



FROG GOD GAMES ADVENTURES

ENCEPHALON GORGERS ON THE MOON



5TH EDITION
COMPATIBLE

by Casey W. Christofferson

ENCEPHALON CORGERS ON THE MOON

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Encephalon Gorgers on the Moon

By Casey W. Christofferson

Encephalon Gorgers on the Moon is an adventure for 3–6 Tier 2 characters. The adventure takes place in a hilly forested region setting along a seldom-traveled forest road. For familiarity, the adventure is set in the hills around the Stoneheart Mountains in the Lost Lands setting, though it can easily be adapted to any setting the you choose for your home campaign.

Background

The Night Forest, as it is called in local parlance, earned its name from the thick canopy of foliage and extremely tall trees that block out the natural sunlight, bringing about near twilight everywhere except in its rare clearings. The Night Forest is renowned far and wide for its lush hunting opportunities and its rich supply of game animals.

For many years, the Night Forest has also been known for sightings of feral common cats whose regional origins are as lost to antiquity as the legends of the forest itself. The cats for their part seem content to hunt the forest for squirrels, rabbits, voles, and other small game. They are also known to lead lost travelers to outposts of civilization such as the Hurrie Inn. For this reason, local scouts and hunting guides for years have welcomed them as friendly companions.

Recently though, the cats began disappearing deeper into the timber of Midnight Mountain. Woodsmen have even reported seeing the felines near the strange ruined shrine sitting atop the mountain.

The withdrawal of the felines seems to coincide with a recent lunar eclipse some believe brought a curse upon the land. Since the eclipse, other animals of the forest such as the plentiful deer and elk of the region have been found with their skulls broken open or their brains leaking from their ears. Smaller creatures such as squirrels, raccoons, and foxes have been acting erratically to the point that locals have begun to fear a plague has set in. Talk of disease has of course pointed suspicious fingers at the otherwise benign cats.

Adventure Summary

At the onset of the adventure, the characters are tasked with investigating the possibility of a plague upon the mountain, as many fear the contamination could spread along the forest road and make its way to larger population centers. The characters uncover rumors and information at the Hurrie Inn that leads them to explore Midnight Mountain. The characters may take several paths upon the mountain as they discover more clues that eventually lead to a final confrontation with the true horror stalking the wooded paths.

The true danger comes from far away. The recent eclipse created a portal between the moon Sybil and Midnight Mountain that allows the encephalon gorgor Yerlitha and her minions to pass into the forest on the nights of the hidden moon. Yerlitha intends to establish a base on Midnight Mountain as her kind had in the ancient days and eventually reconquer the surrounding lands. Thus far, her plans have been thwarted by the native cats — led by Mr. Pants, a mixed descendant of a golden cat and its feral allies. The cats hunt Yerlitha's intellect devourers and protect the native folk from the gorgor's hunger — for now.

As the characters delve deeper into the Night Forest and scale Midnight Mountain, they discover the ancient lunar gate leading to Yerlitha's lair on the moon Sybil. Once there, they must face the manifold terrors awaiting them if they have any hope of destroying the threat Yerlitha and her brood pose once and for all.

Getting Started

You may use any number of hooks to get the characters involved in the story:

Dominion Arcane: The wizards' guild known as the Dominion Arcane — or another similar guild — contacts its member and tells them their astrologers and astronomers noted anomalies during a recent lunar eclipse. They believe the frequency and duration of the anomalies can only increase as the dark moon Sybil begins to wane.

Sent by the Gods: A cleric, paladin, or another character with a close relationship to their deity is haunted by dreams of some terrestrial doom that sets them on the path to the Hurrie Inn. They are inspired to quest for the inn and discover the source of their troubled dreams.

Other Possibilities: Maybe the characters are just passing through. *Encephalon Gorgers on the Moon* serves as a great random adventure to use when characters are traveling long distances as part of a larger campaign. For example, characters passing through the mountains on their way from Bard's Gate to Reme may find themselves skirting the foot of Midnight Mountain.

Encounter Areas

The following sections describe in greater detail locations and NPCs the characters encounter in and around the Night Forest.

I. The Hurrie Inn

The Hurrie Inn is a small inn used by petty nobles, wealthy merchants, and hunters seeking to harvest the bounty of Midnight Mountain. Gertrude and Halmer Hurrie, a pair of retired hunting guides, run the inn. They opened the 12-room, two-story log cabin as a waystation and hunting lodge.

Bill of Fare

Rooms at the inn cost 5 sp per night and include a meal of cheese, lingonberries, wild carrot, and yams. Sleeping in the common room and having a bowl of hot stew is 2 sp. Drinks served at the inn are lingonberry wine for 1 sp a cup or schnapps for 2 sp. No meat is currently being served, as Gertrude and Halmer are concerned about the safety of the animal meat being harvested in the forest at this time.

Gertrude is a **footman**¹ with a +1 *shortsword*, handaxe, and longbow instead of a longsword, spear, and light crossbow. She is typically armed only with her hand axe, which she keeps sheathed at her back. She keeps her armor and weapons in the quarters she shares with Halmer.

Halmer is a **footman**¹ with a +1 *handaxe* and longbow instead of a spear and light crossbow. He has 2 *potions of healing*.



Guests and Visitors

The following guests and visitors are currently at the inn. As the characters enter, a heated discussion is going on about the nature of the cats and the plague haunting the region.

Tabatha the Crone: Old Tabatha (**apprentice mage**¹) is shouting in Gertrude's face as the characters arrive at the inn. Gertrude is upset because Mr. Pants and Potato — her favorite cats — haven't been seen in several days. She believes Tabatha knows something about the missing cats. The crone lives in the forest and is a likely suspect in Gertrude's opinion.

Tabatha makes no bones about the fact that she thinks the cats are part of the plague affecting the local wildlife. She blames the cats for her goats being killed in her yard with their brains dripping from their ears. After the heated argument, Old Tabatha leaves the establishment. As she huffs out of the inn, she warns anyone within earshot that the next full moon is sure to bring doom to the denizens of Midnight Mountain — and that the cats are to blame!

If asked, Gertrude describes Mr. Pants as a large silver-colored cat with bright blue eyes. Potato is a mostly brown tabby with golden spots.

Note

Characters don't always do what you want them to do or go where the bread crumbs lead. Since the Night Forest is near dark to dark most of the time, the characters could easily lose track of time. Therefore, it doesn't really matter when the characters make it to the mountain's summit: The moon should be full when they get there regardless!

Wenzil the Hunter: Wenzil (**scout**) isn't so sure the cats are to blame for the situation, though he is sure something evil has slipped into the forest from another world. Some dog-like creatures recently chased him off the mountain while he was on his way to visit his friend Thaynor on the backside of the mountain. As he fled, he felt as if he was losing his mind! He refuses to go back to his cabin in the woods.

Golby Fulton: Golby (**gnome spy**) is a merchant passing through with his wagon and two guards. Something on the road spooked his mules. Golby isn't certain what it was, but some creature scampered by and the mules went wild with fear. He thinks it was a large cat, but he isn't

What's the Deal with All These Darned Cats?

How the golden cat breed came to the Night Forest is a tale from the time of legend. In those days, the Cat Lord was wounded in a great battle against Yerlitha's folk and trapped in the world far away from his realm in the Wild. A local huntress came upon the wounded animal lord and nursed him back to health, guarding him from his enemies as he recovered. As a gift of thanks, the Cat Lord left a pair of golden cats for the huntress as faithful companions.

Typically, golden cats have a golden pelt and brilliant green or golden eyes. As the original golden cats of the Night Forest intermingled so frequently with the local cats, their purest descendants no longer bear the traditional golden color of their namesakes. These cats (like Potato and Mr. Pants) still possess the same powers and abilities of a golden cat even though they no longer possess the pure golden color. They tend to be fond of goodly aligned rangers and respectful hunters.

The feral cats of the Night Forest are a unique breed of domestic cat. They are slightly larger, smarter, and more resistant to magical effects than a standard cat as they are all mixed with the enchanted breed of golden cats originally given by the Cat Lord. These feral cats have advantage on all saving throws due to their supernatural luck.

sure because dozens of other felines came racing by in pursuit. Much yowling and hissing erupted from the woods, causing one of the mules to sidestep off the path. The mule now has a sorely strained leg that magic could heal so Golby could get back on the road. He'll pay 100 gp for such help and offers a discount from one of his shops in the nearest settlement.

Farmer Hamm Schinken:

Farmer Schinken (halfling **scout** with a shortbow instead of a longbow) owns the biggest farm in the area, where he maintains a small apple orchard and raises a herd of hogs. Schinken is suspicious, superstitious, and doesn't trust the old crone Tabatha one bit. His family farm is just down the road. He stopped at the inn for a few pints and to catch whatever stories the local farmers and travelers are telling.

When encountered at the Hurrie Inn, he is charming and gregarious. He may ask the characters of news from the outside world.

When the characters encounter Schinken for a second time, things are unfortunately much worse for the farmer and his family.



2. Schinken Farms

Schinken Farms is just down the road from the inn. It is the first place the characters pass before getting to the bend in the road that leads to the Night Forest. The characters find wildly different circumstances at the farm each time they pass by.

On Their Journey to the Night Forest: The first time the characters pass, they get a friendly wave from farmer Schinken. He may be about to turn in for the night, or headed out to tend the farm or animals.

On Their Return from the Night Forest: The second time the characters go by the farm, intellect devourers have assimilated Schinken (halfling **scout** with a shortbow instead of a longbow), his wife (**commoner**), and his three farmhands (**commoners**). At this point, the characters may very well think the threat from the moon has passed!

3. Tabatha's Cabin

Old Tabatha's cabin is at the edge of the forest. If Tabatha stormed off without the characters stopping her or immediately following the crone, they find her murdered in her camp, her head split open and her brain missing.

If the characters follow her from the inn to her cabin, they arrive just as an **intellect devourer**¹ attacks and attempts to enter her mind. If the characters rescue her, she offers them a *spell scroll of protection from evil and good* and heads back to the Hurrie Inn for protection, an apology, and to warn others.

Tabatha has a *potion of healing*, *spell scrolls of protection from evil and good*, *thunderwave*, and *entangle*, 30 sp, and 2 pounds of venison jerky.

Once characters pass by Tabatha's cabin, they enter the Night Forest.

The Night Forest

The forest is dark and shadowy during the day, and darker still at night, requiring those without low-light vision or darkvision to bear a torch or lantern. The woods are alive with creatures — some benign, some downright evil — that the characters may encounter as they travel. Roll 1d20 once for every fork in the road (or whenever you feel like it) and check the table below.

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Random Encounters

| 1d20 | Encounter |
|------|-------------------------|
| 1 | Dead animals |
| 2 | Maddened elk or deer |
| 3 | Maddened moose |
| 4 | Feral cat |
| 5 | Clowder of cats |
| 6 | Intellect devourer |
| 7 | Maddened fox or raccoon |
| 8 | Maddened hunters |
| 9–20 | No encounter |

Dead Animal: The characters find a dead deer, elk, or goat lying on the path or in the weeds off to the side of the path. The creature's eyes are bugged out, and it has claw marks around its skull. Its brains are missing.

Maddened Elk or Deer: This is an encounter with an **elk** or **deer** that has been driven mad. The creature charges the party, thrashing to and fro with its antlers.

Maddened Moose: This is a dangerous encounter with a moose (use **elk**) driven mad by an encounter with an intellect devourer.

Feral Cat: The characters encounter a feral **cat** of the forest. The cat leads the characters to one of the nearest encounters.

Clowder of cats: A **swarm of cats**¹ chases an **intellect devourer**¹. Characters see the fleeing intellect devourer with a successful DC 15 Wisdom (Perception) check.

Intellect Devourer: An **intellect devourer**¹ creeps up on the party, randomly singling out an opponent to feast on.

Maddened Fox or Raccoon: This small critter has been driven mad by the presence of the intellect devourers.

Maddened Hunters: The characters encounter a band of 1d4 hunters (**scouts**) suffering from the effects of contact with intellect devourers. They attempt to befriend the characters, leading them to an ambush not far from the lunar gate.

4. Shrine of Cat Lord

This forest clearing features a circle of standing stones carved with the likeness of various cats, including figures that are a mix of cat and human. A bust of a "cat-person" hybrid stands on the western side of the clearing. Dozens of feral cats (as 4 **swarms of cats**¹) sit in the clearing, all looking intently at a large cat with silver fur and brilliant blue eyes that seems to address the mass with yowls and purrs.

