



IN VOLO'S WAKE

The town of Phandalin, nestled in the foothills to the east of the Sword Mountains, continues to grow since being rebuilt after the devastation wrought by rampaging orc hordes. It recently survived violent gang activity, drow machinations, and even the attention of a green dragon. But can it withstand a new threat, bizarre but no less perilous: the fame brought by a visit from none other than loremaster Volothamp Geddarm?

Six 1-Hour Mini-Adventures for 1st-4th Level Characters



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INTRODUCTION

Welcome to *In Volo's Wake*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This adventure uses monsters and content presented in *Volo's Guide to Monsters*.

This adventure is designed for **three to seven 1st through 4th level characters**. Characters outside this level range cannot participate in this adventure. Each of the mini-adventures is optimized for a certain level, with instructions for adjusting the difficulty as needed. Players with ineligible characters can create new 1st-level characters or use pregenerated characters.

This adventure is divided into six mini-adventures, each of which should take approximately 60 to 120 minutes to complete. While it is recommended that these adventures be played in order, they can be played otherwise without problems. If the adventure is run in a single session, a guiding storyline allows all of the mini-adventures to be run consecutively as a single, longer adventure.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. 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 Adventure.
- 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.

A NOTE TO THE DUNGEON MASTER

Many of the adventures encapsulated within these pages are somewhat unconventional. This is due largely to the power level of some of the monsters with respect to the levels of the characters expected to play in the adventure. It is encouraged for you to have fun with this. That said, if some aspect of a given adventure turns out not to be fun for your players, feel free to make adjustments in order to rectify that situation.

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.

Each adventure is **optimized for a party of five characters of a specific level as specified in the first sentence of each adventure**. 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 to be cast 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.

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.

ADVENTURE BACKGROUND

The town of Phandalin, nestled in the foothills east of the Sword Mountains, continues to grow since being rebuilt after the devastation wrought by rampaging orc hordes. It recently survived violent gang activity, drow machinations, and even the attention of a green dragon. But can it withstand a new threat, bizarre but no less perilous: the fame brought by a visit from none other than loremaster Volothamp Geddarm?

Master Volothamp Geddarm, known simply as Volo to his faithful readers, travels the length and breadth of Faerûn, sharing his observations and experiences in guidebooks revered by noble and commoner alike. Volo's recent travels took him to Phandalin, a frontier mining town in the foothills of the Sword Mountains. His investigations of the area's monstrous population resulted in *Volo's Guide to Monsters*, a current favorite among the people of Waterdeep, Baldur's Gate, Neverwinter, and many other cities in the Realms.

Volo's description of the town of Phandalin has brought tourists of every type to the town. While the influx of coins into the town's economy has been welcomed by the town leaders, the inevitable problems associated with a large tourist trade have reared their heads in the previously sleepy little burg. The curious, star-struck, foolish, and insane now plague Phandalin, leading the town leaders to call upon characters to deal with the fallout of the town's newfound fame.

ADVENTURE OVERVIEW

In Volo's Wake is different than most other Characters League content. This adventure consists of six mini-adventures, each designed for **one-to-two hours of play**. Therefore, if you are attempting to run all six mini-adventures in one session, you need a minimum of six hours to do so (and possibly ten or more). Each mini-adventure is designed to be run in 1 hour if necessary. Even with extensive roleplaying and moderately paced play, each should be easily playable in 2 hours.

If running these mini-adventures at a public event, time is often the most important factor. Get the players into the mini - adventure as quickly as possible, keep an eye on the clock, and take whatever shortcuts are necessary to stay on schedule. Remind the players of the time limits during play. If time is not an issue, let the characters spend more time interacting with the non - player characters and other elements within the mini - adventures.

It is important to remember that the plots of these missions are, by design, limited in scope and easy to present. The emphasis is on a quick and simple play experience, highlighting the aspects of D&D for new players: interaction, exploration, and combat. If you are running these mini-adventures for a longer duration, you can add elements to the experience that will tie all the adventures together and make the experience more fun for your table.

ADVENTURE HOOK

In Volo's Wake begins with the characters arriving in Phandalin. Rumors have circulated up and down the Sword Coast that monster activity has increased in the area, and that the leaders of Phandalin have put out a call for characters to deal with unique problems.

The town of Phandalin is detailed in the *Dungeons and Dragons Starter Set*. While the town does not play a direct role in any of the mini-adventures, a DM can use the town, as portrayed in that product, to handle any extra activities between the mini-adventures: resting, purchasing equipment, interacting with NPCs, etc.

When the characters enter Phandalin, read:

Rumors about increased monster activity and increased tourism in the area of Phandalin have brought you to this small mining and lumber town. The place was recently made famous by being described in the latest publication of loremaster Volothamp Geddarm, a tome called *Volo's Guide to Monsters*. The guide described the unique hospitality of the area, and such publicity brings out the bored nobles, pleasure hunters, and thrill seekers.

The scene before you paints a clear picture. Many of the buildings sport new coats of paint and new signage. Flower beds and window boxes display fresh plantings. One inn displays a banner reading "Volo Slept Here," while another displays a larger banner claiming, "Volo Slept BETTER Here." In stark contrast to the carefully kept buildings and grounds, garbage litters the area: empty mugs and plates, scraps of food, torn and discarded clothing, and... is that a human ear?

A young human dressed in fine clothes, covered in mud, stands from his resting place in a bed of sunflowers. He blinks at you in confusion and says, "Fetch me my mount." Before you can answer, he falls face first in the mud.

The young man is Frestin Cohlver, a minor noble from Waterdeep. He came to Phandalin from the City of Splendor, hoping to eat and drink in the same quaint establishments as Volo. Frestin has succeeded admirably in this, with an emphasis on the drinking. He has no coins on him at the moment, already having been separated from his purse, his mount, and his dignity by others. How he became separated from his ear, he has no idea.

As the characters deal with the young man's drunken stupor, continue:

Before long, a portly human emerges from the building at the center of town. He waddles to the notice board outside the building, and carefully tacks a piece of paper to it.

Spotting you, he peers suspiciously in your direction, then waves frantically for you to approach. "Characters! You are in need! Please join me in the hall!" With no further fanfare, he re-enters the building.

The man who hailed the characters is Harbin Wester, one of the three who currently act as the Town Council of Phandalin. He was once the sole Townmaster, but his poor handling of events in the recent past has prompted the townspeople to insist that a council of three be formed to make decisions for the town.

The parchment posted to the board simply asks that any characters interested in work should come to the Townmaster's Hall. When the characters enter the building, they can interact with the entire council: the aforementioned Harbin Wester; Sildar Hallwinter, a human warrior and member of the Lord's Alliance, who assisted the people of Phandalin in their recent troubles; and Trilena Stonehill, longtime resident and co-owner of the Stonehill Inn with her husband, Toblen.

The three introduce themselves to the characters, then they ask the characters to do the same. When the pleasantries have concluded, Trilena speaks up. She portrays a fretful and concerned demeanor:

"Master Volo's patronage has been a boon for the town, no doubt. Unfortunately, his kind words have brought a bit of strife as well. His talk of the monstrous creatures in the area brought the curious, and, quite frankly, the mad. Many people have wandered off to get a glimpse of these creatures described by Master Volo, and we fear that harm has befallen them. We seek characters to track down these foolhardy people and see if they can still be rescued."

The three members of the Town Council are very different, but they all share the desire to have these people returned safely. Here are some roleplaying tips for the three:

ROLEPLAYING HARBIN WESTER

A pompous fool, Harbin constantly acts dramatically, effusively, and typically dishonestly. He actually cares little for the fates of the individuals, but he is cunning enough to understand that people dying in the area is bad for continuing tourism.

Quote: "Yes, yes; I understand. But how is this, the town's business?"

ROLEPLAYING SILDAR HALLWINTER

Sildar is a former character and member of the Lord's Alliance. He is restrained in speech and mannerism. His role in the town is to make sure nothing interferes with the mining and lumbering operations in the area, making Phandalin relevant in the larger world of trade and commerce. He is not cold, though, and does not wish to see innocents hurt, even because of their own foolishness.

Quote: "Safety is paramount. We'll send some militia-men to ensure that operations continue smoothly."

ROLEPLAYING TRILENA STONEHILL

Elected to her position by the people of Phandalin to look out for their interests, Trilena was an active member of the community before all the attention brought by *Volo's Guide to Monsters*. The welfare of the individuals is her main concern.

Quote: "Be careful out there. I'll not be havin' ya killed on my watch."

The individual stories of each missing person (or group) is handled at the start of each mini-adventure. It is expected that the mini-adventures be played separately, with the characters taking a long rest at the end of each. If multiple mini-adventures are being played as part of one longer event, rather than discrete sessions, players may choose to follow the ongoing story thread from one mission directly to the next. It is suggested they be played in order. Otherwise assume that the characters return to Phandalin at the end of each mini-adventure for a long rest.

ADVENTURE 1- THE GREEN SKIN OF TREACHERY

This mini-adventure is optimized for 1st level characters.

During their stay in Phandalin, the characters discover that Volo's reputation has spread far and wide—well beyond the borders of the mountain mining town. Unfortunately, Volo's search for fantastic creatures attracted the attention of Lord Eric Merryweather, a self-proclaimed “hobby-character” in search of fame and glory. In his zeal to be the first “character” to follow in Master Volo's footsteps, Lord Merryweather ventured south to the Crooked Forest and has not been seen or heard from in days.

GETTING THE CHARACTERS HOOKED

The characters learn the following:

- **Councilman Harbin Wester** is particularly concerned about Lord Merryweather's safety and whereabouts; he is worried that the people of Phandalin will be blamed for his disappearance. He is willing to offer the party a total reward of 50 gp (from the town's coffers, of course) if they are able to track down the lordling and return him safely to Phandalin.
- **Councilwoman Trilena Stonehill** suggests that they visit a hamlet called Halfway, built on the edge of the forest. Residents of Halfway infrequently visit Phandalin for supplies. She believes this to be a good starting point.
- If pressed, **Councilman Sildar Hallwinter** concurs with Trilena, and remarks that the hamlet's witty spokesperson, Lyta Rollings, can be found at the tavern in Halfway.

The characters must travel to Halfway to pick up Lord Merryweather's trail. Unfortunately, following in the foolhardy lord's footsteps yields yet another mystery—one that involves goblins.

WANDERING IN PHANDALIN

Characters excited to explore every sign, building, and pile of Volo-inspired propaganda that Phandalin has to offer may wish to skip Halfway altogether because of real-world time considerations. Visiting Halfway and its mayor-slash-constable-slash-barkeep is not a requirement to enter the Crooked Forest, but the quick visit to Halfway does yield some rewards the characters may not want to miss.

If you need to customize the first scene and set it in Phandalin, have Lyta Rollings barge into the Council's meeting with the characters to tell her story. When the characters take Lyta up on her offer, she pays them **10 gp** for their trouble and

promises them additional rewards if they can find out what the goblins are up to.

THE COME BUTTE INN

The characters's visit to Phandalin yields several rumors (and no shortage of colorful opinions) about a tiny hamlet called Halfway that lies to the south of Sword Mountains. The name was inspired by the fact that Halfway is bordered by Swallow Lake to the west and the lush, dark Crooked Forest (an extension of the Kryptgarden Forest) to the east.

THE HIDDEN HISTORY OF HALFWAY

The town of Halfway was built upon the grassy ruins of an ancient military outpost that was destroyed during an epic battle involving giants, orcs, and all manner of destructive creature centuries ago. Keen characters who are interested in learning more about Halfway may learn this detail with a successful DC 15 Intelligence (History) check.

As it is one of the few places to rest and resupply in that region, the hamlet is well known. Lord Merryweather, the missing noble, is believed to have visited the town on his travels in Volo's footsteps.

Lyta Rollings serves as Halfway's mayor, lone barkeep, local law enforcement, and a handful of other official and personal positions. Lyta is usually found in the only publicly-accessible building in town—the local tavern.

As the characters approach the Come Butte Inn, read:

The door to the inn is propped open by a barrel. Inside, a dozen town residents, humans all, are eating, drinking, laughing, and telling stories. Behind the bar, a well-dressed, young woman pours a mug of ale with a wide, earnest smile.

A handful of children scamper about, and the tavern—despite its remote location—appears to be well-stocked with breads, cheeses, and dried meats. A few swords, ornamental shields, and poleaxes are displayed prominently on the wall, along with painting of an eagle's eye view of the town built on a grassy butte.

Lyta Rollings is, as Sildar suggested, tending bar.

A quick glance around the room with a DC 10 Wisdom (Insight) check reveals that a wedding has just taken place, and the good people of Halfway are toasting a happy couple. On the surface, everyone seems to be in a fine mood, even though the occasional wedding guest peers wistfully out of the tavern's barred windows with a sad look.

The main families who live in Halfway, which include the Blackwings, Honeyfoots, and Goldsmiths, are matriarchal and not all related by blood. Each clan is led by an honored matron, and these storied individuals are seated together at their own table, where they boast of mythic heroes and heroines. Though the families do not necessarily share a blood bond, they are joined through the grief of losing kin in desperate battle over the years.

A successful DC 10 Intelligence (History) check yields the information that many residences of Halfway seek out the place to escape the depths of their grief—even for a little while—abandoning their previous identities until they are ready rejoin the outside world.

Tall tales of legendary beasts and epic characters can be overhead at every table as the residents cheerfully try to outdo one another with their stories. The noisy chatter quickly dies down, however, as soon as the residents notice the characters standing in the doorway. When this happens, Lyta Rollings emerges from behind the bar:

“Don’t stand ‘round with a gloomy look on yer faces. Let me pull ye a flagon of our finest—and *only*—ale. I shan’t take nay fer an answer. Are ye part of this afternoon’s entertainment then? Smashing! So, do tell us a joke or sing us a song right quick as ye can. Otherwise, I’ll give yer butts the boot off our butte a’fore ya can say cheery-bye!”

ROLEPLAYING LYTA ROLLINGS

Lyta is an athletic woman in her mid-20s, with tan skin and brown, curly hair. She wears a ruby red gown which seems out of place in this tiny rustic place, and her dark hair is braided in a circlet adorned with cheerful blue wildflowers.

Despite her cheerful and sassy demeanor, Lyta is no fool. Her “punny” attitude helps put the characters—and guests—at ease before she asks them what they’re doing in town. She hopes they can impress her and the guests, and that they’ll take the hint to avoid spoiling the merry festivities.

Quote: “Oi! Why did ya lot quit singin’?!”

This is a great opportunity for a DC 10 Charisma (Performance) check after the characters perform a rowdy little song, dance, or limerick for an eager crowd. Consider allowing any character whose player **actually** performs a song, dance, or limerick (provided it is appropriate for the setting) to make the check with advantage!

Following the performance, Lyta passes around a half to collect tips from the other guests. She loudly thanks them for dropping by and asks to meet them outside of the tavern at the central well.

TREASURE

Assuming the characters indulge everyone with a performance, Lyta manages to scrounge up some coin. The amount depends on the result of the characters’s Charisma (Performance) checks (minimum 1gp, maximum 10 gp).

Each character’s check individually influences the total amount of the tip provided by the guests. For each character that performed, increase or reduce the tip using to the following guidance:

Results Above Ten. The tip is increased by an amount of gold equal to the amount that the result of the check exceeded 10.

Results Below Ten. The tip is reduced by an amount of gold equal to the amount that the result of the check was below 10.

NOW THAT WE’RE ALONE...

As soon as Lyta believes they’re alone, she shares her concerns with the characters in hushed tones:

“Are ye here ‘bout that missing lordling then? I’ve been trying to get the attention of those muckety-mucks in Phandalin for three days now. And ta be perfectly honest, there’s too few of me to go sneakin’ after an empty-headed dandy, but I cannae help but feel sorry for the poor lad. I’m guessin’ he ran afoul of a goblin tribe neck deep in the forest. It’s all very unusual, you see, because they don’t normally go on the offensive like other goblins do. I just dinnae have the numbers, time, nor patience to go after the fool.”

Lyta is not only telling the truth, she’s nervous about the goblin tribe’s potential to start snatching Halfway’s residents—something a DC 5 Wisdom (Insight) check confirms. From what little she knows, the tribe has kept mostly to themselves, but hunters returning from the Crooked Forest have witnessed them hunting the occasional deer, elk, or other small woodland creature from time to time.

If the characters are hesitant to accept, Lyta promises them additional monetary rewards (though she is currently unsure of how much she’ll be able to scrape together) and a *potion of healing* for their trouble upon their return.

Once the characters agree to the task, Lyta wishes them safe travels and opens a trap door near the well—revealing a winding staircase. This hidden path leads to a secret entrance to the Crooked Forest.

2. THROUGH THE CROOKED FOREST

Once the party bids farewell to Lyta and the quaint town of Halfway, read:

The Crooked Forest's appellation is well earned. Certain trees, like the white oak and maple, are utterly bent, while others stand tall and reach for the sky. The trees are densely packed together, making the forest challenging to navigate.

A successful DC 5 Intelligence (Nature) check reveals that, although a few trees have fallen or grown in odd shapes naturally, the trees must have been coaxed by ancient creatures to grow in unusual shapes as a means of pointing the way through the labyrinthine forest. The characters may also attempt a DC 10 Wisdom (Insight) check; those that succeed get a sense they are being watched—something that a subsequent DC 15 Wisdom (Perception) check confirms. It becomes quickly apparent that the characters are not alone.

RESCUING TINUS REDBUD

As the characters search for Lord Merryweather's trail, read:

You round a bend in the sparse trail just in time to see a golden maple slam a leafy branch on a dead shrub, while a smaller flowering tree shivers as if a strong wind had blown through it.

The faintest outline of a face appears in the smaller tree's bark. Its tiny mouth opens, but before it can say a single word the dead shrub unfolds and rises in a vaguely humanoid shape!

The characters have stumbled into a fight between a treant sapling, which refers to itself as Tinus Redbud, and six twig blights and one needle blight threatening to destroy it.

