



Eye of Xxiphu

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

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



Merric Blackman
Adventure Designer

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Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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Introduction

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

This adventure is designed for **three to seven 16th to 20th level characters**, and is optimized for **five 17th-level characters**. Characters outside this level range can't participate in this adventure.

The D&D Adventurers League

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

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

www.dndadventurersleague.org

Preparing the Adventure

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

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

Before Play at the Table

Ask the players to provide you with relevant character information:

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

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

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

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

Adjusting the Adventure

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

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

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

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

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

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

Running the Adventure

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

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

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

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

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

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

Spellcasting Services

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

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

Spellcasting Services

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

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

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

Acolyte Background

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

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

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

Death and Recovery

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

Death

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

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

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

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

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

Adventure Background

The great city and fortress of the Abolethic Sovereignty, Xxiphu, was destroyed many years ago. One fragment of the city survived and was taken by the morkoth, M'warien, an enemy of the Aboleth. The morkoth's intention was to keep the fragment, the *Eye of Xxiphu*, safe and away from the Aboleth. Unfortunately, the plans of the morkoth had a fatal flaw: the corrupting influence of the *Eye*.

The *Eye* is not sentient as we know it, but it desires in an alien way to rebuild Xxiphu. Over the years, it has warped the Morkoth's isle, attempting to use it as the raw materials of a new Xxiphu.

In recent days, the *Eye's* influence overcame the protections that the morkoth had woven around it, and the isle became visible again in the Sea of Swords.

Baron Rajiram, a cloud giant competing for primacy amongst giantkind after the breaking of the Ordning, swiftly learned of the *Eye's* existence and sent his most trusted aides to recover it. He was not alone. Many powers of the world seek the *Eye*, and a great confrontation brews over the Morkoth's Isle.

In DDAL05-18 *The Mysterious Isle*, a group of adventurers were sent by SEER to the Morkoth's Isle. After entering an underwater passage and making their way towards the isle's heart, they were suddenly overwhelmed by a wave of magic... and found them transported back to SEER's quarters, but a full tenday before they left!

Now, the conclusion of the story!

Adventure Overview

This adventure is divided into three parts.

Part 1. The adventure begins in SEER's quarters in a lonely tower overlooking the Sea of Swords. The characters are tasked to recover the *Eye of Xxiphu* and are sent through a portal that has mysteriously appeared to the isle.

Part 2. Once there, they discover that the morkoth is on the verge of being defeated and are thrust into the role of commanders of the defenders of the *Eye* against the giants, as an *Eye*-enabled psychic connection links them to the minds of the defenders.

After the battle, they reach the heart of the morkoth's lair. Unfortunately, despite their efforts in the battle, another force of Rajiram's followers have been able to overcome the morkoth and seize the *Eye*. The morkoth, now quite mad, attacks the characters, not knowing what it is doing.

Part 3. Finally, the characters must defeat Baron Rajiram in an aerial battle on dragonback and seize the *Eye*.

Adventure Hooks

Characters who have played the DDAL05-18 *The Mysterious Isle* should simply be continuing the previous adventure. For other characters, the following hook is suggested:

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

The message is of great urgency; the characters have no more than four hours to reach the tower. A one-use magical device to transport each character was included in the message.

PART 1. SEER'S TOWER

Expected Duration: 15 minutes.

The adventurers find themselves in SEER's Tower, either because of the conclusion of the first part of *Eye of Xxiphu*, or because they have been invited by SEER after the adventurers from DDAL5-18 *The Mysterious Isle* appeared.

A few hours ago, SEER was having a quiet time in her tower overlooking the Sea of Swords, studying reports of giant activity near Parnast. Now, she is studying a group of adventurers that mysteriously appeared in her tower through a portal that still stands active behind her.

Through the portal, you can see a strange tunnel of coral and rock, veined in pink and purple. It is underwater, but it stands frozen in time.

SEER looks tired and drained. She has been expending energy to hold the portal open; not that much, she told you, but she may have lied.

She gives a half-smile, and gestures to the portal. "I'm told that our mutual enemy, Count Rajiram, Lord of Cloud Giants, has sent forces to recover a powerful artifact from an underwater lair. It matches with the information I've been hearing from my agents.

"You are the bravest and most powerful allies I could hope for. You must cross through the portal and stop the Count. What damage he could cause with the artifact cannot be countenanced.

"Each of you has what aid I can give—healing potions, and a supply of the merfolk's cordial of water-breathing. Good luck, and may the gods smile upon you!"

Each character is given a *potion of supreme healing* and the *cordial of water breathing*; the last is similar to a *potion of water breathing* except its effects last 24 hours.

Let the characters provide a briefing to any peers that didn't participate in DDAL05-18 *The Mysterious Isle*. If none of the characters played that adventure, SEER apprises them of the following:

- A party of adventurers were sent to a mysterious isle to recover a powerful artifact before forces of the Cloud Giant Baron Rajiram could recover it.
- In the midst of the expedition, the adventurers were propelled back to SEER's tower, bloodied and battered—those that survived, that is.
- SEER quickly summoned further allies to swell the ranks of the fallen (or to completely replace the original adventurers, if none were able to complete the quest).

- From the reports of the adventurers, it seems the fabric of space and time is distorted in the area of the isle. SEER is unsure what the lord of the isle is, but there are many factions vying for control of the artifact.
- The artifact is known as the *Eye of Xxiphu*, a fragment of a great sky-fortress of the Abolethic Sovereignty. It was thought destroyed, but apparently was hidden on this lonely isle. Its presence has been made known, however.
- The interplay of magic in the area means that teleportation and scrying magic are unreliable at best and dangerous at worse, and there may be other effects as well.
- The tunnels of the isle are completely underwater.
- SEER has a stock of a *cordial of water-breathing*, acquired from the aquatic elves that she gives to the characters (one each). It lasts 24 hours. It is the last of her stock.
- The portal is stuck on a fixed moment in time; no time has passed since the original adventurers left.

SEER has an additional mission for Lords' Alliance characters, whom she draws aside to discuss the details. Keeping the portal open has been particularly draining on her. She believes part of her life-force has been drained by an object close to the *Eye*, but something different. The characters should attempt to recover it and return it to her; that way, she can regain the energies she's spent keeping the portal open.

Roleplaying SEER

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

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

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

Part 2. Isle of the Morkoth

The characters appear in a water-filled passageway in the isle.

