heavily obscured within the fog beyond 30 feet.

Contrary Current. The characters enter a strong stream of water flowing away from their destination. Each character must succeed at a DC 12 Strength (Athletics) check each round or be carried 20 feet further away from the isle and be unable to move towards it. Once a character has succeeded at three of these checks, the character is free of the current and may proceed normally.

Running this Encounter

The intention of this encounter (or encounters, depending on how you count it), is to demonstrate that there's a lot of interest in the isle, that they're just on the edge of the main fight, and to allow the players to get used to the strange watery environment they're now in – as well as the various restrictions on their magic and fighting skills.

The basic rule here is this: Keep Things Moving. The battles are—for the most part—simple ones to allow the characters to show that they're far more effective than most of the forces around, although the environment may affect their abilities. Characters who go underwater have an easier time of it (due to the kelp and shipwrecks providing cover).

If you're running this in an environment where time is important (such as a convention), this section should take about one hour to play. After that time, the remainder of the forces are distracted by a major battle happening on the other side of the isle, and the characters can continue the rest of the way unopposed.

XP Award

For reaching the isle, award each character 5,000 XP.

Part 3. The Mysterious Isle

The characters have now come to the Morkoth's Isle. Under normal circumstances, the isle wanders the planes; its core is a pearl-like material enables this travel. However, the corrupting influence of the *Eye of Xxiphu* has perverted this, and now the Isle is a fusion between its original form and darker elements.

All the tunnels throughout the isle are underwater. Although the morkoth can make the water breathable by surface-dwellers, it sees no reason to make things easier for those who might wish it harm.

The isle is honey-combed with twisting passageways, but due to the power of the morkoth combined with the *Eye*, the characters typically can only perceive one way forward. You may occasionally require a character to make a DC 15 Intelligence saving throw; on a success, the character perceives the many twisting corridors for a moment, before the will of the morkoth overrides the character's perceptions again.

These illusions can cause a dream-like perception of the travel, which is to say, abrupt transitions: characters can enter one encounter from the last without remembering the travel in-between. Make use of this as desired. All tunnels and caverns are dimly illuminated; the nacre in the walls glows softly.

A. Entering the Isle

Expected Duration: 10 minutes

The morkoth has collected many creatures and unusual items over the years. One of those creatures confronts the characters as they enter, giving a taste of what is to come.

You navigate your way into the underwater passage that, you hope, leads to the artifact you must retrieve. Immediately you notice that the walls hold a nacreous quality, intermixed with dark rock.

A short way down the tunnel, a human male stands, dressed in formal wear, holding a small metal implement in his hand. A glass helmet encloses his entire head, a metal pipe leads from it to the wall.

As he sees you, he speaks, "Tickets please! Show me your ticket to enter the House of Wonder!"

The man is Wonko the Magnificent, and he provides his name to the characters if asked. His job is to punch the tickets of all visitors; the implement in his

hand is a ticket puncher. If the visitors have no tickets, he states he only allows "Very Important Visitors" to pass. Encourage the characters to explain how important they are to him—giving details of their names and past accomplishments.

Wonko provides no details on what lies beyond, save that "Many Wonders await you!"

If the characters attempt to push past Wonko, he calls security (no-one responds to the call), but otherwise does nothing to stop them. Wonko is immune to all attacks; nothing the characters do has any effect on him.

Wonko is, in fact, a *programmed illusion* (save DC 17). If dispelled or if the characters can see through it, the real Wonko is revealed to be a worm-eaten corpse, spikes holding him to the tunnel wall. (Wonko once existed, but that was many years in the past, and the morkoth keeps his memory alive in this illusion).

Beyond Wonko, a single tunnel, with walls of rock laced with nacre, curves in towards the heart of the isle.

B. Visions and Confusion

Expected Duration: 10 minutes

As you continue along the tunnel, the water level begins to recede; slowly at first, and then faster and faster. There's no feeling of the water rushing past you; it's just sinking away, perhaps being drained through the floor?

Then there's an impact from somewhere above, and shards of rock and nacre begin to rain down on you. The roof is collapsing!

In fact, the roof is not collapsing and the water has not drained away. The adventurers are experiencing a vision generated by the *Eye of Xxiphu* as it taps into the desires (and insanity) of the morkoth.

