

The Temple of Shattered Minds



A Dungeons & Dragons Adventure
by James J. Haeck

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INTRODUCTION

The Temple of Shattered Minds is a three-part adventure in which the player characters (PCs) become embroiled in a deranged psychic's quest for vengeance against his beloved's murderers.

This adventure challenges 3–5 characters of 5th level, and takes three to six sessions to complete, with each part taking one or two sessions each.

Background

History of Alkai Tor. Four months ago, the village of Alkai Tor was a thriving community of about fifty people. That number has dwindled to fewer than twenty by the beginning of the adventure.

Alkai Tor was settled by clan of nomadic wood elves over six centuries ago, built around a granite tor on the shining shores of Lake Alkai. Their spiritual leader, a shaman named Howling-Gale, preached that the spirits of the tor would bring them peace and safety. The tor is a mighty rock formation, a jagged finger of granite that rises twenty feet above the cliff and fully thirty feet above the surface of the lake. The Mystic's brother, Rolling-Thunder, guided the town as its Elder for centuries.

The Border Mire, a bog north of Alkai Tor, is fed by two freshwater rivers, but the eastern half of the bog becomes a toxic saltwater marsh thanks to natural salt deposits beneath the land. Deep in the northern end of the salt marsh, a group of elves exiled from Alkai Tor denounced spirit-worship and constructed a ziggurat to honor their god of knowledge, logic, and reason. This cult of reason has long since crumbled, and the temple has been forgotten by all. Today, all elves in this part of the wilderness have settled down on the banks of Lake Alkai.

Nearly 50 years ago, a group of adventurous humans discovered the elven village while charting the vast

eastern forests and settled nearby. The Alkai elves were suspicious of the humans, and debated opening their village to them for months, but Rolling-Thunder swore to leave the village unless the humans and elves were allowed to mix.

The elves hesitantly accepted the humans into their fold, and the years since then have passed in relative peace. Until now.

The Shattered Mind. Those fortunate few who have survived an attack by an illithid—a dreaded mind flayer—claim that their attacker was methodical and emotionless as it slaughtered and consumed their companions. Nothing could be farther from the truth. Mind flayers are methodical, but they feel emotion more strongly than they feel any physical sensation. Joy, hatred, triumph, and most importantly, sadistic glee.

All emotions but love. Love breeds compassion, and compassion breeds weakness. They lust for power and hunger for domination, but love is alien and abhorrent to them.

Karahl-Guhl and Zaxab were once illithids of the highest caliber. They were mighty warriors who owned hundreds of thralls, but they shared a bond that made other illithids uncomfortable; a perverse and compassionate connection. The pair spent hours at a time in each other's company, their minds linked and their bodies close, and referred to each other as “my Own One.”

Five months ago, Zaxab and Karahl-Guhl were cast out from their enclave for their deviancy. Their escape from the Underdark was a living nightmare—pursued by their kin, preyed upon by drow—but the pair survived. They emerged from the depths of the earth with only two dozen of their thralls: several kuo-toa, a few quaggoths, and their personal pet, an umber hulk.

The illithids arose from the Underdark into a still night, and slogged for an hour through the marshy earth. But they were careless. Their rage and exhaustion clouded

their senses, and Zaxab and Guhl were ambushed by elves—heroes from Alkai Tor. Zaxab was the first to fall, slain by three shots to the head. Guhl felt a cold, steel gauntlet grasp his deadly tentacles, and before he could react, an elf's silvery blade sliced cleanly through two of the tentacles at their base, and bisected a third. That elf died seconds later, his brain turned to porridge by the mind flayer's psychic power. What Karahl-Guhl didn't anticipate was the elf sneaking up behind him, nor the enchanted dagger that tore across his forehead.

Hours passed before Guhl awoke.

The hateful rays of the sun blazed above Karahl-Guhl when he next opened his eyes. His vision was murky, half from the sunlight, half from the cruel wound the elf's magical steel had dealt to his superior brain. He bleakly assessed the situation: his thralls had routed the elves. A victory.

But an empty one. Zaxab was not as lucky as his Own One. Guhl stumbled through the mire to Zaxab's side. He held his Own One's head and tried to meet his mind, but felt only a terrifying psychic emptiness. He felt it from all sides, even from his thralls. The elves took more than Guhl's Own One from him that night—they took his mind as well.

Karahl-Guhl held tightly to Zaxab's lifeless body until they both began to sink into the swamp. Only his thralls' instinct to protect their master kept Guhl alive that day; only at their mindless urging did he seek shelter from the unrelenting sun. He tried to carry Zaxab, but the surviving illithid was weak. He faltered and dropped his Own One into the mire, which pitilessly devoured the corpse, just as it had consumed the bodies of the elves.

Fate cast the illithid one mercy that day: the ziggurat. It loomed before him as he stumbled through the blackened trees of the salt marsh. His thralls carried him through a fissure in its crumbling walls and tended to his wounds.

Karahl-Guhl lives to avenge his Own One.

One month after the attack, Guhl's thralls discovered the village of Alkai Tor. They attacked the village at night and abducted Elder Rolling-Thunder and Mystic Howling-Gale. Now his thralls attack under cover of darkness, bringing elves to the temple for Guhl to destroy.

Villains

Karahl-Guhl. Any shred of sanity that Karahl-Guhl had left after his injury is now gone. His beloved Zaxab is dead, and the deep incision the elven blade made into his brain nearly destroyed his psychic powers. Unfathomable despair fuels his hatred. He spends his hours torturing captives from Alkai Tor, flaying their bodies as he would their minds, and carving their bones into effigies of his Own One.

Physically, the mind flayer stands just over six feet tall. His rubbery skin is a deep purple, the color of a large bruise, and his silken robes are now tattered and stained with mud. Two of his tentacles and half of another were severed by the elves, and he bears a terrible scar across his forehead where the elven knife tore through his skull.

Despite his madness, Karahl-Guhl is every bit as cunning as he was in life, though his rage often gets the better of him.

His telepathy has faded since his injury, and he can no longer speak directly into creatures' minds. He has, however, established a deep psychic link with two half-elf children stolen from Alkai Tor. He calls them his "chorus," and uses his limited telepathy to speak through their mouths.

Thralls. Karahl-Guhl bends other intelligent beings to his will through a combination of psychic coaxing and emotional manipulation.