The large silver-furred cat is Mr. Pants (**golden cat descendant**¹), one of Gertrude's missing pair of felines. Mr. Pants is organizing a rescue mission to free Potato, who is holed up at the cabin of Wenzil the Woodsman.

Characters able to speak with animals get the gist of the story from Mr. Pants. Mr. Pants describes tiny moon monsters that affect the minds of the woodland creatures. He says his true master ordered him to defend the forest against the threat.

Characters unable to understand the cats miss out on what is going on, but can still follow Mr. Pants as he and an entourage of feral felines head toward Wenzil's cabin (**Area 5**).



If the characters threaten the cats in any way, they melt into the woods to avoid conflict and danger.

The statue on the western edge of the clearing is a carving of the Cat Lord, one of the animal lords who rule the wild. Leaving a saucer of cream, milk, a ball of string, or a sprig of catnip at the base of the bust of the Cat Lord grants the tribute giver advantage on their next saving throw. This effect can be earned once per week.

5. Wenzil's Cabin

Wenzil's cabin is deeper in the woods and higher up the mountain. As the characters approach the clearing, they hear the yowling of several cats that appears to be coming from a woodshed next to the cabin. Other creatures are crawling on the woodshed. The bodies of cats and strange creatures that look like mashed brains with clawed feet lie around the clearing, showing signs of a fierce battle.

Attempting to enter the woodshed are 2 **intellect devourers**¹. Gertrude's missing cat Potato (**golden cat descendant**¹) is defending the structure.

6. Hunters' Camp

This hunters' camp stands at a crossroads of forest trails. Sitting in a circle staring at one another over the cold campfire are 3 hunters (**scouts**). As the characters approach, they stand as one, turn all at the same time, and greet the characters in the same monotone voice. If any cats are present with the characters, the hunters attack, aiming at the cats with their first volley.

Currently, 3 **intellect devourers**¹ are controlling the minds of the hunters, and attempt to jump into the bodies of the characters if the hunters are killed.

7. Thaynor's Hollow

Located near a freshwater spring, the half-orc Thaynor has lived on the mountain for many moons. His only friend is Wenzil, whom he pays to bring him supplies from civilization. Thaynor was one of the first taken by the intellect devourers. His campsite shows signs of a struggle and dried blood is splattered near where his bedroll lies in disarray. The campfire is cold, and has not seen a flame in several weeks. An estimate based on an successful DC 14 Intelligence (Investigation) check gauges the time as roughly equivalent to the night of the eclipse.

8. Mountain Lunar Gate

Atop the mountain is a strange half circle of standing stones that form an archway that is 10 feet wide and 12 feet high. A set of stairs carved into the solid rock leads up to the archway. At the foot of the stairs stands a large half-orc holding a massive axe across his hips. Thaynor (as half-orc **thug** with a greataxe instead of a mace and no crossbow) is a mindless slave now, serving as a guardian for the mountaintop lunar gate. As the characters approach, they notice a rising full moon glowing within the interior of the arch, as if it had passed out of the sky and into the stone structure. A moment later, a tall, thin humanoid figure appears. The creature is an **encephalon gorgor**¹ here to affix the gate permanently to the dark moon Sybil and Yerlitha's crystal domain. An **intellect devourer**¹ crawls about the robes of the freakish humanoid, like a pet ferret running around the robes of some carnival barker.

The encephalon gorgor sets the intellect devourer and Thaynor against the party, while it uses its powers to circle into position to slurp the brains from lightly armored opponents. If the gorgor is wounded, it retreats across the lunar gate to the crystal dome on Sybil, figuring to wait until the characters leave the mountaintop before returning on the next moonless night when Sybil crosses through the gate's interior. The only way to stop Yerlitha's minions is to cross to her lair and dismantle her gate generator, known as the Crystal Machine.

If the characters follow the encephalon gorgor through the lunar gate, a sensation like a hook snagging their guts as it rips them across the gulf of time and space strikes them, and they find themselves deposited on the moon Sybil in **Yerlitha's Rift** (see **Part 2**).

Part 2. Yerlitha's Rift

Yerlitha's Rift refers to the lunar rift of this section of Sybil where Yerlitha and her encephalon gorgers hold sway. The rift is alien in many regards to the standard material world, though it possesses a cool, damp atmosphere capable of sustaining life and affords some access to water. The rift was home to a tribe of native lunar stone giants whom the encephalon gorgers dominated and forced to mine for the crystals and mica used in their alien contraptions and devices.

Much of the rift's surface is coated in fungal forests that are home to a number of hazards, including many odd and dangerous species.

Standard Features

Alien Atmosphere: The atmosphere is difficult to breathe because of the damp and the clouds of fungal spores. Non-native creatures suffer disadvantage on Constitution checks and saving throws unless they are within one of the crystal domes. This effect lasts for 1d4 days or until the non-native creatures acclimatizes to the atmosphere.

Slightly Hasty: Characters from the Lost Lands visiting the rift of Sybil for the first time discover that they move a tad quicker due to a marginally smaller gravitational difference between the Lost Lands and Yerlitha's Rift. For 1d4 days, the characters add 5 to their Speed.

Strange Light: Lighting is off from the norm, making everything in the lunar rift feel like late dusk (similar to being under a black light). Non-native beings suffer disadvantage on Perception checks based on sight. This effect fades in 1d4 days as creatures become accustomed to the differences.

A. Lunar Gate

The lunar gate opens to various locations in the Lost Lands attuned by the many-faceted orb (**Area I-11**) in the Crystal Dome of Queen Yerlitha. The choices for travel are denoted by the phase of the moon associated with the lunar gate. Combined with the power of the crystal machine, they allow travel to a dozen other lunar gates spread across the Lost Lands.

Guarding the lunar gate is a native **stone giant** whose brain has been stolen by the gorgers and replaced by a pet **intellect devourer**¹.

B. Fungal Fields

Fields of massive semi-sentient and sentient fungi coat the craters and cliffs of the region. The fungi show a commonality with the fungi of the great deeps. The common nonthreatening sorts exhibit bioluminescent tendencies, but darken if approached.

Within the fields themselves are a species of fungus folk native to Sybil. They are of little interest to the encephalon gorgers, though they avoid the giants not under their sway. The stone giants consider the fungus men a great delicacy.

Random Encounters

Roll 1d20 for every new region the characters enter in Yerlitha's Rift.

| 1d20 | Encounter |
|------|--------------------------|
| 1 | Fungus folk |
| 2 | Slime crawler |
| 3 | Carrion moth |
| 4 | Freylock the stone giant |
| 5 | Dominated stone giant |

| 1d20 | Encounter |
|-------|--------------------------|
| 6 | Phycomid patch |
| 7 | Ghoul band |
| 8 | Violet fungus patch |
| 9 | Giant twilight mushrooms |
| 10 | Slime mold |
| 11-20 | No encounter |

Fungus Folk: The characters encounter the **fungus folk**¹ who dwell among the fungus forests. They are of the tribe of Phyccil the Elder and hate mammalian lifeforms. The fungus folk attempt to capture characters to torture them for information and to discern how their organs work. Any prisoners are taken to Phyccil's camp.

Slime Crawler: These 2d6 **slime crawlers**¹ dwell among the fungus growing from the desiccated bodies of their deceased final evolution.

Carrion Moth: A **carrion moth**¹ risen from the fungus fields flies out in search of nourishment. The wail of its wings drives listeners to madness.

Freylock the Stone Giant: A native lunar **stone giant** in search of his lost kinfolk hides among the canyons. Freylock is convinced that something happened to his relatives and seeks answers. If the characters are friendly, he may support their cause. He is already suspicious of the beings dwelling within the crystal domes.

Dominated Stone Giant: An **intellect devourer**¹ is affixed to the mind of this **stone giant**, slowly eating at the giant's mind as it controls the being. The dominated giant attempts to capture characters and take them to the giants' dome.

Phycomid Patch: A dense **phycomid patch**¹ covers the corpse of a dead stone giant.

Ghoul Band: A pack of 2d4 hungry **ghouls** and 1d2 **ghasts** hunt the lunar surface in search of flesh.

Violet Fungus Patch: A patch of 2d6 **violet fungi** wriggles and waves its tentacles as the party approaches.

Giant Twilight Mushrooms: Exactly the same as their smaller counterparts, this thick patch of 1d3+3 **giant twilight mushrooms**¹ exudes deadly spores.

Slime Mold: The party stumbles across a slippery patch of deadly **slime mold**¹.

C. Fungus Folk Camp

This is the camp of Phyccil, chieftain and sorcerer of its fungus man tribe. A spore of the great Magopyccic itself, it too aspires to grow to a colossal size so that it may rain down spores of war against the annoyingly bright planet below.

The fungus folk are cruel, seeking to torture mammalian lifeforms to determine how best to eradicate them all in their half-formed plot to conquer the Lost Lands. Phyccil's folk expose captured mammals to a variety of fungi, slime, and molds to determine which works best for their nefarious purposes.

The campsite is home to 1d6+6 **fungus folk**¹, 1d4 with stats like **fungus folk monarchs**¹, and a double-sized fungus folk king known as **Phyccil**¹.

Carved into the stump of a huge toadstool are petroglyphs detailing the legend of Magopyccic, a colossal sentient fungus whose spores are said to have spread throughout the cosmos, devouring worlds and granting their desiccated husks to its fungoid offspring. Searching the stump reveals a secret compartment within the mouth of the Magopyccic, where the fungus folk gather their treasures.

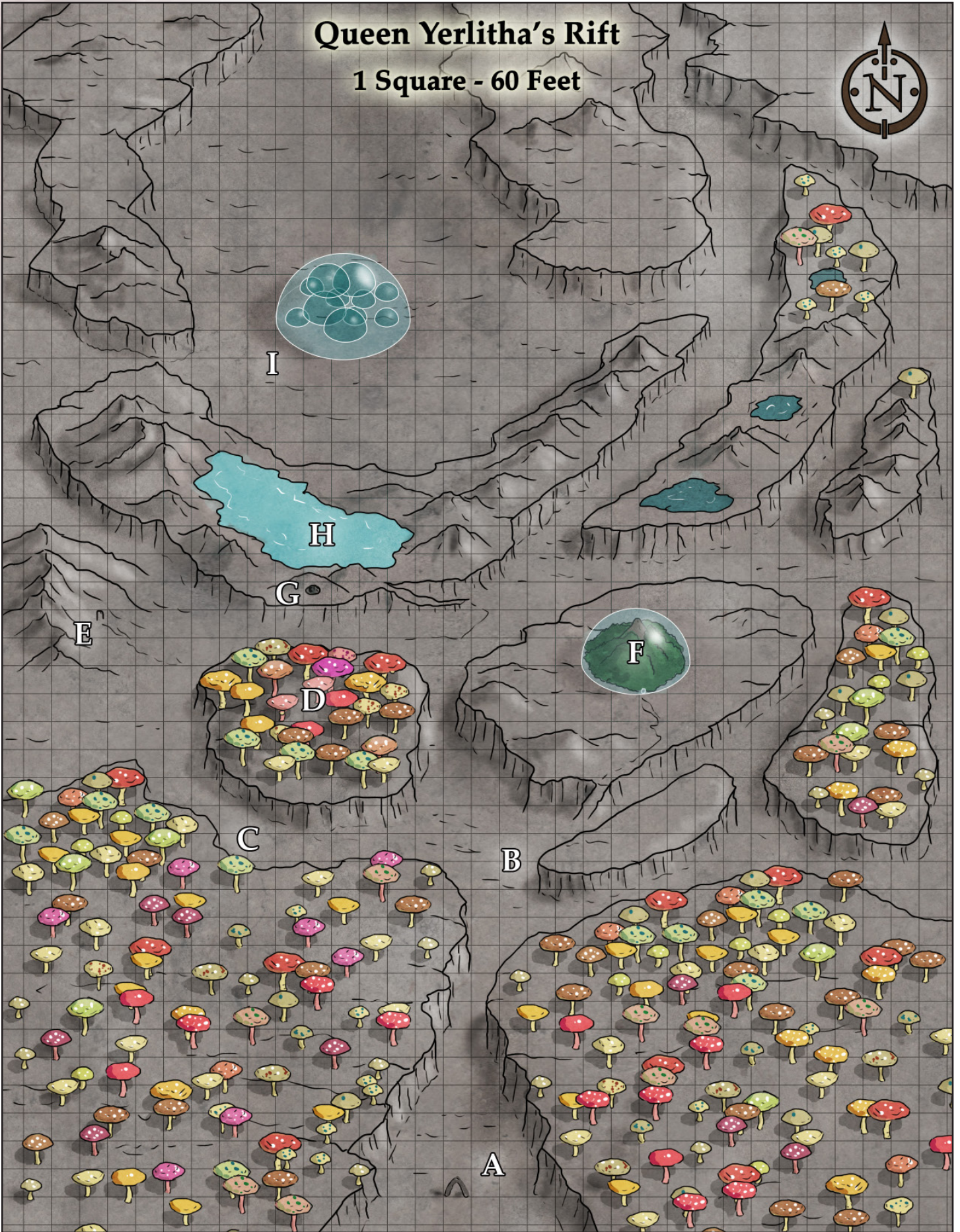
Treasure: *Potion of giant strength* (hill), *spell scroll of plant growth*, *spell scroll of stonesskin*, *staff of swarming insects*, 20 rare moonstone gems worth 100 gp each.