Any character succeeding on a DC 10 Intelligence (Nature) check, realizes that the sapling (the small, flowering tree) is being attacked by a **twig blight**. The treant sapling is too frightened to attack, and the golden maple tree (its animated guardian), has broken damaged branches, and a second twig blight is stomping and gnashing away on its thicker limbs.

Five other twig blights and a **needle blight** are nearby—well camouflaged by the flora and fauna of the Crooked Forest. It is impossible to tell how many are nearby, hiding in the foliage, until they attack.

ADJUSTING THE ENCOUNTER

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

- **Very Weak or Weak party:** Remove two **twig blights**.
- **Very Strong or Strong party:** Add two **twig blights**.

Tinus Redbud does not engage in the fight; its presence is for narrative purposes only.

The twig blights and treant are susceptible to fire and understand the Common language. The treant sapling has its guardian and the ability to speak on its side, while the blights are more mobile and can easily move to engage the characters.

This encounter assumes that the characters are helping the treant sapling to defeat the evil blights and clear the path forward.

FRIENDS, FOES, & TACTICS

As the maple tree is seriously damaged; it is of no help to the party members. Similarly, the sapling does not join the fray either, simply focusing on surviving the blight attack. If, at any point during this encounter, the characters deal any fire damage to Tinus or its guardian; either creature dies.

A successful DC 9 Intelligence (Nature) check reveals that the treant sapling is protective of the forest and judgmental of anyone who seeks to harm any tree—awakened or not. If further trees are harmed, this could impact Tinus's relationship and attitude toward the characters.

The blights are drawn to human blood. When the characters join the fight, the blights refocus their efforts on the characters because they prefer them to the treant sapling.

DEVELOPMENTS

The characters can engage the treant sapling in conversation after the battle to learn more of Lord Merryweather's plight.

Tinus Redbud doesn't mention Lord Merryweather by name. Instead, the treant sapling describes a man tromping loudly through the forest, wearing purple and yellow clothes and soft boots. The sapling also relates that goblin activity has been increasing in the forest recently. The little creatures cut more wood, acted hastier than usual, and seemed afraid. If asked, he points the characters to the path that the noble took, which—unbeknownst to it—also leads toward the territory inhabited by the goblins.

Tinus also reveals that there is a battle brewing for control of the forest between the treants and the blights as a direct consequence of Master Volo's

actions, and those of his curious and disrespectful followers.

According to Tinus, the forest has had more visitors in the past six weeks than it has encountered in the past sixty years, and this has woken the slumbering trees, treants, blights, and all manners of creature big and small—like the nearby goblin tribe who cuts down trees to build great fires.

As long as the characters did not harm any trees during the battle, Tinus thanks them for their assistance and promises to remember them, spreading the news of their generosity throughout this forest and beyond. The characters earn the **Tinus's Roots Run Deep** story award at the end of this mini-adventure.

TREASURE

For their trouble, Tinus reveals a hidden cache of 15 gp hidden in a felled tree trunk, along with a *potion of healing*.

3. FACING THE ALL-SEEING GOBLINS

Once the characters bid farewell to Tinus Redbud, an hour's travel along the bending and twisting path leads them to a small clearing and a hill. There they notice that a man of Lord Merryweather's description sneaking around the easternmost end of the hill. Set into the hill is a very shallow cave, where several goblins are performing their version of a religious conversion ceremony.

It is only a matter of time before the goblins notice the noble observing them, and the characters must decide how they want to proceed.

To illustrate the scene, read:

Lord Merryweather is a pale-skinned, slender gentleman dressed in dirty yellow-and-purple striped silks. He wears a crumpled hat with a large feather emerging from the brim, and his disheveled appearance cannot hide his noble birth. Unfortunately, his soft leather boots, which are covered in mud, are not well-suited for traipsing around the forest. In fact, Merryweather is balanced so precariously on the sharp rocks near the hill's edge, that the lord may trip and fall at any moment.

The sharp crackle of a roaring fire draws your attention. Just on the other side of the hill, a pair of goblins hop around a large bonfire, chanting and shrieking. Other goblins rummage through a sack made from the same yellow and purple material as the noble's clothes. They slap and punch each other as they attempt to see what is in the sack.

If the characters observe the goblins for a bit, allow them to make a DC 11 Wisdom (Insight) check. If successful, the characters realize that the chanting and dancing goblins are engaged in some sort of worship, but it is not just inexpert: it borders on the ludicrous. One thing is clear, however; the goblins appear to be trying to appease some "angry eye god" and want to become followers of it. Characters who speak Goblin hear that phrase over and over again.

FRIENDS, FOES, & TACTICS

As the map for this encounter shows, the characters begin on one side of the cave entrance, while Lord Merryweather is on the other (marked "M" on the map). As the DM, you can run this encounter several ways:

- The characters may want to sneak over to Lord Merryweather before he inadvertently reveals himself to the goblins.
- Lord Merryweather may stumble into the midst of the goblins. (This may prevent the characters from watching and learning from the goblins' behavior.)
- Lord Merryweather and the characters may make eye contact without being seen by the goblins, forcing them to pantomime (or use magic) to communicate with one another.

The goblins are so absorbed in chanting or ransacking Lord Merryweather's pack that they likely don't notice the characters. This allows the characters to make any Dexterity (Stealth) checks with advantage. Though the tribe doesn't attack without provocation, they defend themselves if the characters attempt to retrieve Lord Merryweather's belongings or interfere with the "ritual".

If the characters confront the goblins, the two dancing goblins (Gooj and Prun) stand up to them. The other goblins cower; attempting to flee if the characters attack them.

The characters may attempt to frighten the two brave goblins. A successful DC 13 Charisma (Intimidation) check causes the goblins to flee. Alternatively, they may try to convince Lord Merryweather to abandon his belongings and return to Halfway and wait for them with a successful DC 13 Charisma (Persuasion) check.

Regardless of how the characters proceed, once they successfully intimidate, hurt, or kill the two dancing goblins, the remaining tribal members scurry into the forest and disappear.

ADJUSTING THE ENCOUNTER

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

- **Very Weak or Weak party:** The **goblins** are scared off with a DC 10 Charisma (Intimidation) check.
- **Strong party:** Add a **goblin**.
- **Very strong party:** Add two **goblins**.

DEVELOPMENTS

If they are successful, Lord Eric Merryweather is grateful for the characters's assistance, and he freely shares his story with them. One night, the noble got lost in the woods attempting to follow Master Volo's trail, and took shelter in this abandoned cave.

Unfortunately for Lord Merryweather, the cave was already occupied by the goblins, who clumsily attempted to communicate with him by repeating "angry" and "eye" over and over again. When he was unable to respond, their attitudes turned sour and they tried to capture him. He managed to get away, but accidentally left his pack and all his provisions behind. The characters found him as he was trying to see if he could retrieve it.

The characters can explore the interior of the cave and find that the walls have been painted with eyes wreathed in flames--something that isn't typical of goblin religious ceremonies.

Returning to Lyta Rollings (or a grateful Harbin Wester) with this information reveals that this group of goblins may be a new tribe who has abandoned worship of their normal deity Maglubiyet. They seem to pose little harm to Halfway, but whichever "god" they've chosen to worship could be cause for greater concern, and the characters should keep both eyes open for further developments.

THE TRIBE OF THE ANGRY EYE

The Angry Eye tribe is newly-formed from the ashes of a group of Maglubiyet worshippers who crossed paths with Master Volo on his travels. The tribe is something of an anomaly, even amongst goblins, for it is a motley collection of zealots who have no purpose other than to perform the occasional sacrifice until their "god" returns and gives them instructions to act.

Since this new god is *not* their chosen Maglubiyet, other goblins tend to steer clear of the Angry Eye's members and regard them with disdain. Its handful of followers are marked by the ritual scarring of an eye on their arm and the oft repeated warning the tribe gives to passersby, which is "The angry eye burns all it sees."

This information can only be learned by interacting with one or more of the goblins.

CONCLUSION

With the rescue of Lord Eric Merryweather--who is one of the missing fanatics enamored with Master Volo's work--the characters are free to return to Halfway and collect the promised rewards from Lyta Rollings for bringing back information about the goblin tribe and its strange activities in the wood.

TREASURE

Upon returning to Halfway, Lyta gifts the characters with the promised *potion of healing* and a total of 25 gp collected from the hamlet's coffers

Upon returning to Phandalin, Lord Merryweather offers the characters a *potion of climbing* for their assistance, and a purse of 50 gp delivered by Harbin Wester.

REWARDS

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

If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Twig Blight	25
Needle Blight	50
Goblin	50

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Entertain the Wedding Guests	20
Save Tinus Redbud	20

The **minimum total award** for each character is **75 experience points**.

The **maximum total award** for each character is **100 experience points**.

TREASURE

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

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.

TREASURE AWARDS

Item Name/Location	GP Value
Wedding entertainment tips	max 10
Tinus's secret cache	15
Harbin Wester's reward	50
Lyra Rolling's reward	25

POTION OF CLIMBING

Potion, common

A description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

POTIONS OF HEALING

Potion, Common

A description of this item can be found in the basic rules or the *Player's Handbook*.

STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

TINUS'S ROOTS RUN DEEP

Though Tinus Redbud cannot currently move or be replanted from its location within the Crooked Forest, saving the growing young Treant provides you with an unlikely ally. If you ever find yourself in the Crooked Forest again, look him up.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

RENOWN

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

DM REWARDS

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

MONSTER/NPC STATISTICS

GOBLIN

Medium humanoid (goblinoid), neutral evil

Armor Class 15 (leather, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	9 (-1)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

TWIG BLIGHT

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

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

NEEDLE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

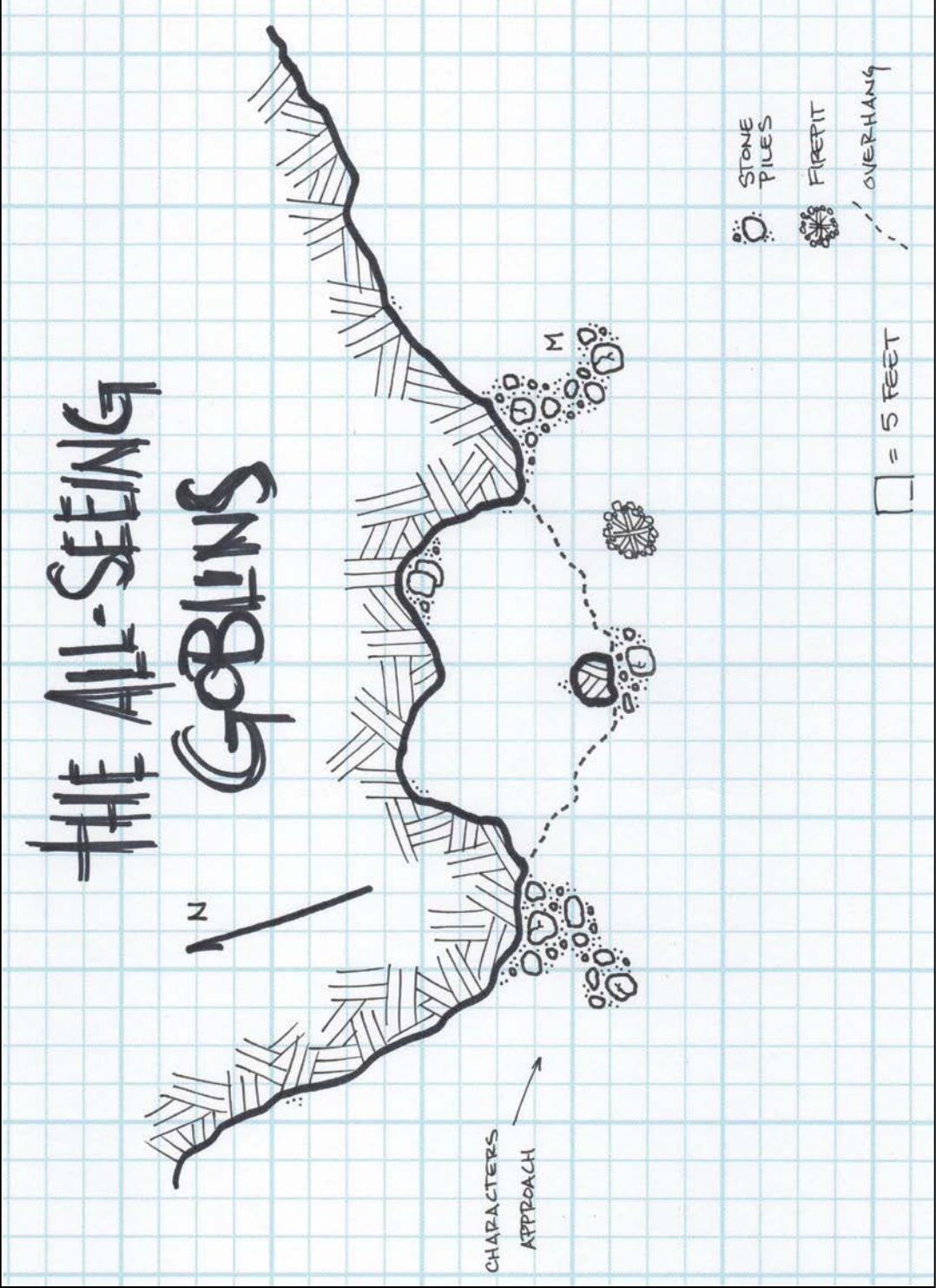
Challenge 1/4 (50 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

MAP. FACING THE ALL-SEEING GOBLINS



ADVENTURE 2- THE MOTTLED FUR OF RAGE

This mini-adventure is optimized for 2nd level characters, though if they're proceeding directly from adventure 1, they're likely still 1st level.

If the characters successfully retrieved Lord Eric Merryweather in "Adventure 1-The Green Skin of Treachery, the characters are proclaimed to be heroes—more so by Merryweather than any other resident of Phandalin. Merryweather, eager to redeem himself for his foolhardy encounter with the goblins in the Crooked Forest, engages in many conversations about who else the characters can rescue and where they might have gone.

Harbin Wester doesn't encourage or discourage the young lord from making a spectacle of himself, but Trilena Stonehill frowns disapprovingly whenever Merryweather strolls by.

GETTING THE CHARACTERS HOOKED

Sildar Hallwinter has been oddly quiet and detached as of late—certainly unusual, even for him. A successful DC 10 Wisdom (Insight) check reveals that Sildar is depressed and uncomfortable, as if he's sitting on a piece of terrible news that he is reluctant to share.

The characters are approached by Sildar in private. When this happens, Sildar relates the following:

- Yesterday, his adopted daughter Alana headed to Swallow lake with some friends for a swim. Shortly afterwards, though, he found a note.
- The note indicated that she had in fact headed into the Crooked Forest to find a trio of friends who had headed into the forest in search of Master Volo's stories.
- Alana's three friends are a trio of dwarves named Grace Hardstone, Nedd Angelite, and Sasha Flint.
- He can't go traipsing into the forest himself, as it may start folks panicking.
- Alana does not know the first thing about tracking. She's a capable miner, mind you, but she has always been obsessed with wildflowers, pretty ribbons, and stories of fine ladies flitting about like butterflies.
- Sildar hasn't told Trilena or Harbin his news, and that would appreciate the characters's discretion.
- In exchange for bringing Alana home safely, Sildar promises to award the characters 50 gp and a family heirloom that he believes is magical. If the characters can do all of this without alerting the

other townsfolk of her foolishness, he will provide an additional 25 gp for their trouble.

MEETING HALFWAY

The town of Halfway, which the characters may have visited in Adventure 1. The Green Skin of Treachery, stands at the edge of the Crooked Forest. The characters may attempt to use that entrance again and catch up on the local gossip. When they do, however, they find that the trees of the forest have changed positions once again, and a different path leading them further north and then west has opened.

1. RETURN TO THE CROOKED FOREST

The vast expanse of the Crooked Forest is dimly lit and densely packed with trees, shrubs, wildflowers, and poisonous herbs. A successful DC 11 Intelligence (Nature) check confirms that its denizens are unusually active.

The characters easily pick up Alana Hallwinter's trail. Read:

Bright spots of purple, yellow, and white dot the forest trail. Crushed violets, starflowers, and wild daises have been heavily trampled. Unfortunately, the trail disappears just as suddenly as it begins. Worse, a bloody green ribbon is caught on a nearby branch, about seven feet above the ground. The blood is dark and wet, indicating that someone was hurt recently.

With the trail cold, the characters must press on to determine if they are on the right track. Though the path is winding and, at some points, circular, they discover more of Alana's ribbons tied to branches. The teen may have been foolish to search for her friends by herself, but she was smart enough to leave a trail.

THE FAIR ALANA AND HER MANY RIBBONS

Alana Hallwinter has left a trail for the characters to follow. She has tied ten ribbons to ten different trees in the wood, and they mark a chaotic and uneven path forward. Some ribbons are clean, as if she had just woven one through her hair. Others are grimy or bloody, which should puzzle the characters and lead them to believe her state of mind and health is unknown.

As the characters wander through the forest collecting ribbons, they notice that each ribbon is tied higher and higher up on a tree. A successful DC 10 Wisdom (Survival) or Intelligence (Nature) check reveals that the predators who snatched Alana make their home high, high, high up in the trees.

2. MEET THE GNOLLS

To follow the trail and rescue Alana, the characters must climb into the trees. The characters must make a successful DC 9 Strength (Athletics) check to reach secure footing on a constructed platform 20 feet above the ground.

A NOTE ON MOOD

The mood of this dark encounter is in sharp and direct contrast to Adventure 1. The Green Skin of Treachery. Some players may feel uncomfortable with the descriptions and the image of grisly corpses and trapped kids high above the ground. Should this be the case, do not elaborate on the gory details and downplay the threat to the kids

Consider the makeup of your players and adjust accordingly.