Underwater Combat

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

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

You appear in a strange, winding tunnel of rock and nacre, streaked with purple veins of crystal. The tunnel is completely water-filled. The rock seems strange, appearing slimy and deformed even underwater, with jagged spurs of purple crystal erupting through its surface like obscene flowers.

Behind you, the passageway is blocked by a recent rockfall. Ahead, the path is clear, although mud floats through the water, obscuring your vision beyond about thirty feet.

The floor thrums underneath your feet, vibrations shaking small pieces of crystal free. This place feels alive—and it doesn't feel happy.

The passageway behind (which leads out of the Isle) has crushed two **stone golems** that had been sent into the area by the Aboleths that seek the *Eye*. If the characters clear the blockage, the golems animate and attack.

The purple crystals can be collected. They have unusual properties of making the bearer more vulnerable to mind-affecting magic, but this is an advantage in the next encounter.

The corridor ahead spirals inward into the center of the island. At this point, the curvature of the tunnels is more distinct and is easily observed.

All the tunnels are underwater unless otherwise noted. In addition, the effect of the *Eye of Xxiphu* and the magical attacks of the cloud giants have distorted the working of magic in the area. See the sidebar for how it functions on the isle.

Magical Disruption

Throughout this adventure, the efforts of the giants to penetrate the morkoth's defenses and acquire the *Eye of*

Xxiphu have caused a great number of disruptions to the Weave. Apply the following modifications to magic used in the adventure:

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

All these effects are immediately apparent to all spellcasters in the party as they enter the area.

A. Items of Interest

Expected Time: 60 minutes

The morkoth has collected many things as its island has wandered the planes. The characters may encounter some of the collection as they make their way through the twisting tunnels. Use these encounters to give characters a further sense of the strangeness of the island.

Although the morkoth would typically present only one path through the isle, the strain of defending against the giants' attacks has distracted it, and the characters can see the tunnels as they truly are—or at least, closer to their true appearance than before!

If you are limited for time in your game, the morkoth regains control of the tunnels after an hour, and the characters can only see one tunnel—leading to the next encounter.

The characters enter from the west side of the **Caverns of the Isle** map.

All tunnels and caverns are dimly illuminated; the nacre in the walls glows softly.

The tunnel ahead of you wavers, then shifts. Where once there was a lone tunnel spiraling into the heart of the isle, now it splits, three ways, each twisting around each other in a confusing maze. Which way to go? Each seems as good—or bad—as the next.

1. As Red as Blood

The chamber ahead holds one item—a glass cylinder in its exact center that runs from floor to ceiling. Floating in the cylinder, at about five feet above the floor, is a single perfect red apple.

It is the very appleness of apples; a specimen so flawless it draws you to it. Its redness calls to you, inviting you to free it from its cell and taste its succulent flesh.

The apple is a specimen from a strange tree from a distant plane and contains powerful healing magic.

Treasure. The apple can be divided into four portions, each of which, when consumed, has the effect of a *heal* spell—something that a character succeeding on a DC 18 Intelligence (Arcana) check reveals. Alternatively, the apple radiates powerful conjuration magic and normal means of identifying an item's magical properties reveal the benefits of eating it. The apple's magic wanes when removed from the cylinder, however, and after 24 hours it reverts to being a normal apple.

2. Draconian Statues

Arranged in alcoves on either side of the chamber ahead are four statues of twisted creatures: humanoid, but with draconic features, though not those of the dragonborn you are familiar with. Stubby wings are bound to their backs.

Each of their faces is snarling in pain, and each has what appears to be a dagger hilt protruding from their chests.

The four statues are contained in a magical stasis that ends if dispelled or if the dagger is drawn from a statue's body with a successful DC 16 Strength check.

When the stasis ends, the body crumbles into dust. The statues are otherwise harmless.

3. One Way Through

The tunnel ahead rises, and, for a change, comes out of the water altogether. It is strange to tread upon dry land again. The scent of brine and rotting seaweed fills your nostrils. Ahead of you is a strange device—a turnstile—stretching from floor to ceiling. If you proceed, you can only go forward, and no more than one at a time.

Beyond the turnstile is a larger chamber, with panes of glass set into the nacreous walls.

The turnstile is made of an unfamiliar metal, and only rotates in one direction, allowing travel from the east tunnel into the chamber. Due to the narrowness of the turnstile, only one character may pass through at a time; the next character may only pass through after the last character's next turn.

The turnstile can be ripped from the wall after three successful DC 25 Strength (Athletics) checks—the characters can spend several rounds doing so, each success loosens it until it rips free—or it can be destroyed. The turnstile has 200 hit points and has a damage threshold of 12 (if it takes less than 12 damage in one attack, it takes no damage).

Behind each of the six panes of glass in the large chamber is an alcove holding a gem-encrusted **mummy**. When the first character approaches within ten feet of the glass, all the panes of glass retract into the floor, freeing the mummies, which immediately attack. They fight until slain.

Treasure. The gems on each mummy—a collection of citrines—are worth a total of 5,000 gold pieces.

4. Tooth of the Damned

The chamber ahead is filled with brightly colored fish, darting back and forward around a bubble floating in the center of the chamber. One fish nudges the bubble with its nose, and it floats towards another fish, who nudges it back. The fish are soon playing a big game of “nudge the bubble”, filling the room with a riot of color.

The fish are harmless, and flee when the players approach. The bubble contains a gemstone within it, and proves difficult to catch, squirming out of a character's grasp when they attempt to grab hold of it. If a character succeeds on three successive DC 15 Dexterity checks, they can grab the bubble. It then pops, releasing the gemstone. Alternative methods may also work; use your judgement!

The gemstone is a diamond with a marquise-cut, somewhat resembling a tooth. It has an inner glow, due to the soul of a hapless adventurer, Black Dougal, trapped inside. If telepathic magic is used, Black Dougal can be communicated with, but he is completely mad, and just raves about two flaming eyes of ruby. He does not effectively communicate his misery with his current situation, however.

Treasure. The diamond can be sold for 5,000 gold pieces.

XP Award. If the diamond is instead destroyed, allowing the soul of Black Dougal to pass to the afterlife, each character receives 1,000 XP instead.

5. The Mad Dancers

The tunnel opens into a large chamber; perhaps 50 feet across. Suspended in the center of the chamber is a crystal cylinder which holds something you can't quite make out. Four merfolk dance around the cylinder, trailing colorful streamers behind them.