D. Altar of the Fungus Queen

Deep within the fungus gardens stands an altar of filth dedicated to the Fungus Queen, an alien goddess whose spores arrived on Sybil in ancient eons lost to time. She is the counter to the Magopyccic, though each seeks the same ultimate goal: to conquer the Lost Lands. A large **carrion moth**¹

Queen Yerlitha's Rift

1 Square - 60 Feet



and 2d4+4 **slime crawlers**¹ were drawn to the altar and remain in the area as its protectors.

Placing 50 pounds of rotten meat upon the altar and saying prayers to the Fungus Queen grants the petitioner immunity to the effects of fungus spores for 24 hours.

E. Temple of the Yellow God

High atop a peak rising from the benighted hills stands a solid block of polished hematite that glitters with reflected starlight. Swords, axes, arrowheads, pieces of archaic iron and steel armor, and sheets of sundered mail cling to the lower 10 feet of the structure. A single doorway pierces the block, with a staircase descending into the interior of the structure.

The reason the walls of the building are covered in weapons and armor becomes apparent when the magnetic nature of the hematite begins to draw on ferrous metals brought within 20 feet of the structure. Creatures caught in the grasp of the magnetic pull must make a successful DC 16 Strength saving throw to avoid becoming stuck to one of the walls of the shining black block. Ferrous items stuck to the walls can be removed only with a successful DC 15 Strength check. If characters don't want their metallic items to become stuck, they must remove them and leave them at least 20 feet from the structure.

E-1. Prayer Room

Within the stone block is a prayer room.

A solitary figure shrouded in a golden robe spun from the silks of a carrion worm sits quietly in the chamber. The horrible priest beneath the robe defies description and to face its gaze is to stare into the eyes of a mad god. The priest is an **uggoth**¹. It attacks characters who are not true venerates of the Yellow God, though it waits several rounds in silence before unleashing its mental blasts. While it waits, it summons the guards from **Area E-4**.

E-2. Priest's Room

The yellow priest's quarters are located behind the altar area where the creature sits contemplating the universe. Within its quarters are 10

jars on a high shelf. The first 3 jars contain 5 doses each of blue, purple, and yellow lotus. The remaining 7 jars contain the heads of travelers who found their way to the Temple of the Yellow God and were found lacking in conviction. A pile of armor and equipment made from moon metal includes a suit of *+1 plate*, a *+1 shield*, a *+1 longsword*, a *wand of lightning bolts*, a *potion of healing*, 223 gp, and a fist-sized topaz worth 50 gp.

E-3. Sanark's Cell

The human wizard Sanark (**magician**¹) sits gibbering in this cell, his mind overwhelmed by the constant tormenting visions of the Yellow God. Sanark was traveling the Astral Plane when the sorcerous effects of Yerlitha's many-faceted orb ensnared him. If his mind is restored via *greater restoration* or other magic, he may offer his services as a guide to locations in this region of the moon Sybil. He may also show characters a way to return to their world once the crystal machine is dismantled.

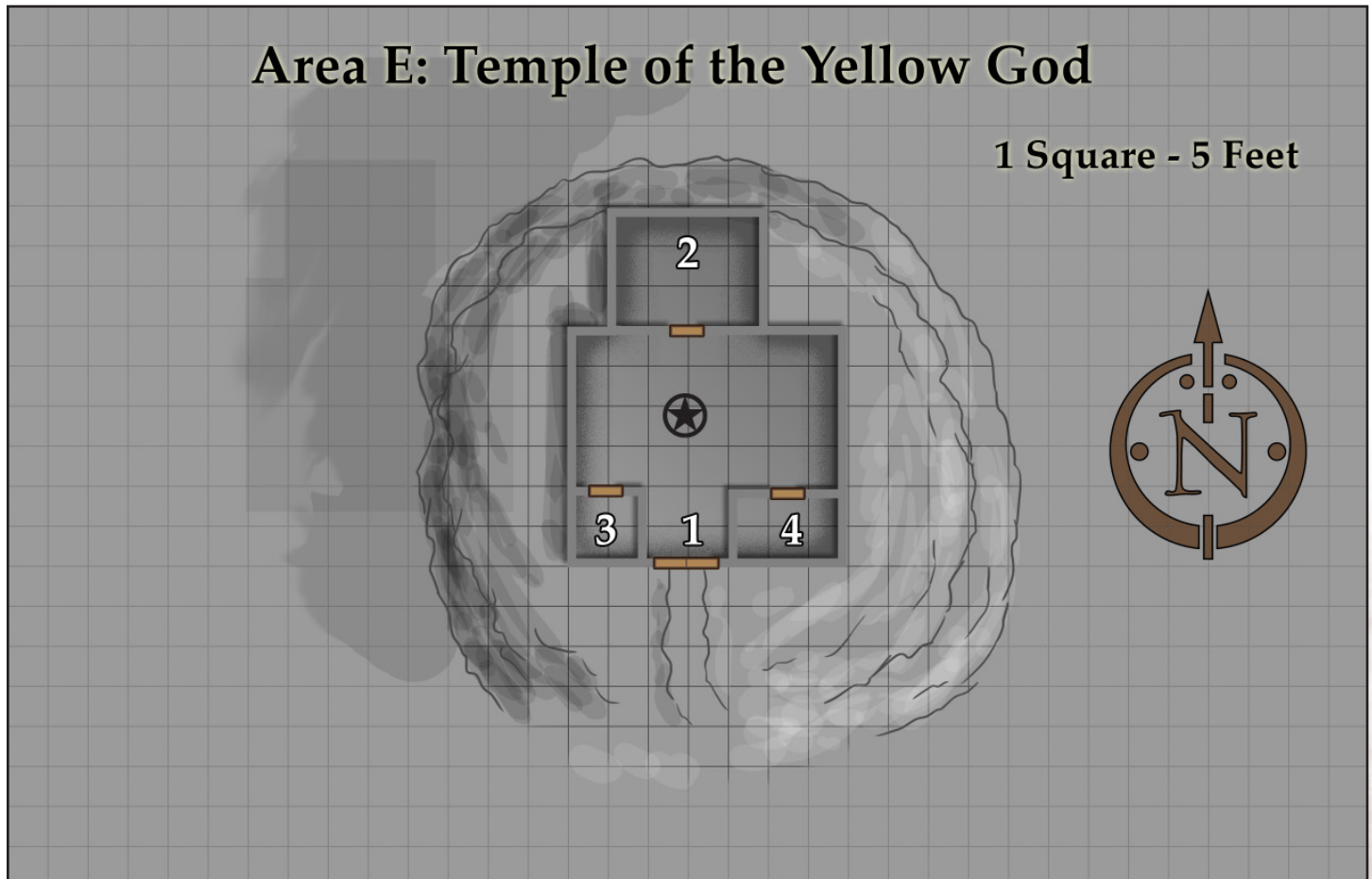
E-4. Guardroom

Waiting here until the Yellow Priest summons them to defend the uggoth from would-be attackers are 2 **barrow wights**¹ that once followed the Yellow God. They were blessed by the mad lord to be his priest's eternal guardians.

Lotus

Blue Lotus Extract

The blue lotus flower on its own is a powerful hallucinatory drug that causes extreme relaxation, a lack of inhibitions and willpower, and blissfulness. Users often take the drug willingly for these effects. The extract of this drug, if distilled and infused with alcohol, has a magnified effect that can cause imbibers to slip into a catatonic state of euphoria where they become lost in a dreamlike world not unlike being trapped in the effects of a hallucinatory maze of pleasure and ecstasy for 2d4 hours. Creatures under the effect of the drug feel little pain, gaining 4d8



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temporary hit points for the duration of the drug.

The drug does require a successful DC 18 Constitution saving throw to avoid random attacks by shadow creatures.

The shadow creatures are figments of the character's mind, having the same hit points and attack modifiers of a **shadow**. Damage suffered by the character is real in so much as the character damages himself or herself trying to fight things that are not there.

Three consecutive failed saving throws results in addiction to the substance. Addicts must take the drug as soon as it wears off or lose complete control of their actions until such time as a new dose of the drug is taken.

Blue lotus extract is 100 gp per dose.

Purple Lotus

The petals of the purple lotus are highly poisonous and outright kill most people who eat them. Anyone partaking of the purple lotus must make a successful DC 16 Constitution saving throw or take 17 (5d6) poison damage. This usually results in the eater dying, though if they survive, they are granted incredible psychedelic visions. These visions deal 1d3 temporary Wisdom damage but bestow an effect equal to *legend lore*, pertaining to any one certain subject defined before eating the purple lotus. The visions are hallucinogenic and often surreal, completely interpreted by the GM.

Yellow Lotus

These exotic plants grow only in hot, humid environments such as jungles or (for instance) the Plant Room (area **K3**) of Tegel Manor. Yellow lotus is a potent poison. A character inhaling yellow lotus pollen must make two DC 16 Constitution saving throws, one to prevent the primary

effect and the other to prevent the secondary effect. Its primary effect is a light slumber that follows 3 rounds after the pollen is inhaled. Its secondary effect is 1d8 points of Constitution damage. The Constitution damage is recovered after a long rest. Generally, each plant has 1d2 doses of lotus dust that may be recovered and used or sold for about 1,600 gp.

F. The Acclimatizing Dome

Rising from the plateau stands a massive crystal bubble — a structure similar to another great bubble in the distance. A large circular crystal doorway allows entry. The doorway has a wheel mechanism attached to it that requires a minimum combined strength of 18 to open. It may otherwise be opened via *telekinesis*, *knock*, or a similar power or spell.

Within the bubble are two mindless **stone giants** who serve the **encephalon gorgor**¹ Shiniva. The encephalon gorgor runs the acclimatizing pods found within this crystalline enclosure.

The dome contains a near-perfect replica of the Night Forest and possesses an eerily similar atmosphere and smell. Great pine trees brush against the crystalline domed ceiling, which itself replicates the star-scape of the Night Forest. The dome is used to help creatures native to Sybil acclimatize to the atmosphere of the Lost Lands.

Captured prisoners are brought here first for acclimatization before they are wired to Carter to capture their memories. They are then either devoured or added to the material in the brain lab (**Area I-7**).

In the center of the dome is a collection of sarcophagus-like crystalline cocoons. Two cocoons are large enough for stone giants. Four others are smaller, being roughly the size of human adults. A dozen cocoons are roughly the size of a human head.



Beings entering the cocoons (or placed there) are cured of all effects related to the detrimental lunar rift conditions detailed at the beginning of this section. The cocoons acclimatize characters to the lunar effects, allowing them to ignore such things as the alien atmosphere, added speed, and strange lighting. Lunar beings who enter the cocoons are likewise prepped for effects that the Lost Lands place upon their physical being.

G. Spiders of Time and Memory

A single hole is bored into this rocky hill that overlooks a star pool beyond. The hole is 10 feet in diameter and descends roughly 100 feet to a spherical cavern 50 feet across that is strung in every direction with glittering strands of silver.

The strands are actually the webs of a den of 3 **temporal crawlers**¹. They nest here, occasionally devouring prey that springs forth from the star pool (**Area H**). The temporal crawlers act quickly to seal the entrance hole to their lair once characters enter, then rely on their web and their paralytic bite to quickly finish off trapped prey.

A hidden opening in the back of the cavern opens onto the shores of the star pool.

H. The Star Pool

This small lake atop the plateau overlooking the Crystal Dome of Yerlitha is one of many anomalies found on the strange moonscape of Sybil and in a few far-flung regions of the Lost Lands. The pool is roughly 300 yards by 600 yards and is filled with an icy cold liquid substance that seems to reflect the stars in the sky. Closer observation reveals that the pool is reflecting stars, but not stars from a universe any of the characters know.

The pool is a portal through space and time, as well as a gate to the Astral or Ethereal planes.

Touching or otherwise drinking from the pool causes random results that can be highly dangerous to those who choose to test its waters.