Characters who fail the check by more than 5 fall, taking 3 (1d6) points of bludgeoning damage for each 10 feet fallen. Otherwise, when the characters reach the top of the tree, read:

An arrow whizzes past your ear, and thwacks into the trunk of a nearby tree decorated with a garland of severed ears and teeth. Glancing up, you behold a grisly sight: a wretched and wobbly platform formed from yellowish bones and plates of broken, rusted armor. The sickly-sweet smell of fresh corpses fills your nose.

As you take in the terrible scene, you hear the scream of a young dwarf, and an angry roar. In the distance, a hyena-like humanoid shoves a young dwarf into a cage of bones and wood, lashed together with rotting string.

Characters succeeding on a DC 9 Intelligence (Nature) check, identify the beasts as gnolls—and quite a few of them at that.

Characters testing their weight on the platforms find them stable. Once they are atop the makeshift stands, they see that several shields have been pounded into the tree bark, and they are supported by thick, heavy branches.

From their vantage point, the characters also notice that some stands differ from others. A successful DC 10 Intelligence (Religion) check shows that some bear grisly altars erected for the glory of the demon lord Yeenoghu.

YEENOGHU, THE DEMON PRINCE OF GNOLLS

Yeenoghu is the patron of all gnolls—who are created in the wake of his never ending savagery. On the rare occasion that Yeenoghu enters the Material Plane, he leaves a trail of ruin and corpses in his wake. The hyenas that follow him and feed upon these corpses become gnolls in a grisly shower of blood and bone.

Upon the closer inspection of the altars, or if the characters are nearby, read:

You catch the glint of a once-polished breastplate, and wince when you noticed a spear has pierced the proud armor. A helmet is erected on a spear that faces you—and its owner's decapitated head is still inside.

This encounter assumes that the characters confront the gnolls to rescue Alana and her friends who are trapped at key areas scattered in the immediate area high above in the treetops.

Refer to the Meet the Gnolls Map to identify the location of the gnolls and the kidnapped teenagers. Be sure to describe where the gnolls are, especially the witherlings. Do not hide information about locations.

ADJUSTING THE ENCOUNTER

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

- **Very Weak party:** Remove two **gnoll hunters**.
- **Weak party:** Remove one **gnoll hunters**.
- **Strong party:** Add one **gnoll hunters**.
- **Very strong party:** Add two **gnoll hunters**.

FRIENDS, FOES, & TACTICS

The combat between the gnolls and the characters can be a challenging because it is spread out over a wide area. It is also a hard fight for the characters--especially if they are first level. The gnolls use melee attacks against characters in the trees, and remain on their platforms, engaging only when the characters approach. If attacked from range, however, they return fire.

If the characters do not climb into the trees to fight, they can attack from the ground, although they are 20 feet away from the battle, and their targets likely have cover. The gnolls target characters on the ground with ranged attacks.

Gnolls that aren't attacking the characters snap their teeth at the trapped teens or make scalping gestures designed to unsettle the characters. To remain level-headed, the characters must make a DC 11 Constitution saving throw. Should they fail this roll, they become frightened until the end of the gnoll's next turn.

The gnolls' goal is to get the characters out of their makeshift lair and the immediate area any way that they can.

Creative players may want to try to use the terrain to their advantage. Characters may try to destroy platforms, swing to and from them, or perform other

acts of daring-do. These sorts of things should be encouraged, assign ability checks and DCs as appropriate for the task and the tier. Note, however, that the platforms are 20 feet off of the ground, and failing disastrously could be particularly nasty for low-level characters.

A GIFT FROM TINUS REDBUD THE TREANT SAPLING

Characters who assisted Tinus Redbud in Adventure 1. The Green Skin of Treachery benefit from their good deed. While Tinus cannot communicate with the characters directly, it transmits messages through other treants and awakened trees in the area-- ensuring the party is protected.

While the characters are in the boundaries of the Crooked Forest, any Dexterity (Stealth), Dexterity (Acrobatics), or Strength (Athletics) is made with advantage as the trees obscure the characters' location, lift them in their boughs, and provide additional footholds. To onlookers, it seems as if the trees themselves moves to provide leafy assistance when the characters need it the most.

DEVELOPMENT

To proceed to the end of the session, the characters do not have to kill the gnolls. They are required, however, to rescue the teens and escape through the forest. Thus, savvy characters might set traps using the knowledge gained from a successful DC 15 Wisdom (Survival) check, or attempt a ruse by pretending to be evil with a successful DC 15 Charisma (Deception) check.

The teenagers do not join the battle, for this is their first encounter with blatant and unrepentant evil. The kids are in shock but do, if given the opportunity, free themselves from their prisons if they are given the means to do so.

TREASURE

A large sack on the largest platform contains 25 gp of plundered treasure: bolts of cloth, coins, and a golden ring.

3. THE JOURNEY HOME

The rescued young dwarves are no doubt in shock; they make nary a peep for the duration of the return to Phandalin. One thing is for sure, however—they are far less skeptical about Master Volo's findings now, however.

Alana relates a story about her captivity, however. The gnolls were carrying her through the trees, and she was blindfolded. At one point the gnolls became agitated, and she was able to slip off her blindfold. Through the tears, sweat, and foliage obscuring her

vision, Alana swears she saw eyes floating in the sky. That is all she can say.

BONUS ENCOUNTER

If you find yourself with extra time to play, you should feel free to proceed with the following. As a general note it is only meant to create a sense of tension and urgency, though it is certainly possible for an NPC or two to die in this as well.

Occasionally, one of the young dwarves hears a noise and begins to scream in terror. The ruckus threatens to draw the attention of more gnolls. The characters must determine the best way to keep the youngsters quiet and moving quickly. Here are some options:

- A DC 10 Charisma (Persuasion or Performance) check can distract or calm the youths.
- A DC 15 Charisma (Intimidation) checks cows the youths into silence, but such checks are made with disadvantage.
- Magic such as calm emotions or other enchantments can handle the panicked dwarves.
- Knocking a panicking dwarf unconscious is possible, but should probably be a last resort.

If two failed attempts occur before two successful ones, a pair of gnolls intercepts the group, though they only engage in hit and run tactics, firing their bows from the cover of the forest. Each of the gnolls will fire two arrows before dashing off. They hope to get lucky, but won't engage the characters directly.

If any character is dropped with the first volley of arrows, the second volley targets one of the dwarven youths. Two successful kits on one of the dwarves, kills them.

CONCLUSION

At the conclusion of this adventure, the characters have rescued all four of the missing youths--Alana Hallwinter and dwarves Grace Hardstone, Nedd Angelite, and Sasha Flint.

In order to return the youths to town without being noticed, the characters must succeed on a DC 15 Dexterity (Stealth) group check while sneaking back into Phandalin.

TREASURE

Upon returning to Phandalin, Silas Hallwinter happily provides the characters with their promised reward (plus an additional 25 gp if the characters returned to town without arousing notice).

Finally, once the teens have been returned unharmed, Silas gifts the characters with a *+1 shortsword*.

REWARDS

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

If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Gnoll Hunter	100
Gnoll Flesh Gnawer	200
Gnoll Witherling	50

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Save all the youths	25
Sneak youths back into Phandalin	25

The **minimum total award** for each character is **200 experience points**.

The **maximum total award** for each character is **300 experience points**.

TREASURE

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

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. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name/Location	GP Value
Silas Hallwinter's reward	50
Alana's reward	25
Stolen valuables	25

+1 SHORTSWORD

Weapon (shortsword), uncommon

A description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

SILAS HALLWINTER

As an additional reward for rescuing his daughter and returning her to safety in total secrecy, any social interactions with the town councilman are made with advantage.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

RENOUN

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

DM REWARDS

You receive **150 XP**, **75 gp**, and **five downtime days** for each session you run of this mini-adventure.

MONSTER/NPC STATISTICS

GNOLL HUNTER

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 feet, one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 feet, one target. *Hit:* 5 (1d8 + 1) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

GNOLL FLESH GNAWER

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (studded leather armor)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +4

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bite and two with its shortsword.

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

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 feet, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sudden Rush. Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

GNOLL WITHERLING

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 7

Languages understands Gnoll but cannot speak

Challenge 1/4 (50 XP)

Rampage. When the witherling reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The witherling makes two attacks: one with its bite and one with its club, or two with its club.

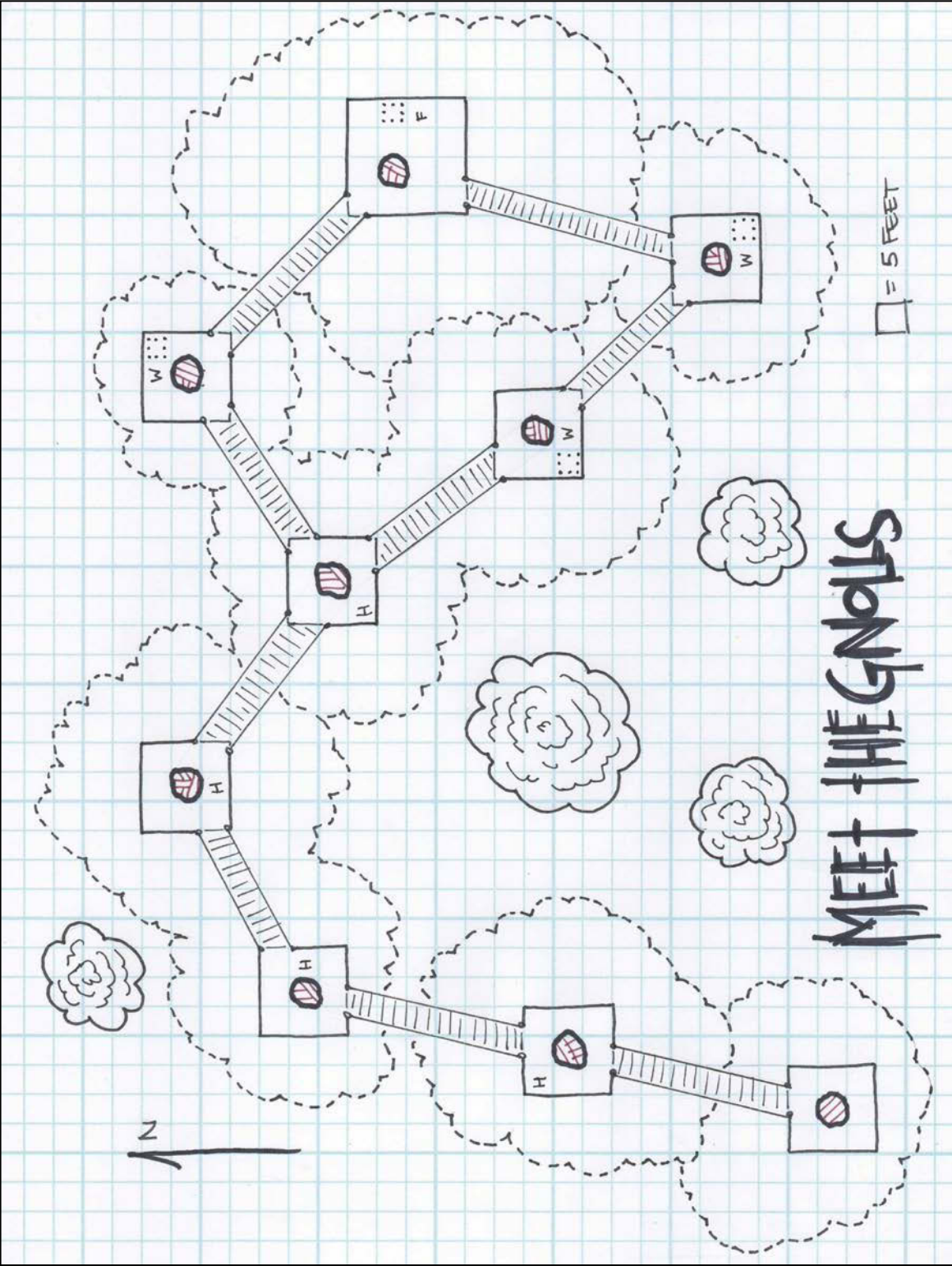
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

REACTIONS

Vengeful Strike. In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling makes a melee attack.

MAP. MEET THE GNOLLS



ADVENTURE 3- THE FILTHY CLAWS OF SIN

This mini-adventure is optimized for 3rd level characters.

If the characters successfully rescued the youths in Adventure 2. The Mottled Fur of Rage, the characters have earned the respect and thanks of the town's council—especially that of Silas if the characters managed to retrieve them without the townsfolk finding out.

GETTING THE CHARACTERS HOOKED

The characters are approached by Harbin Wester. He relays the following information:

- An elven woman named Delsy has come to Phandalin recently, and asking Harbin about the happenings as of late.
- She professes to be an ardent fan of Master Volo's work, and in confidence, told Harbin that she was led to Phandalin by a dream.
- In her dreams, she learned of the Dreamstones; valuable objects capable of powerful magic. She believes they are located in the Neverwinter Wood, a dangerous forest north of Phandalin.
- Harbin has never heard of the Dreamstones.
- Harbin advised the woman not to venture into the Wood—strange activity has been reported there ever since Volo ventured within.
- Why, no more than a couple of tendays ago, a group of Ilmaterian pilgrims traveled through the area and two children among them vanished—never seen again.
- When the children, called Milack and Ephenia, went missing a few days ago, the forest was thoroughly searched. The searchers found no evidence of the children, but they reported seeing strange sounds and lights that halted the searchers venturing too far into the forest for fear of their own safety.
- Harbin offers the characters a handsome sum of 100 gp if they find Delsy and return her to Phandalin.

If the characters accept, Harbin is relieved. He describes the elven woman as pale-skinned with black hair and a slight—almost imperceptible—limp. He also provides directions to the Neverwinter Wood.

1. ENTERING THE NEVERWINTER WOOD

When the characters arrive at the place Harbin described in his directions, read:

Following Harbin's directions you find a trail leading northward into the southern reaches of the Neverwinter Wood. It leads north for a mile or so, then splits off in three directions.

FINDING THE CORRECT PATH

The characters must choose which of the three paths to take. They can attempt a Wisdom (Survival) check to examine the tracks along the trail. Allow one character to attempt the check, and one character to assist (providing advantage).

If the Survival check is 10 or lower, the characters believe they see elven tracks heading down the central trail. If the Survival check is between 11 and 15, they are sure that the right trail is definitely where the elven tracks lead. Only on a 16 or higher to the characters find the true trail, which is to the left.

Right-Most Trail. If the adventures take the trail to the right, they run into a different trap that releases wooden thorns at them. Each character must make a DC 10 Dexterity saving throw or take (7) 2d6 piercing damage, or half of that on a successful saving throw.

Central Trail. If the adventures take the central trail, they run into a trap that rains large rocks down on them from the trees. All characters must make a DC 12 Dexterity saving throw or take (10) 3d6 bludgeoning damage, or half that on a successful saving throw.

Left-Most Trail. This is the safe trail. If the characters determine the safe trail with a successful Wisdom (Survival) check, or after they encounter a trap on one of the dangerous trails, the characters pick up on the correct trail deeper into the woods. Characters who investigate the traps after they were sprung can make a DC 10 Intelligence (Nature) check to see these traps were not natural, and a DC 15 Intelligence (Arcana) check reveals the traps were powered by powerful magic that was fey in nature.

Detection & Disabling. For any of these traps, a passive Wisdom (Perception) or active Intelligence (Investigation) check DC 13 is required to notice the trap before triggering it, and a successful Dexterity check using thieves' tools DC 15 is required to disable the trap. Failing this check by 5 or more sets the trap off regardless.

ADJUSTING THE ENCOUNTER

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

- **Very Weak or Weak party:** Halve the damage done by the traps.

- **Very strong party:** Add 3 (1d6) to the damage done by the traps.

2. THE DREAMSTONE

After finding the correct path, the characters come across a strange scene:

The path ahead is swamped with butterflies, hundreds of them: some rest on flowers, some frolic along the ground, and some flit in the air. You have never seen so many of the creatures all in one place in your life.

As you continue on the path, they suddenly move as one, arranging themselves in two lines that flank the path, as if providing you with a clear lane to travel. The hover frantically, their wings beating quickly but the creatures themselves staying in place in the air.

A DC 11 Intelligence (Nature) check confirms that these butterflies are not acting naturally, and that something is controlling them. A DC 15 Intelligence (Arcana) check reveals that this sort of behavior could be demonstrative of a powerful fey presence.

Suddenly, the butterflies clear away, and in their absence, the characters see a large, clear gem, roughly the size of a human fist. Characters examining it notice that it's made of an unusual crystal--unlike anything they have ever encountered.

When the characters examine the crystal, read:

Within the clear crystal, a vision appears. A beautiful elven face, framed in dark hair, speaks, although the voice sounds only in your mind.

“One butterfly is red as blood.

Three butterflies are orange as sunset.

Four butterflies are yellow as gold.

Seven butterflies as green as leaves.

Eleven butterflies as blue as water.

What two colors are the rest of the butterflies?

And how many of each color butterflies are there?”

The answer is that the other butterflies are indigo and violet, the other two colors of the rainbow. There are eighteen indigo butterflies, and twenty-nine violet butterflies, as the next numbers in the series are the sum of the previous two.

Instruct the players that anything they say you assume is spoken in character. If they say a color or a number that is not one of the two correct answers, the butterflies's wings turn razor sharp, and the characters take 2 slashing damage as the butterflies

swirl angrily around them. The butterflies then return to normal and await another answer. The butterflies follow the characters until they solve the riddle or leave the forest, occasionally attacking for 2 slashing damage if the characters do not answer.

If the characters have trouble with the puzzle, allow a DC 9 Intelligence check to provide clues, saying that the butterflies appear to resemble an incomplete rainbow as they dance around the characters. This should help with the color aspect of the riddle.

Upon giving the correct answer, the crystal glows brightly and speaks again:

“That is correct. You are wise. You must know that beauty and hideousness, innocence and guilt, peace and violence: these are all two sides of the same coin. When that coin is tossed, it can land on either side. Speak the names of the two innocents to free them from their fate.”