The four **merfolk** have fallen prey to the morkoth's *hypnosis* effect; they continue dancing until they are fully exhausted, then eat and rest and begin again. Shelves on one wall provide food and sleeping places.

If the enchantment on them is broken with *dispel magic* or similar magic, then they treat peacefully with the characters before attempting to leave the isle; they do not progress further towards the morkoth under any circumstances.

They know only that they were swimming in the sea before a strange compulsion came over them and they swam into the tunnels until they came to this chamber and were compelled to dance. They are unaware of the meaning of the dance.

A small metal plaque on the cylinder reads "Toga of Zagyg". The cylinder contains a non-magical bedsheet. The crystal can be easily shattered and the toga retrieved. You may choose to describe the toga in terms of the great mystical powers it must possess, but it is nothing more than a normal bedsheet with delusions of grandeur.

6. Window of Fire

The tunnel reaches a brightly lit area. The far wall of the chamber ahead has been replaced by a wall of fire, brightly burning orange and yellow and illuminating the area in flickering glory.

A closer look shows there is some invisible shield between the fire and the water, and that—in the fire—a hammer inscribed with runes in Dethek hangs about 10 feet away.

This is a portal the morkoth has kept open to the Elemental Plane of Fire as a curiosity. A *wall of force* keeps the fire at bay.

If the *wall* is dispelled, the fire immediately causes the water to heat up to dangerous levels. Each creature within 20 feet of the portal must make a DC

14 Dexterity saving throw. Each creature that fails the saving throw takes 42 (12d6) fire damage, or half that much if the saving throw is successful. The *wall* reappears one round after it is dispelled and the water cools down.

The hammer can be identified by a dwarf as a *dwarven thrower*. Unfortunately, it is a mere illusion of something that once passed by the portal and was seen by the morkoth. A character examining the hammer through the portal discerns that it is an illusion with a successful DC 16 Intelligence (Arcana) check. Characters using *detect magic* succeeds on this check automatically.

7. Those Who Sleep

The corridor widens into a chamber, and within you can make out the shape of two great figures—hill giants!—sitting with their backs to you, upon a great bench. A large cask sits beside one of them, and two overturned flagons lie on the ground nearby. A bag lies beneath the bench.

The giants have their eyes closed, as if asleep, but both are magically preserved corpses. The morkoth (or one of its slaves) has worked an animating magic on the giants, so that any movement one makes, the other copies it. Thus, if the arm of one is raised, the other's arm likewise raises.

Both are also receptive to voice commands (in Giant) and obey any commands given to them. However, neither can leave the room.

If either is touched, both giant's eyes open, only closing once ten minutes pass without further interference.

Treasure. The bag holds a giant-size knife, ten knucklebones (as the game), and a very waterlogged sheep-skin vest.

8. As White as Snow

The chamber ahead holds one item—a glass cylinder in its exact center, that runs from floor to ceiling. Floating in the cylinder, at about five feet above the floor, is a single perfect white apple.

Although the apple shows no flaw, there is something very unsettling about its lack of color.

The apple is a specimen from a strange tree from a distant plane and is utterly poisonous.

Treasure. The glass can be easily broken and the apple acquired, but any creature consuming any part

of the apple immediately dies, with no saving throw allowed—something that a character succeeding on a DC 18 Intelligence (Arcana) check reveals. Alternatively, the apples radiates powerful necromancy magic and normal means of identifying an item’s magical properties reveal the dangers of eating it.

Once consumed, the remainder of the apple turns into black, repellent slime. Creatures immune to poison damage are immune to the effects of the apple, but mere resistance to poison is not enough!

Once removed from the protective cylinder, the apple turns to slime within 24 hours.

B. Call of the Morkoth

Encounter Time: 1 hour

The characters enter an area where several dead humanoids are fused into the wall; and find themselves controlling golems protecting the morkoth from the giants!

The corridor widens slightly ahead, to a width of about 15 feet. Protruding from the walls you can see arms, legs and faces—the faces contorted in silent screams.

All appear dead.

Characters investigating the bodies determine that entire bodies of humans, elves and merfolk are trapped within the walls; the coral appears to have begun to grow over their bodies. A successful DC 12 Wisdom (Medicine) check determines that the victims have been dead for several days; in some cases, for months. Some of the protruding limbs are now skeletal.

After the characters have investigated the area and are ready to move on, or after a minute or two if they linger, several of the bodies animate. They are not properly alive; instead they have been magically animated.

The bodies give a sudden twitch, and suddenly they all animate: their hands attempt to grab you, and their eyes look at you pleadingly. “Help us!” myriad voices scream, over and over again.

Underlying it all, you can hear a deeper, more powerful voice. “Help me! The giants seek my prize! Help me defend it!”

Allow the characters a moment to react to this before magical tendrils reach out from the walls and attempt to grapple the characters and drag them

towards the coral. The tendrils have a +8 bonus to Strength (Athletics) checks made to grapple. If the attach succeeds, the character is grappled (escape DC 15) and pulled into the wall, where their consciousness is implanted in one of the morkoth’s protectors (see Protectors of the Morkoth, below)—a process that inflicts 16 (3d10) psychic damage on the target. The tendrils automatically succeed on Strength checks made to grapple characters carrying a purple gem.

Escaping the coral wall is difficult, and characters attempting to free themselves make their escape check with disadvantage. Free characters may use an action to attempt to free an imprisoned teammate. This is quite difficult. The character can make either a DC 15 Strength (Athletics) check or a DC 15 Intelligence (Arcana) check. Three successful checks are required to free one teammate. The trapped character takes 16 (3d10) with each attempt to escape—regardless of whether the attempt succeeds or fails, the teammate takes 3d10 psychic damage with each attempt. The character attempting to free someone also gets a vision of what the creature they are touching is experiencing and may choose to enter an alcove voluntarily.

If all characters resist or are freed, the giants overcome the morkoth with only the loss of the scraggs and merrows; this means there are more opponents in the final battle.

1. Protectors of the Morkoth

Those characters that do choose (voluntary or otherwise) to help the morkoth find their consciousness in special crystal golems specifically designed to contain the consciousness of humanoids. Due to the haste of their integration, the normal safeguards—that is to say, brainwashing—have not been put in place, so the characters are free to pilot the golems as they wish. See the sidebar for special rules on the golems’ abilities.