Star Pool Effects

Roll 1d20 to determine the effect of contacting the waters of the star pool. The effects are instantaneous, although you may allow a save to halt being pulled through to another plane or to resist some other random effect.

| 1d20 | Result |
|------|--|
| 1 | Transported to the Astral Plane |
| 2 | Transported to the Ethereal Plane |
| 3 | Age 15 years |
| 4 | Lose 15 years of age |
| 5 | Summons a time elemental ¹ |
| 6 | Sent 1d4 days back in time |
| 7 | Sent 1d4 days into the future |
| 8 | Healed 2d10 hit points |
| 9 | Loses 2d10 hit points |
| 10 | Disintegrated as the spell, (DC 16 Dexterity saving throw) |
| 11 | Alternate reality clone |
| 12 | Hasted as the spell for 1d4 hours and ages 1d4 years |
| 13 | Slowed as the spell 1d4 hours |
| 14 | Refracted (as <i>mirror image</i> spell) for 1d2 days or until images are destroyed/dismissed |
| 15 | Teleported 1d20 miles in a random direction |
| 16 | Feebleminded as the spell (permanent until healed) |
| 17 | Prescient (gains ability to cast <i>clairvoyance</i> 3 times per long rest without any components) |
| 18 | Gains resistance to a random damage type for 1d4 days |
| 19 | Gains immunity to a random damage type for 1d4 days |
| 20 | Gains vulnerability to a random damage type for 1d4 days |

Transported to Astral Plane/Ethereal Plane: Characters are cast into the Astral Plane. Without the ability to travel the dimensions independently, the character must attempt to find a portal to its own plane in order to return. Characters drawn into the Astral or Ethereal are otherwise lost to the campaign until such time as they can be brought back, summoned, or otherwise rescued.

Aged or Reduced Age: Characters gain or lose 15 years. Feel free to change this proportionately for races that have a significantly different life span from humans.

Alternate Reality Clone: An exact clone of the character appears, with equivalent gear and materials. The clone is an alternate reality version of the character and may not share all the same values and life experiences. There is a 50% chance that the alternate version of the character is terrified or openly hostile toward the current character and demands to be returned to its own home dimension.

I. The Crystal Dome of Queen Yerlitha

This lunar dome is 280 feet in diameter and 100 feet tall at its zenith. The dome is made from quartz and mica mined from deep beneath the surface of Sybil by the enslaved native stone giants. The dome itself holds several smaller domes, each consisting of various lairs and biomes used by the encephalon gorgers for their experiments.

I-1. Entrance

Beyond the portal is a broad crystalline area where several staircases and bridges lead to various smaller domes ranging in size from 15 feet to 60 feet in diameter hanging above the ground-floor entrance.

I-2. Dome Floor

The floor level itself is composed of various outcroppings of mica, quartz, and selenite flowers the size of a man and larger. The crystals mined by the enslaved stone giants have hatched 1d3 **cateprisms**¹ that roam the floor of the dome. They are considered more of a nuisance than anything else. A single bridge rises from the dome's floor to a 40-foot-diameter dome near the center of the larger space.

I-3. Guard Dome

Visitors who arrive but are not accompanied by an encephalon gorgor (or who have not been cleared by Queen Yerlitha) are attacked by 2 **crystalline golems**¹. The golems blend in fairly well with the surrounding walls. One doorway leads to a stairway leading to the mist dome (**Area I-4**). A bridge leads to the bridge control platform (**Area I-6**).

Common Features

Doors: The doorways to the various sections of the dome are sealed with a wheel mechanism that requires a minimum combined strength of 18 to open. Encephalon gorgers are capable of opening and closing the doors at will using the power of their minds. The doors may otherwise be opened via the use of *telekinesis*, *knock*, or similar power or ability.

Moving Stairways: Most of the stairways are not permanently attached and are instead controlled via a central control disk where an encephalon gorgor moves the staircases to the appropriate locations. The only permanent staircases are between the mist dome (**Area I-4**) and Carter's isolation chamber (**Area I-5**); the guard dome (**Area I-3**) and the bridge control platform (**Area I-6**); and the crystal machine (**Area I-10**) and the many-faceted orb (**Area I-11**).

Alien Air: The air within the dome is set to the particular systems of the encephalon gorgers. It takes 1d2 days to acclimatize to their air quality. In the meantime, characters traveling inside the large dome lose 1 hit point for every 15 minutes spent in the alien environment.

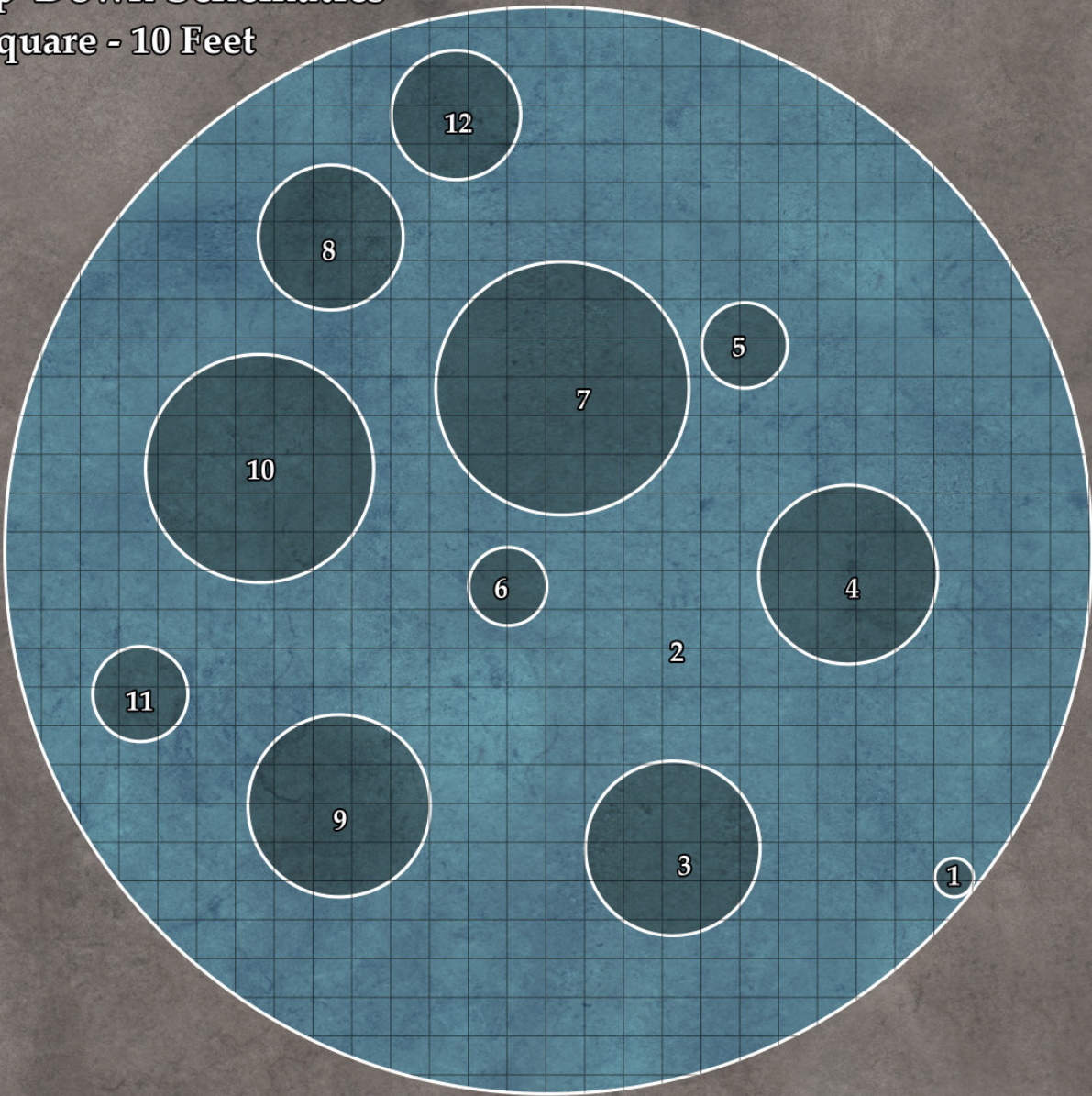
Area I: The Crystal Dome of Queen Yerlitha

1 Square - 10 Feet



Top-Down Schematics

1 Square - 10 Feet



I-4. Mist Dome

This hemispherical dome is home to one of Yerlitha's prized possessions: a **devouring mist**¹. Sigils of *protection from evil and good* are drawn around the outer rim of the doorway to keep the unholy creature trapped within the dome. Peering through the doorway, characters see a thick red mist that leaves a sticky film along the edges of the wall. Human-like figures can almost be made out in the mist, though they are fleeting. Occasionally, a clawed humanoid hand slaps the crystal wall.

Yerlitha captured the mist and placed it within this crystal dome to serve as a guardian. The creature cannot attack anyone under the ward of a *protection from evil and good* spell. This is not the case, however, for the 4 **vampire spawn** trapped in the dome with it. Characters encounter 1d4 of the vampire spawn at a time, until all have been dealt with. Any fighting causes a new group of the creatures to arrive every 1d3 rounds.

I-5. Carter's Isolation Chamber

This crystalline prison near the top of the dome serves as the prison and isolation chamber of Carter, a **memory child**¹ who appears to be a precocious young boy of about 7 years old with a thin, almost frail frame, and large watery eyes. A series of wires protrude from the boy's spine and hook into a large helmet. The wires leave just enough slack to grant Carter full range of movement throughout the room, and run upward to a metallic arm hanging from the ceiling. The wires connect to spider webs of gold threaded throughout the crystal walls of his cell.

The boy is friendly and asks if the characters are there to free him. He doesn't like the "monsters" that have been "feeding on his dreams," and wants to resume his journeys. Carter came across a star pool in his own dimension and ended up here, where the encephalon gorgers soon captured him. His mental powers were put to use finding different worlds where the encephalon gorgers could open new gates using the crystal machine (**Area I-10**).

Removing the helmet and wires from Carter requires a successful DC 16 Intelligence (Medicine) check. Five contact points are attached to Carter, though one successful check easily removes all of them. A failed check causes Carter to lose 1d6 hit points, and causes him to lash out in an explosive tantrum that harms those around him.

A successful DC 16 Charisma check or magic such as a *charm monster* or similar spell can calm Carter. Additional attempts can be made to remove the wires if Carter remains calm.

If successfully removed from the machine, Carter shows the characters how to disable the many-faceted orb (**Area I-11**) and the codes to the bridge control platform (**Area I-6**). This knowledge comes at a price, however, as it involves flooding the character with Carter's stored memories.

If freed from his prison, Carter asks only to be led to the front door. He makes his own path to the star pool (**Area H**) where he intends to continue his strange journey.

I-6. Bridge Control Platform

The **encephalon gorgers**¹ (with AC 20 from *Bracers of Greater Defense*²) Voorlix guards a quartz panel covered with various bejeweled buttons. Voorlix communicates telepathically with other encephalon gorgers, and moves the bridges from their location to their destination based on their needs. Moving a bridge takes 1d4 rounds.

The panel is complicated, requiring 3 buttons to be pushed simultaneously to change the locations of the bridges. See the table below for the combinations required.

Bridge Button Combinations

| Button 1 | Button 2 | Button 3 | Result |
|----------|----------|----------|--|
| Ruby | Ruby | Ruby | Moves a bridge to the mist dome (Area I-4) |
| Emerald | Emerald | Emerald | Moves a bridge to the cactant (Area I-9) |
| Sapphire | Sapphire | Sapphire | Moves a bridge to the lightning dome (Area I-8) |
| Sapphire | Emerald | Ruby | Moves a bridge to the crystal machine (Area I-10) |

| Button 1 | Button 2 | Button 3 | Result |
|----------|----------|----------|---|
| Ruby | Emerald | Ruby | Moves a bridge to Yerlitha's throne room (Area I-12) |
| Sapphire | Ruby | Sapphire | Moves a bridge to the brain lab (Area I-7) |

Hitting any other combination causes the bridges to lock up for 1d4 minutes. Three consecutive failed attempts breaks the machine, locking the bridges in place until they can be repaired. Repairing the bridges requires a successful DC 25 Intelligence check and takes 1d4 hours.

If Voorlix is attacked, he defends the platform, and uses his mental powers to warn others of the intruders.

Voorlix wears a set of *bracers of greater defense*² made from a strange moon metal set with finely cut lunar gemstones.

