



Elusion of Grand Yore

A svirfneblin clan elder and arcanist of Lumindearth has gone missing. Courageous adventurers have been called upon to bring him home, but they'll need their wits about them if they are to survive this rescue mission in the enigmatic Underdark.

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



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Introduction

Welcome to *Adventure Name*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

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

The story takes place in the Underdark region surrounding Lumindearth, a svirfneblin (deep gnome) colony. This is located beneath the Earthspur Mountains on the edge of Cormanthor and the Flooded Forest. Beneath the surface of Toril, Lumindearth is near Sporedome and the Deep Wastes.

Adjusting This Adventure

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

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

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

*O, that way madness lies; let me shun that;
No more of that.*

— *King Lear* 3.4.24

Adventure Background

Midwinter celebrations occur all around Faerûn every year before spring. Less than a tenday ago, svirfneblin (deep gnome) colonies across the Underdark each held the Festival of the Star as part of this celebration. These gatherings are held in honor of the Master of Stone, a svirfneblin deity named Calladuran Smoothhands. They congregate on the banks of underground lakes to see phosphorescent, tiny fungi lighting up across the cavern ceiling. Reflected on the surface of the water, it looks very much like a starry-night sky. The primary function is to serve in honor of Calladuran, whose symbol is of a star, but also serves as a reminder to the deep gnomes of their origins on the surface world and that they are not alone.

During this celebration, a svirfneblin, **Grimbl Umbricket of Grand Yore**, went missing. Grimbl was given the title “Grand Yore” based on tales of his heroics and, more specifically, his aid in the defense against drow invaders trying to drive the gnomes out of **Lumindearth**. The Grand Yore is an honorary elder of the colony, and he is a retired adventurer who acts as a contact for the Harpers. A combination of his age and extensive time spent in the Underdark have begun to wear on his mental stability.

Grimbl was led astray in the labyrinthine tunnels of the Underdark, rife with maddening faerzress and fungal undergrowth. Lured in by **will-o'-wisps** at the behest of a conniving **doppelganger** trying to assume his identity, Grimbl now believes he is an enhanced simulacrum of himself. The **doppelganger** has him convinced that drow are searching for him. To avoid capture, he has devised a number of defenses and traps. Adventurers are needed to find Grimbl and bring him home.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure:

Lumindearth (LOO-mend-urth) A svirfneblin colony that occupies the Underdark beneath the Earthspur Mountains.

Grimbl Umbricket (GRIM-blur UHM-brick-it) Grimbl is a svirfneblin arcanist who specializes in illusory magic. The svirfneblin of Lumindearth often refer to him by his honorary title, “Grand Yore.”

Avirta Umbricket (AH-ver-TUH UHM-brick-it). Avirta is Grimbl’s daughter. She is married to Evrelde Bixbite and handles most of the work at home.

Evrelde Bixbite (EHV-rilled BICKS-bite) Avirta’s wife and owner of Bixbite Nursery, a fungus farm she runs to make her living and provide Lumindearth with its fungal cuisine.

Adventure Overview

This adventure is broken down into six parts:

Part 1: Lumindearth. The characters enter Lumindearth and meet with Avirta, who implores them to find her father and bring him home.

Part 2: Chasing White Rabbits. The party gets its first real look at the Underdark environment of this region. They also find signs of Grimbl and must overcome the illusory obstacles he has created.

Part 3: Tripping on ‘Shrooms. The characters must navigate through heavy fungal undergrowth to press onwards towards Grimbl.

Part 4: Breaking the Ice. The characters are involved in a chase to catch Grimbl’s *simulacrum*.

Part 5: World of Pure Imagination. The real Grimbl is finally found along with the **doppelganger**. The characters must find a way to bring Grimbl back to Lumindearth, preferably alive.

Adventure Hooks

A Plea for Help. The deep gnomes of Lumindearth, always wary of outsiders, have reached out for aid in finding an elder of their community who recently went missing.

The svirfneblin of Faerûn are a closed-off people who prefer to keep their stones unturned. The adventurers arrive at a tunnel entrance near the Earthspur Mountains and are guided, blindfolded, to the city of Lumindearth below.

Part 1. Lumindearth

Estimated Duration: 30 minutes

General Features

Lumindearth has the following general features.

Terrain. The city and its dwellings have been magically shaped and polished from the stone that makes up this spacious natural cavern.

Ceilings. The ceiling of Lumindearth does not exceed 60 ft. from the floor. The floor is concave, so the outer floors are a shorter distance from the ceiling.

Weather. While there is no overhead weather, this area is quite humid given the expansive underground lake which occupies the city. The caverns are comfortably cool and breezeless.

Light. As its name suggests, Lumindearth is mostly devoid of light. Great protrusions of glowing fungus provide dim lighting in some areas, but the majority of Lumindearth is dark.

Smells and Sounds. The air is damp and contains undertones of earthy decay, masked beneath the stronger scent of roasting fish. Sounds of mining tools striking solid rock echo through the expanse of this cavern.

Avirta's Home

The musty scent of decay lingers in the cool, humid air of these caves as you descend into the depths of Toril, towards Lumindearth. After walking for what feels like an eternity, you catch a hint of roasting fish as you breathe and begin to hear occasional, distant sounds of miners' tools striking hard stone echoing down the tunnel walls. You are asked to remove the blindfolds obscuring your vision but to refrain from generating any light; it takes a moment for your eyes to adjust, and you see that area is dimly illuminated by patches of glowing fungus.

The passage opens to a seemingly endless expanse outward. The ceiling overhead doesn't look to be very high, but the floor slopes downwards, towards the center, where you see a massive lake, its surface undisturbed in this quiet city. Dwellings are constructed with little uniformity in the natural rock formations here, and there are shelves of mushrooms growing in alcoves hewn from the stone. Your escort leads you through the smoothed stone roads of Lumindearth, stopping in front of a home carved into the base of a massive stalagmite.

Much of the fungus in Lumindearth is essential to the svirfneblin colony. It is clear they actively cultivate this fungus, and the characters are asked to refrain from generating any light (torches, spells,

items, etc.) because the fungus is photosensitive. If directly exposed to any form of bright light, the fungus will quickly wither and die. Dim lighting is less of a problem for the fungus, though the svirfneblin still object to it within the city.

The eight **deep gnome** escorts guiding the characters will verbally warn them if they attempt to create any light. If any characters refuse to comply, this light attracts negative attention in the dark city very quickly. The escorts will attempt to *poison* the problematic character(s) using their *poisoned darts* and *restrain* any *poisoned* characters using manacles while reinforcements arrive. Allow characters who comply to intervene in any way they see fit.

The characters have been escorted to Avirta's dwelling in Lumindearth. If they have been cooperative up until this point, their escorts will leave so that they may interact freely with Avirta and other denizens of the city. Otherwise, the svirfneblin remain standing guard outside and insist on escorting the characters within the city.

The goal of this encounter is to establish empathy with Avirta and her family. She is inside stewing fish and mushrooms in a large pot when the characters arrive. Despite the grim urgency of the task ahead, she welcomes them into her home and offers to share her meal while they discuss the details of Grimbl's disappearance. As with most svirfneblin food, this dish is copiously salted — perhaps unpleasantly so for characters not familiar with the cuisine. During the meal, the characters learn the following information:

- Avirta's father, Grimbl Umbricket of Grand Yore, is a retired adventurer getting on in his years. She checks in on him frequently and acts as a caretaker, as his age and lifestyle have begun to take a toll on his mind.
- Evrelde Bixbite, Avirta's wife, maintains the Bixbite Nursery, a fungal farm which provides many of the mushrooms the citizens of Lumindearth rely on. She should be coming home soon for supper.
- The Grand Yore ran off during the Festival of the Star, shouting excitedly about glowing orbs he was seeing. Avirta and other attendees did not witness these alleged orbs.
- If questioned further on this, Avirta indicates she would prefer to wait until the meal is through to discuss that further. A DC 10 **Wisdom (Insight)** check reveals a clear sense of discomfort and distress, as if she is trying to uphold a level of normalcy to remain calm.

Development

When the conversation with Avirta comes to an end, Evrelde arrives. She sees the distraught Avirta talking with the characters and holds her wordlessly in a comforting embrace. They offer the characters a total of 900 gold to find Grimblr and take him home.

Before helping herself to the meal, Evrelde prepares a container of food to send with the characters. It has been several days since Grimblr went missing, and Evrelde worries that he has not eaten well if he's still out there. **The food plays an important role** in a later encounter that may help the characters, if they remember it. She urges Avirta to take the characters to the lake and describe what happened so that they can get moving as soon as possible. She stays behind to sup and clean.