Allow the adventurers a chance to react and protect themselves. If they cannot get out of the immediate area, they are caught in the collapse, each must make a DC 13 Dexterity saving throw. On a failed save, the adventurer takes 22 (4d10) "bludgeoning" (actually psychic) damage and are restrained by the rubble (escape DC 13), or half damage on a successful save. As the rubble is illusory, creature immune to psychic damage take no damage and aren't restrained.

Two rounds after the "collapse", a **giant shark** swims into view. It is unaffected by the illusions.

Movement ahead resolves into the shape of a giant shark, calmly swimming through the air towards you, its jaws opening wide as it senses potential food!

Although the characters can't perceive the water, it is still there and all Underwater Combat rules still apply. If the characters use fire magic, describe it as unusually muted; it should soon become apparent to the characters that they are still underwater, despite their senses telling them otherwise.

These illusions cannot be dispelled or avoided in any manner, although (as noted above), resistance or immunity to psychic damage grants advantage on saving throws against effects created by the illusions. The power of the Eye of Xxiphu is enough to breach non-artifact level protection.

Once the shark is defeated, the illusions end; the characters perceive they are still in the water and there is no evidence of the collapsed roof.

Characters investigating the area may make DC 15 Wisdom (Perception) checks. On a success, they discover small purple crystals within the walls that could be pried out. (See sidebar for a description).

The crystals are dangerous to carry; however, they give an advantage to characters possessing them in DDAL5-19 *The Eye of Xxiphu*.

Purple Crystals of the Isle

These crystals are columnar in nature; long slender prisms of a translucent purple mineral. A creature who carries even one of them loses all resistance or immunity to psychic damage, and gains vulnerability to psychic damage.

The crystals detect as magical and radiate conjuration magic. Detailed investigation by someone proficient in the Arcana skill determines that they are not native to the Prime Material Plane, instead being formed by a manifestation of the Far Realm. If the investigating character succeeds at a DC 15 Intelligence (Arcana) check, the character learns that the crystals can focus psychic energy, with a particular application to the control of constructs.

This information can be found in **Player Handout 3**.

The crystals are dangerous to carry, as they make any creature carrying them vulnerable to psychic damage, or suppress resistance or immunity to psychic damage instead if the holder possesses such. However, they provide an advantage to characters possessing them in DDAL5-19 *The Eye of Xxiphu*.

C. Attack of the Sahuagin

Expected Duration: 30 minutes

General Features

This area has the following general features:

Elemental Portals. Three points (marked A, B, and C on the map) around the tunnel link to the elemental pocket. The sahuagin and their sharks may pass through the portals at-will; just treat the portal as being adjacent to the marked section on the elemental pocket map, costing no additional movement to traverse.

Creatures adjacent to a portal may attack other creatures that are adjacent to the linked portal. A creature adjacent to a portal may see the area with 15 feet of the portal; otherwise the portals are opaque. A character witnessing a creature using a portal may spend their reaction to make a DC 15 Intelligence (Arcana) check; on a success, the character determines the means to use the portals and can then use them at-will. An adventurer may also use their action to make this check; the DC in this instance is lowered to 12.

Terrain. The jagged walls deal 11 (2d10) slashing damage to any creature that is pushed into them. The ground is difficult terrain, and a character moving along it must succeed at a DC 15 Dexterity (Acrobatics) check or take 1d10 slashing damage from the spurs.

Making your way along the tunnel is a disturbing affair. The striated coral walls fool the eye, twisting in a way that makes them seem alive, which is not helped by the water, which alternates between crystal clear and murky by some unknown means.

The tunnel widens up ahead to about thirty feet in diameter, allowing you the opportunity to swim forward away from the jagged coral spurs that project from all surfaces.

Then, a ripple passes along the surface of the tunnel. A portal, limned in blue and purple light, erupts into existence, then vanishes again, but not before depositing a group of angry foes: sahuagin and sharks!

The attackers are led by the **sahuagin warlord S'kreesh**. He currently has a **sahuagin baron (Kavaris)** under his command and two **giant sharks**. During their exploration of the morkoth's lair, they discovered an elemental pocket with links to this area, and used it to plan an ambush.