Weak-willed creatures can be enthralled without suffering serious psychic damage. These *sentient thralls* retain their personality and their brain functions, but always obey Guhl's programmed instructions. Some creatures are harder to coerce, and must be brutally mind blasted until they are no longer capable of free thought.

These *mindless thralls* perceive everything around them, but can neither speak coherently nor meaningfully interact with the world unless an outside force activates one of Guhl's psychic triggers.

Adventure Synopsis

- Part I introduces the player characters to Alkai Tor, a small village in turmoil. This part of the adventure focuses on player interaction and investigation. The clues they discover here lead them into Border Mire to the north.
- Part II details the Border Mire, how the PCs can navigate its swampy paths, and how to find the Temple of Shattered Minds itself. This part of the adventure focuses on wilderness exploration, with a few combat encounters. Depending on the path they take, the characters may visit the thrall-village of Bog Town, and may discover Zaxab's corpse elsewhere in the bog before they reach the Temple.
- Part III is an invasion of Karahl-Guhl's sanctum. This part of the adventure focuses on combat, but also includes dungeon exploration and interaction with the dungeon's factions.

Adventure Hooks

As your players' DM, you know best how to involve the player characters in this adventure. The following adventure hooks are provided to inspire and assist you.

- The PCs have become local heroes, and receive a very flattering letter from a woman named Siobhan. She praises them immensely before explaining that she recently became townmaster of a forest village on the banks of Lake Alkai. She needs heroes of renown to protect the town while she becomes settled, and includes a map to Alkai Tor. She offers

3,000 gp for their aid, but makes no mention of the murders or disappearances.

- An elven or half-elven character receives a hastily-penned message from an elven relative that their hometown, Alkai Tor, is in desperate need of protectors.
- A cleric or diviner receives a vision in their sleep of two human, teenage girls cowering in fear while hairy creatures prowl the streets of a small forest town. They awake with the name "Alkai Tor" on their lips.



PART I: ALKAI TOR

The village of Alkai Tor is presented as mix of personalities and motivations for the DM to play with; a sandbox for the PCs to explore as they unravel the mystery of the village.

Investigations in Alkai Tor

Every living person in town has an opinion about the PCs, even if they're one of Karahl-Guhl's brainwashed thralls. Each NPC starts with a Neutral opinion of the PCs, which can be raised to Positive by trustworthy or helpful behavior. Destructive, selfish, or suspicious behavior reduces an NPC's opinion to Negative.

On the first day, the PCs may investigate only 2 areas in town before night falls. On subsequent days, they may investigate up to 4 areas per day, and another at night. If an NPC is involved in an investigation, their opinion on the party *must* change by at least one step (Positive to Neutral, Neutral to Negative, etc.). When night falls after these four investigations, create a pool of dice based on the number of NPCs with Positive and Negative opinions of the PCs (see pg. 14).



1 Mile

Adventure Start

The journey so far has been short and refreshingly uneventful. Much of the wilderness in this part of the country remains untamed, but the unpaved road you've taken is wide and clear.

By early evening on your third day of travel, the forest gives way to an open, grassy field. Just beyond the field, you can see the sunset reflecting off the waters of a wide, shimmering lake. Over the next ridge, you can see a small village spread out across the lakeside.

The road forks at the edge of the field. One road leads to the northwest and into a dark forest. The other passes east through the field, past two quaint cottages, and into town.

If the PCs continue into the forest, skip straight to Part II and introduce them to the mystery in the Border Mire and Bog Town. If you wish to direct them towards the true beginning of this adventure, Oliviera, the shepherd, may encounter them as she returns from the swamp with her sheepdog, Bertram. She pleads for their help, and invites them into her cottage to explain (Area A13).

If they decide to head off the main road and take the wagon-trail to town, describe them crossing the green fields amidst grazing sheep. They may hear the sharp cry of a falcon and see it return to a silhouetted figure on the other side of the plain, or a young woman with a shepherd's crook tending to her flock.

If they head straight to town, describe the somber mood of the village as they descend the hill overlooking the town. For a small village around sundown, there are disturbingly few people in the streets, and even fewer lights inside the houses. As they descend the ridge, they

see that two farmhouses along the bank of the river have been reduced to a pile of ash and timbers.

A1. Hector and Pallas' Farm

This farmhouse, like most of the other houses on the lane, is made of sturdy cedar planks. There are a few flowers in pots on the porch, but there is a foreboding solemnity to this house. Two muscular humans, one male, one female, are digging a long, shallow hole in the front yard. The man looks up, his face is drawn and his eyes are red. He plants his spade and takes a deep, stabilizing breath before cautiously greeting you. "Evening. I don't recognize your faces. Any of you a priest?"

This farmhouse is home to Hector and his wife, Pallas, a pair of **veteran** adventurers. They retired to Alkai Tor after Hector took a grievous hamstring wound. They are burying their two teenage daughters, Rhea and Thalia. The couple desperately wants a priest to bless their children as they're laid to rest, but there are no shamans or holy elves left in the village.

Hector doesn't like to show his feelings, but it's clear he's in a bad place. He opens up after a few drinks. Pallas is more open, and invites the party in if they show themselves to be trustworthy (such as if a cleric blesses the funeral, or offers another gesture of good faith, like giving them a holy symbol).

Pallas relates to the party what has happened in Alkai Tor:

People started disappearing four months ago. It was slow at first. The town Elder and his brother, the Mystic, were the first to go. Now it seems like someone is disappearing every day. We were just about to leave this morning...but now Rhea and Thalia....

If Pallas feels she can trust the PCs, she tells them that she saw the attacker just after her daughters had been murdered. She only saw it silhouetted by the moon, but it was huge, 7 feet tall, and covered in fur. It leapt out the window and vanished from sight before she could reach the window herself. Hector trusts her implicitly, but thinks the story might be exaggerated by her grief.

Red Herring. Pallas' description may lead the party to believe that a werewolf is behind the sisters' murder, and possibly the town's disappearances as well. If the PCs suggest this possibility, only Hector and Pallas, who have fought werewolves before, and Ilan, the village conspiracy theorist, take their claim seriously.

Dwarven Suspect. Hector doesn't reveal this unless specifically asked, but last year he invited an old adventuring partner, a dwarf named Gruzza, to come to Alkai Tor after she was exiled from her clan for murder. Most villagers distrust the dwarf, but Hector trusts her with his life.

A2. Abandoned Farmhouse

This farmhouse has seen better days. It's the only house on the lane to be built from stone with a thatched roof, but its fence has been torn down, one of its windows is shattered, and the sign above the door is haphazardly hanging from only one chain. The sign reads "Falkirk Farm."