This clue assists the characters in the next encounter. While the clue is not necessary to move past the next encounter, it makes dealing with the nightmare stone much easier.

TREASURE

The characters are free to take the *dreamstone*. It has no immediately-apparent value.

3. THE NIGHTMARE STONE

As the characters continue down the path, read:

The path continues north, with an obvious trail of elven footprints as you proceed. Without warning, the sunlight is blotted out by a thick blanket of clouds rolling in at an alarming rate, leaving the forest in total darkness.

The sounds of chirping insects, which had been serenading you along the path, ceases abruptly.

The characters are now in total darkness. When anyone creates light, either by magic or through more mundane means, continue reading. (This also happens as those with darkvision adjust to the new lighting situation, if applicable):

Against all reason, the lack of light causes a previously-unseen object in the path ahead to radiate a sickly, black light. Whatever is causing the dark light rises from the ground and begins moving toward you.

This piece of black crystal is identical in shape and size to the clear crystal found in the previous encounter.

As it rises from the ground, the adventures see a terrible sight.

The wailing of children's voices fills your mind as the object's dark light washes over you. And then you see them.

In front of you, the light coalesces into the forms of two children; a boy and a girl. Crawling with spasmodic lunges toward each other their bodies merge with the sickening cracks and pops of breaking bones and snapping sinew.

When the terrible transformation is complete, you see a horrid dog-like creature with two heads, eight flailing limbs, and gaping maws full of gnashing teeth. The creature hurls itself at you.

THE MONSTERS

The creatures use the stats of a **death dog**. In the first round, there is only one creature. At the start of the second round, three more appear.

These creatures are formed by the essences of the two children who were lost in the woods: Milack and Ephenia. The children are caught between this place and the Feydark, and their souls are trapped until their names are spoken (as per the instructions given when the characters answer the riddle in the previous encounter).

If the characters speak the names of the two children, the following occurs:

- The appearances of the creatures change from conjoined children to normal death dogs.
- All of the death dogs have disadvantage on all attack rolls and saving throws.
- The death dogs's hit points are reduced to 1.

If the characters cannot remember the names of the two children but were told them, allow a DC 13 Intelligence check as an action for the character to remember the names.

When the death dogs are defeated, in either form, the bodies disappear. In their place the characters find the two children, alive but very weak, crying hysterically.

The children can relay information once calmed with a DC 9 Charisma (Persuasion) check:

- They were in a place that looked like this world, but was dark and twisted. They know that just a mile or so ahead on the path is a small cottage. It glowed so brightly with dark light that it hurt their eyes.

- Laughing and screaming were coming from the cottage, and through an open window they saw an elf in a cage being questioned by two ugly, old women. They were talking about some kind of change, but their words and accents were strange.
- Both Milack and Ephenia know that something terrible is happening in that cottage, and the characters need to get there and save the elf. Ilmater saved them in order to deliver this message.

ADJUSTING THE ENCOUNTER

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

- **Very Weak or Weak party:** Remove the poison and disease ability from the **death dogs**.
- **Very strong party:** Add a **death dog**.

TREASURE

The characters are free to take the *nightmare stone*. It has no immediately-apparent value.

4. THE UNHAPPY HAG HOME

The children encourage the characters to continue, and while they admit to being very scared, they are willing to hide in the forest until the characters return.

When the characters continue along the path, they find a cottage, just as the children described:

True to the description given by Milack and Ephenia, a small cottage rests in a clearing. It is barely 15 feet to a side, with pine-shingled walls that likely do little to keep out the cold. Through open windows you can hear the sound of shrieks. Some might be laughter, others might be angry shouts, but there is no lack of cackling.

If the characters move up to look into the cottage, read:

The scene inside the cottage is as the children described. An elven woman, matching Harbin's description of Delsy, is locked in a small cage in the corner of the room.

Two horrid-looking woman, pockmarked and dirty and covered in oozing sores, shriek at her.

WHAT IS REALLY HAPPENING?

The situation isn't quite as it appears. The two obvious crones are an **annis hag** (Auntie Bock) and a **bheur hag** (Granny Wroog). They recently formed a coven with Delsy, who is really a **green hag** in disguise. These two hags are detailed in *Volo's Guide*

to *Monsters*, but their stat blocks are not provided here because they are not meant to be fought.

Delsy hopes to make a transformation into a more powerful form by luring people from Phandalin here and performing unspeakable rituals upon them. The other two hags want to remain in hiding because of the strange events in the area.

Auntie Boch and Granny Wroog cannot take action against Delsy. They have her trapped, but her protection is broken if the characters interfere.

THE INTERFERENCE

As soon as any character attempts to enter through a door or a window, or makes an attack or casts a spell through the same, read to just that character:

Just as you spring into action, you suddenly and inexplicably find yourself standing in the middle of the room with the two hags and the elf—all three quite surprised to see you.

The elf claps slowly from her cage. “You see? You should have helped me rather than tried to stop me. I’ll have my way in the end.” As suddenly as you appeared, the elf disappears from her cage.

One of the hags rolls her eyes. “Thanks for nothing,” she croaks. “I’m never going to get my spleen pie made if this keeps up.”

A few important notes for the rest of this encounter:

- The cottage is much larger on the inside than it appeared from without (see Map. Unhappy Hag Home Map, below).
- The doors are enchanted; they act like teleporters when any creature other than one of the hags passes through. When a creature opens an interior door, roll a d10 and consult the map. Instead of going into the room beyond, they are instantly teleported into the room indicated by the die. The creature needn’t pass through the door to be teleported; the door’s magic is triggered when it is opened. A door can only be opened once per round per character.
- The hags use the doors normally. They also can walk through the walls as if they were not there.
- The characters can learn to control the doors by using an action to make a DC 15 Intelligence (Arcana) check. A character in possession of either the *dreamstone* or the *nightmare stone* make this check with advantage.
- A character can move through a wall by succeeding on a DC 11 Charisma saving throw. On a failed save, the character takes 2 (1d4) bludgeoning damage.

Only one attempt can be made per round. A character in possession of either the *dreamstone* or the *nightmare stone* has advantage on this saving throw.

FRIENDS, FOES, & TACTICS

The two older hags play no part in the combat in this encounter. If they are attacked, they simply wave away the damage, telling the characters to focus on the real threat: Delsy. The two assist the adventures in the form of advice and hints about fighting better, using the doors to focus on finding Delsy, or even administering potions. They cannot, however, take any direct action against Delsy.

Delsy, now in her **green hag** form, can’t attack or use any of her powers, as they are stifled by the magic within the lair. Her one defense is an ability to summon creatures. Any round where she is in a room with one or more characters, she uses her action to conjure a kobold, which obeys her commands and attacks immediately upon being summoned. It can’t leave the room it is summoned in and vanishes in a puff of smoke after being reduced to 0 hit points.

THE TONE OF THE COMBAT

The objective of this combat is to be weird, chaotic, and possibly a little humorous. The characters should be confused at first, randomly popping from room to room as they pursue Delsy, occasionally finding the fleeing hag only to be accosted by a kobold as the hag simply walks through a wall to escape.

As the combat progresses, if the players get frustrated, have the other two hags give hints, or even assist them in walking through walls to get at Delsy.

DEVELOPMENT

When the characters reduce Delsy to 0 hit points, she vanishes in a puff of toxic green smoke. Her two former coven-mates are relieved, and for the help the characters gave, the hags offer the following rewards:

- They offer each character a *potion of poison resistance*. (Sure, the potions are made of medusa eyeballs and spider secretions, but magic is magic, right!?)
- They inform the characters that they were drawn to the strange magic that saturates the area. They wanted to see what was happening and why. They have no plans (at least for the time being) to threaten Phandalin. If they did, they would have joined in with Delsy’s.
- Whatever is scaring the creatures of the area is powerful. Even the fey creatures of the forest whisper in hushed tones about the great eyes in the sky, whatever that means!

- They recently entertained an elderly human man for a few hours. He was quite charming, and he made them laugh with the greatest stories and limericks. He wanted to know more about the area, and they pointed him to an abandoned stone quarry in the vicinity of Old Owl Well. Something major is happening there, according to the rumors of the fauna in the region.
- The hags have no desire to keep the *dreamstone* or the *nightmare stone*, and recoil if either is presented to them. They refuse to explain why, however.

ADJUSTING THE ENCOUNTER

- Here are recommendations for adjusting this combat encounter. These are not cumulative.
- **Very Weak or Weak party:** Delsy's hit points are reduced to 41, and her AC is reduced to 12.
- **Strong or very strong party:** Delsy summons two **kobolds**.

CONCLUSION

The characters are free to leave the cottage, after being offered some food and drink that even the vilest orc would politely refuse. Milack and Ephenia are waiting where the characters left them.

Back in Phandalin, Wester finds it hard to believe that Delsy could have been anything other than a lovely elf maiden, but he still gives the characters the promised money since they rescued the children.

Milack and Ephenia do not want to return to their guardians in the worship of Ilmater. They are orphans who were taken in by the church, and they would rather stay here.

TREASURE

In Phandalin, the characters are able to sell both the dreamstone and the nightmare stone for 50 gp each. Additionally, Harbin Wester gives the characters their promised reward of 100 gp.

REWARDS

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

If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Death Dog	200
Green Hag	500 (reduced)
Kobold	25

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Answer the riddle without help	25
Say the children's names	25

The **minimum total award** for each character is **300 experience points**.

The **maximum total award** for each character is **400 experience points**.

TREASURE

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

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 up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Wester's Reward	100
Dreamstone	50
Nightmare Stone	50

POTIONS OF POISON RESISTANCE

Potion, common

A description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

RENOUN

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

DM REWARDS

You receive **150 XP**, **75 gp**, and **five downtime days** for each session you run of this mini-adventure.

MONSTER/NPC STATISTICS

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

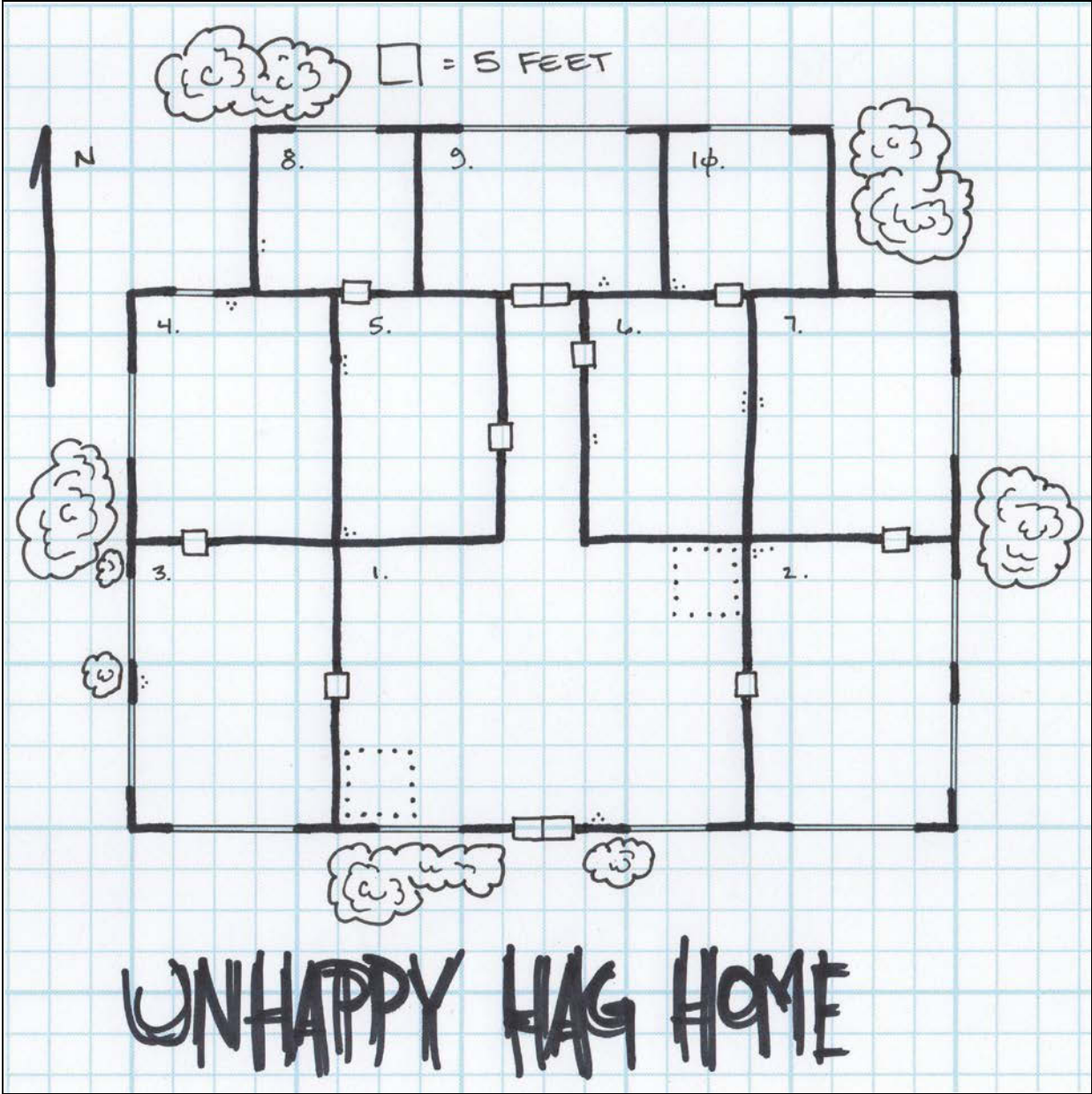
Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/ 120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

MAP. UNHAPPY HAG HOME



ADVENTURE 4- THE COLD SCALES OF DEATH

This mini-adventure is optimized for 3rd level characters.

If the characters played Adventure 3. The Filthy Claws of Sin, they received information from the hags that an old man has traveled to a stone quarry near the Old Owl Well to investigate strange happenings there.

If the characters are playing this adventure without that information, the leaders of Phandalin request they track down a lost visitor.

GETTING THE CHARACTERS HOOKED

The characters are summoned by Trilena Stonehill and asked to look into the disappearance of a recent visitor, and relates the following:

- A recent visitor to Phandalin was an elderly gentleman by the name of Master Aumaro. He took a room at our inn, and asked about the places in the area where Master Volo visited.
- He seemed kind and reasonable, if maybe a bit eccentric—and perhaps just a touch senile. He appeared to have a low opinion of Volo, which made it seem odd that he cared so much about the locations that Master Volo visited.”
- Trilena thought Master Aumaro left town for good a few days ago after settling his bill. But just this morning she found a note from Master Aumaro was waiting on my oven. She has no idea how he got in there without her knowing.
- In the note, Aumaro thanked Trilena for her hospitality and told me that he was going to take care of some dangerous business in the vicinity of the Old Owl Well. He also suggested that I make sure no one from town go into that area.
- Trilena fears the old man might be soft in the head and would like the characters to bring him back safely if possible. She offers a reward of 100 gp if the characters are successful.

She gives them directions to the area of the Old Owl Well by way of the Triboar Trail.

1. PREMONITIONS

When the characters leave the Triboar Trail and head into the hills toward the Old Owl Well, read:

The path between the Triboar Trail and the Old Owl Well is fairly well used. Recent rains have made the path muddy, and although the rains have stopped, the overcast skies lend a gloomy air to the day.

A **giant constrictor snake** hides in the mud; a guard set by the yuan-ti colony that has recently taken up residence in the abandoned stone quarry. One **flying snake** per character hides among the rocks along the sides of the path.

The snakes can be seen by a group DC 12 Wisdom (Perception) check. Any character that doesn't see the snakes is surprised. Each flying snake targets a different character.

When a character is poisoned by a flying snake or constricted by the constrictor snake, they have a vision (if no characters are poisoned or constricted, choose one of the characters at random to have the vision):

As you struggle to catch your breath, your vision blurs. Before you, you see a giant snake's head, carved of stone or some other material, spewing poison over a mass of people huddled on the ground. As the terrible liquid washes over the huddled masses, they start to writhe and change form.

Within moments, the poison corrupts their bodies; warping and twisting them, and gifting them with snake-like features: heads, bodies, and even arms and legs that resemble writhing serpents.

As quickly as the vision appears, it fades.

ADJUSTING THE ENCOUNTER

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

- **Very Weak party:** Remove the **giant constrictor snake**.
- **Weak party:** Halve the poison damage from the **flying snakes**.
- **Very Strong party:** Add a **giant constrictor snake**.

After dealing with the snake guardians, the characters are free to continue toward the Old Owl Well and the abandoned quarry—hopefully with a sense of urgency thanks to their visions.

2. THE MESSENGER CROAKED

As the characters continue down the trail, they come to a marshy area they need to traverse. There are no dangers here, but there is a friendly messenger waiting:

The trail you are following crosses a marshy area. Pools of standing water flank the path, and the area stinks of rotting vegetation and stale water. As you carefully pick your way through the marsh along the path, you hear a low, rumbling voice somewhere near your feet say, “Hey, down here.”

HUBBUB THE FEY TOAD

The voice comes from a Hubbub, a fey toad summoned forth from the Feywild by Master Aumaro. The toad has been tasked with delivering a message from Aumaro, who apparently knows that the characters are following him.

In its deep croaking voice, Hubbub delivers the following information:

- An abandoned stone quarry lay on the trail ahead of the characters. Master Aumaro is there.
- Hundreds of yuan-ti (snake creatures) are there, performing some sort of unholy rite. The rite’s purpose is unknown, but it seems like something that would not be good to let conclude.
- There are too many of the snake creatures for the characters to handle alone. Master Aumaro will create a distraction, which should allow the characters to sneak into the center of the quarry and rescue the innocent people whom the yuan-ti are using in their rite.