If captured, neither S'kreesh nor Kavaris wish to talk. S'kreesh knows Common, but Kavaris only speaks Sahuagin. Saving exceptional role-playing, only magical means elicits what they know, as both are exceptionally loyal to their leader.

S'kreesh and Kavaris are advance scouts for the Kraken Society and were ordered to investigate the isle in preparation for the Kraken Society's upcoming attack. They were accompanied by ten other sahuagin and their shark steeds. Six of their companions have fallen to the dangers of the interior, but the remainder captured a group of aquatic elves and are now interrogating them while S'kreesh and Kavaris guard this tunnel.

S'kreesh and Kavaris are unaware of the identities of the captives. Six elves were captured.

The elemental pocket could potentially be used by the adventurers for a short rest; it is safe and no creatures discover it for the next two hours. If occupied for longer than that, six **water elementals** enter and require, quite forcefully, that the adventurers vacate. If the adventurers stay in the pocket longer than four hours, it loses its connection to the morkoth's isle, and the adventures are lost in the Plane of Elemental Water unless they have some way of returning.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. They are not cumulative

- **Weak party:** Remove the **sahuagin baron** and a **giant shark**
- **Strong party:** Add three **giant sharks**
- **Very Strong party:** Add two **giant sharks** and two **sahuagin barons** (Iresshk and Korathk)

Treasure

The warlord possesses two gem-studded bracelets worth 12,500 gp each. The baron possesses a platinum knife worth 25,000 gp.

D. Save the Princess

Expected Duration: 1 hour

The next chamber holds the remainder of the sahuagin forces and the captured aquatic elves. Due to the planar forces operating on the morkoth's lair, they are unaware of the fate of their guards. Only one guard protects the entrance to this chamber, a second guard protects the exit. The other sahuagin are engaged in the interrogation of the prisoners.

The sahuagin guard is easily spotted, and can be surprised by a stealthy party, assuming they defeat his passive Perception score of 15.

The tunnel opens ahead into a larger chamber, with four other passages branching off from it like some sort of demented starfish.

Four sahuagin surround two aquatic elves, who are tied up with kelp and hang in one of the dead-end passages. It is not clear whether the sahuagin are interrogating the elves or just torturing them, but the large mass of pulsating coral they have attached to the bodies of the elves can't be good...

The princess of the aquatic elves has been captured by the sahuagin of the Kraken Society along with her followers and is being questioned using a magical device made of coral. Most of her followers are now dead—either from the questioning process or from the sahuagin amusing themselves.

The sahuagin assume that their primary set of guards will alert them if there is trouble, and so only have a single guard watching the entrance; three guards watch the exit, as that way has not been fully explored yet. The passageways in twist and have many rocky protrusions, allowing a stealthy party to surprise the sahuagin.

The room appears as a starfish: two of the arms lead to passageways, the others are dead ends. The princess and the other elven survivor are in one of the dead ends, along with the sahuagin leader and his commander of the guard; they may not be immediately apparent to the adventurers from the corridor.

As with all other rooms in the island, it is completely flooded and Underwater Fighting Rules are in effect.

The following combatants are initially present:

- A **sahuagin war priestess**
- A **sahuagin war priest**
- A **sahuagin warlord**
- Two **sahuagin barons**
- Eight **sahuagin**

Combat Events

At the end of each round of combat, the device on the princess drains some of her life force, inflicting 5 (1d10) necrotic damage. (At the beginning of combat, the princess has 10 hit points remaining out of a maximum of 58). A successful *dispel magic* (DC 14) prevents the device from working for one round. A creature adjacent to the princess may remove the

device as an action if they succeed on a DC 15 Intelligence (Arcana) check or a Dexterity check made with a set of thieves' tools. The device continues to function after the princess falls unconscious, inflicting a failed death save each round, potentially killing her quite quickly. Both aquatic elves have **veteran** statistics.

At the end of the second round of combat, the priestess's goddess, Sekolah, sends her aid in the form of two **water elementals**, which enter from the fourth and fifth points of the star; roll initiative for these elementals normally.

Day of the Dragon Turtle

Use this extension to the encounter only if you feel characters need the additional challenge.