Lake of Lumindearth

After the players receive the parcel of food for Grimblr, Avirta asks them to accompany her to the Lake of Lumindearth, where the Festival of the Star was recently held.

Centered at the bottom of this bowl-like cavern, the Lake of Lumindearth is a sight to behold. Its expanse stretches well past the limits of your sight in this darkness, though luminous growths dot the edges. Speckling the ceiling are thousands of tiny, faintly glowing patches of phosphorescent lichen.

Avirta casts a spell, and you see the lichen immediately above glows brighter than before. The resulting glow reflects off the surface of the water taking on the appearance of stars in an open sky. Schools of petite, radiant fish occasionally dart near the surface resembling meteors streaking through the night.

A DC 11 **Intelligence (Arcana)** check reveals she has cast *silent image*. She casts this to create an illusion of the beautiful scene the svirfneblin experience during each Festival of the Star. With this scene set, she begins to describe — with great reverence — the ceremony that takes place each year. The characters learn the following information:

- Svirfneblin across the Underdark gather around subterranean lakes each year in honor of a svirfneblin deity: Calladuran Smoothhands, Master of Stone. The starry-night image helps remind the gnomes that they originated on the surface of Toril and are not alone in their struggles.

- A DC 12 **Intelligence (Religion)** check reveals that Calladuran's symbol is that of a star.
- Grimblr always carries a quizzing glass, claiming it helps him to see. Unbeknownst to the characters and Avirta, this is a *gem of seeing*.
- He was at the festival with Avirta and Evrelde, singing hymns to Calladuran when he suddenly stopped mid-song, peering intently across the lake. He raised the quizzer to his eye, exclaimed something about glowing orbs, and then took off running. Shortly after, he disappeared — *invisible*, she assumes.
- Grimblr has remained unseen since then. After a lengthy search of the area, they found Grimblr's *Pipe of Smoke Monsters* at the opening of a nearby passage which leads out of the city.

Development

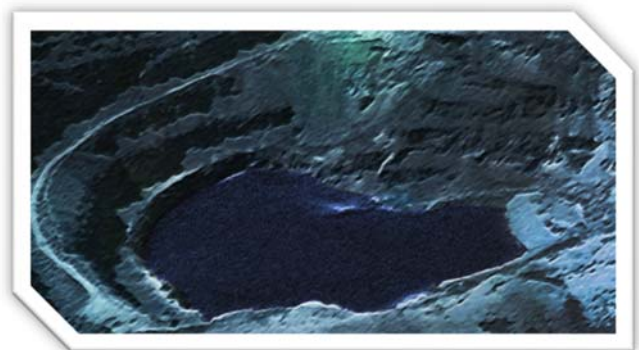
Avirta gives the *Pipe of Smoke Monsters* to the characters and explains its function. See **Player Handout 3** for more information.

The characters have a cold trail to follow in pursuit of Grimblr: down the winding passage into less civilized areas of the Underdark. Continue to **Part 2. Chasing White Rabbits**

DM Tip: Roleplaying Svirfneblin

Most svirfneblin are deeply mistrusting of outsiders, and the deep gnomes of Lumindearth are no exception. While they are willing to call upon adventurers for aid, they are wary of having said adventurers traipsing about their city and keep a close eye on the characters during their stay.

Interaction with Drow and Duergar Drow and duergar adventurers are regarded poorly by the svirfneblin. While they accept these races may have joined adventuring ranks, they have a deep-seated mistrust due to the history of drow and duergar invaders attempting to push the deep gnomes from their homes or even enslave them. Consider having drow or duergar characters make **Charisma (Persuasion)** and **Charisma (Deception)** checks at disadvantage when interacting with svirfneblin NPCs.



Part 2. Chasing White Rabbits

Estimated Duration: 90 minutes

Will-o'-wisps lured Grimblr deep into the labyrinthine Underdark, always darting around the next corner just as he'd gain sight of them. He succumbed to *madness* while chasing them and eventually fell unconscious.

When he awoke, a **doppelganger** was there in Grimblr's form by use of his **Shapechanger** trait. He took and attuned to Grimblr's *gem of seeing*. Taking advantage of the Grand Yore's weakened mental state, the **doppelganger** convinced the poor gnome that he (Grimblr) was an enhanced *simulacrum* of himself, and that the **doppelganger** is really Grimblr. The Grand Yore's *madness* warped his reality, and he rationalized this as the explanation for his spotty memory as of late instead of questioning the claim.

Knowing a search party would develop, the **doppelganger** told Grimblr that drow had invaded Lumindearth in search of him. Worried about these alleged drow, Grimblr set to work with his *simulacrum* creating illusory traps to impede their progress under the command of the **doppelganger**. Unfortunately, because of his paranoia, the characters will need to deal with the maddening effects of *faerzress* in tandem with the defenses Grimblr has devised as they delve into the Underdark on this rescue mission.

Faerzress Potency

The *faerzress* of this region is particularly concentrated causing unpredictable effects for spells cast in the area. The specifics of these effects are outlined in each encounter and primarily impact illusory magic cast by Grimblr. You are empowered to make similar adjudications for illusion spells cast by player characters if you wish to do so. Alternatively, have them roll against Wild Magic as per the normal rules for *faerzress*.

Additionally, *detect magic* reports magical auras as per the spell's description, but due to the taint of *faerzress*, the schools of magic it reports back are random. Roll a single d8 to determine what aura is reported for any given magical effect.

For the purposes of this adventure, each hour spent lingering in *faerzress* causes the characters to make a DC 8 **Wisdom saving throw** against the effects of *madness*. To represent the characters' minds unraveling, this DC is raised by 1 per level of *madness* the individual character has accumulated.

Detect Magic: Random Auras

1d8	School of Magic
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Faerzress

An unusual magical energy the drow call *faerzress* pervades much of the Underdark. The origin of this mysterious arcane power is unknown. Legend claims it is an ancient elven magic dating back to the time when the dark elves were first exiled from the world above. The drow and other Underdark creatures use the properties of areas suffused with *faerzress* to protect their settlements.

Areas suffused with *faerzress* can range in size from a dozen feet across to several miles in diameter, and feature the following effects:

- Areas suffused with *faerzress* are always filled with dim light.
- A creature in an area suffused with *faerzress* has advantage on saving throws against any divination spells. If a divination spell doesn't allow a saving throw, the caster must succeed on a DC 15 **Constitution** saving throw to cast the spell. Failing this save means the spell is wasted and has no effect.
- Any creature attempting to teleport into, within, or out of a *faerzress*-suffused area must succeed on a DC 15 **Constitution** saving throw. On a failed save, the creature takes 5 (1d10) force damage and the teleportation attempt fails. Even if the save succeeds, the teleportation attempt can suffer a mishap as if the destination was known only by description, regardless of how familiar the destination actually is. See the table in the *teleport* spell for more information.
- Areas suffused with *faerzress* have become tainted by the chaos of the demon lords. When a spell is cast in a *faerzress*-suffused area, the caster rolls a d20. On a roll of 1, the spell has an additional effect, determined by rolling on the Wild Magic Surge table in chapter 3, "Classes," of the *Player's Handbook*.
- Though *faerzress* can't be dispelled, its effects are temporarily suppressed in the area of an antimagic field.

Down the Rabbit Hole

General Features

This encounter has the following general features:

Terrain. The rough, stone tunnels of the Underdark are lined with fungal growth feeding off *faerzress* of the area.

Weather. Dampness hangs in the air, and the walls are slick with runoff water trickling down from layers above and causing a thin layer of mildew to form.

Light. *Faerzress* provides dim lighting in the form of a gentle glow in various shades of violet.

Smells and Sounds. The scent of decay is stronger in these unexplored areas of Underdark, and sounds of water drops hitting the cavern floor occasionally perforate the silence.

You trek through the unsettlingly silent caves of the Underdark, further and further from Lumindearth. The tunnels split and fork with great regularity, and you frequently hit dead ends or loop back to caverns you've already explored. The primary distinguishing features between these caverns are faintly glowing veins of strange crystals encrusted in the walls, floors, and ceilings around you. It quickly becomes difficult to navigate by memory.

Exploring the passageways where Grimbl's *Pipe of Smoke Monsters* was found requires each character to make a DC 13 **Intelligence (Survival)** check to determine how quickly the group makes their way through the labyrinthine tunnel-works.

Characters who suggest a method to solving the maze receive advantage on this check. Examples include but are not limited to "using the left-hand rule" or "marking the entrance of each fork the group follows."

- The count begins at 1 hour.
- Each failure adds 1 hour to the count.
- Each success removes 1 hour from the count.
- The minimum final count is 1 hour.
- The maximum final count is 4 hours.