After delivering his message, Hubbub vanishes back to the Feywild with a parting croak—leaving behind a sweet-smelling cloud of twinkling, pink smoke.

3. THE RITE AT THE QUARRY

When the characters arrive at the site, read:

The trail leads toward and down into a huge hole in the ground—obviously the site of the old quarry. To get down to the quarry floor any other way would involve climbing down a 30-foot-high sheer cliff.

Within the large quarry are dozens, and possibly hundreds, of people with various snake-like features. All of them are focusing their attention to the southeast, where a large snake creature with at least a dozen snake heads stands atop a granite snake head carved into the side of the quarry.

In the shadows of the countless torches that line the edges and interior of the quarry, you see the uneven quarry floor has several pits dug into it. In addition, several flat-topped stone columns rise 15 feet off the bottom of the quarry floor. At least two of the columns have a bound human resting on top. Traces of movement within the pits reveal that some may be in those as well. One human is bound beneath the carved snake head.

THE DISTRACTION

Give the characters a few minutes to observe the area, get a feel for their surroundings, and get an understanding that something terrible is happening here. After they have had a chance to scout the area, but before they enter the quarry, read:

The din of the hissing, wailing snake people is loud, but is drowned out by the massive explosion that rocks the quarry. Columns of flame fall from the sky, engulfing masses of snake creatures.

On the other side of the quarry you see a lone figure, staff raised to the heavens. He shouts in a voice amplified by magic: “Your foul rite will end here and now! Return from whence you came!”

As far as distractions go, that is one of the most impressive that you have ever seen.

Master Aumaro has arrived and, as promised, distracts the yuan-ti for as long as the characters need. This is their cue to venture into the quarry and begin rescuing people.

RUNNING THE ENCOUNTER

The idea behind this encounter is to allow the characters to get into the quarry, use some skills and combat prowess to rescue the innocents, and then leave. Many players may try to fight everything, while others may want to roll Stealth checks each round. None of that is necessary.

Make it clear to the players that their characters have the time and the distraction to move deliberately and carefully without fear. They don’t need to get out of the quarry in any set number of rounds, and they don’t need to sneak every inch of the way. The only enemies that confront the characters directly are the ones who specifically guard the victims. Even those enemies that the adventures target who are not guards ignore the characters in favor of the threat from the distraction.

THE RESCUE

There are a total of five victims—two are trapped in pits, two atop columns, and one beneath the snake head carving. Each victim in a pit or atop a column is

guarded by a **yuan-ti pureblood** (for a total of four yuan-ti purebloods). The victim beneath the carving is guarded by a **yuan-ti broodguard**. The characters can move into and around the quarry, without incident, but upon approaching a pit or climbing atop a column, the victim's guard attacks.

While Stealth checks are not needed to avoid the mass of yuan-ti in the quarry, they can still be attempted to surprise or avoid individual yuan-ti guards. A DC 12 Dexterity (Stealth) check is sufficient to avoid detection by the guards.

Pits. Each pit is 10-feet deep. A mass of snakes lay at the bottom of each pit. These snakes cushion any fall, preventing falling damage, but any creature that starts their turn in the pit must make a DC 11 Constitution saving throw or take 2 (1d4) piercing damage and 2 (1d4) poison damage from the biting snakes. In order to Climb the wall of a pit requires a successful DC 9 Strength (Athletics) check. Characters dragging or otherwise assisting the victims out of the pit make this check with disadvantage.

The yuan-ti guarding the pits do so from the edge of the pits.

Columns. Each column is 15-feet high, with handholds built into the sides for climbing. No check is required to climb, but creatures without a climb speed still move at half speed up or down. The yuan-ti that guard the columns do so from the top of the columns.

Snake Head Carving. On initiative count 20 (losing ties) of every round, poison sprays out of the snake head, covering the area shown on the map. This poison requires a DC 11 Constitution saving throw or the creature hit by the spray takes 7 (2d6) poison damage.

The yuan-ti broodguard stands next to the victim tied there.

Victims. Each victim is conscious and healthy, bound with normal rope. They do not need to make checks to climb or move: consider their checks as successes. They will only move, however, if they are freed from their bonds and accompanied by an character.

DEVELOPMENT

When all of the guards are dead, or when all of the victims and characters reach the top of the quarry, the characters have successfully completed the encounter.

ADJUSTING THE ENCOUNTER

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

- **Very Weak or Weak party:** Remove the **yuan-ti broodguard**.
- **Strong or very strong party:** Add two **yuan-ti purebloods**.

CONCLUSION

After the characters and their rescued victims are out of the quarry, Master Aumaro finds them, appearing out of nowhere:

As the hissing and explosions fade in the distance behind you, an old man appears out of thin air directly in front of you. He levels his staff at you, then relaxes. "Well, I suppose that could have gone worse." Then he frowns. "It wouldn't surprise me if Volo was somehow to blame."

He continues speaking as he opens a pouch on his belt. "You have served the side of good well. You should be rewarded. But first, some information. These creatures originally laired deep beneath the earth at the Sword Mountains. Something terrible and powerful indeed must have threatened them to drive them from their home. Your travels may take you there. Walk your path with care."

He pulls a pouch from his belt and tosses it to you. "These will serve you better than they serve me now. Use them wisely, especially Hubbub." With that, the strange man nods and disappears.

When the characters arrive back in Phandalin, the victims can be reunited with their families, and Trilena provides the promised reward.

TREASURE

Inside the pouch is a diamond worth 100 gp, a *circlet of blasting*, and the figurine is described in the story awards.

REWARDS

Make sure the players note their rewards on their adventure log sheets. Provide them your name and DCI number (if applicable) so they can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Flying Snake	25
Yuan-ti Pureblood	200
Yuan-ti Broodguard	200
Giant Snake	450

The **minimum total award** for each character is **300 experience points**.

The **maximum total award** for each character is **400 experience points**.

TREASURE

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

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 up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Trilena's Reward	100
Diamond	100

CIRCLLET OF BLASTING

Wondrous item, uncommon

A description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

HUBBUB THE FEY TOAD

Master Aumaro has provided you with a jade figurine that can summon Hubbub the Fey Toad. This creature has the stats of a frog from the *Monster Manual*, except he can speak Common and has an 8 Intelligence.

When the figurine is activated by rubbing its belly, Hubbub appears in a cloud of pink, twinkling smoke. He remains for 1 hour, during which time he can be used to deliver messages and perform other trivial tasks. Hubbub is a lover, not a fighter; he refuses to engage in any sort of combat.

After three uses, the magic of the figurine dissipates, leaving Hubbub free to catch delicious flies without interruption for the rest of his days.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

RENOWN

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

DM REWARDS

You receive **150 XP**, **75 gp**, and **five downtime days** for each session you run of this mini-adventure.

MONSTER/NPC STATISTICS

YUAN-TI PUREBLOOD

Medium monstrosity (yuan-ti), neutral evil

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

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

Skills Deception +6, Perception +3, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *poison spray*, *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yuan-ti makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Flyby. The snake does not provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

YUAN-TI BROODGUARD

Medium monstrosity (yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	4 (-3)

Saving Throws Str +4, Dex +4, Wis +2

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic

Challenge 2 (450 XP)

Mental Resistance. The broodguard has advantage on saving throws against being charmed, and magic can't paralyze it.

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

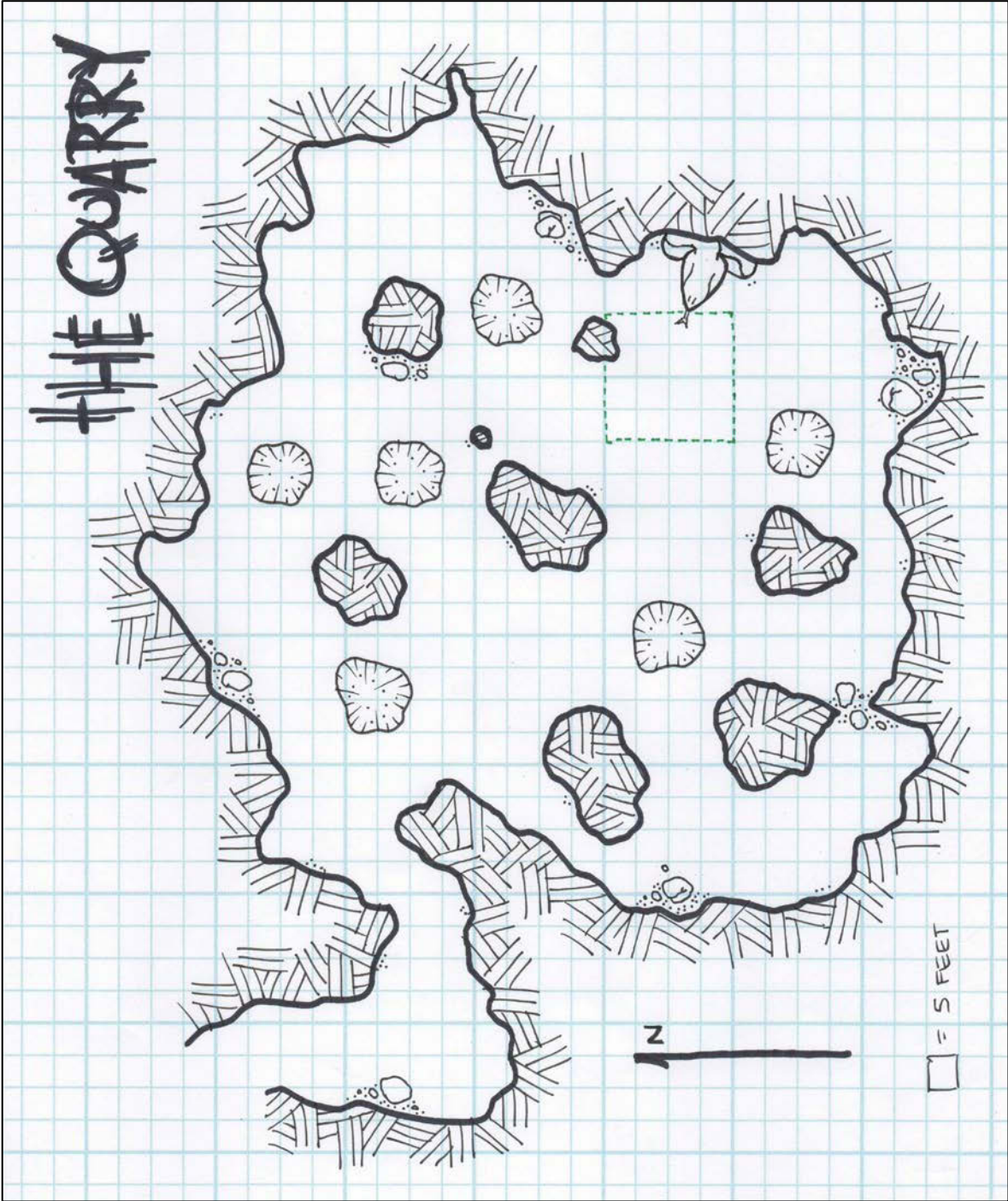
ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

MAP. THE QUARRY



ADVENTURE 5- THE TENTACLED MAWS OF EVIL

This mini-adventure is optimized for 4th level characters.

The illithid, whose history and practices are vastly alien to most other cultures, still have two primary goals, which are easily relatable to any of the races that live in this world: they wish to survive against the perils faced by their kind and to evolve their society into something greater. However, anyone who knows enough about mind flayers can tell you that is where the similarities end.

In some cases, the pursuit of the Grand Design outweighs the vigilance of safety. In this mini-adventure, an elder brain has been manipulated by a being that has been able to communicate with it secretly, obscured from the notice of its illithid kin. This predicament leads the party into the depths of the colony itself where they are forced into a crucial role of friend over foe.

GETTING THE CHARACTERS HOOKED

A Neverwinter noble named Ilsa Wisemantlem, a friend of Sildar Hallwinter, arrived in Phandalin recently to help investigate the recent troubles plaguing the town. Since then, she has taken up in a small cave at the base of the Sword Mountains. Sildar offers the characters a pouch containing 100 gp if they venture to her cave and assist in her investigations. Those who played Adventure 4. The Cold Scales of Death recognize this as the area described by Master Aumaro.

Read the following when the players arrive:

A dim flicker of light can be seen from cave opening ahead of you. The passage leads into another small cavern with a circular, stone door at the opposite end. A set of four striated lines, each breaking at different intervals are carved along the center of the door.

In the center of the chamber, a makeshift bed of blankets sits next to a small campfire. Ilsa is here, tending to a robed figure on the bed. Her charge appears to be a strange humanoid creature with blotchy purple skin and long tentacles that branch out from its squid-like face. The creature points in your direction as you approach. Ilsa, looking toward where the creature points, calls out to you. "Please," she says. "It's sick. We need help here."

Ilsa provides the characters with the following:

- The creature Ilsa is tending is a mind flayer named Cerali. It belonged to an illithid colony hidden deep within the mountains nearby. A creature succeeding at a DC 11 Intelligence (Arcana) check reveals the nature of mind flayers, as well as some general knowledge of their race.
- If any player chooses to help Ilsa, a successful DC 18 Intelligence (Medicine) check realizes that the creature's sickness appears to stem from its rebellion against its colony—something that Ilsa confirms (or mentions if the characters do not learn this).
- When spoken to, Cerali tells the players (telepathically if the characters don't speak Deep Speech or Undercommon) that her colony's elder brain, over the past few weeks, has started to act strangely; and performed a ritual that inflicted madness upon the minds of every living creature within a 20-mile radius of the colony.
- Those affected initially act strangely and erratically, but eventually go completely mad and turn on each other. If left to run unabated, it would not only eliminate the illithids's healthy supply of food and supply and slaves, but performing the ritual is also causing the mind flayers themselves to become sick and act strangely—some even dangerously so.
- When Cerali attempted to reason with it, the elder brain demanded Cerali's head—It barely escaped with her life.
- Cerali knows a short cut to reach the elder brain, but she is too weak to do it alone. She offers the players a deal. If they escort her to the elder's chamber, she can help them stop the ritual of madness. She vows to do this, even if it means harming her own. "It is far better than the fate they currently face," she tells them.
- Though she is no fighter, Ilsa is willing to offer a 200 gp reward to the party if they choose to help

DEVELOPMENTS

The party cannot enter the lair without Cerali's help. Ilsa refuses to accompany the party, as she must return to Phandalin.

If the players attack the mind flayer, Ilsa throws herself in the way (use the **noble** stats for Ilsa). If all else fails, Cerali casts *plane shift* and escapes with Ilsa. They do not return until the following day.

Assuming the players agree to help, Cerali takes them to the door on the other side of the cave. Read the following when the players are ready to continue:

Cerali leans forward toward the center of the door. Its face tentacles writhe about as they caress the lines on the door, creating a subtle yet slightly disturbing squishy sound. The door then slides open, revealing a dark passage beyond.

ROLEPLAYING CERALI

Like most mind flayers, Cerali states most things in a matter-of-fact manner. The concept of friendship, anger, or any raw emotion is new to it, so though it's extremely intelligent, it seems lost at times while communicating with the characters. It is determined to save her colony, however, and acts accordingly if it benefits its mission.

1. THE LOWER DECK

The mind flayers perform their experiments here, as well as keeping some of their prisoners for "research." In this section, the players escort Cerali through a hall as she disables the defenses leading to the upper area. The entire hall is actually the lower deck of a Nautiloid that crashed in these mountains centuries ago.

After winding your way through twisting tunnels, the passage opens into a walkway, partially swallowed up by the rocky cave wall. The floor here is hard wood, covered with a strange, soft substance that yields slightly beneath your footfalls. The area branches off at various locations, some marked with signs bearing line patterns similar to the ones at the entrance. Streams of line patterns carved into the ceiling cast a dim bluish glow about the area.

"This was once a great ship, capable of traversing the stars," Cerali's voice echoes in your mind. "We can get to the ship's control chamber where the elder brain resides, but first we have to activate the seals that unlock the portal. We must be cautious to not alert the rest of the colony above us. The ritual severely weakens their ability to sense others, but we still risk being detected if we are not careful."

THE FOUR SEALS

Along the lower deck there are four mechanisms which, if activated in order, opens a direct path from this deck to the ship's helm. These can only be activated by a mind flayer using the Qualith inscriptions at four locations along the path. Each location presents a different challenge the party must face before moving on to the next. Refer to the map locations below once Cerali guides the characters to each section.

Any of the sections may be resolved without resorting to combat. Cerali makes sure to stress this

to the party, as they are trying to make as little commotion as possible.

THE STRANDED NAUTILOID

The ship has been here for longer than even the mind flayers remember. It was originally a ship of illithid refugees who escaped destruction at the hands of their former Gith slaves. Though the illithid take great care in keeping the ship intact, it is unlikely that it can ever leave these mountains. A player succeeding on a DC 16 Intelligence (Arcana) can identify this vessel as a Nautiloid, as well as gain insight into their uses for planar travel.

A. THE PENS

Two **subservient quaggoth** patrol this area. They do not immediately notice the party. If the characters succeed on a Dexterity (Stealth) group check, the characters surprise the quaggoths.

This area contains two rows of four, five-foot wide steel cubes, each bearing a sliding door on one side and tented over the top with a yellow fabric. There are four of these cubes in a row on each side of the room. Near the wall on the far side of the room is a stone pedestal with a two identical levers mounted on the front.

The party must reach the other side of the room to activate the first seal.

Being Sneaky. Anyone attempting to accompany Cerali past the quaggoth requires a Dexterity (Stealth) check. Any character whose check exceeds the quaggoth's passive Perception succeeds in sneaking past. Cerali needn't make these checks, it's able to shield herself from the enemy's notice. Once the seal has been activated, the characters must also make the same check to exit the room without being detected.

Being Tricky. Alternatively, they may decide to pose as thralls themselves, with Cerali as their master. Each player involved in the ruse must succeed on a DC 11 Charisma (Deception) check. If a character fails, the quaggoths detect the ruse and attack.