When both water elementals are destroyed, their essence combines to create a planar overlay that merges this section of the tunnels with the lair of the **dragon turtle**, Kavanash. Kavanash is a servant of the sahuagin god Sekolah, his holy symbol (a white shark) blazoned on the dragon turtle's shell and forehead. The overlay shifts the terrain so that the characters appear to be in an endless ocean. The overlay remains until Kavanash is slain. At the beginning of the fourth round of combat, the morkoth's defenses becomes active and for the remainder of the combat, on initiative rank 20 (losing ties) attempt to crush the mind of one randomly-determined combatant. That creature must make a DC 18 Charisma saving throw. If it fails, it takes 28 (8d6) psychic damage and is frightened until the end of its next turn. On a success, it takes half damage, is not frightened, and isn't targeted by this effect again. The defenses can be deactivated with a DC 15 Intelligence (Arcana) check or a dispel magic (DC 15).

Key Events

- **End of Each Round.** Device drains life of princess
- **End of Second Round.** Two water elementals appear
- When both water elementals destroyed, a vortex forms, pulling all combatants into Water Pocket
- **Initiative Count 20 (Fourth Round and On and Losing Ties).** Morkoth's defenses attack one randomly selected combatant

NPC Personalities and Knowledge

The characters may learn the following information:

Sykulish (War Priestess). Negotiated a treaty with the Kraken Society to acquire the Eye of Xxiphu for them; in exchange, they receive a number of magic items of use to the sahuagin, including some

sacred relics of Sekolah that have been seized by adventurers over the years. As a result, this is an unholy mission for Sykulish and one she won't abandon. She has been questioning the elf princess about what the elves know about the isle and the Eye of Xxiphu. If captured, she is unshakable in her belief as being blessed by Sekolah, and welcomes death instead of giving the adventurers the information they need. Sykulish is aware of the origins of the Eye of Xxiphu.

Jerekesh (Warlord). The personal protector of Sykulish, but his loyalty is suspect due to the priestess mistreating him on many occasions and not properly rewarding his loyalty. He is aware of the deal Sykulish did to regain the relics, but does not approve of the sahuagin treating with inferiors. He is extremely arrogant, and although he doesn't give in to any demands of the "inferior" adventurers, he is very likely to give away a lot of knowledge through his taunts. Jerekesh is aware of the origins of the Eye of Xxiphu. "So, you didn't know of the Eye? Our people have nothing to fear from you, if you don't even know what you seek!"

Other Sahuagin. The other sahuagin are loyal servants of Sykulish. They are aware that the priestess has brought them to the Morkoth's isle to recover a powerful item "for the glory of Sekolah". They are disturbed by strange visions and water currents they've experienced within the isle.

Princess Iridansa. The sea elf princess is regal and calm (although somewhat disheveled after her experience, assuming she survives). She led a scouting force of a dozen of the elves' best fighters into the lair, only for them to quickly become confused and unable to find their way out. She believes the morkoth that lairs here has tapped into part of the power of the Eye of Xxiphu and the danger of the island has increased. She knows the Lords' Alliance has sent the adventurers and makes sure they're as well-prepared as possible before she makes her escape.

Sergeant Perilastanor. The sea elf soldier is worried and nervous, and particularly protective of the princess. He has witnessed his fellow soldiers slaughtered by the sahuagin and wants nothing more to do with the island; his main wish at this stage is for both the princess and him to leave as quickly as possible, and he brings it up in conversation repeatedly (to which the Princess gently chastens him).

Treasure

The sahuagin have a total of 50,000 gp worth of various coinage and jewelry and coinage.

Development

After the aquatic elves (if they survived) have informed the characters of what they know, they attempt to return to the outside, letting the characters continue towards the center of the isle.

Conclusion

Expected Duration: 10 minutes

As the characters get closer to the morkoth's chamber, the giants succeed at penetrating the major magical working that protects it. The disruption to the magic of the *Eye of Xxiphu*, which had been drawing power from the Far Realm, causes the opening of portals all over the isle and transports the characters back to SEER, but not in the right time period!

Suddenly, the isle is rocked by a large, distant explosion. Streams of magical energy race along the walls, and the fabric of reality begins to reshape itself around you. You gain the impression of unnatural creatures beyond the borders of the world examining you—and then everything stops. The world is still.