Players inquiring about the crystal veins may make a DC 16 **(Arcana)** check. On a success, the character recognizes these veins as signs of *faerzress* and recall the information in the *faerzress* sidebar.

The chaotic energy radiating in this region of the Underdark is positively maddening. You trudge your way through the oppressive silence searching for signs of the Grand Yore.

Each character makes a DC 8 **Wisdom saving throw** against the effects of *madness* for every hour spent navigating this labyrinth. The DC for an individual character is raised by 1 for each level of *madness* that character has.

Continue to ***Mycobacterial Muck*** once the players have completed these rolls.

Madness

At the best of times, the Underdark is a bizarre, alien, and inhospitable world, but the influence of the demon lords has transformed it into a domain of madness and chaos. *Faerzress* acts as a catalyst, spreading the demon lords' madness throughout the Underdark.

A creature's *madness* level starts at 0. When the creature fails a *madness* saving throw, its *madness* level increases by 1, and the creature immediately suffers the level's effect (as determined by rolling on the Short-Term Madness, Long-Term Madness, or Indefinite Madness table in the *Dungeon Master's Guide*, as appropriate). When the effect ends, the creature's *madness* level doesn't change. Any time the creature's *madness* level increases, it suffers the effect of the new level.

If a creature with level 3 *madness* fails a *madness* saving throw, its *madness* level becomes 1. In this way, characters can potentially accumulate multiple forms of *madness*. If a character accumulates a form *madness* that they are already suffering from, reroll until a new result is reached. Bouts of short- and long-term *madness* can be cured as described in the *Dungeon Master's Guide*. Given the demonic source of the *madness*, *remove curse* and *dispel evil* are also effective as cures. A *greater restoration* spell or more powerful magic is needed to cure indefinite *madness* and also resets a creature's *madness* level to 0. *Madness* is measured in three levels:

Level Effect

- | | |
|---|--|
| 1 | Short-term <i>madness</i> (lasts 1d10 minutes) |
| 2 | Long-term <i>madness</i> (lasts 1d10 x 10 minutes) |
| 3 | Indefinite <i>madness</i> (lasts until cured) |

Indefinite Madness of Grand Yore

Upon reaching *madness* level 3, instead of rolling on the Indefinite Madness table on page 260 of the *Dungeon Master's Guide*, the character succumbs to an intense feeling of paranoia and receives the story award **Delusional Misidentification**. See **Player Handout 1** for more information.

Mycobacterial Muck

This encounter features an area of *hallucinatory terrain* created by Grimblr. *Faerzress* causes this illusion to remain until dispelled. In reality, there is no chasm, fog, or flowing water; these are aspects of the illusion. The rock formations described, however, are real. The actual terrain is a stagnant quagmire of bitumen, decaying fungi, and old bones, tainted by the influence of the Underdark.

General Features

This encounter has the following general features:

Terrain. The walls and floors are coated in thin layer of slime surrounding the edges of the mire.

Ceiling. The ceiling is 15 ft. from the surface of this bog.

Weather. Fog heavily obscures sight in this room to a distance of 20 ft.

Light. *Faerzress* provides dim lighting in the form of a foreboding, red glow through the fog.

Smells and Sounds. Characters who have not successfully seen through the *hallucinatory terrain* hear rushing water and do not smell the heavy stench of decomposition masked by this illusion.

The ground becomes slick with mud and mildew as you approach the bank of a massive underground river. A dense cloud of fog permeates the cavern, obscuring your view. The area is bathed in a baleful crimson glow, giving the murky water an ominous, sanguine appearance.

It pours in rapidly from an unseen source on your left, and the roar of a waterfall echoes loudly through this grotto; judging by the sound, it seems to run off a ledge on the right side of the cavern, down into unknown depths far below. The fog constantly shifts and swirls, and you catch a glimpse of some moss-covered rock formations jutting from the surface of the water only a few feet away. Thick, root-like protrusions hang about 10 feet from the ceiling just above you.

Characters with a **Passive Perception** of 13 or higher catch a brief glimpse of a glowing orb before it fades into the fog. This **will-o'-wisp** activates its **invisibility** and lies in wait.

Characters who succeed on a DC 10 **Wisdom (Survival)** check notice an amalgamation of footprints pressed into the muck near the edge of the river. These footprints are clearly small enough to belong to a gnome.

Under the instruction of the **doppelganger**, Grimblr used *wall of force* to cross this hazardous waste pool. Once on the other side, he placed complex illusory traps to hinder his (imaginary) drow pursuers.

Have the players **roll initiative** the first time a character declares intent to cross the illusory river by any means. See **Appendix. Mycobacterial Muck** for a map of this area. Once all characters reach the other side, continue to **Part 3. Tripping on 'Shrooms**.

DM Tip: Illusions

The dungeon master (DM) is empowered to change the nature of illusions in this adventure so long as it doesn't change the mechanics of the encounter. For example, instead of illusory tentacles coming from the water, a DM might describe a large bat swooping at the characters or some other similar effect that might cause a character to flinch and lose balance. Regardless of the effect, the mechanics of the encounter remain the same.

Characters sharing information about illusions they've detected doesn't mean other characters automatically disbelieve those illusions. Characters seeing illusory effects are still required to use an action to make an **Intelligence (Investigation)** check to disbelieve the illusion or must otherwise thwart it as per the description of the specific effect. Characters who have reason to believe there is an illusion receive advantage on the check made to disbelieve it.

Adjusting this Encounter

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

- **Very Weak:** The **will-o'-wisp** leaves the area rather than preying on unconscious characters. Remove it from the encounter. Additionally, the **necrosis** trap effect deals 11 (2d10) damage instead of 22 (4d10).
- **Weak:** The **necrosis** effect deals 11 (2d10) necrotic damage instead of 22 (4d10) necrotic damage.
- **Strong:** The **will-o'-wisp** actively attacks characters who drop below 20 hit points.
- **Very Strong:** Add 2 **will-o'-wisps** to the encounter. The **will-o'-wisps** actively attack characters who drop below 30 hit points.

Hallucinatory Terrain Trap

Complex Trap (level 5-10, dangerous threat)

This trap involves a series of illusions which disguise the true dangers of this area. The illusions are not directly harmful, but pre-existing environmental effects are.

Trigger. The active elements trigger when a creature first enters the area. The dynamic elements activate when characters meet their defined triggers.

Initiative. The trap acts on initiative count 10 (losing ties) and initiative count 0 (losing ties).

Active Elements. The trap includes several *programmed illusions* spread about the area. Necrosis affects characters who remain in the tar.

- **Illusory Tentacles (Initiative 10).** Each round, a *programmed illusion* activates. These illusions are spaced throughout the area in such a way they can affect any creature within the area. They rapidly reset but do not always trigger due to corruption of *faerzress*. As a result, only one *programmed illusion* activates per round: Randomly target one character in the area who can attempt a DC 15 **Dexterity saving throw** to avoid what appears to be a massive, black tentacle lashing out from the murky depths. Failing results in the character losing balance and falling into the tar.
- **Necrosis (Initiative 0).** Any character stuck in tar develops necrotic sores. This deals 22 (4d10) necrotic damage and causes the character to make a DC 13 **Wisdom saving throw**. On a failure, the character is afflicted with a short-term *madness* effect until the end of that character's next turn. This has no bearing on the character's *madness* level.

Dynamic Elements. The first creature who falls into the tar triggers a *glyph of warding* in the room. Additionally, a **will-o'-wisp** lies in wait to prey on dying creatures.

- **Glyph of Warding.** When this glyph is triggered, a blue flash of light is emitted. The character must make a DC 17 **Intelligence saving throw** against the spell *enemies abound*. See *Xanathar's Guide to Everything* for more information on this spell.
- **Will-o'-wisp.** A **will-o'-wisp** hovers in the cavern, invisible. If a character reaches 0 hit points in this room or if the **will-o'-wisp** realizes it has been detected, roll initiative for it and add it to the initiative order. If a character is at 0 hit points on the **will-o'-wisp's** turn, it attempts to use its **consume life** ability on that character. It then uses its action to become invisible once more.

Constant Elements. The area is suffused with *faerzress* and shifting fog. Long roots hang from the ceiling making navigation by flight difficult. Slippery stepping stones serve as a means of crossing.

- **Fog.** The characters are able to catch brief glimpses through this fog as it swirls about the area. Sight is limited to 20 ft. before being heavily obscured.

- **Faerzress.** Remember that characters are in an area suffused with *faerzress*. This has potential impact on spells they cast, including teleportation magic. See the *faerzress* sidebar for more details.
- **Roots.** The tangle of roots coating the ceiling serve as hindrance to characters attempting to move quickly through them such as with flight or *spider climb*. For every 20 ft. a character moves through the roots in a single round, that character must succeed on a DC 12 Strength saving throw to avoid snagging on the roots. Failure results in the character falling *prone* into the tar below.