I-7. Brain Lab

Clear quartz vats line the walls of this crystalline bubble. Some of the vats are filled with artificially grown brains that the encephalon gorgers manufacture to fill their insatiable craving for cranial fluids. These globules of brain matter are frequently refreshed with new brains taken from creatures captured on the worlds the encephalon gorgers raid with the help of the crystal machine, the many-faceted orb, and their lunar gate. The false brains are fed memories drained from the memory child Carter (**Area I-5**) so that they do not fail or become overly abnormal.

Some of the brains in the brain lab are used to create new intellect devourers to replace those destroyed on the encephalon gorgers' frequent planetary raids.

Xlauric¹, Yerlitha's second-in-command, runs the brain lab. The encephalon gorgers are hard at work creating new intellect devourers to replace the batch recently released into the Night Forest. Currently, 4 **intellect devourers**¹ roam the brain lab.

Destroying the vats limits the encephalon gorgers' ability to produce new brain matter or to breed new intellect devourers for 1d6 months or possibly longer.

Xlauric carries a *wand of paralysis*. Xlauric has concocted 6 *potions of superior healing* from refined cerebrospinal fluids.

I-8. The Lightning Dome

This crystalline structure is covered with fine gold filaments that protrude from the top of the dome before connecting to copper wire dipped in raw rubber from some far-off jungle dominated by the encephalon gorgers and their servitors. The wires descend from the lightning dome to the crystal machine (**Area I-10**).

A huge amorphous **lightning bladder**¹ within the lightning dome occupies two-thirds of the space. The blob is pierced with quartz-tipped golden spears that are in turn bolted to the ceiling of the egg-like room. The entire space stinks of acid and ozone.

A creature attempting to remove the rods takes 3 (1d6) lightning damage per round and it takes 1d6 + 2 rounds to complete. Removing the spears also causes the lightning bladder to permanently lose 1d8 hit points, angering it in the short term.

The lightning bladder is used to generate energy for the crystal machine. If the rods are removed, the machine's batteries drain and it becomes nonfunctional in 2d6 minutes. Any power loss causes the encephalon gorgers and any of their remaining servitors to head toward the lightning dome to see what is amiss. The lightning bladder is unintelligent but in pain.

The four quartz spears act as *javelins of lightning*.

I-9. Biome of the Cactant

This strange chamber is unusually hot compared with the others. Bright crystalline lights cast a yellow-orange glow across the sand-swept ground. A series of large cacti covered in brilliantly colored flowers grow up from the floor. A control panel stands at the top of a stairway leading down to the hot sand.

A knob on the control panel controls the brightness and heat within the room. The heat can be turned up as high as 125° F or as low as 0° F. Turning the knob to zero also turns off the light in the room and deals 1



point of damage per round to the room's only intelligent inhabitant: Juaro the **blood kaktos**¹.

The encephalon gorgers frequently torture Juaro, and the cactant would be happy to flee its sandy prison and face its foes. Juaro needs to be kept warm and prefers hot, dry weather.

I-10. Crystal Machine

A machine fills this 60-foot-diameter dome from floor to ceiling, its crystals grown from blocks of living quartz. The crystals crackle with electricity and the entire crystal machine vibrates furiously at a frequency that is deadly to the touch. Crossing through the room is difficult without knowing the exact path Yerlitha uses to get to the many-faceted orb. The path through the crystal machine may be gleaned from the memory child Carter (**Area I-5**) if the characters helped him.

If the lightning bladder (**Area I-8**) remains active, making it to the doorway leading to the many-faceted orb requires a series of three successful DC 16 Dexterity (Acrobatics) or Intelligence (Investigation) checks to cross. Each failure means a character touches one of the crystals and suffers 14 (4d6) lightning damage and 14 (4d6) thunder damage from the vibrations.

If the bladder was disabled or destroyed, the gears are still and contain only residual electrical energy. Characters touching a crystal for the first time take 7 (2d6) lightning damage.

I-11. The Many-Faceted Orb

This small 15-foot-diameter crystal hemisphere holds the *many-faceted orb*. The orb is a 1-foot-diameter crystal globe hovering roughly 3 feet off the ground. The orb is cut with hundreds of brilliant facets and is polished to a mirror hue. The orb is warm to the touch, having an almost flesh-like feel to it.

Anyone viewing the many-faceted orb is bombarded with images of infinite worlds and infinite universes. The encephalon gorgers' influence has corrupted the orb, causing the facets to reveal scenes of horror and destruction as it feeds on the viewer's most perverse fears.

Observers must make a successful DC 17 Charisma saving throw or be stricken with madness that does not abate until the characters either leave the vicinity of the orb, or until someone other than Queen Yerlitha dominates and possesses the orb.

I-12. Yerlitha's Throne Room

This dome serves as the personal sanctum of the encephalon gorgor known as **Queen Yerlitha**¹.

Yerlitha sits on a crystal throne sipping from a vat of brain tissue grown for her by Xlauric. She telepathically guides her minions in their assaults on the various locations touched by the lunar gates. Yerlitha is always protected by an **encephalon gorgor**¹ bodyguard. If your party consists of more than 5 characters of 9th level or higher, or if you feel like beefing this up, Yerlitha may have two bodyguards instead of one.

Yerlitha is encountered in the throne room only if it is one of the first places the characters access using the bridge control platform (**Area I-6**), or if the characters are captured and brought before her. Otherwise, Queen Yerlitha and her minions use their mindsense to locate and capture the characters so they can be tortured and their brains devoured or added to the brain lab. Yerlitha never battles alone. She attempts to flee the dome if her bodyguard is slaughtered. She seeks to abscond with the many-faceted orb when she makes her escape.

The walls of Yerlitha's dome are polished to a mirror's sheen to allow images from the many-faceted orb to reflect upon it, thus allowing Yerlitha to remotely view the environment around the lunar gates when they open on other worlds.

Yerlitha's throne is encrusted with moonstone gems worth 2,400 gp. A platinum-tooled chest in the throne room contains the following items: 3 sapphires worth 500 gp each, a velvet cloak spun from the webs of lunar spiders worth 500 gp, a bloodstone brooch worth 250 gp, a *potion of giant strength* (fire), 2 *potions of superior healing* and a suit of +3 *leather armor*.

Finishing the Adventure, or Getting Back Home!

Disabling or destroying the crystal machine disables the lunar gate the characters used to travel to Sybil. For the characters to make it home, they need to acquire the many-faceted orb. If Yerlitha escapes with the orb, she makes her way to another stronghold, abandoning the characters on the moon.

Fear not! If the characters assisted the golden cat descendant Mr. Pants or helped rescue Potato, the Cat Lord sends one of his cats to lead the characters to a portal that returns them to the Lost Lands. If you so desire, you may have Cat Lord appear himself to congratulate the characters on their deed.

Teleport: Characters with the ability to teleport, either via a spell or through a magical item, can teleport back to a known location in the Lost Lands because Sybil is tied through a common orbit and atmosphere to Lloegyrr.

The Many-Faceted Orb: If the characters have the many-faceted orb, they may use it to activate the lunar gate and traverse the gulf between the Moon Sybil and the Midnight Mountain.

Further Explorations: At your discretion, further exploration of the strange and alien moon of Sybil is warranted. Other rifts and canyons exist on the benighted moon. Most are filled with dangers both strange and obscure.

Midnight Movie Option: If the characters return to the Hurrie Inn, it could be fun to run the Farmer Schinken encounter as one last reminder of the horrors the characters faced. Alternately, if Yerlitha escaped with the many-faceted orb, she may be waiting to ambush the characters at Farmer Schinken's farm with the poor farmer and his family as her new mind slaves!

Appendix 1: Creatures

This appendix contains those creatures from the adventure that are not found in the Fifth Edition SRD.

Apprentice Mage

Medium humanoid (any), any alignment

Armor Class 10 (13 with *mage armor*)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The apprentice mage is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:
Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*
1st level (2 slots): *burning hands*, *mage armor*, *shield*

Actions

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



Barrow Wight

Medium undead, chaotic evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 16 (+3) | 10 (+0) | 13 (+1) | 15 (+2) |

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical weapons that are not silvered
Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the language it knew in life

Challenge 3 (700 XP)

Insanity Gaze. If a creature starts its turn within 30 feet of the barrow wight and the two of them can see each other, the barrow wight can force the creature to make a DC 13 Wisdom saving throw if the barrow wight is not incapacitated. On a

FROG GOD GAMES

failed save, the creature is affected by a short term madness effect for 1 minute. Determine the effect from the table below.

| d100 | Effect (lasts 1 minute) |
|-------|--|
| 01-20 | The target retreats into its mind and becomes paralyzed. The effect ends if the creature takes any damage. |
| 21-30 | The creature is incapacitated, and can only scream, laugh, or weep hysterically. |
| 31-40 | The creature is frightened and must use its actions to flee from the source of its fear. |
| 41-50 | The creature babbles incoherently and cannot speak normally or cast spells. |
| 51-60 | The creature must use its action to attack the nearest creature. |
| 61-70 | The creature hallucinates vividly, incurring disadvantage on all ability checks. |
| 71-75 | The creature does whatever anyone tells it to do that isn't obviously self-destructive. |
| 76-80 | The creature experiences an overpowering urge to eat something strange, such as dirt, offal, or slime. |
| 81-90 | The creature is stunned. |
| 91-00 | The creature falls unconscious. |

The target can repeat the saving throw at the end of each of its turns. A successful save ends the effect and renders the target immune to the same barrow wight's insanity gaze for 24 hours. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the barrow wight until the start of its next turn, when it can avert its eyes again. If the creature looks at the barrow wight in the meantime, it must immediately make the save.

Resurrection Vulnerability. Casting a *raise dead* or *resurrection* spell on the barrow wight destroys it unless it makes a Wisdom saving throw.

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

Actions

Slam *Melee weapon attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) bludgeoning damage plus 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target takes a long rest. The target dies if this effect reduces their hit point maximum to zero.

A humanoid slain by this attack rises 1d4 rounds later as a barrow wight under the control of the wight that killed it, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than three barrow wights under its control at one time.

Blood Kaktos

Large plant, lawful neutral

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|--------|
| 17 (+3) | 10 (+0) | 14 (+2) | 10 (+0) | 9 (-1) | 7 (-2) |

Skills Stealth +4, Perception +3

Damage Resistances fire

Damage Vulnerabilities cold

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 13

Languages Blood Kaktos telepathy

Challenge 2 (450 XP)

Silent Slither. The blood kaktos has advantage moving silently through sand when sneaking up on prey.

Telepathic Communication. The blood kaktos cannot speak, but it can communicate with others of its kind through telepathic communication. The communication consists of the conveyance of emotions and intent, allowing groups of blood kaktos to loosely coordinate attacks against prey.

Actions

Multiattack. The blood kaktos makes two Prickly Punch attacks.

Prickly Punch. *Melee attack:* +5, range 5 ft. *Hit:* 6 (1d6+ 3) piercing damage plus 3 (1d6) poison damage.

Lover's Embrace. If both Prickly Punch attacks are successful against the same target, the blood kaktos has embraced the victim. An embraced victim is grappled (escape DC 13) and restrained. On the same round, the blood kaktos extends its proboscis to penetrate any exposed skin, writhing through armor joints if need be. The embraced victim loses 3 (1d4+1) hit points each round as the blood kaktos gorges upon the victim's blood. If the victim breaks free from the lover's embrace, the blood kaktos immediately retracts its proboscis, fearing damage to its delicate organ. A victim that escapes a lover's embrace sustains an additional 3 (1d6) slashing damage as the needles rip the escapee's flesh.

Huff and Puff (recharge 4–6). The blood kaktos inhales air into the space between its outer layer of skin and its inner membranous tissue and then forces it out sharply, spraying needles in all directions over a 10-foot radius. Any creature within the area must make a DC 14 Dexterity saving throw. Those that fail the saving throw take 7 (2d8) piercing damage from the flying needles while those that succeed take half this amount.