Opening your eyes, you find yourself in a new body. A powerful body made of... crystal?

You are in a large chamber, lit in lurid colors of pink and purple from glowing crystals protruding from the nacreous walls. Above, a great hole gapes to the surface. Below it, a mound of rubble indicates that it is of recent construction. Around you are several crystal golems that are fashioned in the likeness of your companions... indeed, they are your companions!

“Protect me! Help me!” The command comes from an eldritch being at one side of the chamber, near to a coral pedestal upon which stands a rocky sphere—something that you know must be the *Eye of Xxiphu*. Fleishy tendrils snake from it into the coral... and eventually, to your bodies?

The eldritch being, a vaguely humanoid form surrounded by tendrils, looks up in alarm. There you observe giants and merrows swimming down towards you through the opening.

The first wave of creatures consists of eight **merrows** and three **cloud giants**. The giants in this combat are under the effect of *potions of water breathing*; each carries another potion if the effects of the first is disrupted in some manner.

Their aim is to gain the *Eye*. Before it can be taken, five tendrils must be ripped off; a creature adjacent to the *Eye* may use an action to make a DC 22 Strength check; on a success, one of the tendrils is removed. Alternatively, a tendril may be severed. Each tendril has AC 15, 50 hit points, is immune to bludgeoning and piercing damage, and regains 25 hit points on Initiative count 20.

The **morkoth** fights to prevent the *Eye* from being taken. The giants, merrows and scraggs do not directly attack it, instead preferring to target the characters' golems and the *Eye*. Only one of Dworkin's forces attempts to recover the *Eye* each round.

Throughout the combat, the giants gain reinforcements as follows:

- **End of Second Round.** Six **scraggs** enter from above.
- **End of Fourth Round.** Six **merrows** and one **cloud giant** enter from above.
- **End of Sixth Round.** Two **cloud giants** and a **cloud giant smiling one** enter from above.
- **Beginning of Eighth Round** (winning ties). **Lord Dworkin** enters from above and uses a magic item (a rod of some sort) that temporarily neutralizes the *Eye*. This has the same effect on the characters as the *Eye* being removed (see below) and ends the encounter.

When the *Eye* is removed from the pedestal, the links the characters have with the golems are broken, and each character immediately wakes up in their restraints.

Keep track of which opponents survive the combat; they are added to the foes the characters must face in the final encounter.

Fighting as Golems

The following special rules are used for characters controlling the golems. The players should be made aware of these rules:

- The Crystal Golems have taken on all attributes of the characters, and function exactly as do the characters except as noted. Ability and spell slot expenditures are taken from the character's allowance.
- The Crystal Golems possess replica weapons and equipment that are the equivalent of what the character possesses. (These possessions are destroyed when the connection is lost or the golem destroyed).
- The Crystal Golems begin with the full maximum hit points of the characters.
- Crystal Golems do not need to breathe, and have a swim speed of 30 feet, if the character does not already have a better speed.
- Half of the damage taken by the clay golems is inflicted on its controlling character as psychic damage (instead of its normal damage type). Healing spells work on the golems as if they were living creatures, and heal half that amount on the controlling character.
- Characters carrying purple gems may take additional damage (vulnerable to psychic damage), but gain advantage on all attacks and saving throws made by the golem. Healing magic likewise heals both the golem and controlling character at the same amount.
- If a golem is destroyed, the character wakes up in the restraints.
- Use your judgement to make this a fun and unusual battle for the characters. A handout is available to facilitate ease of play.

C. Wrath of the Morkoth

Expected Time: 20 minutes

It takes five minutes for the characters to travel from their current location to the morkoth's chamber. As they enter the chamber, Lord Dworkin has just left with his entourage (and the *Eye*) through the tunnel he bored through the ceiling.

The morkoth, who goes by the name of Hieronymus, is enraged, driven (more) insane by the loss of the *Eye of Xxiphu*. He attacks the characters with all his fury.

You reach the large chamber at the heart of the island. It is lit in lurid colors of pink and purple by glowing crystals protruding from the nacreous walls.

A shattered pedestal of coral stands to one side, fleshy tendrils flapping helplessly around. From a large hole in the ceiling, rocks and mud wash down.

A strange figure of tentacles and scales swims dejectedly above the pedestal. "My eye... my eye... They took my eye..." It sees you, and its eyes narrow. A large mouth with many fangs gapes wide.

"You! You did not help! Did not stop him taking my Eye!"
It swims towards you, its intentions clear: vengeance!

Lords' Alliance characters need to return to SEER; the *Heart of the Isle*.

The characters now must choose between fighting the morkoth and chasing Dworkin. The morkoth is unlikely to delay the characters particularly long, but every round counts at this stage. One advantage the characters have is that Dworkin is, as yet, unaware of their presence, and does not know that he is being chased.

The ceiling of the chamber is 40 feet high and the tunnel leading to the surface is 300 feet long and 20 feet in diameter. The water ends 20 feet before its end; the rest must be climbed with DC 10 Strength (Athletics) checks, or ascended with magical aid.

Characters in heavy armor are unlikely to be able to swim to the tunnel without the aid of magic, but it is simple to attach a rope to the mouth of the tunnel if just one character can reach it; no check is then required to reach the tunnel.

Treasure

Characters may discover the morkoth's treasure concealed underneath the remnants of the pedestal with a successful DC 13 Intelligence (Investigation) check. The pedestal can be removed with a successful DC 10 Strength check.

Beneath the pedestal are the following items:

- Ten rubies worth 5,000 gold pieces each
- Seven platinum necklaces worth 5,000 gold pieces each
- A carved ivory statue of the morkoth, six inches long, worth 15,000 gold pieces
- A *tome of understanding*. The tome's cover pictures a tentacular creature, and the pages are illustrated with scenes from the Far Realm. A creature that possesses it is convinced that they are always being watched.
- A large, fist-sized pearl, lustrous except for areas where the surface has been turned into a purple crystalline material. This was once the heart of the Morkoth's isle, until it was replaced by the *Eye of Xxiphu*. A character can determine this with a successful DC 12 Intelligence (Arcana) check. If the check is 16 or higher, the character also determines that it has absorbed time energies (from the interaction between the magic of the Isle, the *Eye* and the giants). This is the item that

D: Battle in the Sky

Expected Time: 90 minutes

The characters must stop Dworkin before he can escape with the *Eye of Xxiphu*. Against the characters are the full forces of Dworkin, especially his cloud castle. However, the characters are aided by the dragons that originally brought them to the isle (see DDAL5-18 *The Mysterious Isle*), allowing for the characters to fight from dragonback if desired.