It does not last. The world tears around you, and all your actions are in vain. You are falling, falling, falling...

There is a floor. You collapse onto it, dripping wet.

You hear someone clearing their throat. You look up to meet the eyes of SEER, but she is not as you last saw her. She seems younger, more vital, less drained.

"I assume you have a reason for dropping in unannounced?" she says, caustically.

The characters have arrived a tenday before they left. If the players plan to play the second part of this adventure, you could just end the adventure here. However, assuming the players want more of an explanation of what is happening, a discussion with SEER reveals the fact that they have time-travelled.

The portal the characters came through is still open. Looking through it, the characters can perceive the underwater corridor they came through, although everything seems frozen in time. Characters proficient in Arcana determine that going through the portal will likely return the characters to the time and place they left, and they could potentially take others with them as well. (SEER

informs the characters of this if no-one is proficient in Arcana).

SEER believes the portal will remain open for no longer than twelve hours, but that is long enough for the characters to take a long rest. SEER spends the time seeking additional heroes in case some of the adventurers don't wish to return.

Characters that have already played through the second half of the adventure do not return to this time, instead returning to the time from which they originally left—see the optional ending, below.

Alternative Conclusion

You may use this ending for characters who have already played DDAL05-19 *Eye of Xxiphu*. If you have a mix of characters, use both endings. (Characters who have played DDAL05-19 *Eye of Xxiphu* do not appear back in time in the other ending).

Suddenly, the isle is rocked by a large, distant explosion. Streams of magical energy race along the walls, and the fabric of reality begins to reshape itself around you. You gain the impression of unnatural creatures beyond the borders of the world examining you—and then everything stops. The world is still.

It does not last. The world tears around you, and all your actions are in vain. You are falling, falling, falling...

You are outside, on grass. The sun's light is warm on your face, and, for a moment or two, it feels good to just lie there.

A shadow falls across you. Looking up, you can make out the form of SEER, framed in sunlight. "I was wondering when you'd turn up," she said.

It appears you've been transported in time again—but forward, to about a tenday after the final battle with the cloud giant. Time can resume on an even keel now without you. Your duties are done, for now.

Rewards

Make sure players note their rewards on their adventure logsheets. 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. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of the Foe	XP per Foe
Aboleth	5,900
Dragon Turtle	17,000
Giant Shark	1,800
Mage	2,300
Merrow	450
Ogre	450
Sahuagin	100
Sahuagin Baron	1,800
Sahuagin Priestess	450
Sahuagin War Priestess	5,000
Sahuagin Warlord	8,400
Troll	1,800
Veteran	700
Water Elemental	1,800

Non-Combat Awards

Task or Accomplishment	XP per Character
Reaching the Isle	5,000
Rescuing Princess Iridansa	5,000

The **minimum** total award for each character participating in this adventure is **18,750 experience points**.

The **maximum** total award for each character participating in this adventure is **25,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly wherever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Gem-Studded Bracelets	12,500 ea.
Ivory Knife	25,000
Sahuagin Treasure	50,000

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

+2 Armor

Armor (any type), very rare

Once the type of armor has been chosen, it can't be changed. This item can be found in the *Dungeon Master's Guide*.

+3 Shield

Armor (shield), very rare

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

+3 Weapon

Weapon (any type), very rare

Once the type of weapon has been chosen, it can't be changed. This item can be found in the *Dungeon Master's Guide*.

Horn of Valhalla (Bronze)

Wondrous item, very rare

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

Anstruth Harp

Wondrous item, very rare (requires attunement by a bard)

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

Ring of Shooting Stars

Ring, very rare (requires attunement outdoors at night)

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

Robe of Scintillating Colors

Wondrous item, very rare (requires attunement)

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

Robe of Stars

Wondrous item, very rare (requires attunement)

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

Rod of the Pact Keeper +3

Rod, very rare (requires attunement by a warlock)

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

Wand of the War Mage +3

Wand, very rare (requires attunement by a spellcaster)

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

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

Renown

All faction members earn **one renown point** for participating in this adventure.

Each character that is a **member of a faction (rank 2 or higher)** may mark the **completion of a secret mission** on their adventure logsheet.