Carrion Moth

Large aberration, unaligned

Armor Class 14

Hit Points 91 (14d10 + 14)

Speed 10 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 18 (+4) | 13 (+1) | 1 (-5) | 12 (+1) | 6 (-2) |

Skills Perception +4, Stealth +7

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 14

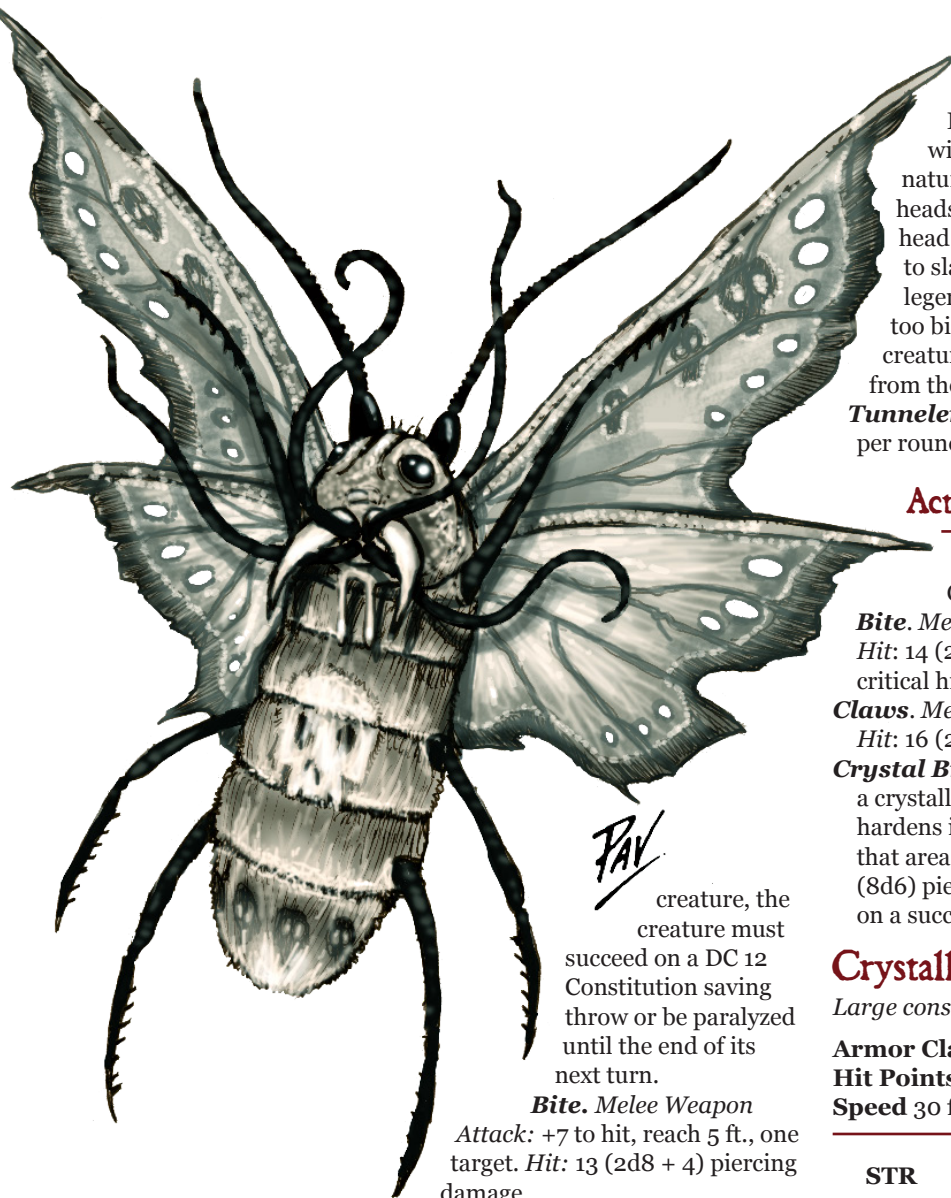
Languages —

Challenge 5 (1,800 XP)

Stench. Any creature that starts its turn within 5 feet of the carrion moth must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the carrion moth's Stench for 24 hours.

Actions

Multiattack. The carrion moth makes one Bite attack and two Tentacles attacks. If both of its Tentacles attacks hit the same



creature, the creature must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of its next turn.

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

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Maddening Drone (recharge 6). The carrion moth flutters its wings in a buzzing drone. Each creature within 30 feet of the carrion moth that can hear it must succeed on a DC 15 Wisdom saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is afflicted with one short-term madness instead.

Caterprism

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft., burrow 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 12 (+1) | 18 (+4) | 4 (-3) | 13 (+1) | 11 (+0) |

Skills Perception +4

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Crystalline Mandibles. The caterprism's mandibles ignore resistance to slashing damage.

In addition, when the caterprism attacks a creature with at least one head with its bite attack and rolls a natural 20 on the attack roll, it cuts off one of the creature's heads. The creature dies if it cannot survive without the lost head. A creature is immune to this ability if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for the head to be cut off with this attack. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

Tunneler. Caterprism can burrow through solid rock at 5 feet per round leaving a 5 foot-wide, 8-foot-high tunnel in its wake.

Actions

Multiattack. The caterprism makes one Bite and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the caterprism scores a critical hit, it rolls damage dice four times, instead of twice.

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

Crystal Breath (recharge 5–6). The caterprism spews forth a crystalline silk-like substance in a 30-foot cone that instantly hardens into razor sharp crystalline spears. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one.

Crystalline Golem

Large construct, unaligned

Armor Class 15

Hit Points 97 (13d10 + 26)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 12 (+1) | 20 (+5) | 14 (+2) | 3 (-4) | 8 (-1) | 3 (-4) |

Damage Vulnerabilities thunder

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses darkvision 60 ft., passive Perception 9

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

Challenge 6 (2,300 XP)

Construct Nature. The crystalline golem doesn't require air, food, drink, or sleep.

False Appearance. While the crystalline golem remains motionless, it is indistinguishable from a cluster of large crystals.

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

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

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

Reflective Surface. When the crystalline golem is targeted by a spell that requires a ranged attack roll, roll a d20. On an even

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number, the golem is unaffected by the spell. On a 20, the spell is reflected back at the caster as though it originated from the golem, turning the caster into the target.

Actions

Multiattack. The crystalline golem makes two Crystalline Fist attacks. It can use Throw Crystal in place of one Crystalline Fist.

Crystalline Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Throw Crystal. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. The golem breaks a piece of crystal off itself to make this attack and loses 2 (1d4) hit points in the process. It can't make this attack if it has 10 hit points or fewer.

Devouring Mist

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 123 (19d10 + 19)

Speed 0 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 7 (-2) | 19 (+4) | 13 (+1) | 8 (-1) | 16 (+3) | 16 (+3) |

Skills Perception +7, Stealth +8

Damage Resistance acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 10 (5,900 XP)

Mist Form. The devouring mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. The mist moves through water as if it were difficult terrain. The mist can't use objects in any way that requires hands; it can apply simple force only.

Blood Sense. The devouring mist can sense living creatures that have blood or similar vital fluids in a radius of 60 feet.

Sunlight Hypersensitivity. The devouring mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks

Actions

Blood Drain. One creature other than a construct or undead that is in the devouring mist's space must make a DC 16 Constitution saving throw. On a failed save, the target takes 28 (8d6) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. In addition, the mist regains hit points equal to that amount. This reduction to the target's hit point maximum lasts until the target finishes a long rest. It dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the mist's control, unless the humanoid is restored to life or its body is destroyed. The mist can have no more than twelve zombies under its control at one time.



Encephalon Gorgor

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 7 (2,900 XP)

Alien Mind. Encephalon gorgors can maintain concentration on 3 simultaneous spell effects.

Mindsense. The encephalon gorgor is aware of the presence of creatures within 300 feet of it that have an Intelligence of 3 or higher. It knows the relative distance and direction of each creature, as well as the creature's approximate Intelligence score (within 3 points). Creatures under the effects of magic that protects the mind cannot be detected by the encephalon gorgor.

Mind Screen. The mind of an encephalon gorgor is an alien and dangerous place. Should a creature attempt to scan the

mind or read the thoughts of an encephalon gorger (with *detect thoughts*, telepathy, or the like), it must succeed on a DC 15 Intelligence saving throw or be driven insane, gaining a flaw from the Indefinite Madness table (see the SRD). On a successful save, the creature is confused for 1 minute (as the *confusion* spell).

Actions

Multiattack. The encephalon gorger makes two attacks with its Claws and uses Mindfeed if it has a creature grappled.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the encephalon gorger can only use its Mindfeed on the grappled creature and has advantage on attack rolls to do so.

Mindfeed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature that is grappled by the encephalon gorger. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 15 Intelligence saving throw, or take 33 (6d10) psychic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Adrenal Surge (2/day). The encephalon gorger surges with adrenaline until the end of its turn. While under this effect, it gains a +2 bonus to its AC, it has advantage on Dexterity saving throws, and it gains an additional action on its turn (as the *haste* spell).

Footman

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The footman makes two Spear attacks or two Longsword attacks.

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

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) piercing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Fungus Folk

Small plant, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|--------|--------|---------|---------|
| 10 (+0) | 13 (+1) | 13(+1) | 9 (-1) | 12 (+1) | 10 (+0) |

Skills Perception +3

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 5 (2d4) bludgeoning damage.

Spore Cloud. The fungus folk releases a cloud of spores in a 10-foot radius. All creatures in this area must succeed on a DC 11 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.

Fungus Folk Monarch

Medium plant, unaligned

Armor Class 14 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 14 (+2) | 15 (+2) | 17 (+3) | 9 (-1) | 12 (+1) | 10 (+0) |

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 12 (3d6 + 2) bludgeoning damage.

Spore Cloud. The fungus folk monarch releases a cloud of spores in a 10-foot radius. All creatures in this area must succeed on a DC 13 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.

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Giant Twilight Mushroom

Medium plant, unaligned

Armor Class 10

Hit Points 45 (7d8 + 14)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 15 (+2) | 10 (+0) | 14 (+2) | 1 (-5) | 8 (-1) | 1 (-5) |

Damage Vulnerabilities cold, radiant

Damage Immunities poison

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9

Languages –

Challenge 1 (200 XP)

Choking Dust. When a creature hits the giant twilight mushroom with a melee attack while within 5 feet of it, the mushroom releases a cloud of dust and spores. Each creature within 10 feet of the mushroom must succeed on a DC 10 Constitution saving throw or be incapacitated until the end of its next turn. On a successful saving throw, the creature is immune to the twilight mushroom's Choking Dust for 24 hours.

False Appearance. While the giant twilight mushroom remains motionless, it is indistinguishable from an ordinary purple fungus.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target must make a DC 10 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Sticky Spores (recharge 6). The giant twilight mushroom ejects spores in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw. On a failure, a creature takes 10 (3d6) poison damage and is covered in small, sticky spores. On a success, a creature takes half the damage and isn't covered in spores. A target covered in spores takes 2 (1d4) poison damage at the start of each of its turns. A creature, including the target, can use its action to remove the spores.

Golden Cat Descendant

Small monstrosity, neutral good

Armor Class 14

Hit Points 63 (14d6 + 14)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 8 (-1) | 18 (+4) | 13 (+1) | 6 (-2) | 12 (+1) | 10 (+0) |

Saving Throws Wis +3

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Brave. The cat has advantage on saving throws against being frightened.

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

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

Speak with Beasts. The cat can communicate with beasts with an Intelligence of 4 or lower as if they shared a language.

Actions

Multiattack. The golden cat descendant makes two attacks: one with its Bite and one with its Claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Bestow Luck. The golden cat descendant purrs at a target it can see within 30 feet. The target has advantage on its next attack roll, ability check, or saving throw.

Intellect Devourer

Tiny aberration, lawful evil

Armor Class 13

Hit Points 36 (8d4 + 16)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 4 (-3) | 16 (+3) | 14 (+2) | 12 (+1) | 14 (+2) | 20 (+5) |

Skills Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., passive Perception 12

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

Challenge 3 (700 XP)

Mind sense. The intellect devourer is aware of the presence of creatures within 300 feet of it that have an Intelligence of 3 or higher. It knows the relative distance and direction of each creature, regardless of physical barriers. Creatures under the effects of magic that protects the mind cannot be detected by the intellect devourer.

Actions

Multiattack. The intellect devourer makes one attack with its Claws and uses Consume Mind.

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

Consume Mind. The intellect devourer chooses one creature it can see within 30 feet of it that has an Intelligence of 3 or higher. The target must succeed on a DC 13 Intelligence saving throw or take 16 (3d10) psychic damage. If the target fails the



saving throw by 5 or more, its Intelligence score is reduced to 0. The target is incapacitated until it regains at least 1 point of Intelligence (either from completing a long rest or from a *lesser restoration* spell).

Body Snatcher. The intellect devourer chooses one incapacitated creature within 5 feet of it and engages it in a contest of Intelligence. The intellect devourer overpowers the creature's mental defenses if it beats the target on a contested Intelligence check. The intellect devourer magically consumes the creature's brain and teleports into its skull, taking full control of the target's body. While inside the creature's skull, the intellect devourer has total cover against attacks and other effects outside of the host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its comprehension of language, its telepathy, and its traits. Otherwise, it inherits the target's statistics, memories and knowledge, including spells and languages.