Countermeasures. Certain elements of the trap can be avoided or otherwise overcome.

- **Hallucinatory Terrain.** The illusion of water disguises the necrotic bog beneath. A creature carefully examining the illusion can attempt a DC 17 **Intelligence (Investigation)** check to disbelieve it. Characters who fall into the tar immediately see through this illusion revealing the muck, stench, and stagnation.
- **Tar Pit.** Characters can move through the tar as difficult terrain, but climbing out requires using an action to make a DC 12 **Strength (Athletics)** check to pull free and climb onto a nearby rock formation – the roots are too high up to reach from within the tar. Characters may attempt the same check to extract a nearby ally stuck in the tar.
- **Illusory Tentacles.** Failing the **Dexterity saving throw** against this effect counts as physical interaction with the image and reveals it to be an illusion. A creature that takes the Ready action to examine the image when it appears can also determine that it is an illusion with a successful DC 17 **Intelligence (Investigation)** check. If a character learns the tentacles are illusory, no further saving throws against this effect are required for that character.
- **Glyph of Warding.** The Glyph of Warding is placed on the far end of the tar pit on the floor along the bank. Any character who reaches the other side of the pit and succeeds on a DC 17 **Intelligence (Investigation)** saving throw finds the glyph and can remove it with *dispel magic*.
- **Fog.** The fog is not a magical effect or spell and cannot be dispelled, but any spell which disperses vapors, gas, or fog can affect the fog in this room for the duration of the spell. Examples include but are not limited to *gust of wind* and *warding wind*. When such a spell ends, the fog immediately refills the area.
- **Will-o'-wisp.** The **will-o'-wisp** in this area is invisible. Characters who can see invisible creatures may detect it if it isn't also obscured by fog.
- **Roots.** Characters can use an action to swing from the roots with a DC 10 **Strength or Dexterity (Athletics)** check (player's choice). If successful, a character can swing to any location up to 20 ft. away, provided that character has sufficient movement remaining to do so. Failing results in the character losing grip, moving only half the intended distance, and falling *prone*.

Part 3. Tripping on ‘Shrooms

Estimated Duration: 60 minutes

General Features

This encounter has the following general features:

Terrain. Thick fungal undergrowth fills this massive cavern from floor to ceiling. This undergrowth is *difficult terrain*.

Weather. The air is warm and humid. Vision is *lightly obscured* due to airborne spores.

Ceilings The ceiling here is only 10 ft. off the ground.

Light There is no light or *faerzress* in this area.

Smells and Sounds. The odor of decay is augmented by a stronger, floral scent. Faint sounds of chirping insects pierce the otherwise quiet cavern.

Fungal Jungle

Leaving the maddening mire behind, you continue in pursuit of the ever-elusive Grand Yore. Another hour of travel leads you to a low-ceilinged cavern where a cloying, sickly-sweet odor hangs in the air. Fuzzy spores float lazily about, lightly obscuring your vision, and this cavern appears to be completely dark. The fungal forest ahead is overrun with colorful plants and lichen growing from floor to ceiling.

Exploring the Area

Be sure to check that the characters don't have a source of bright light, lest they incur the wrath of **shriekers**. Traveling through the area requires the characters make a DC 14 **Constitution saving throw** against the *poisoned* condition from prolonged exposure to airborne spores in this region. Characters who linger in the area must repeat the save every hour. Consuming any mushrooms here subjects a character to a DC 16 **Constitution saving throw** against the same effect.

Rather than the affected character feeling sickly, this *poison* manifests in a more visually distracting form: the character begins seeing minor hallucinatory effects such as shimmering walls or shifting colors.

Make a private or mental note of which characters are *poisoned* in this way; this instance of poison doesn't wear off until its full effect has occurred in the **Magic Mushrooms** encounter. It can also be removed magically, such as with the *lesser restoration* spell.

Shriekers

Adjustments. The **shriekers** in this area only *shriek* when exposed to bright light. Unlike regular **shriekers**, they do not *shriek* just because a creature is nearby.

If the characters bring any form of bright light near or into the forest, **shriekers** scattered about the area begin to *shriek*. This causes a chain reaction of screeching from hundreds of **shriekers** throughout the entire forest as all of them begin to wail. If this happens, have the players **roll initiative** if they are not already in initiative.

At the start of a character's turn, have that character make a DC 11 **Wisdom saving throw** against *madness* while **shriekers** are screeching. When the bright light is extinguished, the **shriekers** stop wailing in a wave as before, and players can stop making these saving throws. It takes a total of 4 rounds for the sounds to fully subside, but characters do not need to make these saving throws for the duration unless another source of bright light develops.

Characters may find and attack these screaming fungi if they wish to do so, but it should be clear there is an entire forest full of them. It would take an unreasonably long time to slay them all.

Don't Step on the Vegepygmyies

(Optional) - Estimated Duration: 30 minutes

If your group is progressing quickly or you are not constrained by time, consider running this **optional encounter**.

Trudging through the undergrowth, you come to a small clearing about 50 feet across and 30 feet in width. Smaller fungi of all shapes and color grow in abundance here, and a layer of soft moss coats the floor. On the far side, leaning against a particularly thick mushroom stalk, you see a small, red object that seems to be fading in and out of view as it slowly pulses with color.

This clearing is filled with uniquely colorful, Tiny sized **vegepygmies**. There are 15 in total and a **vegepygmy chief**. When the characters enter this clearing, the timid tribe freezes, eyes closed, hoping they won't be noticed or attacked. Any character who has a **Passive Perception** of 15 or higher notices them. A character who declares intent to make an **Intelligence (Investigation)** or **Wisdom (Perception)** check can do so against the same DC.

Keep in mind, the area is *lightly obscured* by airborne spores. That gives characters disadvantage on **Wisdom (Perception)** checks and imposes -5 penalty to **Passive Perception**.

If any characters **did** notice the **vegepygmies**, read this aloud:

You look around the clearing and notice tiny bipedal, plant-like creatures hiding in fear among the fungi. Tufts atop their heads resemble the fuzzy spores floating about the air. Matching the vibrant colors of this environment, these creatures are tough to spot, but if you take your time and move carefully, you could probably cross the clearing without hurting or spooking any of them.

Each character can now attempt to carefully navigate the plush **vegepygmy** field by succeeding on a DC 12 **Dexterity (Stealth)** check to do so. Due to the plush moss softening footsteps, the characters have advantage on this check. If the characters want to go together, have them make a group check. If at least half of the group succeeds, they can proceed to the other side of the clearing uninterrupted. Otherwise, **roll initiative** as the **vegepygmies** all begin to hiss and take up defensive positions.

If the characters **did not** notice the **vegepygmies**, read the following once a character moves 20 ft. into the clearing.

As you tread over the plush lichen, a hissing sound comes from directly under you. When you look down, you see a tiny, bipedal, plant-like creature squirming out from beneath your foot, and a buzzing chorus of hisses resounds through the clearing.

As you look around, you notice more of these creatures as they run towards you. Tufts bouncing atop their heads resemble the fuzzy spores floating about. Matching the vibrant colors of this environment, these creatures are tough to spot, and it appears you've angered them.

Have the players **roll initiative** as the **vegepygmies** attack.

Combat Tactics. The **vegepygmies** prioritize the character who stepped one of their own above all else. If the combat began by other means, the **vegepygmies** target the nearest character they can reach.

Treasure

The red, strobing object is a *potion of diminution*. The **vegepygmies** do not object to quiet, non-hostile characters taking this from the clearing before leaving in peace.

Adjusting this Encounter

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

- **Very Weak:** The **vegepygmies** start with 4 hit points instead of 9. Remove the **vegepygmy chief**.
- **Weak:** The **vegepygmies** start with 4 hit points instead of 9.
- **Strong:** Add a **vegepygmy chief** to the encounter.
- **Very Strong:** Add 2 **vegepygmy chiefs** to the encounter.

Vegepygmy Adjustments. Unlike regular **vegepygmies**, these creatures are Tiny sized instead of Small. They do not carry slings.

Magic Mushrooms

Blazing a trail through the thicket, you stumble and fall into what seems to be a large den of some sort. Looking inside, it extends much farther than you initially expected. The air is clear here, without spores to cloud your vision. Furthermore, you see a bright light coming from around the bend briefly before fading away.

Inside, you see no signs of the light, but the tunnel twists at a steep incline, deeper into the Underdark. Veins of glowing crystals illuminate the path, and the warmth from above seems to dissipate. The tunnel comes to an end, but there is an opening in the floor leading to another cavern below.