DM Rewards

You receive **6,250 XP**, **3,125 gp**, and **ten downtime days** for running this session.

Appendix: Monster Statistics

Aboleth

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute the diseased creature becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can only be removed by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 15 (3d6 + 5) slashing damage.

Enslave (3/day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed

by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

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

- **Detect.** The aboleth makes a Wisdom (Perception) check.
- **Tail Swipe.** The aboleth makes one tail attack.
- **Psychic Drain (Costs 2 Actions).** One creature charmed by the aboleth take 10 (3d6) psychic damage and the aboleth regains hit points equal to the damage the creature takes.

Cloud Giant

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 14 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +9, Wis +7, Cha +7

Skills Insight +7, Perception +7

Senses passive Perception 17

Languages Common, Giant

Challenge 9 (5,000 XP)

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Dragon Turtle

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +10, Wis +6

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Dragon

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

Actions

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 17) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and is knocked prone.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Giant Shark

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

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

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

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

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

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

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

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

Merrow

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

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

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

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

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

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

Sahuagin Baron

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 76 (9d10 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +6, Int +5, Wis +4

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin

Challenge 5 (1,800 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

Actions

Multiattack. The sahuagin makes three attacks: one with his bite and two with his claws or trident.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

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

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Sahuagin Priestess

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

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

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bles, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon* (trident)

3rd level (3 slots): *mass healing word, tongues*

Actions

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

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

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

Sahuagin War Priestess

Medium humanoid (sahuagin), lawful evil

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+0)	14 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Perception +7, Religion +4

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin

Challenge 9 (5,000 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The sahuagin is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *bless, detect magic, guiding bolt, healing word*

2nd level (3 slots): *hold person, lesser restoration, magic weapon, silence, spiritual weapon* (trident)

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, mass healing word, revivify, spirit guardians.*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stonewall*

5th level (1 slot): *mass cure wounds, hold monster*

Actions

Multiattack. The sahuagin makes three attacks: one with her bite and two with her trident.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Trident. *Melee Weapon or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Sahuagin Warlord

Large humanoid (sahuagin), lawful evil

Armor Class 18 (plate)

Hit Points 228 (24d10 + 96)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sahuagin

Challenge 12 (8,400 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Indomitable (3/Day). The sahuagin can reroll a saving throw it fails. It must use the new roll.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

Actions

Multiattack. The sahuagin makes three attacks: one with his bite, and two with his claws or trident.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8+5) piercing damage if used with two hands to make a melee attack.

Legendary Actions

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

- **Weapon Attack.** The sahuagin makes a weapon attack.

- **Command Ally.** The sahuagin targets one ally it can see within 30 feet of it. If the target can see and hear the sahuagin, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
- **Frighten Foe (Costs 2 Actions).** The sahuagin targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the sahuagin's next turn.

Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

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

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

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

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

Actions

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

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

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

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

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

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

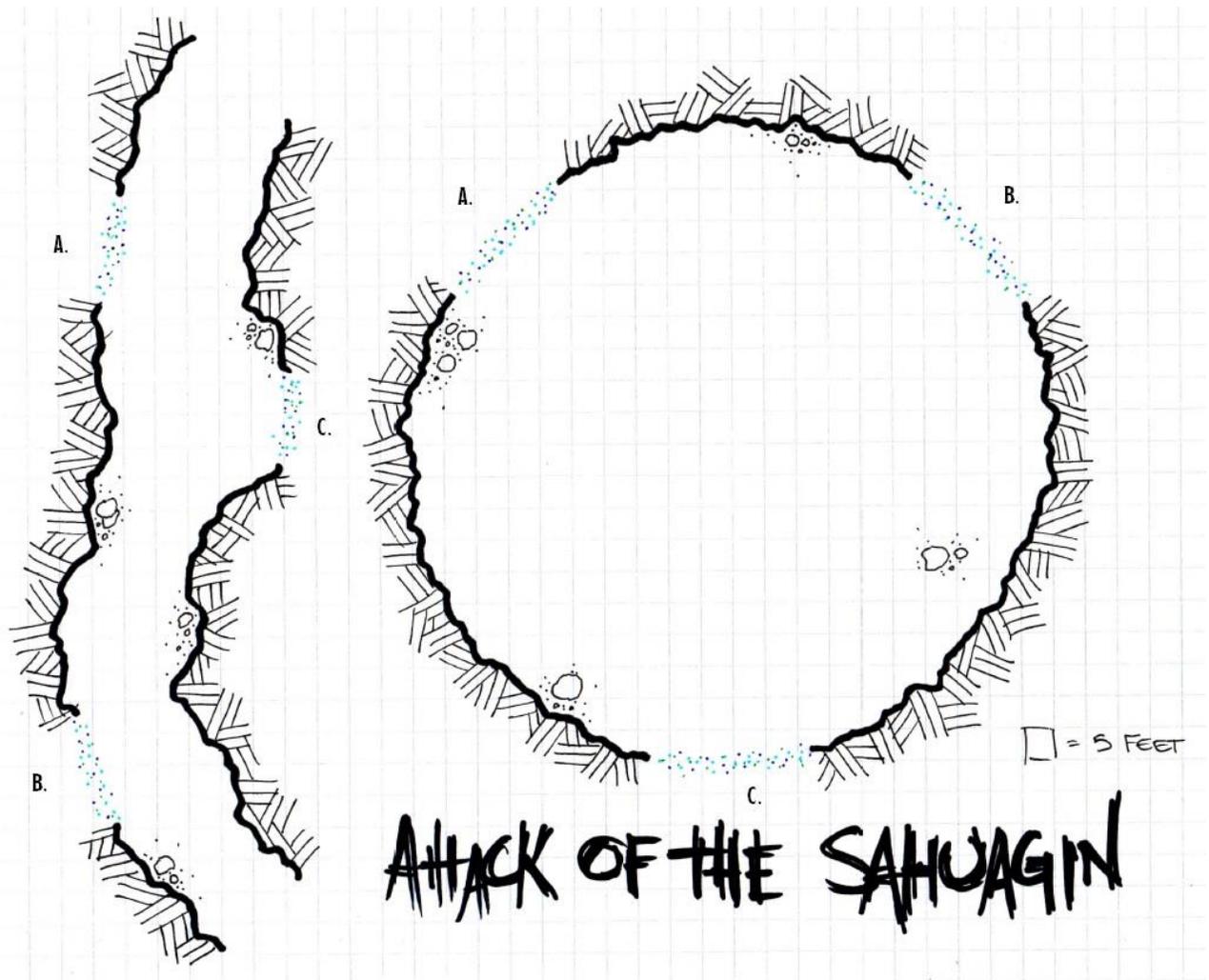
Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Appendix. Attack of the Sahuagin
Map



Appendix. Save the Princess Map



Player Handout 1. Magical Disruption

Magical Disruption

Throughout this adventure, the efforts of the giants to penetrate the morkoth's defenses and acquire the *Eye of Xxiphu* have caused a great number of disruptions to the Weave. Apply the following modifications to magic used in the adventure:

- All teleportation magic is limited to a range of 50 feet. Any attempt to exceed that range causes a magical surge that inflicts 21 (6d6) force damage on the character(s) attempting to teleport, and deposits them at a random location within the 50 feet. A successful DC 13 Charisma saving throw negates the damage, but not the teleportation misfire.
- Concentration is more difficult to maintain. Any saving throws made to maintain concentration are made with disadvantage.
- Invisibility effects are limited to a duration of 1d6 minutes; roll secretly when cast or activated.
- All scrying magic within a one-mile radius of the isle is negated.

Player Handout 2. The Purple Crystals of the Isle

Purple Crystals of the Isle

These crystals are columnar in nature; long slender prisms of a translucent purple mineral. A creature who carries even one of them loses all resistance or immunity to psychic damage, and gains vulnerability to psychic damage.

The crystals detect as magical and radiate conjuration magic. Detailed investigation determines that they are not native to the Prime Material Plane, instead being formed by a manifestation of the Far Realm. If the investigating character succeeds at a DC 15 Intelligence (Arcana) check, the character learns that the crystals can focus psychic energy, with a particular application to the control of constructs.

Results Code: February - March 2017

If you are DMing this adventure during the months of February or March 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