If the host body drops to 0 hit points, the intellect devourer must leave the host. It can also be magically forced from the host's body by means of a protection from evil and good spell being cast on the host. If the host's devoured brain is restored (only possibly with a wish spell), the intellect devourer is forced out of the host. The intellect devourer can choose to leave the host at any time by spending 5 feet of its movement and then teleporting to an unoccupied space within 15 feet of the target. Unless its brain is restored within 1 round, the body dies.

Lightning Bladder

Huge ooze, unaligned

Armor Class 8

Hit Points 157 (15d12 + 60)

Speed 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 20 (+5) | 7 (-2) | 18 (+4) | 1 (-5) | 5 (-3) | 1 (-5) |

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 7 (2,900 XP)

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

Electrified Body. A creature that touches the lightning bladder or hits it with a melee attack while within 5 feet of it takes 3 (1d6) lightning damage. If the creature is wearing metal armor or hits the lightning bladder with a metal weapon, the creature takes 7 (2d6) lightning damage instead.

Ooze Nature. The lightning bladder doesn't require sleep.

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

Actions

Multiattack. The lightning bladder makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) lightning damage.

Memory Child

Small fey, neutral

Armor Class 13

Hit Points 66 (12d6 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 16 (+3) | 14 (+2) | 18 (+4) | 15 (+2) | 10 (+0) |

Saving Throws Cha +2

Skills History +6, Insight +6, Perception +4

Damage Immunities psychic

Senses passive Perception 14

Languages Common, telepathy 60 ft.

Challenge 4 (1,100 XP)

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

Memory Granter. As a bonus action, the memory child gives one willing target, or a target that is incapacitated or restrained, a memory, afflicting it with a short-term madness effect.

Memory Keeper. As a bonus action, the memory child removes a memory from a willing target, or a target that is incapacitated or restrained, removing the charmed or frightened condition from the target or removing a short-term or long-term madness effect afflicting the target.

Actions

Multiattack. The memory child makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage.

Silent Scream. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (3d6) psychic damage.

Explosive Tantrum (recharge 5–6). In times of stress, the memories filling the mind of the memory child become agitated and lash out from its mind. Each creature within 20 feet of the memory child must make a DC 14 Charisma saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Phycil

Large monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 20 (+5) | 14 (+2) | 12 (+1) | 18 (+4) | 10 (+0) |

Skills History +5, Medicine +8, Perception +8, Stealth +9

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Common, Undercommon

Challenge 10 (5,900 XP)

False Appearance. While he remains motionless, Phycil is indistinguishable from an ordinary, large mushroom.

Fungal Chieftain. As a bonus action, Phycil directs a fungal folk within 30 feet of him to make one weapon attack as a reaction against a creature Phycil attacked this round.

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

Spellcasting. Phycil is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Phycil has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *produce flame*
1st level (4 slots): *charm person*, *entangle*, *fog cloud*, *thunderwave*

2nd level (3 slots): *flame blade*, *hold person*, *moonbeam*

3rd level (3 slots): *dispel magic*, *protection from energy*, *speak with plants*

Actions

Multiattack. Phycil makes three Stone Knuckles attacks.

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

Spore Spray (recharge 5–6). Phycil sprays spores in a 30-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 54 (12d8) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Phycomid Patch

Small plant, unaligned

Armor Class 12

Hit Points 35 (10d6)

Speed 10 ft.

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

Damage Immunities acid

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Languages –

Challenge 2 (450 XP)

False Appearance. While the phycomid patch remains motionless, it is indistinguishable from a patch of ordinary fungus.

Spore Infection. A creature that touches the phycomid patch, hits it with a melee attack while within 5 feet of it, or takes acid damage from it must succeed on a DC 10 Constitution saving throw or become infected with the phycomid's spores. On a successful saving throw, the creature is immune to the phycomid patch's Spore Infection for 24 hours. At the end of each long rest, a creature infected with the spores must succeed on a DC 10



Constitution saving throw or its hit point maximum is reduced by 5 (2d4). This reduction lasts until the disease is cured. The creature dies if this effect reduces its hit point maximum to 0, a new phycomid patch sprouting from its body. The creature recovers from the disease if it succeeds on two saving throws.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage plus 7 (2d6) acid damage. If the target is a creature, it must make a DC 10 Constitution saving throw or become infected with the phycomid's spores (see Spore Infection trait).

Acid Glob. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 10 (3d6) acid damage. If the target is a creature, it must make a DC 10 Constitution saving throw or become infected with the phycomid's spores (see Spore Infection trait).

Slime Crawler

Medium aberration, unaligned

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 20 ft., climb 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 12 (+1) | 13 (+1) | 1 (–5) | 8 (–1) | 4 (–3) |

Senses darkvision 60 ft., passive Perception 9

Languages –

Challenge 1/2 (100 XP)

Slime Body. The slime crawler has advantage on ability checks and saving throws made to escape a grapple or to avoid being restrained.

Slime Trail. The slime crawler exudes an oily slime from its skin that trails behind it as it moves. A creature that moves through or ends its turn in a space the slime crawler has occupied within the last 1 minute must succeed on a DC 11 Dexterity saving throw or fall prone as it slips in the slime. A creature that uses the Dash action to move through such a space has disadvantage on the saving throw.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) piercing damage. If the target is restrained, the target takes an extra 2 (1d4) piercing damage.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained and the slime crawler can't use its tentacles on another target.

Slime Mold

Large ooze, unaligned

Armor Class 7

Hit Points 60 (8d10 + 16)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 16 (+3) | 4 (–3) | 14 (+2) | 1 (–5) | 5 (–3) | 1 (–5) |

Damage Resistances fire

Damage Immunities poison

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exhaustion, frightened, poisoned, prone

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

Perception 7

Languages —

Challenge 3 (700 XP)

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

False Appearance. While the slime mold remains motionless, it is indistinguishable from an ordinary patch of fungus.

Fungal Body. A creature that touches the slime mold or hits it with a melee attack while within 5 feet of it takes 5 (2d4) poison damage and must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Ooze Nature. The slime mold doesn't require sleep.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of its next turn.

Engulf. The slime mold engulfs a Medium or smaller incapacitated, paralyzed, or stunned creature. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 12 Constitution saving throw at the start of each of the slime mold's turns or take 10 (2d6 + 3) bludgeoning damage. If the slime mold moves, the engulfed target moves with it. The slime mold can have only one creature engulfed at a time.

Swarm of Cats

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 6 (-2) | 16 (+3) | 13 (+1) | 4 (-3) | 10 (+0) | 8 (-1) |

Skills Perception +2, Stealth +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Feline Distraction. The swarm is easily distracted by balls of string, sprigs of catnip, or fresh mint leaves. If a creature within 30 feet of the swarm uses its action to dangle, drop, or throw such an item, the swarm must succeed on a DC 12 Wisdom saving throw or be distracted by the object until the end of its next turn. A distracted swarm of cats moves to the source of its distraction and uses its action to watch, smell, paw, or otherwise interact with the object, ignoring all else around it.

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

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

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or have an allergic reaction to the cats for 1 minute. A creature suffering an allergic reaction can't cast spells with somatic components and has disadvantage on its first attack roll each turn as it compulsively scratches its itching wounds. Any creature can take an action to soothe the allergic reaction with a successful DC 10 Wisdom (Medicine) check. The allergic reaction is also soothed if the target receives magical healing.

Temporal Crawler

Medium monstrosity, unaligned

Armor Class 13

Hit Points 45 (10d8)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 16 (+3) | 10 (+0) | 4 (-3) | 12 (+1) | 4 (-3) |

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

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

Temporal Jump (3/day). As a bonus action, the temporal crawler teleports up to 30 feet to an unoccupied space it previously occupied within the last 1 minute, leaving a brief, blurry trail of itself in its wake.

Temporal Knack (recharges after a short or long rest). A temporal crawler can pluck the strands of time near it as easily as it plucks the strings of its web. This affinity with time allows the temporal crawler to occasionally avoid devastating blows. If the temporal crawler takes 15 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Web Walker. The temporal crawler ignores movement restrictions caused by webbing.

Web Sense. While in contact with a web, the temporal crawler knows the exact location of any other creature in contact with the same web.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage. The target must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of its next turn.

Web (recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

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Time Elemental

Medium elemental, neutral

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 20 (+5) | 16 (+3) | 14 (+2) | 14 (+2) | 11 (+0) |

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages telepathy 120 ft.

Challenge 7 (2,900 XP)

Cell Death. Damage dealt by the elemental can only be healed magically. In addition, a creature that is slain by a time elemental can only be restored to life by a *true resurrection* or *wish* spell.

Foresight. A time elemental can see a few seconds into the future. This ability prevents it from being surprised.

Immunity to Temporal Magic. Time elementals are immune to all time-related spells and effects that are not cast by other time elementals.

Actions

Multiattack. The time elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

Multi-Manifestation (recharge 5–6). The time elemental summons 1d4 duplicate manifestations of itself from alternate dimensions. Each of these manifestations has the same statistics of the time elemental but can only use melee attacks. Attacks that deal damage to one manifestation deal the same damage to the elemental and the other manifestations. The manifestations can attack on the turn they are summoned, and attack on the time elemental's initiative.

The elemental can have no more than four manifestations under its control at any time. The manifestations disappear at the start of the elemental's next turn.

Time Jaunt. A time elemental can slip through the time stream and appear anywhere on the same plane of existence as if by *teleport*. This ability transports the time elemental and up to four other creatures of the elemental's choice that are within a 30 feet of it. Unwilling creatures must succeed on a DC 15 Wisdom saving throw to avoid being carried away.

Uggoth

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (–1) | 16 (+3) | 14 (+2) | 15 (+2) | 20 (+5) | 12 (+1) |

Skills Deception +4, Insight +8, Religion +5

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech, telepathy 60 ft.

Challenge 8 (3,900 XP)

Gaze of Madness. When a creature that can see the uggoth's eyes starts its turn within 30 feet of the uggoth, the uggoth can force it to make a DC 16 Wisdom saving throw if the uggoth isn't incapacitated and can see the creature. On a failure, the creature is frightened until the end of its next turn. If the saving throw fails by 5 or more, the creature is frightened until the end of its next turn and is afflicted with a short-term madness effect. If a creature fails the saving throw five times in 24 hours, it is afflicted with a long-term madness effect.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the uggoth until the start of its next turn, when it can avert its eyes again. If the creature looks at the uggoth in the meantime, it must immediately make the save.

Spellcasting. The uggoth is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The uggoth has the following cleric spells prepared:

Cantrips (at will): *guidance*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *detect magic*, *inflict wounds*

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

3rd level (3 slots): *bestow curse*, *clairvoyance*, *dispel magic*, *glyph of warding*

Actions

Multiattack. The uggoth makes three Mental Blast attacks.

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

Mental Blast. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 14 (4d6) psychic damage, and, if the target is frightened or is afflicted with a short-term madness effect, the uggoth regains hit points equal to the damage dealt.

Xlauric

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 8 (3,900 XP)

Alien Mind. Xlauric can maintain concentration on up to 3 spell effects at one time.

Mindsense. Xlauric can magically sense the presence of creatures with an Intelligence of 3 or higher up to 300 feet away. He knows the general direction they're in but not their exact locations. Creatures under the effects of magic that protects the mind can't be detected by Xlauric.

Mind Screen. Xlauric's mind is an alien and dangerous place. If a creature attempts to scan his mind or read his thoughts, such as with the *detect thoughts* spell, it must succeed on a DC 15 Intelligence saving throw or be afflicted with an indefinite

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madness effect. On a success, the creature is confused (as the *confusion* spell) for 1 minute instead.

Spellcasting. Xlauric is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Xlauric has the following wizard spells prepared: Cantrips (at will): *friends*, *minor illusion*, *prestidigitation*, *ray of frost* 1st level (4 slots): *charm person*, *color spray*, *disguise self*, *hideous laughter*, *magic missile* 2nd level (3 slots): *blur*, *hold person*, *invisibility*, *misty step*

Actions

Multiattack. Xlauric makes two attacks with his Claws.

Claws. *Melee Weapon Attack:* +# to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. The target is grappled (escape DC #) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and Xlauric can't use his claws on another target.

Mindfeed. *Melee Weapon Attack:* +# to hit, reach 5 ft., one creature that is grappled by Xlauric. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC # Intelligence saving throw or take 33 (6d10) psychic damage. Also on a failure, the creature's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Adrenal Surge (2/day). Xlauric surges with adrenaline until the end of his next turn. While surging with adrenaline, he gains the benefits of the *haste* spell, except he doesn't need to concentrate on the spell.