The creatures in this next area have a symbiotic relationship. **Colossal toadstools** (treat as **ropers**) are capable of restraining potential victims and bludgeoning them to death while **gas spores** spread their disease. The resulting bodies serve as hosts for new **gas spores** to grow while the organic, decaying remains are absorbed by the mycelium of **colossal toadstools**.

The bright light was coming from another **will-o'-wisp** trying to lure the characters into danger. It skulks, invisibly, in the area.

The hole in the floor leads to a 6 ft. drop down to a larger area. No check is required to drop down, but climbing back up does require a DC 10 **Strength (Athletics)** check. The chasm leads to the next area; characters in the chasm have full cover from the **colossal toadstools**.

General Features

This encounter has the following general features:

Terrain. This cavern is rocky and has a sloped overhang where the characters first enter. The area is roughly 80 ft. long and 50 ft. wide.

Weather. The cave is cool and dry.

Ceilings The ceiling here plateaus at 70 ft.

Light A combination of glowing mushrooms and *faerzress* provides dim lighting in the area.

Smells and Sounds. The ever-pervasive stench of rot and decay is stronger here than anywhere else yet, and the cave is eerily silent.

Once a character drops down, read the following, and then have the players **roll initiative**.

Glancing about the cavern, you see a chasm on the far side about 80 feet away. Several colossal toadstools are growing around the center of the room; they have long, drooping tendrils that hang from their caps. Looking up at these enormous mushrooms, you find yourself staring directly into a bulbous, floating eye sporting smaller eye stalks on top. It floats in the middle of this cavern, 40 feet away and 30 feet in the air.

The eye belongs to a **gas spore**. There are 8 of these floating in the room which is also inhabited by 3 **colossal toadstools** and a **will-o'-wisp**.

When the second round of combat starts, characters who are still *poisoned* from the **Fungal Jungle** spores begin to hallucinate and take 1d6 psychic damage as if they are under the effects of *phantasmal force* for the next minute. At the start of an affected character's turn, that character takes 1d6 psychic damage from this effect. When the *phantasmal force* ends for a character, that character is no longer *poisoned*.

Combat Tactics. The **colossal toadstools** lash out trying to grab any characters in the cavern. They *reel* any grappled characters upwards and towards themselves. At the start of their turn, the **colossal toadstools** drop any characters held 50ft. off the ground. Those characters land *prone* taking 17 (5d6) bludgeoning damage from the fall.

Most of the **gas spores** in this room float above and along the edges of the **colossal toadstool** caps, out of sight at first. They target characters who are pulled into the air.

The **will-o'-wisp** lies in wait, *invisible*, hoping to **consume life** any downed characters. It stays close to the center of the cavern. If it doesn't get a chance to do **consume life**, it does not reveal itself.

Adjusting this Encounter

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

- **Very Weak:** Remove 3 **gas spores** and 1 **colossal toadstool**. The **colossal toadstools** have 45 hit points instead of 93.
- **Weak:** Remove 3 **gas spores**. The **colossal toadstools** have 45 hit points instead of 93.
- **Strong:** Add 1 **colossal toadstool** to the encounter.
- **Very Strong:** Add 1 **colossal toadstool** and 2 **will-o'-wisps** the encounter. As part of the **combat tactics**, the **will-o'-wisps** will actively move in to attack characters below 30 hit points.

Roper (Colossal Toadstool) Adjustments.

- Unlike regular **ropers**, these **colossal toadstools** are Gargantuan sized instead of Large —each is 50 ft. tall.
- They have Speed 0 ft. and no climb speed or **spider climb** feature.
- Their type is *Plant* instead of *Monstrosity*, and they are unaligned.
- They are immune to poison damage as well as the *poisoned* condition
- They do not have a **bite** attack.
- The **colossal toadstools** are softer than their tendrils. When attacked directly, they have only 15 AC instead of 20. The tendrils are 20 AC – damage done to them carries over to the creature, and destroyed tendrils do not regrow.

DM Tip: Phantasmal Force

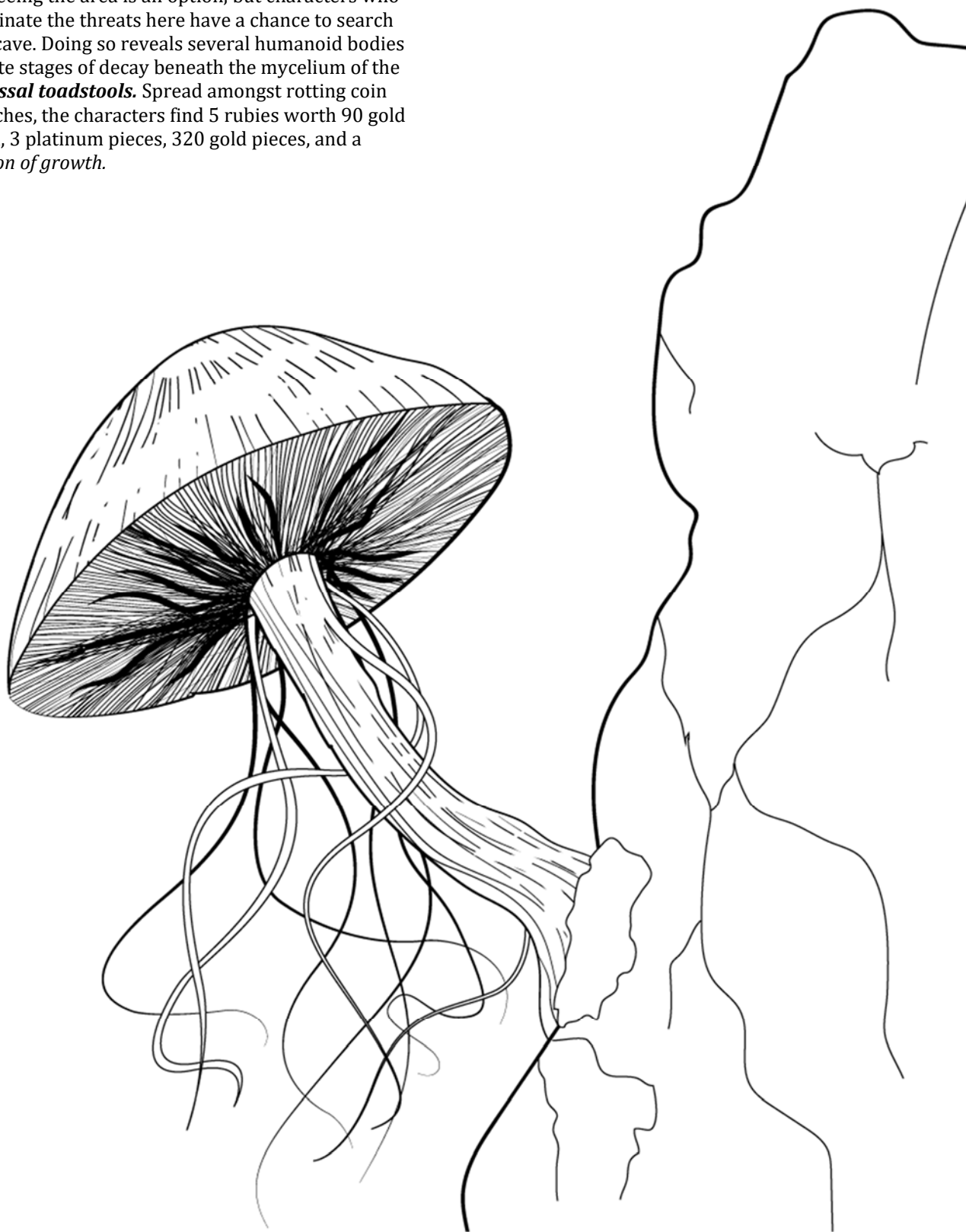
Characters not *poisoned* do not see the hallucinations from *phantasmal force*. These hallucinations should manifest in a different way for each affected character. The characters might piece together this information to determine the effects are illusory. If a player suggests this, you can remind them they can spend an action to make an **Intelligence (Investigation)** check on any effect to determine whether it is illusory. The DC for this check is 12. As a reminder, while *poisoned*, a character has disadvantage on attack rolls and ability checks.

As before, you can be creative with these illusions. If want some extra inspiration, here are some example illusions you might use:

- Beams shooting from the eye stalks of **gas spores**.
- Hundreds of tiny spiders swarming the character.
- Shadows springing to life and attacking.
- Vargouilles or bats swooping by and biting.
- Gouts of steam firing from vents around the area.

Treasure

Fleeing the area is an option, but characters who eliminate the threats here have a chance to search the cave. Doing so reveals several humanoid bodies in late stages of decay beneath the mycelium of the **colossal toadstools**. Spread amongst rotting coin pouches, the characters find 5 rubies worth 90 gold each, 3 platinum pieces, 320 gold pieces, and a *potion of growth*.