NOTE. The magical disruption has now ended, but the *Eye of Xxiphu* may not be magically transported (or moved with, for example, *telekinesis*).

It seems strange to be breathing air again. You stand on the Morkoth's Isle, in the shadow of the great Cloud Castle above. Just above you, you can see an airship lifting the giants towards the castle.

Around you, the seas are filled with the wreckage of ships. While you have been daring the morkoth's lair, a great battle has taken place—and one not many have survived.

From the east, a small, golden form darts in front of you. It stops and hovers, the late afternoon sun glinting off its scales, and says, "Hello folks! Need a lift?"

Then the dragons come, landing on the rock around you.

Hsing looks very pleased with himself. SEER's blind pseudodragon grins toothily and looks at you as if to say "Go get 'em!"

There is one **young bronze dragon** mount for each character. Give the players the appropriate handouts. The dragons act on the initiative count of their controller, even if they are not being used as a mount. The dragons begin with their breath weapons expended and cannot use them until they recharge.

Aboard the airship are the following forces:

- **Dworkin, a cloud giant archmage** wielding a *staff of power* (14 charges)— *globe of invulnerability* already used.
- Two **cloud giants**
- Twelve **trolls**
- Any surviving forces from the previous encounter

The giants and their servant are aboard a giant **airship** (see sidebar). They begin 60 feet above the party for each round spent fighting the morkoth or exploring his lair in the previous encounter.

1,200 feet above the party is the Cloud Castle. Aboard it: four more **cloud giants**, twenty **trolls**, thirty **ogres** and eight **wyverns**. The cloud castle also possesses six ballistas (AC 15, HP 50, immune

poison and psychic damage, with the following attack:

Ranged Weapon Attack: +6 to hit, range 120/240 ft.
Hit: 16 (3d10) piercing damage; range 120/240 ft.)

The ballistas require an action to load, an action to aim and an action to fire; two ogres are thus able to fire a ballista once every other round. The ballistas are fired at the dragons in preference to the characters.

Giant Airship

AC 13, HP 600, Damage Threshold 10

Speed fly 60 ft.

Requires 10 (large) crew, holds 20 (large) passengers

Dworkin uses his spells against the characters while aboard the airship, while the other giants *fly* to engage the enemy. No rocks are present on the airship, although there are many on the cloud castle, and the giants certainly use them against characters within range.

If Dworkin makes it to the cloud castle, he then proceeds to the control tower. Once in the tower, he takes three actions to install the *Eye of Xxiphu* in the control console, then one action to activate the controls. Ten rounds later, the castle travels to the Ethereal plane, and an additional effect leaves the characters and their dragons in Faerûn (likely high above the ocean). The characters have, at this point, failed. The characters must kill Dworkin to recover the *Eye of Xxiphu*.

The Cloud Castle

Use the following descriptions to aid in running battles surrounding and aboard the cloud castle.

Area 1. Control Tower. This area is dominated by a circular giant-sized "table", slightly raised at the center, from which protrude several levers of translucent crystal, jet and ivory, which can be manipulated to control the flight of the castle. One **cloud giant** is on guard here, and doesn't leave her post if Dworkin isn't present.

Area 2. Ogre Barracks. There is enough room here to quarter fifty ogres; during the combat, only **ten ogres** are present; they investigate any alarm.

Area 3. Troll Barracks. There is enough room here to house thirty trolls; during the combat, only **five trolls** are present; they investigate any alarm.

Area 4. Scrag Barracks. This sunken area consists of several partly-submerged caves. No scraggs are present, as all were taken down to the Isle.

Area 5. Wyvern Stables. Six wyverns are normally stationed here; they are in the battle.

Area 6. Giant Guard Tower. A **cloud giant** is stationed at each of these open-topped areas, able to see the terrain (and sky) around with ease. A pile of rocks is handily placed nearby for easy access.

Area 7. Ballista Post. Each of these areas holds a ballista. **Three ogres** can be found at each one, along with large racks holding 20 projectiles.

Area 8. Audience Chamber. Dworkin's audience chamber is tastefully decorated with many tapestries depicting giants crushing small folk underfoot and shooting dragons out of the sky. A large throne dominates the chamber, along with many giant-sized benches.

Area 9. Keep. The remainder of the keep holds the giant quarters and all other things a keep needs. Dworkin's quarters are richly furnished, and a large library of books fills the shelves. If recovered, the books can be sold for 50,000 gold pieces. The various paintings and jewelry are worth a further 50,000 gold pieces.

Area 10. Airship Dock. The airship docks here. Ropes hold it to the cloud castle when docked, so it doesn't blow away in a high wind.

Hsing in the Final Battle

Hsing is not content to sit out the final battle. As events proceed, he flies from one character to another (randomly determine one within range; he has a fly speed of 80 feet), using the Aid Another action to grant them advantage on attacks against their foe.

Throughout all of this, he is mysteriously unharmed by all attacks aimed at him. Despite being blind, his superior hearing (and grace granted to him by the gods) allows him to perceive the battlefield.

He also possesses a small magical satchel from which he retrieves one of the following potions and administers it to a character as an action:

- *Eight potions of flying*
- *Four potions of supreme healing*
- *Two potions of vitality*

Treasure

The characters may recover the books and paintings in Dworkin's quarters. Hsing keeps any potions that remain at the end of the battle.

Running the Final Battle

Dragons. Giants. Airships. Cloud castles. Ballistas. A brave pseudodragon. Yes, this is a big one. And not one that is kind to miniature-based play.

Dworkin's goal is simple—get the *Eye* back to his cloud castle, activate it, and escape. At the beginning

of the battle. As far as he's concerned, his forces are victorious. The morkoth and all of his other opponents that were fighting around the isle are dead. He doesn't know about the adventurers—he hasn't interacted with them at all!

So, having a band of dragon-riding heroes turn up is incredibly frustrating for Dworkin. If he is given the chance, he lets the characters know what he feels. At length. With *fireballs*.

The *Eye* can't be transported magically (that is, *teleported* or *telekinesis*), although it can be held by a flying character. So, Dworkin can't use the easy method of teleporting home. He travels the long way—although, depending on how long the morkoth delayed the characters, he might already be there.