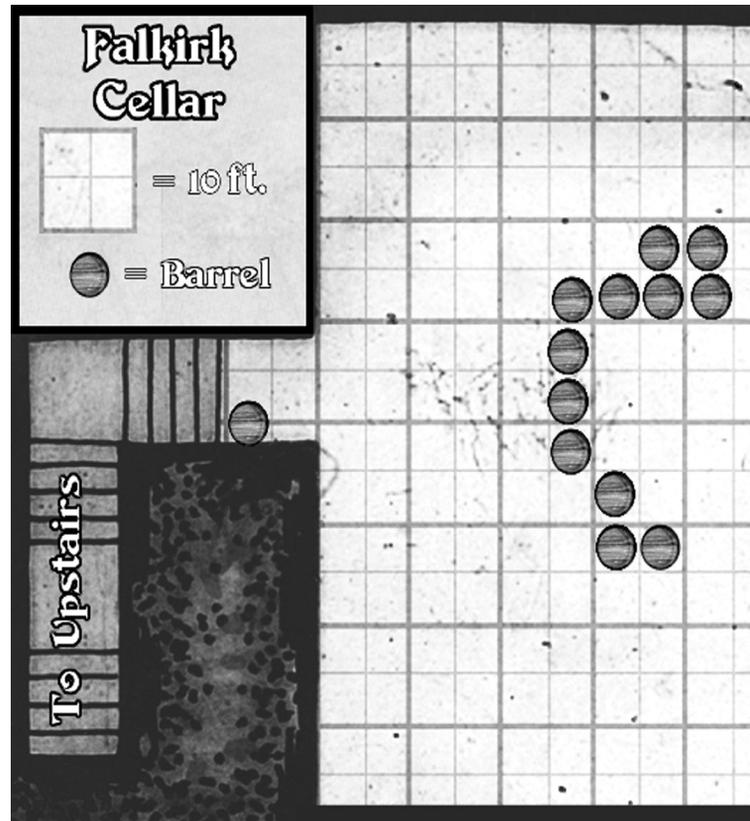
The Falkirk family once owned a silver mine at the western edge of the Border Forest, but were forced to shut it down after a death in the mine three years ago. If asked, Hector says, "Miners wouldn't go near it, folks say it's haunted." The Falkirks left their farm for good about a week ago. Aidan and Analiese Falkirk wanted to protect their children, especially their infant son, Tomas, from whatever curse the village had fallen under.

If the PCs decide to investigate around the house, or pause to look at the house from Hector's porch, one character may make a DC 15 Wisdom (Perception) check. Alternatively, allow a PC with a passive Perception score of 15 to instantly see the following.

A slim window looks into the basement of the house. Its glass is cloudy, nearly opaque, but your gaze focuses on two yellow dots behind the pane. A pair of calculating, cat-like eyes. The moment you meet its gaze, the eyes vanish from the window.

The window is so small that, even if broken, only a Tiny creature can fit through. The creature lurking beneath the Falkirk house is a **quaggoth**, a 7-foot tall, bipedal creature covered in ash-white fur. It is one of Karahl-Guhl's thralls, and has been lurking underneath the house ever since it killed Rhea and Thalia—Hector and Pallas' daughters. The girls were witnesses to one of the abductions, and the quaggoth was ordered to destroy all witnesses.

The quaggoth lurks beneath the abandoned house during the day, and emerges at night to abduct elves



from the village. It is one of Guhl's most capable *sentient thralls*, and has an unusually-high level of intelligence.

Explosives. The quaggoth has discovered that the Falkirk home is still full of mining explosives that can be detonated when exposed to flame. Its last command from Guhl was to "Destroy any evidence and kill any witnesses." It is willing to kill itself by detonating the mining explosives to erase evidence of its existence.

The explosion caused by the mining charges destroys the entire house and deals 12d8 fire damage to all creatures within the basement. The falling house causes 4d8 bludgeoning damage 1 round later. Each creature within the house must make a DC 10 Dexterity save (which the quaggoth willingly fails) against the explosion and a second against the collapsing house. Creatures take full damage on a failed save and half as much on a successful save.

Homestead Interior. Most of the Falkirks' decadent possessions are still in the house. Fine velvet furniture adorns the entry room, and firewood that smells faintly of perfume and oil sits in the hearth. An ornate pickaxe is hung over the mantle. The staircase to the basement is adjacent to the house's entrance. PCs looking to salvage trinkets from the house may make an Intelligence (Investigation) check, receiving 10 gp × the result of the check. At most, the house contains 500 gp worth of valuables.

Cellar. At the base of the stairs, by the entrance to the basement, is a wooden powder keg marked **BLASTING** in faded red letters. The quaggoth has constructed a barricade of explosive barrels and furniture near the back wall. The room is dimly lit by the faint glow of burning embers behind the barricade.

Tactics. The quaggoth hides behind the barricade of powder kegs as soon as it hears the characters descend the stairs. On its turn, it uses its action to grab a handful of burning coals (1d4 fire damage) and throws them on the barrels, which detonate in 1 round on the quaggoth's

initiative, unless the fire is immediately dampened. There are enough coals for the quaggoth to try this once more if its first attempt is foiled.

Consequences. The explosion destroys any evidence of the quaggoth's role in Thalia and Rhea's murder (and its potential connection to the disappearances). Its charred corpse is notable for being 7 feet tall and bestial, but its white fur is blackened and almost completely burned away.

Letting the house explode has serious social repercussions for the PCs. Hector and Pallas may trust them, but all other NPCs in Alkai Tor begin with a Negative impression of the characters, unless they convince the town of their good intentions or link the quaggoth's charred corpse in the murders. The detonation is heard throughout the village, and causes most people to peer through their windows, but only characters from Areas A1, A3, and A4 leave their houses to investigate. The shepherd and falconer (Areas A13 and A14) look from the hillside, but do not come closer.

A3. Salt River Mill

A brine-encrusted water wheel turns lazily, pushed along by the waters of the Salt River, which runs through the heart of Alkai Tor. Its cedar exterior is old and in desperate need of repair. Three small headstones stand in the front yard.

Siobhan Drummond, a human **veteran** in her mid-twenties, is the leader of the village militia and operator of the Salt River Water Mill. Her parents and grandfather ran the mill before them, but they passed away from illness many years ago, and are buried in front of the house.