Part 4. Breaking the Ice

Estimated Duration: 30 minutes

General Features

This encounter has the following general features:

Terrain. This icy cavern is deep beneath the surface of Toril. *Brown mold* grows in patches along the walls and floors.

Weather. The cave is frigid and very dry. Even the moisture in the air seems to freeze.

Ceilings The ceiling here are 30 ft. high.

Light Violet *faerzress* provides dim lighting in the area.

Smells and Sounds. There is no smell or sound in the area, but any sounds made by the characters echo loudly as they reverberate off ice and stone.

Mirror Images

Climbing down the chasm, the air begins to chill. After another 10 minutes of travel, your exhaled breath condenses, visible before you. This wide passage is devoid of scent or sounds, other than your loudly echoing footsteps as you walk along. It curves, weaves, loops, and forks, sloping ever-downward. The violet glow of luminous crystals reflects off the surface of ice. Small patches become large sheets as you descend, mirroring not only the light but also your own figures, misshapen in the reflective surface.

As you turn to look down a branching passage, you see a small humanoid figure through a natural wall of ice. His features are indistinguishable with the ice in the way, but he seems to notice you approaching. He bolts around another bend, and you hear a cacophony of echoing footsteps and identical voices shouting "THE DROW ARE COMING!"

The Grand Yore, Grimbl, crafted a *simulacrum* of himself from the ice in these caverns before moving on. He sent it back to set some *alarms* and other defenses, but the *simulacrum* hadn't gotten very far yet. The gnome that the characters saw was Grimbl's *simulacrum*. He cast *project image*, but *faerzress* caused its effect to be amplified. Two dozen illusory copies of him appeared, instead of just one. He directs the entire pack with his action every round but cannot individually control the illusions. As a result, he runs along inside the pack, hoping not to be captured.

Chase Complications

1d10	Complication
1	A <i>magic mouth</i> appears on the wall, giggling hysterically. This vexing laughter echoes off the walls making you feel uneasy. Make a DC 10 Wisdom saving throw to maintain your focus.
2	You slip on a patch of ice. Make a DC 10 Dexterity saving throw to avoid falling and taking 7 (2d6) bludgeoning damage.
3	You run too close to a patch of <i>brown mold</i> . Make a DC 10 Constitution saving throw . You take 11 (2d10) cold damage on a failed save, or half as much on a successful one.
4	You weren't expecting such a sharp turn. Make a DC 10 Strength saving throw to stop yourself from careening into a wall. If you fail, you take 7 (2d6) bludgeoning damage as you slam into the wall.
5	The chill of this area seeps into your bones. Make a DC 10 Constitution saving throw against <i>exhaustion</i> . Characters with resistance to cold damage or who are wearing cold weather gear make this roll with advantage. Characters who are immune automatically succeed.
6	A large rock blocks the path. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to leap over. If you fail, the next person in initiative trips over you, giving that character disadvantage on the next check or saving throw made as part of this chase.
7	An icicle falls in your path. Make a DC 10 Dexterity saving throw to avoid it. If you fail, you take 1d10 piercing damage.
8	You're beginning to tire. Make a DC 10 Constitution saving throw to keep up your pace. If you fall behind, you have disadvantage on the next check or saving throw made as part of this chase.
9	You're late to notice the passage narrowing ahead. Your group begins to form a single file line. Make an Intelligence (Acrobatics) check to squeeze through at the back of the line. If you fail, you scrape by taking 7 (2d6) slashing damage in the process.
10	You automatically succeed this round without facing any complications.

Have the players **roll initiative** for this chase sequence. To catch up with the *simulacrum*, the characters need to make three group checks successfully before the *simulacrum* succeeds on three checks of its own.

On each of the characters' turns, have them roll on the **chase complications** table instead of taking any actions. Each successful save or check counts towards the group check for the round. If half or more of the characters succeed, the group succeeds. Characters may stop to stabilize or heal an unconscious ally instead of suffering a complication, but the time it takes to do this counts as an automatic failure towards the group check for the round.

At the end of each round, after determining the results of the group check, the *simulacrum* makes a DC 15 **Intelligence** check as it is trying to navigate the labyrinthine ice cavern and lose the characters in the process. If it passes 3 of these checks, it manages to escape and makes its way back to Grimbl.

Development

If the characters make three successful group checks first, they catch up to the *simulacrum* as it tires out. They receive an additional **700 XP** for succeeding at this task. The *simulacrum* keeps the illusion up as the characters approach, but it is too worn out to even control the illusory duplicates. The characters see the *simulacrum* hunched over trying to catch its breath, surrounded by 24 apparent clones of itself, unmoving. It will drop the illusion a few moments into the conversation that ensues.

Grimbl was maddened when the *simulacrum* was created. As a result, it offers little in the way of direct information. Instead, it follows circular logic and rambles incoherently about drow pursuers and how Lumindearth is lost. It also accuses the characters of being associated with drow and refuses to reason with them. Persuasion checks and the like have no effect unless his *madness* is cured.

If the characters do not act in a hostile manner, allow them to make a DC 12 **Wisdom (Insight)** check while speaking with the *simulacrum*. On a success, they learn the *simulacrum* has gone mad and glean from the *simulacrum's* disjointed ramblings that it believes it is not real. Whether the characters believe this or not is up to them.

If the characters seem hostile, press the *simulacrum* too hard, or try to take it back to Lumindearth, it blinks 3 times as commanded by Grimbl to avoid questioning. This sets off a *contingency* spell which triggers *dispel magic* on

itself. The *dispel magic* succeeds automatically, because the *simulacrum* was created in *faerzress* making the magic unstable and weak. Being dispelled causes the *simulacrum* to revert to ice and shatter. Grimbl built in this fail-safe so that the *simulacrum's* mind could not be probed if captured.

A *lesser restoration* or *greater restoration* spell removes the *madness* afflicting this *simulacrum*. If this happens, the *simulacrum* comes to its senses and expresses concern for the real Grimbl. The characters then learn the following information from the *simulacrum*:

- The creature they're interacting with still believes it is a *simulacrum*.
- Grimbl has surely gone mad. He believes he himself is an enhanced *simulacrum* of some sort.
- Another creature that looks and acts exactly like him planted this thought in his mind. The *simulacrum* doesn't know what the creature is.
- Grimbl believes drow have breached Lumindearth and are coming after him.
- The real Grimbl is close, hiding out in a *mirage arcane* of his own making.

If the *simulacrum* survives and has its *madness* cured, it elects to stay until the group retrieves Grimbl; it is concerned that Grimbl, in his maddened state, will command the *simulacrum* to act against them.

Part 5. World of Pure Imagination

Estimated Duration: 30 minutes

General Features

The *mirage arcane* of Lumindearth has the following general features.

Terrain. The city and its dwellings have been magically shaped and polished from the stone that makes up this spacious natural cavern.

Ceilings. The ceiling of Lumindearth does not exceed 60 ft. from the floor. The floor is concave, so the outer floors are a shorter distance from the ceiling.

Weather. While there is no overhead weather, this area is quite humid given the expansive underground lake which occupies the city. The caverns are comfortably cool and breezeless.

Light. As its name suggests, Lumindearth is mostly devoid of light. Great protrusions of glowing fungus provide dim lighting in some areas, but the majority of Lumindearth is dark.

Smells and Sounds. The air is damp and contains undertones of earthy decay.

Twin Stranger

As you emerge from the frigid caverns, you are overcome by a sense of déjà vu. You look around and seem to be back in Lumindearth. Glowing toadstools light the path just as before. The sloping floors lead down towards a massive lake, and you stop in awe as you see the full majesty of glowing lichen on the ceiling. Avirta's demonstration was alluring, but the memory of it pales in comparison to the scene before you. Two humanoid figures stand at the edge of the lake below, too far away to be distinguishable. The city appears to be otherwise uninhabited.

The two figures at the edge of the lake are Grimbl and the **doppelganger**, still in the form of Grimbl. They are speaking in hushed tones when the characters first approach – mostly, they are speaking in nonsensical terms about drow.

Gimbl used *mirage arcane* and effectively recreated Lumindearth, complete with the glowing lichen that blooms during each Festival of the Star. *Faerzress* does not impact this area unless the *mirage arcane* is dispelled. If that happens, the cavern fills with glow of faerzress once more, and the furnishings of Lumindearth disappear.