The aerial battle sees giants throwing rocks, dragons breathing lightning, and ogres firing ballistas. Characters may be able to take advantage of the large blind spot directly beneath the castle. Even when they're in the open (as the airship is), only a couple of ballistas and giants can attack them. Keep the map of the Cloud Castle handy.

The battle should be kept moving and entertaining. Pay attention to the overall balance of the fight; it depends very much on the party's composition. A group with no spellcasters is likely to find this combat extremely difficult, and so you may wish to reduce the forces accordingly.

Two possible ends to this battle are:

- The airship is destroyed and Dworkin's attempts to fly are countered. He fights his final battle from the island. (A place of many jagged rocks).
- Dworkin reaches his castle, and the characters must fight him in the control tower.

However, there are many scenarios that can occur. It's up to you and your players to create a memorable one. Good luck!

Falling Cloud Giants

Did you know that a cloud giant falling from 1,200 feet takes about nine seconds to hit the ground? If Dworkin makes his final stand on the isle, you can have cloud giants jump off the cloud castle, casting *feather fall* just before landing to engage the characters. Assume it takes them two rounds to go from the castle to engaging the characters.

Did you also know that casting *counterspelling* a *featherfall* could lead to a very angry or a very dead cloud giant? Do your players know? Just wondering.

Conclusion

With the recovery (or loss) of the *Eye of Xxiphu*, the adventure is almost over. The (surviving) dragons return the characters to SEER's tower, or, if no dragons survive, eventually a Lords' Alliance ship is sent to pick the survivors up.

SEER is pleased to see the characters, and busies herself with checking that each has not been affected badly by the time distortion. If the characters have retrieved the *Heart of the Isle*, she takes it if they allow her (she uses it to regain the vitality she lost keeping the portal open).

The disposition of the *Eye of Xxiphu*, if recovered by the characters, is now up to them. It is too powerful an artifact for any of the characters to be trusted with it. SEER counsels that the Lords' Alliance is an excellent faction to give it to, but she abides by the characters' choice of which faction should care for the artifact—but choose they must.

Alternatively, if the characters insist on keeping it, one of them may, but SEER issues a stern warning that the choice may come back to haunt them, and by the time they realize it, they may be beyond saving.

Finally, SEER chants a small spell that returns characters that have not played DDAL05-18 *The Mysterious Isle* to their proper time (a tenday ago). She may contact them shortly in their future for a familiar mission...

Rewards

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

Experience

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

Combat Awards

Name of the Foe	XP per Foe
Cloud Giant	5,000
Cloud Giant Smiling One	7,200
Dworkin	11,500
Merrow	450
Morkoth	7,200
Ogre	450
Scrag	1,800
Troll	1,800
Stone Golem	5,900
Wyvern	2,300

Non-Combat Awards

Task or Accomplishment	XP per Character
Recover the Heart of the Isle	5,000
Recover the Eye of Xxiphu	5,000

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

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

Treasure

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

Treasure Awards

Item Name	GP Value
Morkoth's Treasure	100,000
Dworkin's Books	50,000

Dworkin's Treasure

50,000

Permanent Magic Item Distribution

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

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

Staff of Power

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This great ashen staff is etched with many designs of swirling air and clouds. The staff magically resizes to fit the hand of any who carry it. This item is found in **Player's Handout 1**.

Tome of Understanding

Wondrous Item, very rare

The cover of this iron-bound book is scribed with many swirling tentacles. A character carrying the book is always aware of eyes from a distant realm following them. This item is found in **Player Handout 2**.

The Eye of Xxiphu

Wondrous item, legendary

While not a truly intelligent item, the Eye of Xxiphu bestows terrifying insight into the true nature of the nightmarish aboleths. The attuned possessor of the Eye gains telepathy out to a range of 120 feet, and may cover themselves in coat of mucous that allows them to breathe underwater as well as on land. The petrified orb is large and heavy, but does not need to be held in order to use its powers. Additionally, aboleths have disadvantage when attacking the owner of the Eye, and the owner has advantage on ability checks in regards to knowledge-based ability checks about aboleths and the Far Realm when they are not in combat. This item is found in **Player Handout 3**.

Downtime

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

Renown

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

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

DM Rewards

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

Appendix: Monster Statistics

Cloud Giant

Huge giant, neutral evil

Armor Class 14 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

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

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

Skills Insight +7, Perception +7

Senses passive Perception 17

Languages Common, Giant

Challenge 9 (5,000 XP)

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

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

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

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

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

Actions

Multiattack. The giant makes two morningstar attacks.

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

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

Cloud Giant Smiling One

Huge giant, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +10, Int +6, Cha +7

Skills Deception +11, Insight +7, Perception +7, Sleight of Hand +9

Senses passive Perception 17

Languages Common, Giant

Challenge 11 (7,200 XP)

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

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

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

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

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

Spellcasting. The giant is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save 15, +7 to hit with spell attacks). The giant has the following spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, silent image, Tasha's hideous laughter*

2nd level (3 slots): *invisibility, suggestion*

3rd level (2 slots): *major image, tongues*

Actions

Multiattack. The giant makes two morningstar attacks.

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

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Change Shape. The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form.

Dworkin, Cloud Giant Archmage

Huge giant, neutral evil

Armor Class 15 (natural armor)

Hit Points 283 (21d12 + 147)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	24 (+7)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Con +12, Int +10, Wis +8, Cha +8

Skills Insight +8, Perception +8

Senses passive Perception 18

Languages Common, Giant

Challenge 14 (11,500 XP)

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

Special Equipment (6 Uses). As an action, Dworkin consumes a potion of supreme healing and regains 10d4 + 20 hit points.

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

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

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

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

Spellcasting. The giant is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save 18, +10 to hit with spell attacks). The giant has the following spells prepared:

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

1st level (4 slots): *identify, magic missile, shield, thunderwave*

2nd level (3 slots): *detect thoughts, mirror image, scorching ray*

3rd level (3 slots): *counterspell, fireball, lightning bolt*

4th level (3 slots): *banishment, fire shield, stonework**

5th level (3 slots): *cone of cold, scrying, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

* Dworkin casts these spells on himself before combat.

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Merrow

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

Actions

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

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

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

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

Morkoth

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 130 (20d8+40)

Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	13 (+1)

Saving Throws Dex +6, Int +9, Wis +6

Skills Arcana +9, History +9, Perception +10, Stealth +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks.