Yerlitha

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

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

Skills Arcana +9, Perception +6, Stealth +7

Senses darkvision 60 ft., passive Perception 16

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 9 (5,000 XP)

Alien Mind. Yerlitha can maintain concentration on up to 3 spell effects at one time.

Legendary Resistance (3/day). If Yerlitha fails a saving throw, she can choose to succeed instead.

Mindsense. Yerlitha can magically sense the presence of creatures with an Intelligence of 3 or higher up to 300 feet away. She knows the general direction they're in but not their exact locations. Creatures under the effects of magic that protects the mind can't be detected by Yerlitha.

Mind Screen. Yerlitha's mind is an alien and dangerous place. If a creature attempts to scan her mind or read her thoughts, such as with the *detect thoughts* spell, it must succeed on a DC 17 Intelligence saving throw or be afflicted with an indefinite madness effect. On a success, the creature is confused (as the *confusion* spell) for 1 minute instead.

Actions

Multiattack. Yerlitha makes two attacks with her Claws. Alternatively, she can use her Psychic Blast twice.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage. The target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and Yerlitha can't use her claws on another target.

Psychic Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 18 (4d8) psychic damage.

Mindfeed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature that is grappled by Yerlitha. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 17 Intelligence saving throw or take 33 (6d10) psychic damage. Also on a failure, the creature's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Adrenal Surge (2/day). Yerlitha surges with adrenaline until the end of her next turn. While surging with adrenaline, she gains the benefits of the *haste* spell, except she doesn't need to concentrate on the spell.

Legendary Actions

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

Claws. Yerlitha makes one attack with her Claws.

Move. Yerlitha moves up to her speed without provoking opportunity attacks.

Psychic Blast (costs 2 Actions). Yerlitha uses her Psychic Blast.

Serve the Queen (costs 3 Actions). One humanoid Yerlitha can see within 30 feet of her must succeed on a DC 17 Wisdom saving throw or be charmed by Yerlitha for 1 minute. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Yerlitha's Serve the Queen for the next 24 hours.

Appendix 2: Magic Items

This appendix contains those magic items from the adventure that are not found in the Fifth Edition SRD.

Bracers of Defense

Wondrous item, rarity varies (requires attunement)

While wearing these bracers, you gain a bonus to AC if you are wearing no armor and using no shield. The amount of the bonus depends in the rarity of the bracers.

| Bracers of... | Rarity | Bonus |
|------------------|-----------|-------|
| Defense | rare | +2 |
| Greater defense | very rare | +4 |
| Superior defense | legendary | +6 |

Many-Faceted Orb

Wondrous item, legendary (requires attunement)

This fist-sized orb of opaque crystal is an exotic magical item that was drawn from the star pool. It is unknown if the relic is a magical creature, an artificial intelligence, or an item of pure magic that has taken on a life of its own. The orb's home universe was destroyed long ago, but it still remotely views other dimensions hoping to somehow find this lost dimension. It attempts to gain access to the mind of someone it believes is

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strong enough to return it to its home world ... though it never seems to remember that its home world is no more.

While attuned to the *Many-Faceted Orb*, your Intelligence score increases by 2. It has the following additional properties.

Dimensional Freedom. While you are attuned to the orb and holding it, you can use an action to cast *plane shift* from the orb. When you use this feature, roll a d20. On a roll of 1, you (and any willing creatures you brought with you) arrive at your destination, but the orb is lost to another plane of existence. Once you use this feature of the orb, you can't use it again until 7 days have passed.

Planar Freedom. While you are attuned to the orb and holding it, you can use an action to cast *teleport* from the orb. Once you use this feature of the orb, you can't use it again until you finish a long rest.

Planar Lock. If an effect or spell, such as *banishment*, would send you to another plane of existence, you can choose to stay on your current plane or go to your native plane of existence if you aren't already there.

Planar Sense. While you are attuned to the orb and holding it, you can use your action to cast *clairvoyance* anywhere on your current plane. If you are unfamiliar with the target location, you must succeed on a DC 15 Intelligence saving throw or take 6d6 psychic damage and be afflicted with one short-term madness when the spell ends.

Sentience. The *Many-Faceted Orb* is a sentient chaotic neutral orb with an Intelligence of 18, a Wisdom of 18, and a Charisma of 15. It has hearing and darkvision out to a range of 60 feet. The orb communicates telepathically with its attuned holder.

Personality. The *Many-Faceted Orb* seeks knowledge of the other planes and pushes the creature attuned to it to do the same. As long as the attuned creature exposes the orb to new knowledge at least once each week, the orb's thirst for knowledge is sated.

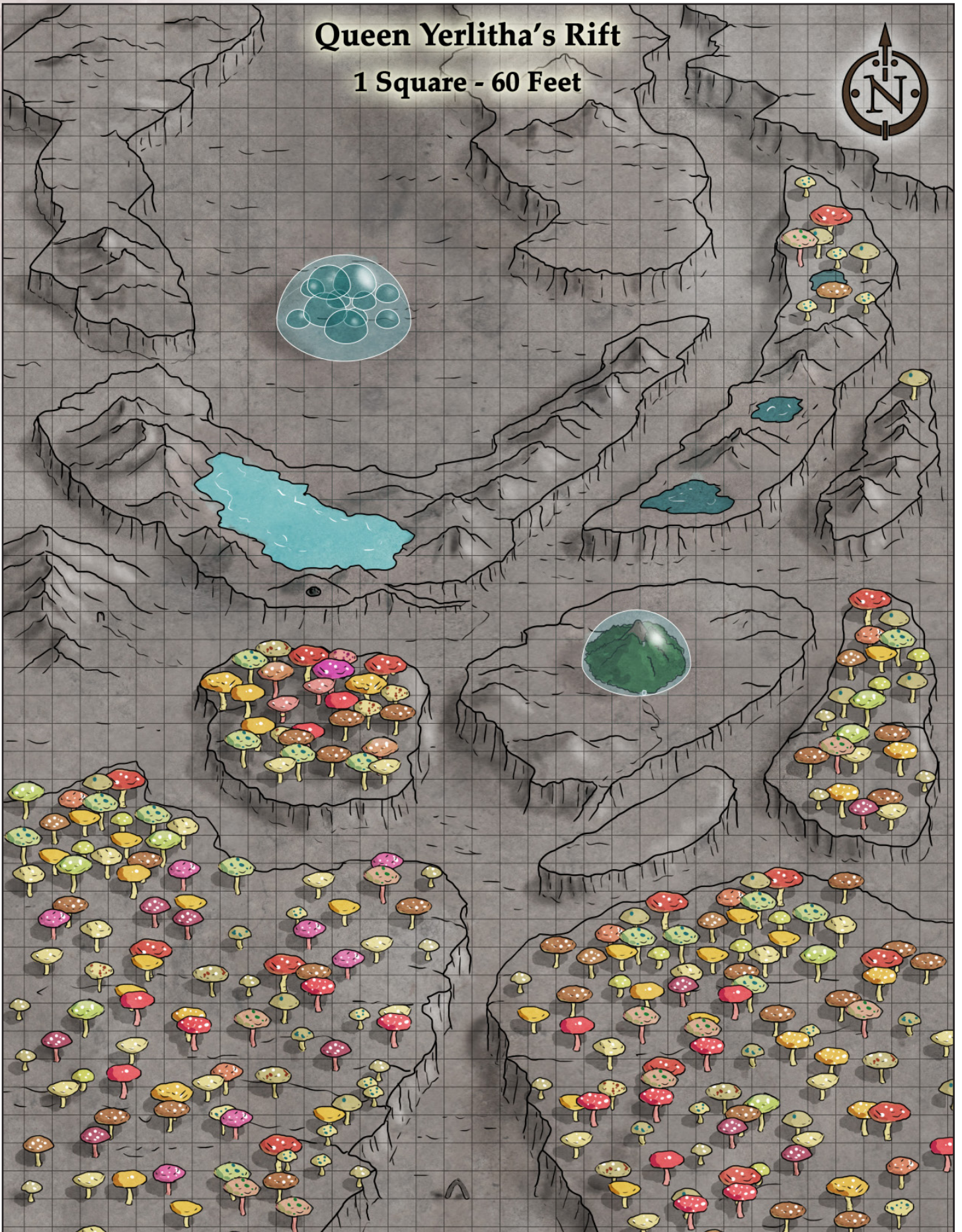
Night Forest and Midnight Mountain

1 Square - 50 Feet



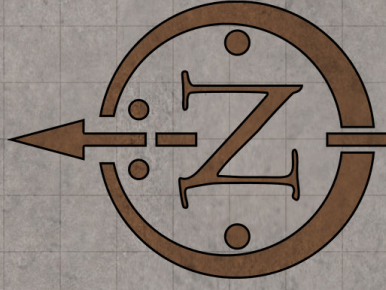
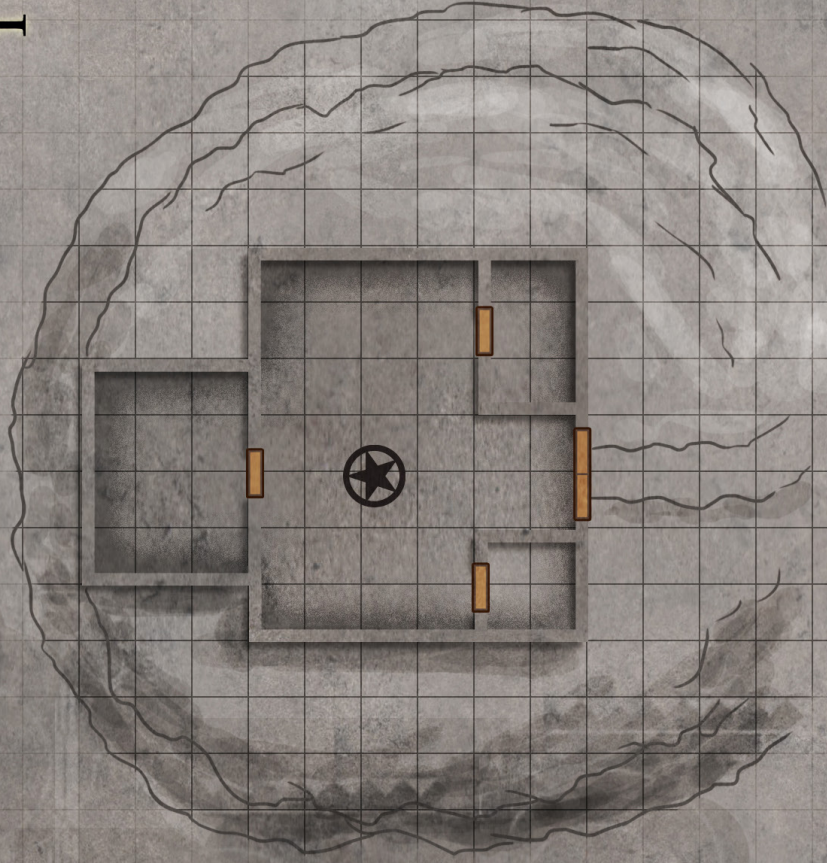
Queen Yerlitha's Rift

1 Square - 60 Feet



Area E: Temple of the Yellow God

1 Square - 5 Feet



Area I: The Crystal Dome of Queen Yerlitha

1 Square - 10 Feet



Top-Down Schematics

1 Square - 10 Feet



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ENCEPHALON GORGERS ON THE MOON

by Casey W. Christofferson

The Forest of Night has always been a strange place. The trees are far too tall and far too thick here. So full in fact that they block out the very sun leaving the entire forest in the perpetual murk of night. Even the bravest and most experienced of hunters shy away the forest's higher paths. Far too dark they say, and far too easy to become lost on the winding trails of the primeval wood.

Recently the folk who live upon the slopes of the mountain have complained of strange occurrences, especially around the time of the full moon. Weird shrieks have been heard in the trees. Small creatures acting strangely and deer stumbling into the meadows below the mountain with their brains leaking from their ears.

The locals have turned on one another. Some suspect witch-craft. Others believe an ancient curse has returned to the land centered on hidden ruins thought to be located on the high slopes of Midnight Mountain. Is it a plague? Are the rumor of a curse true? Have demented beings from Sybil descended on the denizens of Hurrie Inn? What's the deal with all the cats?

One thing is certain. It is going to take a brave band of adventurers to unlock the secrets of Midnight Mountain and perhaps save the land from the depredation of the Encephalon Gorgers on the Moon!



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