By means of this powerful magic, he has sustained on illusory food and water from his recreation of the

Bixbite Nursery for the past several days. When he leaves the area of *mirage arcane*, this sustenance disappears, and he immediately drops to the ground with 5 levels of *exhaustion* from several days lacking proper nourishment unless the characters have provided food and water for him. A DC 12 **Wisdom (Medicine)** check reveals he is dying of starvation and thirst. A DC 17 **Intelligence (Arcana)** check reveals the reasoning for this sudden change in status.

If the *simulacrum* got away, it warns Grimbl of the characters' approach. If that happens, or if any of the characters are drow, Grimbl and the **doppelganger** immediately attack upon seeing the characters. The *simulacrum* has few enough spell slots remaining when it returns that Grimbl dispels it before the characters arrive.

If the characters stopped the *simulacrum*, Grimbl and the **doppelganger** are noticeably startled but do not attack on sight, so long as the characters approach in a non-hostile manner.

If the characters have the opportunity to interact with Grimbl and the **doppelganger**, both speak in non-sequitur and logically inconsistent ways, just like the *simulacrum*. A DC 16 **Wisdom (Insight)** check against the **doppelganger** reveals it is lying. The same check made against Grimbl reveals he truly believes what he is saying.

Neither NPC allows the characters to get close enough to cast *greater restoration*. Any attempt to do so results in **rolling initiative**, as the **doppelganger** commands Grimbl to attack.

Characters attempting to convince Grimbl to come home must make a DC 20 **Charisma (Persuasion)** check. Characters who present the food from Avirta and Evrelde get advantage on this check as it reminds Grimbl of home. If the characters succeed, the **doppelganger** is outraged and commands Grimbl to attack. Unless cured of his *madness*, Grimbl follows the command, still believing he is a *simulacrum*. If the characters succeeded on this check, he goes through a deep internal struggle and does not act in the first round of combat. Either way, **roll initiative**, because the **doppelganger** intends to attack the group.

Combat Tactics. The **doppelganger** steps on a *glyph of warding* containing a spell glyph of *greater invisibility*. He throws **hallucinatory darts** at characters each round while attempting to stay away from the main fray.

If under the command of the **doppelganger**, Grimbl casts *shadow blade* and moves into close quarters with the characters using *shield* to deflect incoming attacks. His *mage armor* is active before the characters arrive.

Adjusting this Encounter

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

- **Very Weak:** The DCs for *Hallucinatory Dart* become 13 instead of 14. Additionally, there is no *glyph of warding* for the **doppelganger** to activate.
- **Weak:** The DCs for *Hallucinatory Dart* become 13 instead of 14.
- **Strong:** The DCs for *Hallucinatory Dart* become 15 instead of 14.
- **Very Strong:** The DCs for *Hallucinatory Dart* become 15 instead of 14. Additionally, the **doppelganger** has 80 hit points instead of 52.

Grimblr Umbricket of Grand Yore Adjustments. Refer to *Xanathar's Guide to Everything* for spells marked with an asterisk in Grimblr's statblock. Grimblr has expended most of his higher-level spell slots prior to the fight. As a result, he does not have any slots of 6th level or higher available for the fight. As a story-relevant NPC, Grimblr makes death saving throws when he reaches 0 hit points instead of dying immediately.

Doppelganger Adjustments. The **doppelganger** has developed a special poison made from fungus in the **Fungal Jungle**. He has a special *Hallucinatory Dart* action:

Hallucinatory Dart. *Ranged Weapon Attack:* +6 to hit, reach 20/60 ft., one creature. Hit: 6 (1d4 + 4) piercing damage, and the creature must succeed on a DC 14 **Constitution saving throw** or become *poisoned* for the next minute. While poisoned in this way, the target suffers hallucinations as if under the effect of *phantasmal killer*. Successfully making the DC 14 **Wisdom saving throw** associated with *phantasmal killer* causes the *poison* to wear off.

Development

If the **doppelganger** is knocked unconscious, it loses its mental hold over Grimblr. Exit initiative as the characters see Grimblr in deep thought, as if waking from a dream. His underlying levels of *madness* remain, but he is coherent enough to begin to understand and explain what is going on. He does not immediately know the other creature is a **doppelganger** unless it reverts to its true form.

If the **doppelganger** is slain, it reverts. Seeing this, Grimblr makes the needed connections to realize he was duped. Mortified, he retrieves his *gem of seeing* from the **doppelganger**'s body and apologizes profusely to the characters. He suggests they all rest while he prepares *teleport* to get back to the real Lumindearth. He explains this area is only an illusion of his own making and humbly requests food and water, as he will need some real nourishment in his system before leaving the area. The characters earn

an additional **1,000 XP** each for bringing Grimblr back alive.

If Grimblr is killed, the group can bring his body back to Lumindearth for *resurrection* cast by priests occupying the local temple of Garl Glittergold. Avirta pays for this service on Grimblr's behalf using the wealth he acquired in his adventuring days.

If Grimblr is unable to *teleport* the characters back to Lumindearth, have the characters make a group **Wisdom (Survival)** check as a representation of their trek back. Average the results and subtract the total from 25. The final value is how many hours it takes them to make the journey back — a minimum of 3 hours. Characters subjected to the **gas spore** disease may be at risk of dying along the way as a result. Spellcasting services are available at a temple to Garl Glittergold, located in Lumindearth, should the characters require it.

Conclusion

As thanks for rescuing Grimblr, the characters earn the promised gold from Avirta and Evrelde. The Grand Yore rewards the characters with a backup copy of his *spellbook* and offers up his quizzing glass, a *gem of seeing*, as he intends to live out the rest of his days in Lumindearth rather than chasing after strange orbs and adventuring alone.

Additionally, if the party brought Grimblr back alive and well, he shares a bitter mixture of dried fungi that offers restorative effects. The exact recipe to concoct this potent elixir is a highly protected secret among the *svirfneblin* of Lumindearth, and characters are not permitted to take any of it with them as a result; they may consume it now or never. The mixture cures all levels of *madness* and *disease* afflicting any who imbibe it.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Doppelganger	700
Gas Spore	100
Grimblr Umbricket	8,400
Roper	1800
Shrieker	10
Vegepygmy	50
Vegepygmy Chief	450
Will-o'-Wisp	450

Non-Combat Awards

Task or Accomplishment	XP Per Character
Catching the <i>simulacrum</i>	770
Returning Grimblr alive	1,000

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

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

Treasure

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

Treasure Awards

Item Name	GP Value
Decaying adventurers	800
Avirta's Payment	900

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

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

Gem of Seeing

Wondrous Item, rare

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn. This item can be found in **Player Handout 2**.

Pipe of Smoke Monsters

Wondrous Item, common

While smoking this pipe, you can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a frogheemoth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.

For more details, see the *Xanathar's Guide to Everything*.

Potion of Diminution

Potion, rare

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

Potion of Growth

Potion, uncommon

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

Grimblr's Spellbook

At a glance, this strange spellbook could easily be mistaken for a gnarled piece of zurkhwood. Closer inspection reveals a small latching mechanism which unfurls a set of stiff, wood-like pages packed with densely scrawled writing.

It contains the following spells: *color spray, mage armor, silent image, shield, magic mouth, mirror image, phantasmal force, fear, dispel magic, major image, greater invisibility, hallucinatory terrain, phantasmal killer, mislead, wall of force, programmed illusion, contingency, mirage arcane, project image, illusory dragon, weird*.

Story Awards

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

Delusional Misidentification. As a result of being afflicted with *indefinite madness* during this adventure, you gain the following *flaw*:

I am often suspicious that others are not who they say they are, and I am not afraid to confront them about it.

More information can be found in **Player Handout 1**.

Renown

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

DM Reward

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

Appendix. Monster/NPC Statistics

Deep Gnome (Svirfneblin)

Small humanoid, neutral good

Armor Class 15 (chain shirt)

Hit Points 16 (3d6+6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses darkvision 120 ft., passive perception 12

Languages common, gnomish, terran, undercommon

Challenge 1/2 (100 XP)

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

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

Actions

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

Poisoned Dart. *Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

Doppelganger

Medium monstrosity, neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills deception +6, insight +3

Condition Immunities. charmed

Senses darkvision 60 ft., passive perception 11

Languages common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. *The doppelganger makes two melee attacks.*

Slam. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d + 4) bludgeoning damage.*

Read Thoughts. *The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.*

Gas Spore

Large plant, unaligned

Armor Class 5

Hit Points 1 (1d10 – 4)

Speed 0 ft, fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities. poison

Condition Immunities. blinded, deafened, frightened, paralyzed, poisoned, prone

Senses blindsight 30 ft., passive perception 5

Languages —

Challenge 1/2 (100 XP)

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. The gas spore resembles a **beholder**. A creature that can see the gas spore can discern its true nature with a successful DC 15 **Intelligence (Nature)** check.