Developments. A character investigating the levers that succeeds on a DC 13 Intelligence (Investigation) check learns that the levers operate the two rows of cells. The left bank of cells houses two **orcs** while the right bank houses two **kuo-toa**. Upon being freed, the prisoners immediately attack the quaggoths, allowing the characters to move past freely. The prisoners are weak and driven mad by the illithid ritual. They attack until defeated and are beyond sensible communication. If attacked by the prisoners, the

quaggoth ignore the characters—allowing them to pass without trouble.

ADJUSTING THE ENCOUNTER

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

- **Very Weak or Weak party:** Remove a **quaggoth**.
- **Strong or Very Strong party:** Add a **quaggoth**.

B. THE LAB

This once served as one of the research labs, overseen by the scientist Dralkit (Area #3) before becoming a pawn of the elder brain's ritual.

A pungent odor permeates this chamber, assaulting your senses even from the open doorway. A number of shelves and cabinets are ransacked. Glass debris and broken tables litter the room. Four creatures lay motionless on the floor, resembling a large, shriveled brain with four clawed limbs protruding from the sides.

The intellect devourers in this room died over the last tenday from the sickness affecting the colony. A successful DC 13 Intelligence (Investigation) check indicates that they most likely turned upon each other.

In the center of the room, a **gas trap** triggered by a pressure plate is set into the floor of the room that releases a toxic gas into the area.

Detection and Disabling. A character succeeding on a DC 15 Intelligence (Investigation) roll notices the pressure plate. If the plate is detected, the trap can be disarmed with a set of thieves' tools and a successful DC 15 Dexterity check with thieves' tools.

Trigger. The trap is triggered if the check made to disable it fails or if it is stepped on.

Effect. Poison gas is released from the four corners of the room. Everyone in the room takes 7 (2d6) poison damage, or half with a successful DC 11 Constitution saving throw. In addition, those that fail their save are poisoned. Those poisoned by the gas are prone to giggle or snort uncontrollably at various times, finding every situation strangely entertaining. They are at a disadvantage to all Wisdom checks and saving throws for the next hour.

Developments. On the back of the room next to one of the cabinets is the inscription needed to activate the second seal. Most of the lab has been destroyed or ransacked; however, a successful DC 12 Wisdom (Perception) check uncovers a *potion of hill giant strength* within the debris.

C. THE CONDUIT

When the characters reach this area, they find a mind flayer leaning against the wall, motionless—but nevertheless alive. A set of four tendrils about the size of an average human's arm extends from a fleshy patch against the wall and have embedded themselves into the mind flayer's shoulders. A Qualith seal (similar to the one in Area A, above) is inscribed on the wall nearby and can be activated without difficulty. Any player that succeeds on a DC 11 Intelligence (Investigation) notices that the illithid has suffered many wounds and also bears the same gray and blue splotches that Cerali does.

Saving Dralkit. Cerali identifies the mind flayer as Dralkit, an arcanist and one of the colony's main scientists. Cerali cannot read its thoughts directly but can feel its mind calling out. The tendrils are no doubt the source of the illithid's suffering. A character succeeding on a DC 13 Intelligence (Investigation) check concludes that the tendrils likely extend deep into the wall and must be severed to release Dralkit from its grasp--attempting to pull them from his shoulders would likely kill him instantly. The tendrils have an AC of 12, 5 hit points, and are resistant to bludgeoning and piercing damage.

If the party frees Dralkit, he immediately regains its senses. It is thankful and informs the characters that it too attempted to sway its people from their path of genocide only to have his energy siphoned to empower the ritual—punishment for his rebellion. A successful DC 11 Intelligence (Medicine) check indicates that his wounds may not be solely physical; Dralkit is quite weak and without the proper assistance, will likely perish within minutes.

Dralkit doesn't know any more than Cerali, but knows that the key to stopping the ritual involves communing with the elder brain itself. Dralkit imparts the players with a mind imprint of a Qualith sequence that should be useful in contacting the elder. A few moments later, the mind flayer dies. Other than the scroll, Dralkit carries nothing of value.

Treasure. If the characters search the mind flayer's body, they find a *scroll of lesser restoration* hidden within its robes.

D. THE HARVESTER

This is the underbelly of the transformation chamber. The last seal here requires the activation of two inscriptions on opposite ends of the room.

The walls of this chamber are coated with some sort of strange yellowish ichor. Five large tentacles extend from the ceiling down into the center of the chamber. One of the tentacle ends splits into four smaller tendrils which are wrapped around the forehead of a mind flayer calmly swaying back and forth on its feet.

The inscriptions must be accessed simultaneously to activate the seal. This requires two creatures able to read and activate the Qualith inscription. With proper coaching, Cerali may be able to teach an character to “read” the inscriptions, but does, however, warn the character willing to give it a shot that there may be consequences for a non-mind flayer attempting do so. During this discussion, the party may be interrupted by Sessavex (see below).

If an character wishes to make the attempt, they must succeed on a DC 11 Intelligence (Arcana) check in order to access the inscription in the proper sequence. After each attempt to do so, any non-mind flayer activating the inscriptions takes 7 (2d6) psychic damage. A successful DC 13 Wisdom saving throw reduces this damage to half. Accessing the alien mind of an illithid can often be too much for anyone to process.

ROLEPLAYING SESSAVEX

The mind flayer attached to the large tentacle is Sessavex. The tentacles are used to transfer psionic energy into the chamber above. Due to the elder’s demands for the ritual, Sessavex has been left to do this alone. This has become a long, strenuous process that has driven the illithid quite mad.

It continues to watch the party gleefully but doesn’t speak unless they examine or discuss the Qualith seal. Once they do, they hear Sessavex’s maddening whispers in their mind, laughing at their misfortune while they strain their tasty little brains. However, it then offers them a bargain. Though crazed, it is still sane enough to not wish its colony to suffer any longer. Any break in this process is likely to alert the elder brain.

If a character voluntarily trades places with Sessavex, it helps Cerali activate the final seal. If the characters agree, Sessavex directs them to one of the other large tentacles which instantly attaches itself to any willing creature adjacent to it. Upon receiving the tentacle, the character it is attached to must make a DC 13 Intelligence saving throw or take 7 (2d6) psychic damage. This DC is reduced by two for each additional character attached to the tentacle. Once freed, Sessavex happily sings on the way back to the harvester in an utterly creepy, drone-like tone.

MIND THEIR MANNERS

If it serves the narrative or if the characters seem like they’d enjoy it, interaction with the harvester could result in the temporary acquisition of a Mind Flayer Flaw (see *Volo’s Guide to Monsters*, page 75). This flaw lasts for 24 hours. Award inspiration to characters that make it a point to roleplay their new flaw.

THE FINAL SEAL

Once the final seal is activated, a secret entrance opens, leading to a small area at the rear of the deck. A floating disk in the center of the room takes the party directly up into the Nautiloid’s control room.

2. THE SHIP’S HELM

Formerly a room reserved for the Nautiloid pilot, this has been repurposed to house the elder brain and the mind flayer tadpoles.

You rise up through the floors of the lair. Moments before you reach the top, you pass in front of a clear surface where you can see dozens of illithid, their heads raised and their tentacles outstretched toward a glowing set of runes in the ceiling. The runes are completely foreign to the alien markings you have seen everywhere else in the lair.

You then rise into the upper chamber. Set into the center of the floor is a large, dimly glowing pool. The top of a gigantic brain sits above the surface of the murky water within. There are a few smaller pools scattered about, as well as a stone pedestal at the north end of the chamber. Four large tentacles extend from the large pool into the floor nearby. This area appears to be positioned directly above the strange rune you saw on the ceiling of the level below.

HELM ON THE BRAIN

Cerali tells the party the elder brain will be alerted the moment they approach the pool. However, this particular elder brain is integrated with the ship’s helm. Cerali suggests that one of the characters should distract the elder brain by accessing the helm attached to it.

Once done, the large tendrils connecting the pool to the deck floor must be cut or destroyed in order to disrupt the ritual. Cerali can’t use the helm for fear that interaction with the elder will cause her to once again fall under its complete control. Instead, Cerali will do its best to shield the players from the elder’s senses. It stresses this is the only way they can survive an encounter with the elder brain.

BRAIN FOOD

As long as the characters move cautiously, the elder brain is not immediately alerted. The large tentacles each have an AC of 10 and 12 hit points. While they can be destroyed, they may be pulled free with a successful DC 14 Strength (Athletics) check. As soon as the helm is accessed or the first tentacle is disturbed, the brain releases two **intellect devourers** to deal with the party.

Accessing the helm simply requires touching the controls. Each round at initiative count 20 (losing ties), the elder brain performs a psychic attack against each character in the room. Each character in the room must succeed on a DC 13 Wisdom saving throw or take 5 (1d10) psychic damage. As a reaction, a character accessing the helm may interrupt the elder brain, and allow the characters to make the saving throw with advantage.

Helm Activation Code. If the characters freed Dralkit in Area #C, they recognize the code imprint provided to the party as one of the inscriptions on top of the helm pedestal. If the character accessing the helm is a spellcaster, they may expend a spell slot as an action to make a ranged spell attack against each intellect devourer and large tentacles. The attack does 7 (2d6) psychic damage.

ADJUSTING THE ENCOUNTER

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

- **Very Weak or Weak party:** Remove an **intellect devourer**.
- **Strong or very strong party:** Replace **intellect devourers** with a swarm of cranium rats.

ENDING THE RITUAL

Once the tentacles are destroyed, the elder brain regains its senses and halts the ritual.

You feel a sharp pain pierce your skull and the alien cry of the elder brain assails your mind. The unfamiliar, unwelcome intrusion changes into a vision of four small, glowing eyes dancing around a single, larger glowing eye.

As your mind recovers from the psychic wave, dozens of mind flayers enter the chamber via the steps on either side. Cerali steps in front your group demonstration of defiance. A heartbeat later, you hear the droning voice of the elder brain shout “Enough!” through the rattled minds of all within the chamber. The mind flayers all silently gather, but approach you no further.

CONCLUSION

The elder brain communicates its thoughts as best as possible to the characters. It tells them of a beholder--once enslaved by the illithid--that freed itself from the elder brain’s control upon discovering a power far greater than the elder’s will. This same strange power has enabled the beholder to extend its control over vast distances. The creature convinced the elder that the ritual would revitalize the mind flayer vessel, allowing it to once more sail the stars.

However, when the elder brain was freed, it was able to briefly sense the beholder’s intent. Not only does the creature want revenge, but it is also unstable, wishing to prove its ultimate superiority by destroying the minds of every living thing in the area. Though the mind flayers are no longer a tool to accomplish this, the elder brain is sure that this being will one day return to continue its genocidal ambitions. Unfortunately, the mind flayers are unable to detect the creature’s location.

In exchange for saving the colony, the mind flayers allow the party leave peacefully--escorted by Cerali. The mind flayers make no qualms in remarking how “delectable” the characters brains must be, but for now, they are granted safe passage back to the lair’s entrance.

Upon returning, Ilsa is pleased to see the party safe and sound.

TREASURE

As promised, she rewards the group with a purse containing 200 gp and a *potion of greater healing*.

Once back in Phandalin, Sildar provides his promised reward of 100 gp.

REWARDS

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

If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn’t wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

EXPERIENCE

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

characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Intellect Devourer	450
Quaggoth	450
Swam of Cranium Rats	1,100

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Heal Cerali's wounds	25
Free Dralkit	50

The minimum total award for each character participating in this adventure is 425 experience points.

The **maximum total award** for each character participating in this adventure is 550 **experience points**.

TREASURE

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

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.

TREASURE AWARDS

Item Name	GP Value
Ilsa's Reward	200
Sildar's Reward	100

POTION OF GREATER HEALING

Potion, uncommon

A description of this item can be found in the Dungeon Master's Guide.

POTION OF HILL GIANT'S STRENGTH

Potion, uncommon

A description of this item can be found in the Dungeon Master's Guide.

SCROLL OF LESSER RESTORATION

Scroll, uncommon

A description of this item can be found on pg. 200 of the Dungeon Master's Guide.

STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

THE QUALITH EXPERIENCE

Though the mind flayer "written" language is practically impossible for anyone to craft other than mind flayers, you gain the ability to better understand the nature of the mind flayer's seldom-used written language; any Intelligence check made to identify or translate a Qualith expression automatically succeeds.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

RENOWN

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

DM REWARDS

You receive 225 XP, 112 gp, and five downtime days for each session you run of this mini-adventure.

MONSTER/NPC STATISTICS

INTELLECT DEVOURER

Tiny aberration, lawful evil

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can't speak, telepathy 60 ft.

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The intellect devourer makes one attack with its claws and uses Devour Intellect.

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

Devour Intellect. The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

Body Thief. The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its

telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body drops to 0 hit points, the intellect devourer must leave it. A *protection from evil and good* spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a *wish*. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

SUBSERVIENT QUAGGOTH

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 30 ft.

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

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 12 ft., passive Perception 10

Languages Undercommon

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

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

SWARM OF CRANIUM RATS

Medium swarm of Tiny beasts, lawful evil

Armor Class 12

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled

Senses darkvision 30 ft. passive Perception 10

Languages telepathy 30 ft.

Challenge 5 (1800 XP)

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: *command*, *comprehend languages*, *detect thoughts*

1/day: *confusion*, *dominate monster*

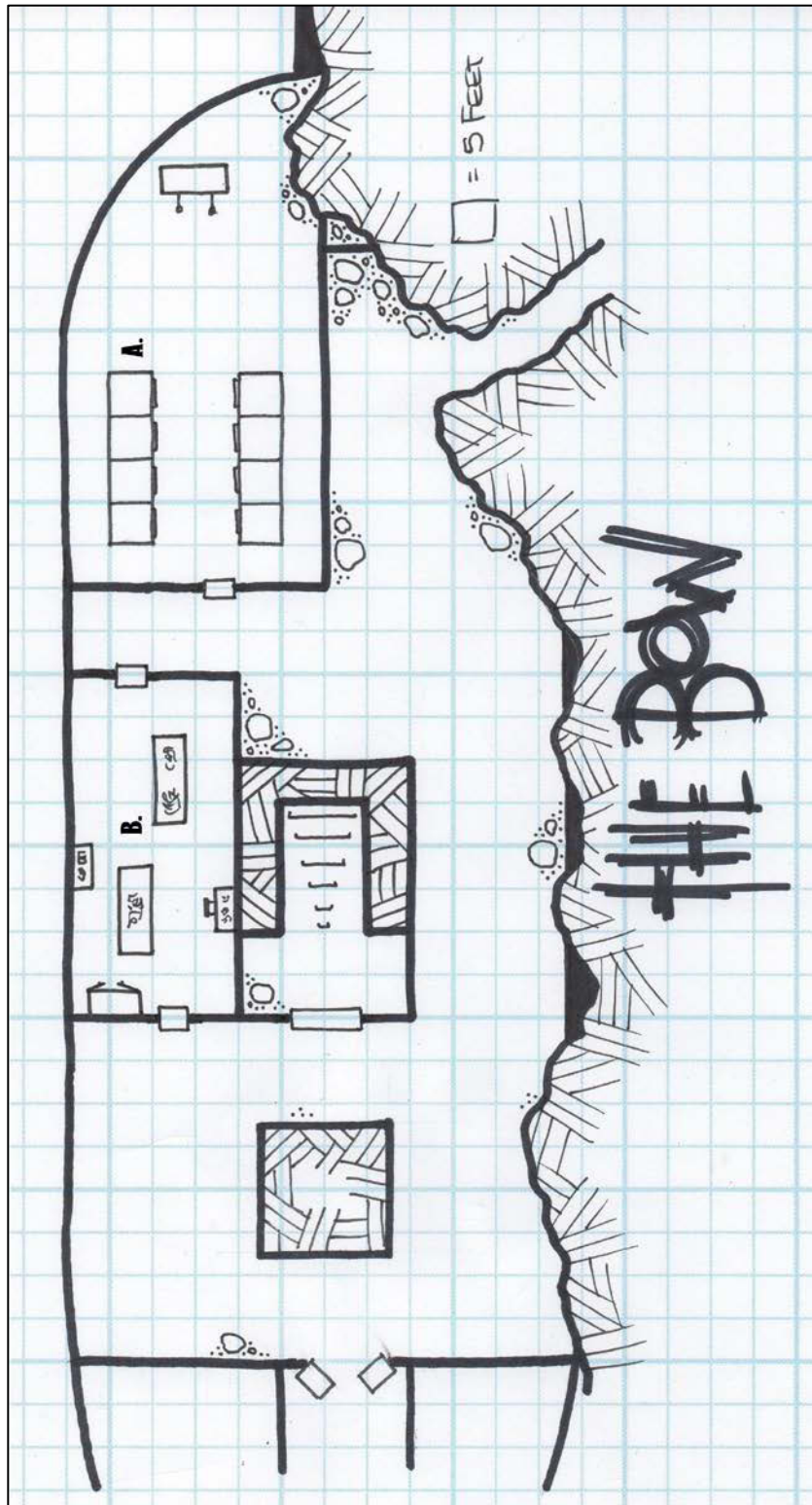
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