Siobhan believes only a strong leader—like herself—can protect Alkai Tor in this dark time. With Elder Rolling-Thunder presumed dead, Siobhan has been declared emergency townmaster, and intends to keep the title.

She's convinced that Gruzza the dwarf (Area A6) is the killer, and wants to rally the militia to arrest and kill her immediately, but the lack of evidence has so far kept her from acting.

A4. Twisted Oak Brewery

Smoke pours from the chimney of a stout wooden building, and you are instantly struck by the sweet, pungent scent of grain and the bitter stench of boiling hops. A rusty iron sign hangs by two loops of steel chain from the bough of a gnarled tree next to the building. The sign reads "Twisted Oak Brewery," and an iron lamp burns in front of the brewery's door.

Alec Brewer, the human owner of Twisted Oak, fears that his wife may be behind the abductions. Three months ago, Elisse went into the Border Mire alone to search for the missing elves. She returned three days later, severely injured, and claimed she was captured by goblins.

Since then, Alec has noticed her leaving the house in the middle of the night and returning an hour later. Usually, they wake up to find that an elf has disappeared. Last week, he snuck out after her and followed her to the old windmill (Area A12). A trapdoor in the windmill leads to a cave below the village (Area A12a), where he saw Elisse speaking to three hunched, shadowy women. There was splashing in the water, like the sound of giant fish. Alec fled, fearing that he would be discovered.

He has been unable to muster the courage to confront his wife or investigate the grotto, and is immensely relieved when the PCs arrive. He begs them for their help. If asked for a reward, he scrounges a small sum of 10 gold.

Dark Secret. Elisse is a *sentient thrall*. When she went to investigate the swamp, she was captured by Karahl-Guhl's minions and brought before the mind flayer.

If the PCs spy on Elisse or keep watch on the town late at night, they may see her carrying a torch and walking to the abandoned windmill at the far end of town (Area A12). Each night she reports to a coven of hags and their kuo-toa servants in the underground lake (Area A12a), telling them which elf to abduct that night.

Elisse and Alec are both **commoners**. Alec has a good relationship with Gruzza (she supplies him with good iron), and tries to defend her against Siobhan's accusations (Area A3). As a thrall, Elisse immediately forms a Negative opinion of the party, and nothing short of freeing her from thralldom can alter that.

A5. The Weeping Lion

You pass along the edge of a small copse of trees in the center of town. On the other side of their knotted branches is the only two-story building in town. It is a familiar sight for adventurers: a respectable small-town tavern. In front of the door, a sign depicts a lion's head with a tiny crown perched atop it, sobbing fat tears down its regal face. "The Weeping Lion" is painted in broad, curling letters beneath it.

The Weeping Lion is owned by an obese, aging man named Haverford. He led the expedition to Alkai Tor, fell in love with an elf woman named Merriwynn, and later became father to a pair of half-elf twins. Edgar, his son, was once the best chef in Alkai Tor, and his daughter Solarya was in training to be the next Mystic. All three disappeared four weeks ago, and have not been seen again.

Their mother is dead, but Edgar and Solarya have met a worse fate—the twins are now Karahl-Guhl's personal chorus, the mouths through which he speaks. The twins were 18 years old when they disappeared. Both are tall, and Edgar has long, black hair, while Solarya's is short and silvery-white. Their hair is their most striking feature,

and Haverford casually tells the party how to tell his children apart from the rest of the inn's patrons—despite the tavern being devoid of other people. This may help the PCs identify the half-elves when they encounter them in Karahl-Guhl's sanctum (Area T18).

Haverford's aging mind was not able to cope with the loss. He continues to run the tavern, but still speaks to his son, daughter, and wife as if they were still there and the village were in no danger. He tells patrons to stable their horses with Solarya, and shouts at Edgar to hurry up with a customer's food at least once before going to "help" him. Haverford cooks all the meals and stables any horses, but still believes he is helping his children perform these duties.

Few residents visit the tavern anymore. Most believe it's cursed, and Haverford's madness has only confirmed this belief. Only Siobhan (Area A3), Alec (Area A4), and Moonshadow (Area A14) visit anymore. Hector and Pallas may visit to try and grieve with Haverford the day after they bury their children, but he still refuses to believe Edgar and Solarya are dead.

Haverford hates Gruzza the dwarf. He blames the dwarf for the murders and kidnappings. If Gruzza and the death of his wife and children are mentioned together, he immediately realizes that his family is gone, and focuses all of his rage and pain on Gruzza. He grabs a meat cleaver from beneath his counter and runs to her forge (Area A6) to kill her, screaming that she is the murderer. Since Haverford is a **commoner** and Gruzza a **berserker**, it is highly likely that this attack will result in his death, but it moves Gruzza's detractors to publicly condemn her.

The Weeping Lion's stables are mildewed and empty, save for one horse that Siobhan keeps stabled here year-round.

A6. Gruzza's Forge

The forge before you is distinctly dwarven, and stands out in the elven village like a brick misplaced in a pile of firewood. The squat stone building has no doors, only a wide-open wall, and radiates heat from its gargantuan furnace. There is a small stone house attached to the larger forge. The rhythmic sound of a hammer against steel rings from inside.

Gruzza is a mountain dwarf from Northhall, a dwarven city to the northeast. About six months before the disappearances in Alkai Tor began, she committed a brutal murder and was exiled from her clan, a fate worse than death for most dwarves. Her former adventuring companions, Hector and Pallas, heard of her exile and invited her to their home as soon as they could. They trust her unconditionally, and have forgiven her without question. Gruzza's secret was originally known only by Hector's family, but Hector spilled the secret to Haverford (Area A5) while he was drunk one night.

Gruzza rightly feels that she is hated by most of the town. The elves resent her skill as an ironworker and her dour demeanor, and only tolerate her because of Hector's protective influence. To many, she is still an outsider. She is slow to warm to strangers, and only trusts others if they prove their trust for her.

She keeps her father's *champion's greataxe* (see Appendix A) in a locked steel chest by her bedside. She may give it to a character she cares for as thanks for clearing her name. The chest requires a DC 20 Dexterity (thieves' tools) check to unlock.

Gruzza doesn't like people, but she likes animals, especially cats and blackbirds, and speaks more freely with anyone who owns such a creature. Gruzza refuses to interact with anyone who even insinuates that she is the killer, and forcefully ejects such people her house.

She is an unstoppable **berserker** in battle.