Actions

Touch. *Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the **Death Burst** trait.*

Grimblr Umbricket of Grand Yore

Medium humanoid (svirfneblin), chaotic good

Armor Class 12 (15 with Mage Armor)

Hit Points 99 (18d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Skills. investigation +9, perception +6, stealth +6

Senses. darkvision 120 ft., passive perception 16

Languages. common, gnomish, terran, undercommon

Challenge. 12 (8,400 XP)

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

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

Innate Spellcasting. Grimblr's innate spellcasting ability is Intelligence (spell save DC 17). He can innately cast the following spells, requiring no material components.

At will: *nondetection* (self only)

1/day each: blindness/deafness, blur, disguise self

Spellcasting. Grimblr is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He can cast *shadow blade** and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, dancing lights, mage hand, prestidigitation, minor illusion*

1st level (4 slots): *color spray, mage armor, silent image, shield*

2nd level (3 slots): *magic mouth, mirror image, phantasmal force*

3rd level (3 slots): *fear, dispel magic, major image*

4th level (3 slots): *greater invisibility, hallucinatory terrain, phantasmal killer*

5th level (3 slots): *mislead, wall of force*

6th level (1 slot): *programmed illusion, contingency*

7th level (1 slot): *mirage arcane, project image*

8th level (1 slot): *illusory dragon**

9th level (1 slot): *weird*

Actions

Dagger. *Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.*

Roper (Colossal Toadstool)

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills. perception +6, stealth +5

Senses. darkvision 60 ft., passive perception 16

Languages. —

Challenge. 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Actions

Multiattack. The roper makes four attacks with its tendrils, uses **Reel**, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

Shrieker

Medium plant, unaligned

Armor Class 5 (natural armor)

Hit Points 13 (3d8)

Speed 0 ft.

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

Condition Immunities. blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive perception 6

Languages —

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Reactions

Shriek. When bright light or a creature is within 30 ft. of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Vegepygmy

Small plant, neutral

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills. perception +2, stealth +4

Damage Resistances. lightning, piercing

Senses darkvision 60 ft., passive perception 12

Languages vegepygmy

Challenge 1/4 (50 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

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

Vegepygmy Chief

Small plant, neutral

Armor Class 14 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Skills. perception +3, stealth +4

Damage Resistances. lightning, piercing

Senses darkvision 60 ft., passive perception 13

Languages vegepygmy

Challenge 2 (450 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. *The vegepygmy makes two attacks with its claws or two melee attacks with its spear.*

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

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

Spores (1/Day). *A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

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

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

Senses. darkvision 120 ft., passive perception 12

Languages. The languages it knew in life

Challenge. 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

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

Variable Illumination. The will-o'-wisp sheds bright light in a 5-to-20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.*

Invisibility. *The will-o'-wisp and its light magically become invisible until it attacks or uses its **Consume Life**, or until its concentration ends (as if concentrating on a spell).*

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Grimblr Umbricket (GRIM-blur UHM-brick-it).

Grimblr is a svirfneblin arcanist who specializes in illusory magic. The svirfneblin of Lumindearth often refer to him by his honorary title, “Grand Yore.”

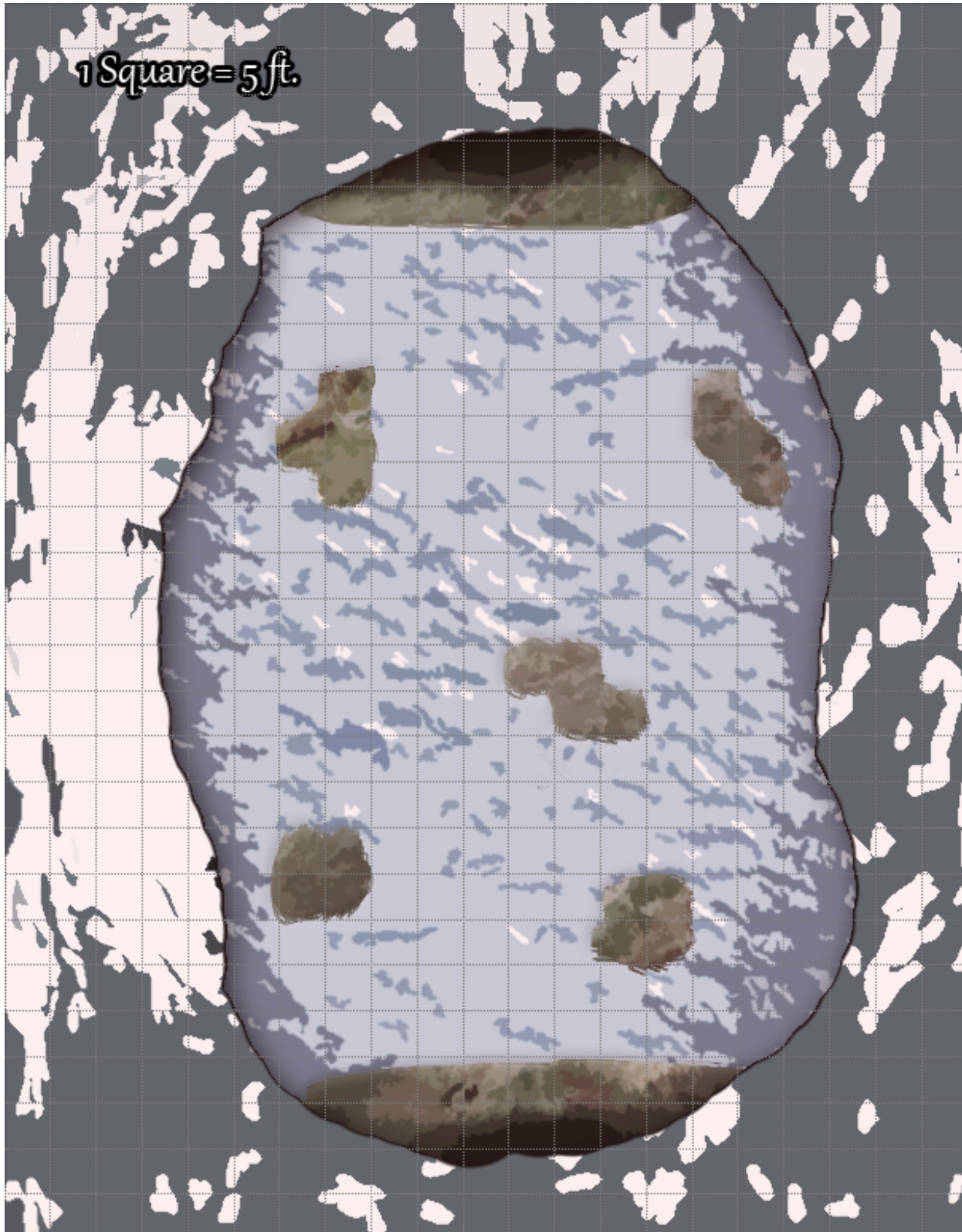
Grimblr is an eccentric, wily old gnome, but time has taken a toll on his mind. He is forgetful in his old age and prone to rambling or making seemingly non-sequitur statements.

Avirta Umbricket (AH-ver-TUH UHM-brick-it).

Avirta is Grimblr’s daughter. She is married to Evrelde Bixbite and handles most of the work at home. She acts as a caretaker for Grimblr and checks in frequently to ensure he isn’t getting himself into trouble. Avirta has a friendly, empathetic but anxious demeanor.

Evrelde Bixbite (EHV-rilled BICKS-bite). Avirta’s wife and owner of Bixbite Nursery, a mushroom farm she maintains to make her living and provide Lumindearth with its fungal cuisine. Evrelde is stoic but compassionate and always willing to lend a hand.

Appendix. Mycobacterial Muck



Player Handout 1. Story Award

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

Delusional Misidentification

As a result of being afflicted with *indefinite madness* during this adventure, your character gains the following *flaw*:

I am often suspicious that others are not who they say they are, and I am not afraid to confront them about it.

A *greater restoration* spell or more powerful magic is required to rid a character of this *indefinite madness*.

Player Handout 2. Magic Item

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

Gem of Seeing

Wondrous Item, rare (requires attunement)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem. The gem regains 1d3 expended charges daily at dawn.

A color-drained ruby rests in ring of polished stone affixed to the top of a similarly crafted handle.

Whenever this item is activated, a message appears along the handle in blue, runic letters that only the attuned character can see; as long as the character knows a language, it can understand what the runes say: "May you never lose sight of the truth."

For more details, see the *Dungeon Master's Guide*.

Player Handout 3. Magic Item

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

Pipe of Smoke Monsters

Wondrous Item, common

While smoking this pipe, you can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a froghe moth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.

For more details, see the *Xanathar's Guide to Everything*.