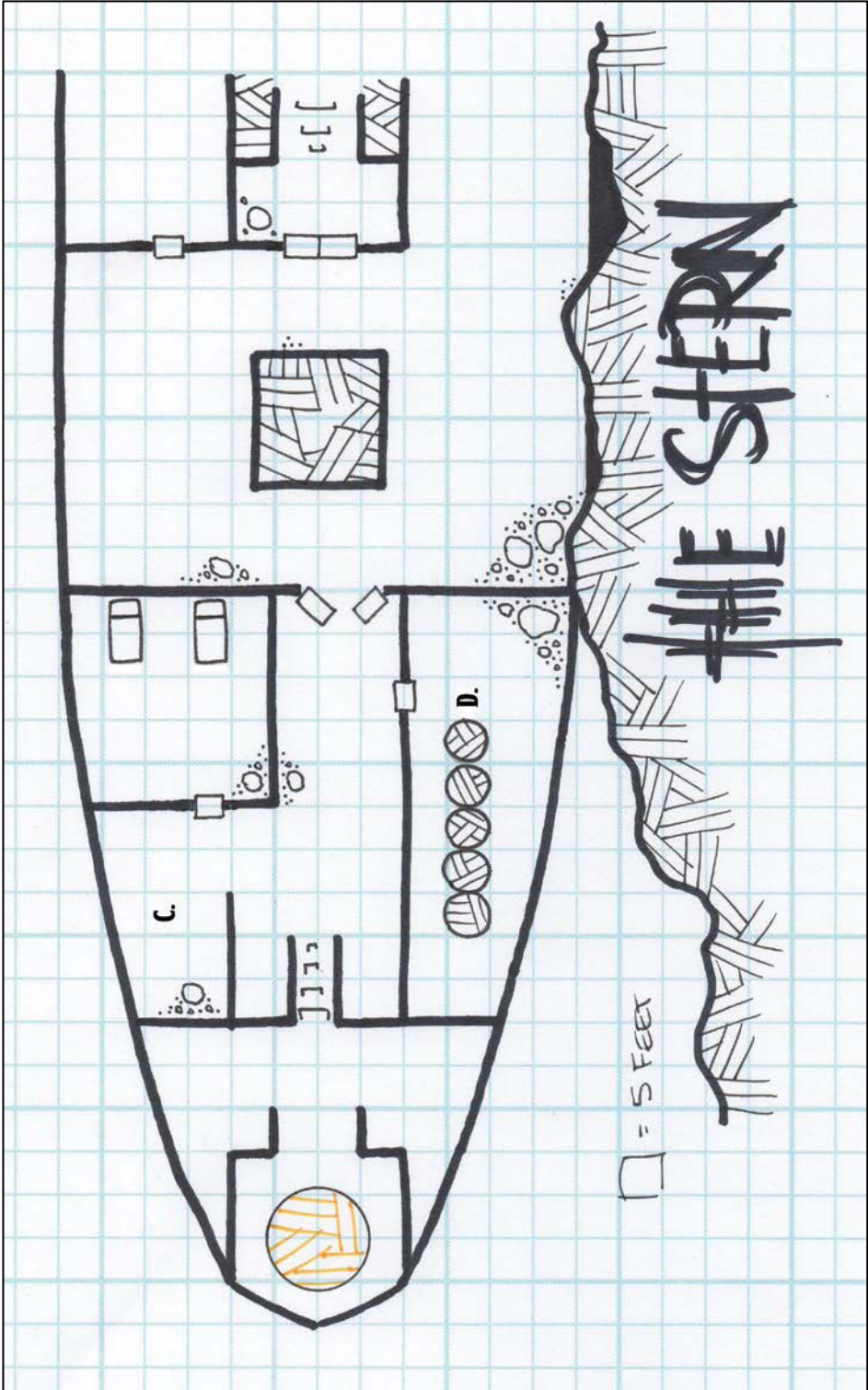
ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

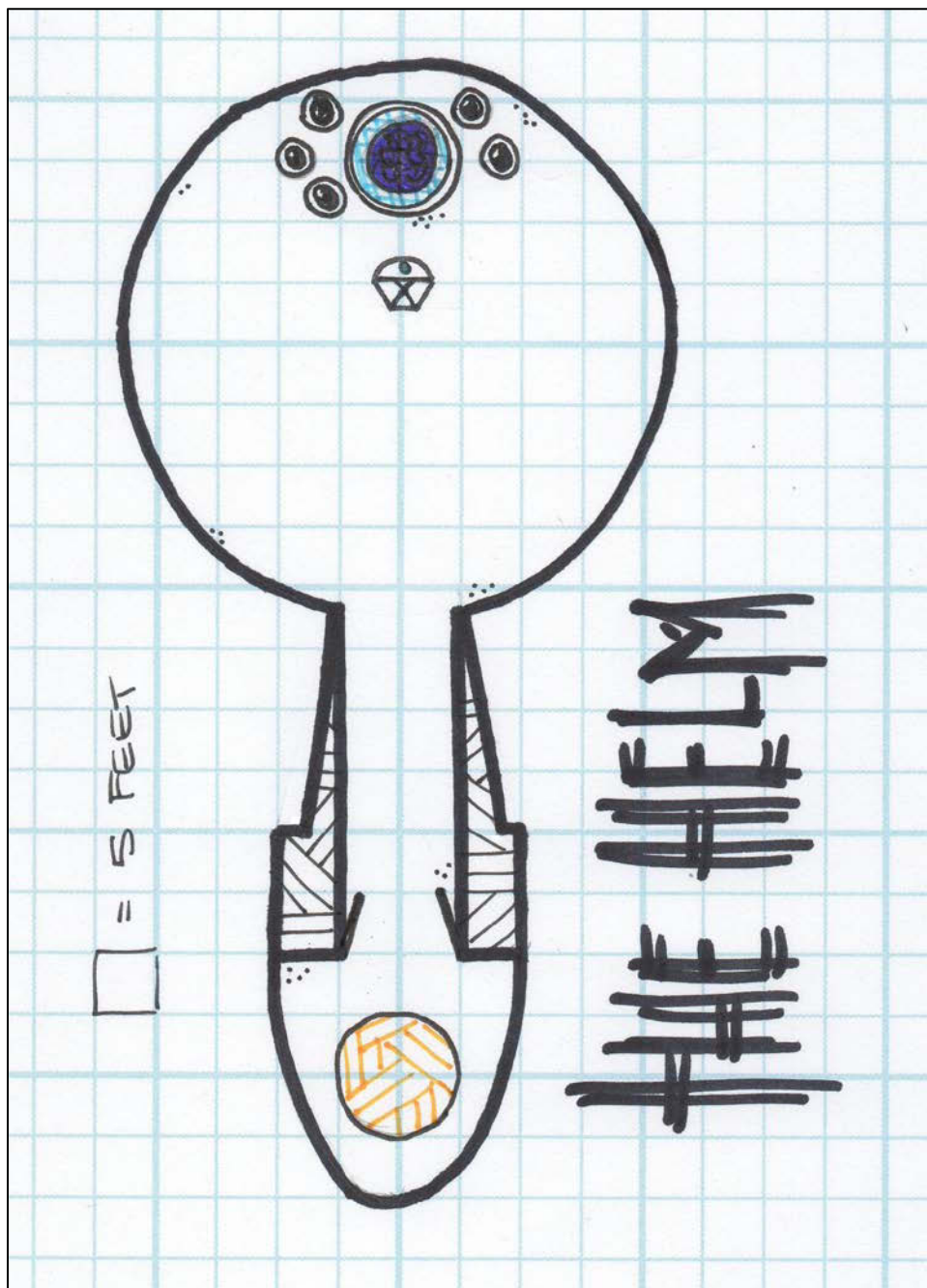
MAP. THE BOW



MAP. THE STERN



MAP. THE HELM



ADVENTURE 6.- THE MANY EYES OF DOOM

This mini-adventure is optimized for 4th level characters.

In this scenario, the party finally comes face to face with Gavmogon, a beholder that was captured a year ago and forced into servitude to the illithid elder brain. Now, with the discovery of the artifact known as the *hollow of dominion*, he not only seeks his revenge, but wishes to wipe out all other species he cannot subvert to his will.

This has come to the attention of the other beholders in the region. Each of them not only view Gavmogon as a threat, but have desires of their own for the twisted beholder's newfound power. It is by no twist of fate that the players are drawn into their insidious design.

GETTING THE CHARACTERS HOOKED

The characters are summoned by all three members of the town council: Trilena, Sildar, and Harbin. Once there, they find that Ilsa accompanying them. Ilsa and the members of the council relate the following:

- Many strange events and chaotic incidents that have plagued Phandalin and the surrounding area, Dangerous beasts, foul magic, and now, waves of madness have become the state of things over the past few weeks.
- People and creatures alike have been acting strangely, violently, or as Trilena Stonehill would otherwise put it, "simply nuts."
- Ilsa Wisemantle, a noble from Neverwinter, has been investigating these events and believes she has finally discovered one of the major threats endangering all within the region.
- Ilsa heard rumors of an explorer named Aladair, who traced the recent spread of chaos and madness to a location believed to be a beholder's underground lair. Aladair has ventured into the area and has not been seen since. She has provided this information to Phandalin's council.
- Ilsa is certain the beholder's lair Aladair discovered is at the center of the recent troubles that afflict the region.
- With this new information, Sildar Hallwinter and Trilena Stonehill offer the players a 300 gp reward if they venture into the lair and stop the source of the mysterious power affecting the region. Though Townmaster Wester disagreed with offering such a

reward on so little information, he begrudgingly accepted the arrangement.

ALA-WHO?

If the party asks for information about Aladair, they may make a DC 15 Intelligence (History) check. On a success, they learn that Aladair is a wandering sage and somewhat of a recluse. Not much else is known, but it is suspected that this explorer wishes to follow in the footsteps of the great Volothamp Geddarm.

FAMILIAR TERRITORY

The entrance to the lair is beneath the ruins of an old temple in the hills a half-mile west of the Wave Echo Cave. The mines nearby were recently liberated from a nefarious wizard and his vile gang. A player making a successful DC 13 Intelligence (History) check could deduce that if there are caverns below, they may yet be another part of a dwarven excavation that happened centuries ago.

Following Ilsa's directions, the party finds a stone trap door beneath the rubble with worn steps leading downward. The stairs descend a long way, nearly 50 feet, before opening up into a small chamber.

SPLIT PASSAGE

Refer to the Split Passage Map, below for the layout of this area.

A. ENTRANCE HALL

The stairs open into a roughly twenty-foot square chamber. Layers of dust and debris cover much of the floor here, which has been recently disturbed. Many overlapping footprints trail across the chamber to an open stone doorway. To the left of the door, a set of three concentric stone circles are imbedded into the stonework with a round iron plate at the center.

The footprints are far too clustered together to make much of them, save that they are recent. A character succeeding on a DC 15 Wisdom (Perception) check locates a patch of dried blood not far from the door. It can't be more than a few days old.

If the stone dial is examined, the party notices a collection of runes carved in the spaces between each of the concentric circles. A character succeeding on a DC 9 Intelligence (Investigation) check verifies that some of the runes on the outer circle vaguely match others within the next row, as well as a connection to a mechanism controlling the door.

Touching one of these causes the corresponding circle to move clockwise, and the door next to it instantly slides shut. The players may easily open the door again, as the pattern was already solved when they arrived. Though trivial for the moment, this information is useful to the party once they reach the inner sanctum door.

This room has exits that lead east and west. The faint sound of rushing water can be heard to the east. The ground is littered with loose stones from the walls and ceiling, showing signs of age and collapse over the centuries.

The players have two paths available to continue onto the next section, each with its own encounter. Regardless of the path chosen, when one side is defeated, the creature guarding the other path moves on.

B. THE WEST PATH

The path to the west can easily be traversed while avoiding the water. However, a **grick** guards this side of the path, hiding within the broken sections of the west wall.

ADJUSTING THE ENCOUNTER

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

- **Very Strong** party: Add a grick.

C. THE EAST PATH

A **water weird** guards this stream, which is traversable by using the narrow bridge raised five feet above the water's surface. If the players instead choose the path to the east, they reach a narrow stone bridge over a rushing stream. If the bridge is carefully examined, a successful DC 12 Wisdom (Survival) check reveals the bridge to be unstable. It collapses into the water if it holds more than two people at a time.

The stream's flow is weak enough to allow anyone to safely swim across with a passive DC 10 Strength (Athletics) check. Attempting to swim or cross the bridge in either case provokes the water weird to attack the party.

ADJUSTING THE ENCOUNTER

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

- **Very Weak** party: Replace **water weird** with a **giant constrictor snake**.
- **Weak or Strong** party: No change.

- **Very Strong** party: Add a **water weird**.

D. HALL OF EYES

This hallway is decorated with beautiful dwarven stonework. The intricate lines and etchings along the walls, however, are marked with carvings of a large eye in various locations on either side of the path. The carvings are crude and jagged in sharp contrast to the hall's finely crafted design. You get a strange feeling while you're here, almost as if something else is watching you.

Since Gavmogon is aware of the party's presence, he begins to slowly pierce at their thoughts with his power. Once the party steps into this 60-foot long hallway, each of them have their thoughts invaded, experiencing a flood of some of their worst memories. Those that succeed on a DC 14 Wisdom saving throw are able to shake off the effects of Gavmogon's probing. Those that fail, however, are mentally and physically shaken and gain a level of exhaustion that lasts for 1d10 minutes. The memory flash is brief and allow the the players to describe the nature of what they saw. However, the eerie, uncomfortable feeling remains with the characters until the end of the adventure. Make sure to award inspiration if they make an effort to roleplay it according to their character traits.

This area has a number of **pressure plates** scattered throughout the floor of the hallway. Detection and Disabling. A character succeeding on a DC 14 Wisdom (Perception) check notices and is able to avoid the pressure plates. There are a total of three of these triggers in the hallway. They are easily avoided if noticed, but cannot be disarmed.

Trigger. The trap is triggered if stepped on, or if the check made to disable the pressure plates fails by five or more.

Effect. When triggered, 2-foot square columns of hewn stone shoot out from the walls, slamming into anyone in range and slide back into place. Anyone caught in the hallway when the trap is triggered must make a DC 13 Dexterity saving throw, taking 16 (3d10) bludgeoning damage if they fail.

ADJUSTING THE ENCOUNTER

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

- **Very Weak** party: Reduce the trap damage to 11 (2d10).
- **Very Strong** party: Increase the trap damage to 22 (4d10).

DM'S OPTION: EYE OF THE MIND'S THEATER

Until the players reach the final battle with Gavmogon, the beholder continues to use the *hollow of dominion* to assault the party's minds. At the DM's discretion, when the players enter the next two sections, have them make another DC 14 Wisdom save. Failure causes another wave of psychic intrusion from Gavmogon. Though this causes no detriment to the party's abilities, it serves to add a greater sense of urgency for them to stop the beholder before they become its victims.

E. THE WAYWARD EXPLORER

Upon entering this area, the characters spot a wounded elf laying on the ground. He is dressed in studded leather armor and wears a wide, iron ring on his index finger. A successful DC 13 Intelligence (Medicine) check reveals the elf's wounds to be purely superficial. He awakens the moment anyone physically disturbs him, appearing dazed and disoriented.

The elf identifies himself as Aladair, and tells the party he was attacked by a crazed robed figure, accompanied by two flowing creatures with a terrifying number of eyes protruding from their multiple stalks. The creatures stunned him, but he assumes they must have fled once they sensed the party's presence.

Aladair's Secret. In reality, the elf is not Aladair at all. His name is **Faltrand**. He is an agent of one of another beholder, looking to obtain the secret behind Gavmogon's power. He could not get the real Aladair to reveal how to open the inner sanctum door and gain access to the hollow of dominion. He intends to lead the players into an ambush, where he can get them to open the door then dispose of them when finished. It is highly unlikely the players can see through his ruse right away, as there is very little public knowledge of Aladair's description or demeanor.

ROLEPLAYING THE IMPOSTOR

"Aladair" tells the players he ventured into this place in search of a powerful beholder he tracked by following the movements of the cultists that worship it. He is fairly certain he knows where the beholder's true lair is. It lies beyond a sealed door marked with dwarven runes deeper inside these halls, but he can't figure out how to open the door. He points out that the party's goals and his are similar, so he volunteers to work with them to open the sealed door and eliminate the threat to Phandalin and the surrounding region.

2. THE GRAND HALL

Refer to the Grand Hall Map for the layout of this area.

A ten-foot-wide path extends to the east, ending in a large double door made of solid white marble. A circular pattern of runes adorn the walls on either side of the door. Finely crafted decorative symbols inlaid with silver are chiseled along the floor of the entire path, ending at the base of the east and west entrances.

Right of where you entered, a hooded figure lies on the ground with its hands and feet bound together. The figure is wearing dark gray robes bearing a gold symbol of a large eye embroidered in front.

Two **gazers** are hidden in the alcoves next to the white marble door. Faltrand plans to ambush the characters here (see "The Sanctum Doorway" below). Faltrand plans to spring his trap when the adventurers reach the eastern end of this hallway and open the inner sanctum door.

However, seeing the characters, the robed figure in the corner struggles and thrashes about, speaking in a muffled voice beneath the hood. Faltrand tells the players that this is a cultist that he captured and questioned, and warns them to not get too close. If the players ignore him and remove the hood, it reveals a high elven woman with light brown hair. In addition to being bound hand-and-foot, she has also been gagged. This prisoner is actually the real Aladair, but Faltrand attempts to convince the party otherwise.

Faltrand speaks vehemently against freeing the woman—insisting that even allowing her to speak would allow her to use her foul magic. Any character looking at the woman, may attempt a DC 11 Wisdom (Insight) check, noticing that the woman appears to be terrified and in extreme pain.

Characters physically examining her further that also succeed on a DC 13 Intelligence (Investigation) check, also notice that the cultist robes she is wearing seem far a bit too big for her. In addition, if the check succeeds by more than 5, the character notices that she has the outline of a wide ring on her index finger. A successful DC 13 Intelligence (Investigation) check indicates that the shape of the mark is similar to the wide, iron ring that Faltrand currently wears.

If Aladair's gag is removed, she mouths the word "help," then continue mumbling phrases. Only if listened to carefully, the party hears the words "ambushed," "ring", and "cultists."

GETTING AT THE TRUTH

If the party does not bother with the real Aladair or decides to trust Faltrand, go directly to "The Sanctum Doorway" below. He does his best to lead the party down to the end of the hall.