A7. Tor and the Elder's Longhouse

A huge granite crag rises out of the grassy lakeside, towering over all who behold it. The tor is engraved with countless runes, many of which have been worn smooth by wind and water. Charms sculpted from clay and carved from wood and stone litter the ground around the tor, and some visitors have left flowers and leather-bound books. A dozen small graves dot the field in front of the tor. Nearby are the charred, skeletal remains of what was once an austere longhouse.

Standing tall on a cliff overlooking Lake Alkai, the tor is the center of spirituality in Alkai Tor. It is the village's watchful protector, a guardian that has blessed the shores of Lake Alkai with peace, fair weather, and bountiful harvests for two generations of elves.

Many unmarked graves surround the tor, but only two of the graves are recent. Throughout the day, certain villagers may come to pray here. Whenever the party visits, roll on the table or choose a villager.

Sometimes, the enthralled Elisse visits the tor during the day, appearing as though she were trying to remember a long-forgotten melody, and struggles against her thralldom.

1d12 Villager

1–4 No villager

5 Oliviera (Area A13)

6 Oroenos (Area A8)

7 Askas (Area A8)

8 Moonshadow (Area A14)

9 Alec (Area A4)

10 Siobhan (Area A3)

11 Hector (Area A1)

12 Elisse (Area A4)

Elder Rolling-Thunder's longhouse is now a charred ruin. The people of Alkai Tor were awakened in the dead of night to discover that his home—which doubled as the

village's meeting hall—was ablaze, and the Elder's body was nowhere to be found. Some in town suspect that the Elder's brother, Mystic Howling-Gale, made a pact with a coven of witches and is using his magic to gain power over the village because of this incident. This rumor is a red herring, and can be used to deter PCs that piece together the mystery too quickly, if necessary.

Searching the ashes requires an Intelligence (Investigation) check, and takes 30 minutes of work. A check can be repeated by spending another 30 minutes searching. A result of 9 or lower reveals nothing but ashes. A result of 10-14 reveals a small strongbox filled with 53 gp. A result of 15 or higher reveals the remains of a smashed oil lamp, suggesting that the blaze was an accident during the kidnapping.

A8. Three Fishing Huts

Three single-room houses stand together at the edge of the beach. The three houses are all made of weathered cedar, and silver-scaled salmon hang on hooks outside the doors. Two roses have been left on the doorstep of the center house.

Two of these houses are now abandoned. The remaining hut is home to the elven fishers Askas and Oroenos, who lost their daughter Ulleria the night before the PCs arrived in town. Askas is coping with it poorly, and he stays inside and refuses to work. He awaits his end. Oroenos refuses to deal with her emotions, and continues on, doing the work of all three herself. The two are getting along poorly; they were born to different families in Alkai Tor on the same day, and their marriage was set at the time of their birth. Both Askas and Oroenos distrust Gruzza, but do not confront her unless they have others supporting them.

Askas supports the party if they protect him from the attack on Night 2 (pg. 15). He is too apathetic to form a Negative opinion of the party.

Oroenos wants to see Gruzza hanged, and supports the party if they help her convict the dwarf. She hates people who get in the way of her work or who constantly pester her.

Both Askas and Oroenos are **guards** involved in the town militia.

A9. Carpenter's Shop

Sawdust, unused cedar planks, and cracked sawhorses surround a hastily-constructed shack. Though no sign marks it, the building is clearly the home and workplace of the town's carpenter. A note is pinned to the door.

If examined, the note reads:

Knock first! State name and business, and keep your hands in plain sight!

Scrawled hastily beneath is an addition:

Sorry, dangerous times. No offense, personal safety first. —Ilan

Ilan, the town carpenter, is a half-elf who came from the far off fortress-city of Varstadt. He is erratic and jumpy, and flits frequently between cheerfulness and complete paranoia. He is aware of all the commonly-known details of the disappearances, but he has noticed one thing that few others have: some humans have died, but all the bodies have been found. Most of the elven bodies are nowhere to be found. Only the youngest of the windmill family, Hlallan, was found dead in the granary (Area A12), and was buried by the tor (Area A7).

Ilan likes anyone who will listen to his wild theories. He believes that there is a dream-eater who spirits elves and half-elves away to be its mindless servants in the

realm of dreams, but he also has at least three other wild explanations for the attacks.

He was close friends with the half-elves in Area A10, and seeks a memento of his old friends, but refuses to leave his house under any circumstances.

A10. Burned Farm

Nothing remains of this farmhouse but ash and rubble. Even the fields have been torched.

Arling and Wilmainne were a half-elf couple that came with Ilan to Alkai Tor, leaving their life of physical labor in distant, snowy Varstadt. They had a daughter named Ursula forty-six years ago. All three disappeared one night. Their door was ripped off its hinges. The next morning, the townsfolk ritually burned the property to ward off evil spirits. A DC 15 Intelligence (Investigation) check reveals an ivory statue of a soaring eagle beneath the ashes. Returning it to Ilan (Area A10) as a remembrance of his friend moves him to tears and gives him a Positive impression of the PCs.

Arling and Wilmainne were members of the militia, but are now in the temple as part of Karahl-Guhl's thrall guards.

A11. Burned Guildhall

This once-impressive guildhall is now an ashen ruin. Remnants of its inhabitants' trade are visible within; shattered clay pots, burnt silk dresses, and charred animal skins dot the guildhall's remains.

Eight elven artisans once lived in this building, but its inhabitants disappeared one-by-one two weeks ago. The building was ritually burned after their disappearance, just like the neighboring farmhouse (Area A10).

The artisans of the small guildhall always looked down on Gruzza (Area A6) for her "crude" craftsmanship, prizing their elegant designs over her sturdy metalwork. Most elves and half-elves in town cite these disappearances as evidence against Gruzza.

A12. Windmill

The abandoned windmill shivers in the strong lakeside winds like a sickly giant, its arms too tattered to catch the breeze. The ground here is muddy and saturated with water, and your feet sink into the ground with every step. A bloody handprint marks the windmill's door.

The windmill is now abandoned. A family of five elves—parents with triplets, rare among elves—used to live here and operate the windmill, but they were captured one night by Karahl-Guhl's kuo-toa thralls. These creatures now spend the daylight hours in the murky caves beneath the windmill with a coven of enthralled hags acting as their leaders.

The windmill is waterlogged and unstable. Any damage to its beams causes the entire structure to collapse. Everyone inside the structure when it collapses must make a DC 15 Dexterity save, taking 6d8 bludgeoning damage on a failed save, or half as much on a successful one.