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages telepathy 120 ft.

Challenge 11 (7,200 XP)

Amphibious. The morkoth can breathe air and water.

Spellcasting. The morkoth is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The morkoth has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, mending, ray of frost, shocking grasp*

1st level (4 slots): *detect magic, identify, shield, witch bolt*

2nd level (3 slots): *darkness, detect thoughts, shatter*

3rd level (3 slots): *dispel magic, lightning bolt, sending*

4th level (3 slots): *dimension door, Evard's black tentacles*

5th level (3 slots): *geas, scrying*

6th level (1 slot): *chain lightning*

Actions

Multiattack. The morkoth makes three attacks: two with its bite and one with its tentacles or three with its bite.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Tentacles. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. *Hit:* 15 (3d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 15 (3d8+2) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

Hypnosis. The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a

DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

Reactions

Spell Reflection. If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Lair Actions

When fighting inside its lair, a morkoth can invoke the ambient magic of the island to take lair actions. On initiative count 20 (losing initiative ties), the morkoth takes a lair action to cause one of the effects described below:

- The morkoth uses its Hypnosis action, originating at a point with 120 feet of itself. It doesn't need to see the effect's point of origin.
- The morkoth casts *darkness, dispel magic, or misty step*, using Intelligence as its spellcasting ability and without expending a spell slot.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

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

Scrag

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft., swim 30 ft.

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

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

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

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

Actions

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

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

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

Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

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

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

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

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

Actions

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

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

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

Stone Golem

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 1200 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wyvern

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

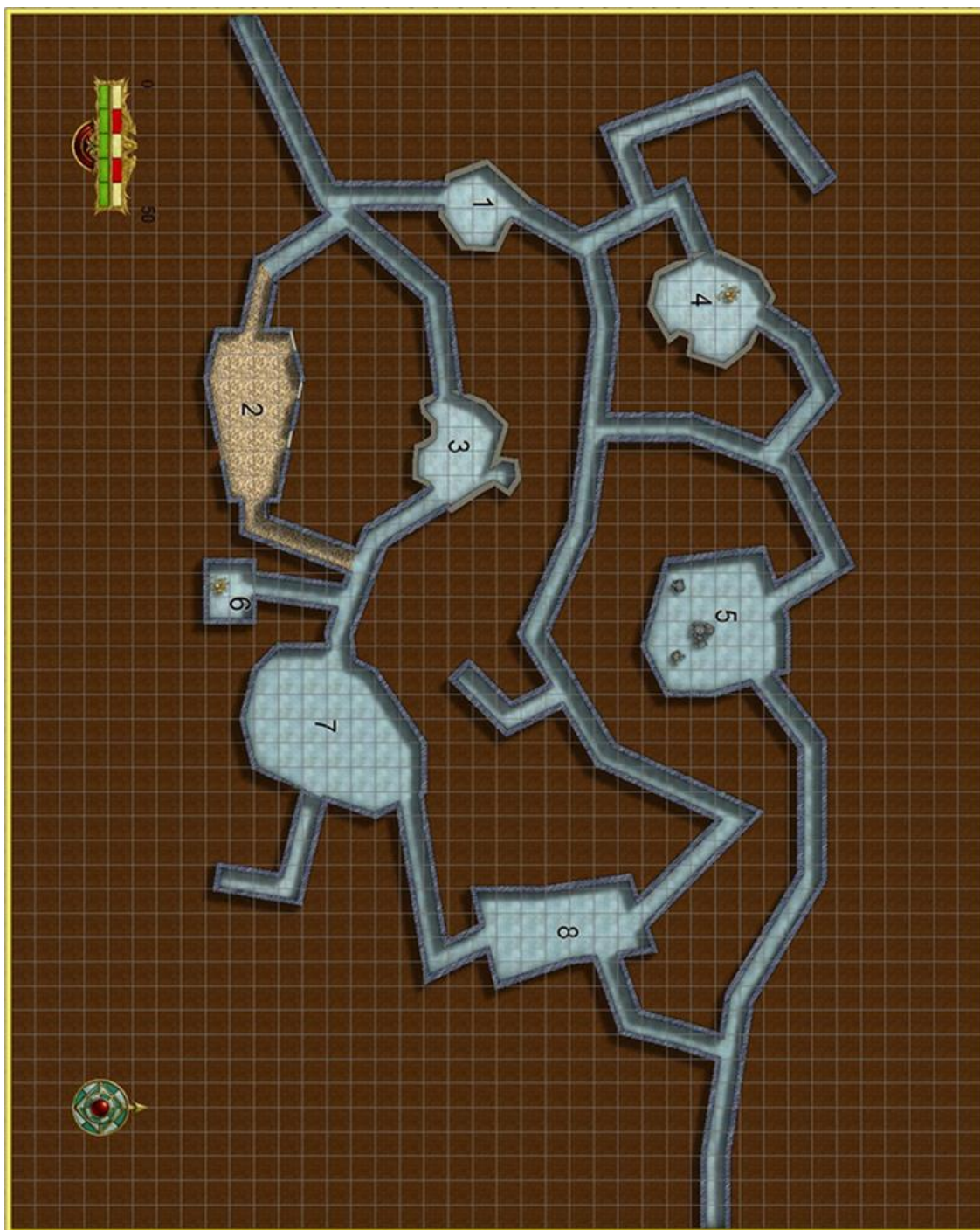
Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