If the characters detect his ruse, and confront or threaten him, a character that succeeds on a DC 12 Charisma (Intimidation) check compels him to surrender. Read or paraphrase the following:

While Aladair stands motionless, his arms up in surrender, a deep, booming voice echoes throughout the hall. “It seems we have found a worthy ally after all” A translucent image of a figure appears in the center of the hall. It is of a monstrous creature with a spherical body and small eyes atop stalks that protrude from its flesh. “My name is Varunto,” the image speaks again, its large central eye focused upon your group. “I have a proposition for you and your ilk.”

Varunto seeks to deal with Gavmogon, and to discover the location of the artifact that empowers the beholder’s machinations, the *hollow of dominion*. For more information, see the “What the NPCs Know” sidebar, below.

Varunto offers to send Faltrand to help the party defeat Gavmogon in exchange for the key that powers the artifact. If the players refuse or still threaten violence, Varunto responds by saying, “So be it. Gavmogon shall devour your lot. His domain will be mine, either way. Should you survive, little worms, pray you do not cross us again.” The image of a large eye appears in front of Faltrand, and both the image and Faltrand vanish. Aladair’s iron ring falls to the floor with a clatter.

If Faltrand is attacked at any point, he retaliates, with the gazers appearing within the next round. If reduced to 15 hit points or less, he still vanishes along with Varunto’s servants.

WHAT THE NPCs KNOW

The party can learn the following information from either Aladair or Faltrand:

- Gavmogon, a beholder formerly enslaved by a colony of mind flayers, broke free of his bonds by discovering a powerful artifact.
- The artifact is called the hollow of dominion. It is, in fact, an archmage’s chamber built centuries ago that channels psychic energy, allowing a powerful mind to commune with all creatures within a thirty-mile radius.
- Gavmogon is using the chamber along with his newfound psionic ability to exert his madness upon the creatures in the area and the people of Phandalin. Like most beholders, he is mad with power and believes himself to be superior above all others.
- This power is slowly causing all within the area to act strangely, becoming the beholder’s pawns, or eventually turning against others in madness.

- An ancient crystal rod is the key that powers the hollow of dominion. If the rod is destroyed, the hollow will be rendered forever inert.
- The hollow of dominion can only be attuned with the crystal rod that powers the rest of the chamber. If the party can destroy this rod, the chamber will be rendered forever inert.

THE REAL ALADAIR

The party can deal with real Aladair either before or after their confrontation with Faltrand. She continues to mumble her words and signal to the mark around her finger—possibly allowing the characters to attempt another Intelligence (Investigation) check, this time made with advantage.

If the players give the iron ring to Aladair, or place it on her finger themselves, she regains her senses. She has been down here too long and her mind has been weakened by the beholder’s power. The ring allows her to resist the effects until Gavmogon has been defeated. Aladair gladly offers to help the party defeat Gavmogon if they allow her to join them, asking nothing in return but her equipment, which Faltrand hid in a nearby alcove.

ROLEPLAYING ALADAIR

An aspiring sage in her own right, Aladair is inquisitive, sometimes in excess. She enjoys talking about her discoveries and gladly shows off her copy of *Volo’s Guide to the Realms*™ to any of the players, marked with her own notes. If examined, a small collection of papers fall out of the back of the book. It is a handwritten pamphlet entitled “The Impossible Task: Elminster’s Guide to Understanding Volo’s Guides.”

THE SANCTUM DOORWAY

This set of double doors against the east wall has two sets of concentric circles carved on either side. They are nearly identical to the one at the entrance to the first area. The runes are enchanted to prevent evil-aligned beings from touching them. These doors were open when Gavmogon discovered this area, but were sealed shut the moment the beholder attuned to the *hollow of dominion*.

Solving the puzzle to unlock the door requires two members in the party to work at the same time and each succeed on a or Intelligence (Investigation) check. If the players successfully investigated the lock back in the first area, they gain advantage to the roll here. If Aladair is with the party, she assists with this—requiring only one success from the characters.

Alternatively, the party can disable the mechanism with a set of thieves’ tools and a successful DC 15 Dexterity check. If all else fails, the door can be forced open. Though no roll is required, this brute force method activates a **blade trap** above the door.

Detection and Disabling. A successful DC 17 Wisdom (Perception) check notices the trap. Once detected, a character with a set of thieves' tools that succeeds on a DC 17 Dexterity check is able to disable it.

Trigger. The trap is triggered if the door is opened without disabling the trap or if the check made to disable it fails by 5 or more.

Effect. Sharp blades fall from the ceiling and each creature within 5 feet of the door must succeed on a DC 11 Dexterity saving throw, taking 16 (3d10) points of slashing damage on a failure, or half as much on a success.

If Faltrand's identity has not yet been revealed, the gazers and cultists attack the party as soon as the door is opened.

ADJUSTING THE ENCOUNTER

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

- **Very Weak or Weak** party: Reduce the trap damage to 11 (2d10).
- **Very Strong** party: Increase the trap damage to 22 (4d10).

THE INNER SANCTUM

Refer to the Hollow Map for the layout of this area.

A wave of confusion washes over you as you make your way down the steps, forcing you to steel yourself as you push forward. The short passage opens into a forty foot square chamber. The walls, floors, and ceiling are all made of a mix of marble, steel, bronze. Runes inlaid with a green-tinged silvery glow dress the floors and walls. A crystal rod dressed with the same runes protrudes from an indentation in the center of the floor.

Gavmogon, a **mindwitness**, is here and waiting for the party. He is drunk on his own power and gloats when the party approaches. Any attempt to sneak up on him is unsuccessful; he senses the presence of anyone within the chamber.

If the players speak with him, he gives them one chance to surrender before he decides to kill or enslave them. It is obvious to the party that the beholder is arrogant beyond measure and does not believe they have a chance of defeating him. Should the characters refuse to surrender, or once he grows bored of their talking, he attacks.

The Dominion Rod. The rune-engraved crystal rod in the center of the floor is the control key to the *hollow of dominion*. Though Gavmogon is currently

attuned to *the hollow*, the rod is still needed for the beholder to exert his control over the populace.

Gavmogon protects the rod at all costs (AC 13, 30 hit points; immune to poison and psychic damage). Destroying the rod causes a backlash of 14 (4d6) psychic damage to Gavmogon and stuns him until the end of his next turn. The rod can also be pulled from its base with a successful DC 16 Strength (Athletics) check, though this does not cause any damage to Gavmogon.

In addition, a character who touches the rod while it is inserted experiences a temporary connection with the mindwitness. The player is aware of this right away. If they choose, they may spend an action to force Gavmogon to make a DC 15 Wisdom saving throw or suffer 9 (2d8) psychic damage. However, the player must then make a DC 13 Wisdom save or suffer half of that damage themselves.

ADJUSTING THE ENCOUNTER

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

- **Very Weak** party: Gavmogon is busy focusing his energy into the rod and doesn't engage the characters; he is instead protected by **three gazers**.
- **Weak** party: Use the stats of a **spectator** for Gavmogon.
- **Very Strong** party: Add **two gazers**.

ENDING THE BATTLE

As soon as Gavmogon is reduced to 0 hit points, he falls, bellowing out a cry of rage and firing all of his beams into the ceiling of the chamber.

A loud bellow of rage and anger creates a disturbing, cacophonous sound throughout the chamber. As Gavmogon falls, his eye shoots into the chamber's ceiling, shattering the intricate weave of stone above the room's center. The entire area shakes, while the ceiling and the walls begin to crack. Whether from Gavmogon's attack or from his destruction, this place is certain to collapse upon itself soon.

After Gavmogon falls, the party has six rounds to escape before the chamber collapses. Those caught within the chamber after the first two rounds must make a DC 13 Dexterity saving throw are restrained (escape DC 9) and take 7 (2d6) bludgeoning damage from the falling debris. This happens each round for three additional rounds. Even if excavated the hollow dominion is completely destroyed.

CONCLUSION

Regardless of how the battle ended, the *hollow of dominion* is now either be destroyed or rendered completely inert. If the players recovered the rod, it shatters into fine dust the moment it is brought past the entrance above ground.

If the party struck a deal with Faltrand, he disappears during the chamber's collapse. His mission failed, and he returns to his beholder master in disgrace.

If the party rescued Aladair, she requests the party travel with her back to Phandalin, where they are sure to receive a hero's welcome. Aladair's tales of the party's deeds spread about the region for weeks, which may at some point attract the attention of more prominent sages, or perhaps instead, the ire of a being bent on their destruction.

TREASURE

Upon returning to Phandalin, the town council rewards the party the 300 gp reward as promised. If they freed Aladair as well, the elf gifts them with an additional 100 gp. If she has her ring, Aladair gives it to the party with her thanks, identifying it as a *ring of mind shielding*.

REWARDS

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

If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

EXPERIENCE

Total up all combat experience earned for defeated foes and divide by the number of characters that were present in the combat. For non-combat experience, the rewards listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Cultist	25
Gazer	100
Grick	450
Faltrand	450
Water Weird	700
Mindwitness	1800

NON-COMBAT AWARDS

Task	XP per Character
Deal with Faltrand with fight	50
Destroy the rod	25

The **minimum total award** for each character participating in this adventure is 425 experience points.

The **maximum total award** for each character participating in this adventure is 550 experience points.

TREASURE

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

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.

TREASURE AWARDS

Item Name	GP Value
Council's Reward	300
Extra Reward	100

RING OF MIND SHIELDING

Ring, uncommon (requires attunement)

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

Each character receives five downtime days at the conclusion of this mini-adventure.

Renown

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

DM Rewards

You receive 225 XP, 112 gp, and five downtime days for each session you run of this mini-adventure.

MONSTER/NPC STATISTICS

ALADAIR (PRIEST STATS)

Medium humanoid (elf), neutral good

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

FALTRAND (CULT FANATIC STATS)

Medium humanoid (elf), neutral evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

GRICK

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

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

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

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

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

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

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

MINDWITNESS

Large aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

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

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

Saving Throws Int +5, Wis +5

Skills Perception +8

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

ACTIONS

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

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

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

Eye Rays. The mindwitness shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Aversion Ray.** The targeted creature must make a DC 13 Charisma saving throw. On a failed save the target has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. **Fear Ray.** The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

4. **Slowing Ray.** The targeted creature must succeed on a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the

creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

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

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 creature. *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.

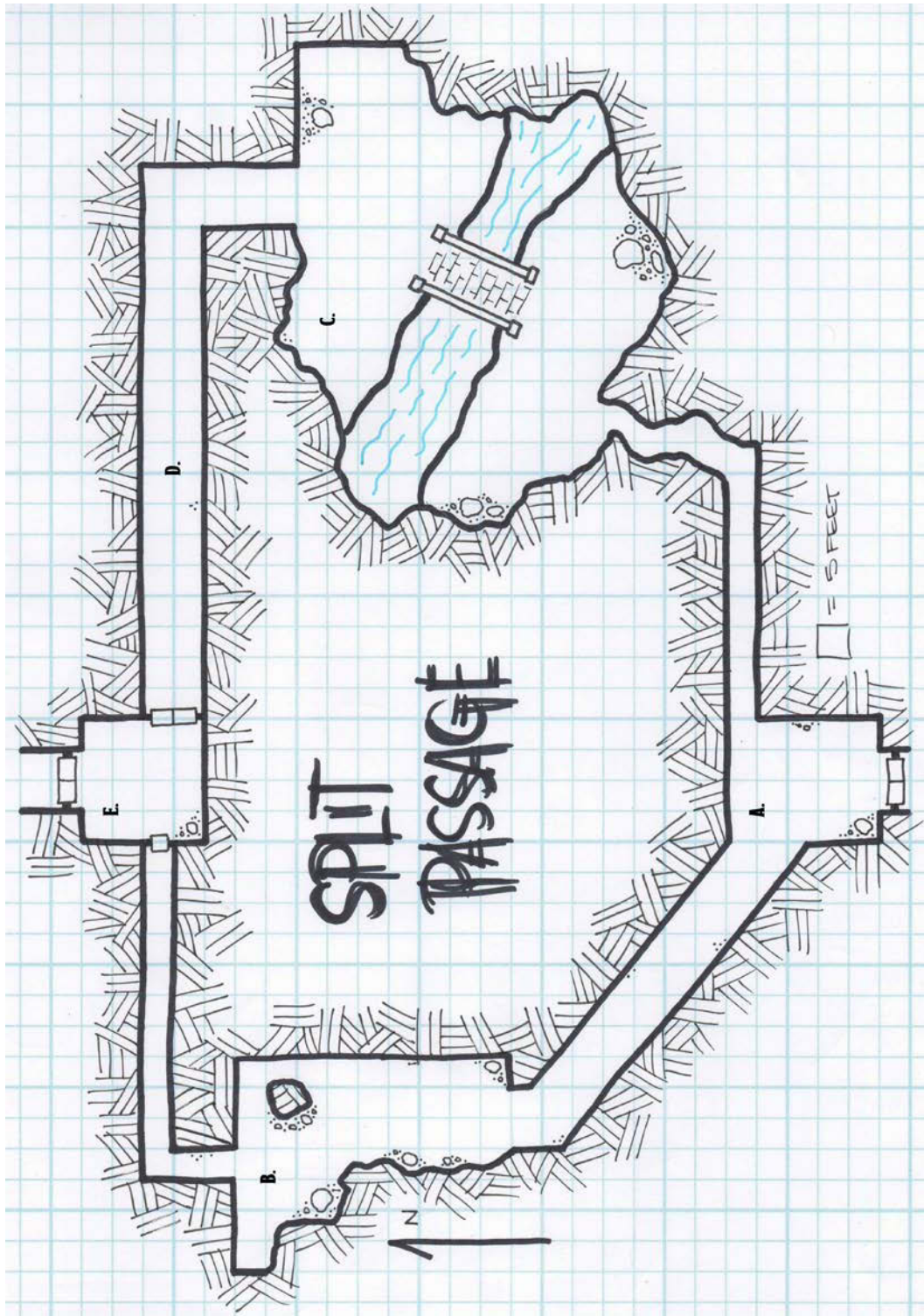
2. **Fear Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be until the start of the gazer's next turn.

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

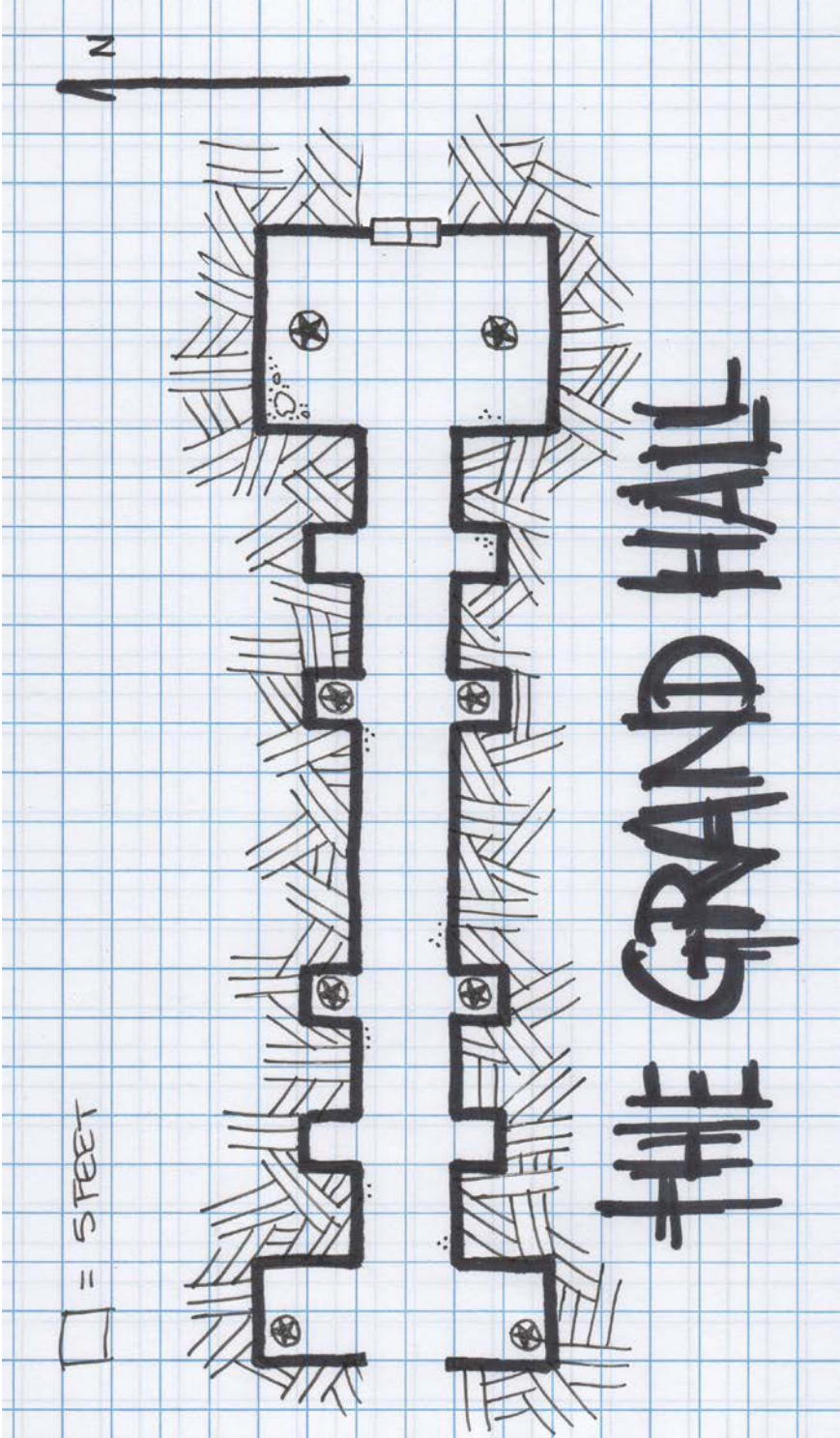
4. **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

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.

MAP. SPLIT PASSAGE



MAP. THE GRAND HALLWAY



MAP. THE HOLLOW OF DOMINION