A trapdoor is obscured beneath a layer of decay in the base of the windmill. A DC 16 Wisdom (Perception) check reveals this. The tunnel descends into Area A12a, a pitch-black cave that twists towards the lake.

A12a. Underground Lake

The trapdoor reveals a set of rough stone stairs that spiral downwards into a wide tunnel.

The tunnel is a half-mile long and leads to an underground lake.

The journey through this cave is damp and chilly. The floor is made entirely of slick stone, and some patches are

covered with slippery algae. Every few feet, an icy water droplet drips from the ceiling, stinging a character's skin or splashing harmlessly in a puddle. After about a half-mile's trek, the cavern widens, and you can see a dark pool. Strange shapes move about slowly on the surface.

The tunnel opens into a high-ceilinged grotto which drains into Lake Alkai. A **coven** of three **sea hags** lair on its banks. These hags used to live in the salty waters of the Border Mire, but are now three of the Karahl-Guhl's most dangerous *sentient thralls*. Six **kuo-toa whips** obey the hags' orders, and wait for Elisse to tell them their next target in the village.

The hags sit on the bank of the pool, and flee into the water at the first sign of danger, leaving the kuo-toa to hold off their attackers while they cast spells.

Red Herring. This battle may lead the PCs to believe that the hags were cause of the attacks in Alkai Tor. The villagers accept this evidence and celebrate their success if they kill the hags, but it becomes clear that the true mastermind is still at large after the attacks on Nights 2 and 3 (see pg. 15).



A13. Shepherd's Cottage

A small, thatched-roof cottage stands in the middle of the rolling green pasture outside Alkai Tor. A herd of about a dozen sheep graze calmly around the house. The front of the house shows some neglect, and weeds have overtaken a small vegetable garden, but the fence is freshly white-washed, and a shiny silver bell hangs on a hook in front of the gate.

Oliviera, a half-elf shepherd, keeps an eye on the forest road more frequently than she used to. She's seen unusual tracks, more like animal claws than human feet, in the road from the Border Mire. She sleeps with a shortsword next to her bed these nights.

Oliviera lives alone. A small grave for her mother sits outside her house. Oliviera's closest companion is Bertram, her loyal sheepdog. When not herding sheep, the young shepherd trains constantly with her longspear; she idolizes adventurers and dreams of traveling the world with a beautiful swordswoman.

She is not as suspicious of the PCs as the rest of the villagers, and offers the party a cramped room to sleep in, urging them to stay away from Haverford and the inn (Area A5). If pressed, she says they can go if they want, but "that crazy old man gives me the willies." She was close friends with Haverford's children, and breaks down in tears if pressed further, going on to discuss Haverford's madness.

Oliviera is a **guard** in the Alkai Tor militia.

A14. The Falconry

A falcon cries and spirals overhead as you approach this house. Made out of mud bricks and roofed with hay, it is unlike any other houses you've seen in this part of the wilderness. A scarecrow made out of a potato sack and pumpkin head stands outside the house.

Moonshadow is usually at his house. If he's not, he's having a hot meal and a cold drink at the Weeping Lion (Area A5). If he is around, he is usually beating a potato-sack scarecrow with his training sword.

A lean, muscular half-elf stands by the house. He is casually striking the scarecrow with a wooden training blade. His blows are accurate, but he fancifully twirls the sword between every strike. He doesn't seem to notice you as you approach.

Moonshadow, a half-elf falconer, is an egotistical braggart. He is overconfident in his abilities as a swordsman and as a tracker.

If the party tells him they're going to investigate the Border Mire, Moonshadow instantly volunteers to be their guide. If he guides them, he (unintentionally) gets them lost at the first possible opportunity. He trains hard every day—he is a **scout** for the town militia—and is a decent swordsman, but cannot compete with any party member.

A15. Mystic's Hut

Mystic Howling-Gale's hut is built on a small, rocky island in the middle of the Salt River delta. The edge of the island is about six feet from the lakeside and sharply drops ten feet into the water below. The hut's wooden door hangs loosely from its hinges, and one window is shattered.

Mystic Howling-Gale was abducted the same night as his brother. His hut is cluttered with books in Sylvan and Elven script (*The Regenerative Properties of Troll Manure*, *Magical Swordplay: A History*, *Rituals of the Dryads*, etc.). A DC 12 Intelligence (Investigation) check reveals that he has 3 *spell scrolls* hidden in his bookshelf; one *spell scroll of lesser restoration*, one of *entangle*, and one of *fog cloud*.

Papers clutter the round table in the center of his hut, but one page in particular stands out: an unfinished letter to his brother, the Elder. It reads:

Brother,

I write to you in case my worst fears are realized. The premonition came to me in my sleep again. The spirits of the tor spoke to me, and I saw many things. My memory of them is clouded, and yet they are somehow clear as a day after the rains.

Terrible misfortune will come to our village. It will be led by a creature who rules from the shadows. The darkness has lost something dear to its heart, and lashes out with madness in its eyes. I see it like a general atop a hill of stone, and its army crawls from the pits of the earth to sow death.

I have enchanted the cedar crown to protect me. I know my magic will be eno—

It's clear that his pen suddenly lurched from the paper, spilling ink across its edges. There is a small, silver key near it on the table.

Searching the entire room reveals a silver box the size of a shoebox underneath the Mystic's bed. The key fits the lock, but a DC 15 Dexterity (thieves' tools) check can also open it. Inside is a crown carved from cedar. A single emerald fits perfectly in a knot in its center.

The *crown of the peaceful mind* (see Appendix A) is a magic item that the Mystic created immediately after he awoke from the vision he described in his letter.

The Dice Pool

Each NPC's opinion is represented by a d6. Whether or not the DM reveals this to the players is at their discretion. Every night that the PCs spend in Alkai Tor, roll the Positive dice and the Negative dice. Subtract the rolls of the Negative dice from the Positive dice and check the total against each night's table, below.

The result determines how the villagers organize each night, ranging from a feast being thrown by a loving crowd, to the secret organization of an angry mob intent on driving the PCs from town forever.

Encounters in Alkai Tor

On Nights 2 and 3, after the randomly-generated encounter, Karahl-Guhl's minions attack, as noted on those nights' tables.