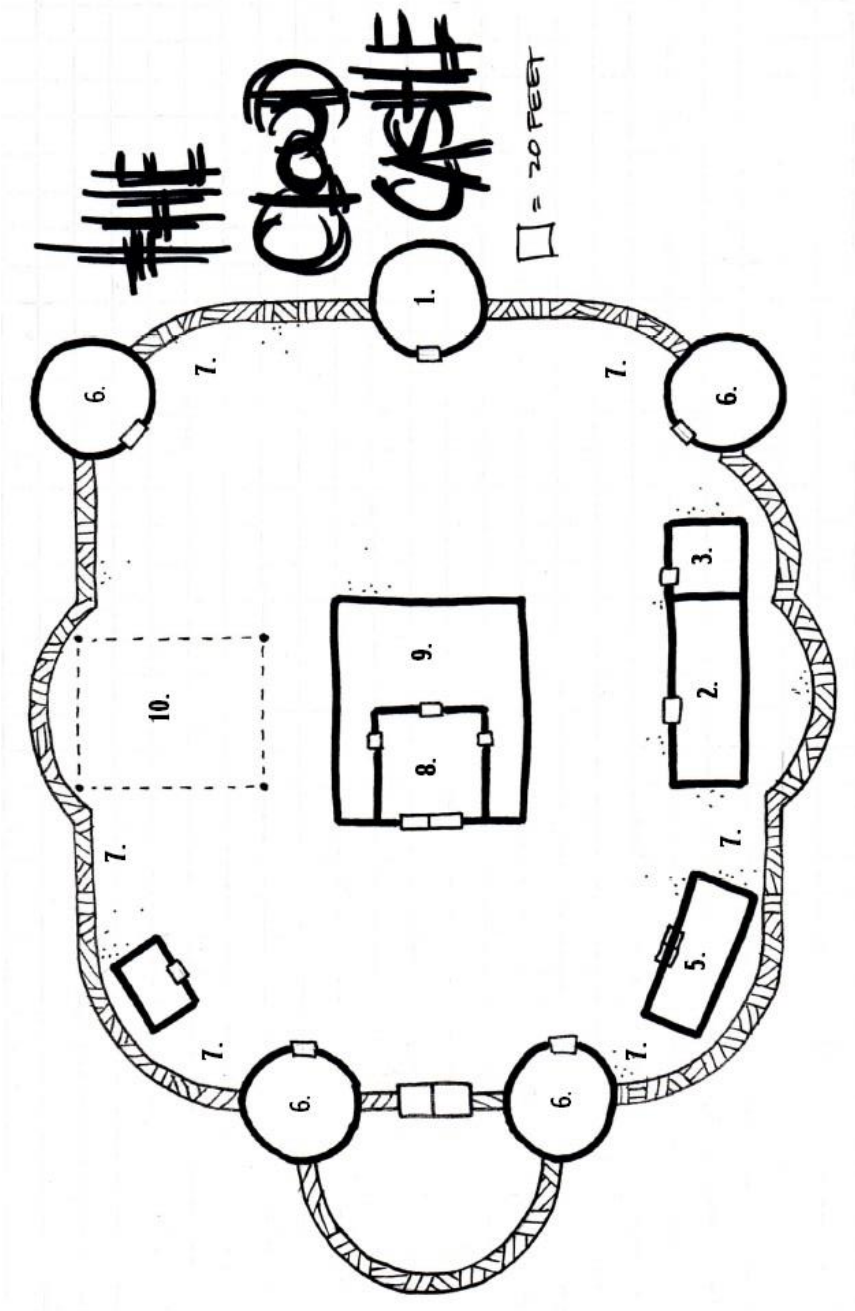
Appendix. Caverns of the Isle Map



APPENDIX. THE MORKOTH'S LAIR MAP



Appendix. Cloud Giant Castle Map



Player Handout 1. Young Bronze Dragons

Young Bronze Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Young Bronze Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Young Bronze Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Young Bronze Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Young Bronze Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Young Bronze Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Young Bronze Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Player Handout 2. Staff of Power

Staff of Power

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class saving throws, and spell attack rolls.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage roll but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Power Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 force damage to the target.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *cone of cold* (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *levitate* (2 charges), *lightning bolt* (5th-level version, 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of charges in the staff. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

10 ft. Away or Closer: 8 x number charges in staff

11 to 20 ft. Away: 6 x number charges in staff

21 to 30 ft. Away: 4 x number charges in staff

Player Handout 3. Tome of Understanding

Tome of Understanding

Wondrous item, very rare

This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Wisdom score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century. This item is found in the *Dungeon Master's Guide*.

Player Handout 4. The Eye of Xxiphu

The Eye of Xxiphu

Wondrous item, legendary

While not a truly intelligent item, the Eye of Xxiphu bestows terrifying insight into the true nature of the nightmarish aboleths. The attuned possessor of the Eye gains telepathy out to a range of 120 feet, and may cover themselves in coat of mucous that allows them to breathe underwater as well as on land. The petrified orb is large and heavy, but does not need to be held in order to use its powers. Additionally, aboleths have disadvantage when attacking the owner of the Eye, and the owner has advantage on ability checks in regards to knowledge-based ability checks about aboleths and the Far Realm when they are not in combat.

Player Handout 5. Fighting as Golem

Fighting as Golem

The following special rules are used for characters controlling the golems. The players should be made aware of these rules:

- The Crystal Golems have taken on all attributes of the characters, and function exactly as do the characters except as noted. Ability and spell slot expenditures are taken from the character's allowance.
- The Crystal Golems possess replica weapons and equipment that are the equivalent of what the character possesses. (These possessions are destroyed when the connection is lost or the golem destroyed).
- The Crystal Golems begin with the full maximum hit points of the characters.
- Crystal Golems do not need to breathe, and have a swim speed of 30 feet, if the character does not already have a better speed.
- Half of the damage taken by the clay golems is inflicted on its controlling character as psychic damage (instead of its normal damage type). Healing spells work on the golems as if they were living creatures, and heal half that amount on the controlling character.
- Characters carrying purple gems may take additional damage (vulnerable to psychic damage), but gain advantage on all attacks and saving throws made by the golem. Healing magic likewise heals both the golem and controlling character at the same amount.
- If a golem is destroyed, the character wakes up in the restraints.

Fighting as Golem

The following special rules are used for characters controlling the golems. The players should be made aware of these rules:

- The Crystal Golems have taken on all attributes of the characters, and function exactly as do the characters except as noted. Ability and spell slot expenditures are taken from the character's allowance.
- The Crystal Golems possess replica weapons and equipment that are the equivalent of what the character possesses. (These possessions are destroyed when the connection is lost or the golem destroyed).
- The Crystal Golems begin with the full maximum hit points of the characters.
- Crystal Golems do not need to breathe, and have a swim speed of 30 feet, if the character does not already have a better speed.
- Half of the damage taken by the clay golems is inflicted on its controlling character as psychic damage (instead of its normal damage type). Healing spells work on the golems as if they were living creatures, and heal half that amount on the controlling character.
- Characters carrying purple gems may take additional damage (vulnerable to psychic damage), but gain advantage on all attacks and saving throws made by the golem. Healing magic likewise heals both the golem and controlling character at the same amount.
- If a golem is destroyed, the character wakes up in the restraints.

Results Code: February—March 2017

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

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