Night 1

-5 or lower	A Negative NPC warns the PCs that their involvement will make the attacks worse.
Between 0 and -4	A Negative NPC leaves a warning note on the door of the PCs' residence.
0	Before the PCs fall asleep, a Negative NPC knocks on their door and hands one of them a sheathed dagger, saying "You'll need it."
Between 0 and 4	A Positive NPC knocks on a PC's door and thanks them for coming to their aid.
5 or higher	All Positive NPCs come to the PCs' door and give them a small gift for their help in town (a few gold pieces, a fresh loaf of bread, a carved wooden charm, etc.)

Night 2

An attack occurs at midnight, after the nighttime encounter.

–7 or lower One or two Negative NPCs forcefully ask the PCs to leave town because they're putting them all in danger. They make it clear that they are armed, but do not brandish their weapons.

Between 0 and –6 A single Negative NPC pleads with one PC in private to leave town, for fear that another attack will occur.

0 A fight between a Positive and a Negative NPC breaks out in the streets. One of the DM's choice is fatally wounded by the time the PCs arrive and dies the next round if not healed.

Between 0 and 6 A Positive NPC asks the party if they feel safe in their current lodgings, offering their home if they feel unsafe.

7 or higher A Positive NPC gives a significant gift to the party (a *rare* potion, an *uncommon* magic item, etc.) and thanks them for everything they've done for the town.

*At midnight on Night 2, six **kuo-toa whips** attack the home of Askas and Oroenos (Area A8). There are no more elves left in Alkai Tor. All Neutral half-elves begin to suspect the PCs, giving them a Negative opinion of the party.*

Night 3

An attack occurs at midnight, after the nighttime encounter.

–10 or lower A Negative NPC is convinced that the PCs were responsible for the attack on Askas and Oroenos and attempts to murder each one in their sleep.

Between 0 and –9 Three steel swords are shoved through the door of the PCs' lodging, and the word "MURDERERS" is painted above the swords in red paint.

0 A Positive NPC invites the PCs to their house and speaks gravely of the situation, fearing that something terrible will happen the next morning. The other townsfolk won't listen to them, but they hope the PCs will.

Between 0 and 9 Two Positive members of the militia tell the PCs: "We've talked it over, and we've got your back, no matter what happens."

10 or higher A meeting of the town militia is called and the PCs are invited. Siobhan commands that instead of hiding, the village be put on full alert. Moonshadow the falconer and Oliviera the shepherd relocate to the inn, since their houses are too remote to defend. The entire village rallies behind the PCs and fortify the inn against attack.

*At midnight, ten **kuo-toa** and a **quaggoth** attack the inn, hunting Oliveria, or the residence of a half-elf of the DM's choice.*

Day 4

Early in the morning on Day 4, just hours after the midnight attack, Karahl-Guhl sends a force of 6 enthralled half-elf **berserkers** abducted from Alkai Tor, 2 **quaggoths**, 6 **kuo-toa**, and 2 **kuo-toa whips** to destroy the village completely. Elisse (**commoner**) is a mind-controlled thrall, and sides with Guhl's minions in the attack. Any allies the PCs made in Alkai Tor attack the monsters, but falter when forced to confront the half-elves. If this force is defeated, Siobhan rallies the survivors to abandon Alkai Tor and seek out a new home. With no elves left to vouch for the spiritual protection of the tor, all the townsfolk agree.

Retrieving the PCs. It is possible that the PCs follow a red herring and leave town before the true threat to Alkai Tor is defeated. If they think they've won and leave town before the attacks on Nights 2 and 3 and the morning of Day 4, then they have left Alkai Tor to a terrible fate.

After the next attack, one trusted NPC pursues the departed PCs on horseback, riding tirelessly to catch them. When they meet, the messenger tells the PCs that the attacks haven't stopped, and that they must return to town.

Depending on when the PCs left, the final attack on Day 4 may have already destroyed the village completely by the time they return.

People of Alkai Tor

The population of the village is summarized here for easy reference. An H denotes a human, an E denotes an elf, HE a half-elf, and D a dwarf.

 Alive

 Dead or Kidnapped

 Thrall

Area A1 – Farm

 Hector (H, 37), father, lost his two children. Trusts the dwarf Gruzza.

 Pallas (H, 39), mother, lost her two children. Saw the silhouettes of their killer.

 Rhea (H, 15), daughter, tried to solve the mystery of the disappearances. Buried by farmhouse.

 Thalia (H, 13), daughter, tried to solve the mystery of the disappearances. Buried by farmhouse.

Area A2 – Farm

 Aidan (H, 42), father, tried to escape for his children's sake. In Area B2.

 Analiese (H, 35), mother, wanted to stay and fight. In Area B2.

 Ninian (H, 10), tried to bring some of the elves with them, but her father wouldn't allow it. In Area B2.

 Ranald (H, 9), always obeyed his father's orders. In Area B2.

 Tomas (H, 2), only just learned to talk. In Area B2.



Area A3 – Water Mill

- ♥ Siobhan (H, 24), only child, confident in her own strength and ability to survive. Wants to keep control of the town. Militia captain.

Area A4 – Brewery

- ♥ Alec (H, 45), husband, fears his wife may be behind the disappearances.
- 🐙 Elisse (H, 43), wife, a sentient thrall, spies on the party and tries to plant suspicion of them.

Area A5 – Tavern and Stables

- ♥ Haverford (H, 62), father, insane, hallucinates about his dead family. Hates Gruzza.
- ☠️ Merriwynn (E, 326), mother, formed the Alkai militia one century ago. In temple.
- 🐙 Edgar (HE, 18), brother, best cook in town. In temple as Karahl-Guhl's *chorus*.
- 🐙 Solarya (HE, 18), sister, was Mystic Howling-Gale's pupil, tended the stables. In temple as Karahl-Guhl's *chorus*.

Area A6 – Forge

- ♥ Gruzza (D, 178), exiled from her clan for murder, distrusted by the town.

Area A7 – Tor and Elder's Longhouse

- ☠️ Elder Rolling-Thunder (E, 678), a charismatic leader, trusted by all. First to disappear. In temple.

Area A8 – Three Fishing Huts

- ♥ Askas (E, 216), father, fearful and secluded.
- ♥ Oroenos (E, 216), mother, resigned, but continues on as long as she can.
- ♥ Ulleria (E, 72), went missing a day before the PCs arrived. Curious and showed talent with magic. In temple.



Area A9 – Carpenter’s Shop

 Ilan (HE, 93), was not born in the village. He has many wild theories about the killer's identity.

Area A10 – Burned Farm

 Arling (HE, 100), father, traveled with Ilan to village. In temple.

 Wilmainne (HE, 92), mother, Ilan’s best friend. In temple.

 Ursula (HE, 46), daughter, woodcutter and best axe-wielder in the militia. In temple.

Area A11 – Burned Guildhall

 Ruairi (E, 452), father, farmer, spiritual counselor, tended the festival of the Tor each year. In temple.

 Tuarianna (E, 256), mother, musician and dancer, frequented the tavern. Popular performer. In temple.

 Brenden (H, 14), adopted son, tended the animals. Found decapitated after attack. Buried by the tor.

 Quiannos (E, 216), potter, tried to raise the alarm when thralls attacked. Buried by the tor.

 Fiala (E, 624), weaver, good friends with the Elder. In temple.

 Qual (E, 243), hunter, disappeared in wilderness. In temple.

 Ghironna (E, 256), hunter, disappeared in wilderness. In temple.

 Illuviil (E, 321), hunter, disappeared in wilderness. In temple.

Area A12 – Windmill

 Istvan (E, 342), father, captain of the militia. In temple.

 Csiscery (E, 354), mother, possessed some magic, operated the mill. In temple.

 Latham (E, 95), brother. In temple.

 Ronei (E, 95), brother, possessed some magic. In temple.

 Hlallan (E, 95), brother, star swordsman of the militia. Killed in the attack, buried by the tor.

Area A13 – Shepherd’s House

 Oliviera (HE, 42), shepherd, dreams of becoming an adventurer and romantic hero.

Area A14 – Falconry

 Moonshadow (HE, 156), confident in his combat abilities, but a terrible tracker. A braggart.

Area A15 – Mystic’s Hut

 Mystic Howling-Gale (E, 645), had a vision of the mind flayer, and constructed a magic item before he and his brother were abducted. In temple.

PART II: THE BORDER MIRE

Alkai Tor is nestled between the glistening waters of Lake Alkai and the Border Mire, a dismal bog that extends for miles to the north of the village.

The Border Mire is home to some who have left the timeless peace of the elven village. A few human trappers and hunters roam here, but are becoming uneasy. There are huge footprints in the marshy turf, like the prints of massive bears, and their presence has made the wildlife anxious.

Geography

The Border Mire is broken into two distinct regions: a saltwater marsh and a freshwater bog.

The western half of the mire, a freshwater bog, is lightly forested and is home to many small woodland creatures. The path to Northhall runs through this bog. Areas B1, B2, and B5 are found within the freshwater bog.

The eastern half of the mire is naturally salinated by huge salt deposits beneath the land. Most vegetation here is small and stunted, and many old, tall trees have become withered and gnarled through years of exposure to salt water. These trees' boughs have knitted together over the years to create a thick canopy that blocks out most light in this grim marsh. Areas B3, B4, and B6 are found within the saltwater marsh.

Navigating and Getting Lost. The journey from one wilderness area to another takes 1 hour. Whenever the PCs travel between areas, the entire group to makes Wisdom (Survival) checks. The difficulty of the check varies depending on the condition of the road.

DC Environment

- 5 The road is in perfect condition.
- 10 The road is overgrown with plants.
- 15 The road sometimes disappears into the swamp.
- 20 The road has vanished completely.

If at least half of the PCs succeed on the check, they navigate to the next area with ease. If more than half the PCs fail the check, they lose their way and arrive in a completely different area, randomly determined by rolling 1d4 + 1 and traveling to the wilderness area with the same number. Getting lost consumes 2 hours of travel time. Whenever the PCs get lost, check for a random encounter by rolling on (or choosing from) the table below.

d12 Random Encounter

- 1–6 No encounter
- 7–8 3 **dryads** emerge from a tall oak and ask what the PCs are doing in their forest.
- 9 2 **will-o'-wisps** appear from the swamp and try to lead the PCs to Area B5. If they do not follow, they attack immediately.
- 10 2 **quaggoth** thralls stalk the PCs for half an hour at a distance of 100 feet before attacking.
- 11 6 **kuo-toa** thralls leap at the PCs from a murky pond.
- 12 A friendly trapper guides them to their destination, requesting 20 gp for the service.

When the PCs reach the crossroads (Area B1), they discover the ground has become too marshy for them to travel by any other method other than on foot.

Thralls

All of the thralls encountered as random encounters are *sentient thralls* that roam the swamps, hunting for humanoids. The enthralled citizens of Bog Town are *mindless thralls* that await orders given by Nikov, the enthralled groundskeeper (Area B5).

B1. The Crossroads

If the PCs leave for the crossroads from Alkai Tor:

The road from Alkai Tor winds pleasantly through the green fields towards a dark forest. The gray, leafy trees are sparse at first, but before too long, the sky is blocked by leaves, and the trees are completely covered in white lichen. The ground was firm and solid when you left town, but the marshy turf now sucks at your feet with every step. You round a corner on the path and find yourself at a crossroads—and see a human body lying collapsed in the middle of the road!

The crossroads is a dark intersection at the point where the forest becomes a marsh. The northwest fork heads towards the freshwater swamp, the eastern fork leads into the saltwater bog and towards Bog Town.

A body is collapsed in the middle of the crossroads, face-down in the mud. He is unconscious and severely wounded, but stable. A DC 15 Wisdom (Medicine) check or any magical healing restores him to consciousness. He wears light armor and carries a crude hunting bow slung over his shoulder.

This is Larsson, a local trapper (**scout**). A burly mountain man, Larsson has hunted game for years. He frequently travels between Bog Town and the dwarven city

of Northhall, selling fresh meat and animal hides. He warns the party that the road has grown dangerous recently.

If questioned about his attacker, he says he didn't get a good glimpse of it, except for its ash-white fur. He was following the strange, bear-like tracks that have been appearing in the woods for past several months, but was attacked from behind in the dead of night. He thinks the creature had been stalking him for several miles. If the party has encountered any quaggoths, they might realize that they've faced the creature that attacked Larsson.

He urges the party to avoid Bog Town. The townmaster has grown strange, and people have been going missing for the past few weeks. He instead suggests that they should take the road to Northhall instead and leave this region completely.

If the party lacks a wilderness guide, he offers to help them for a fee of 10 gp. He has a +7 bonus to Wisdom (Survival) checks and counts as a party member for the purpose of making checks to avoid getting lost.

The road to Bog Town (Area B3) begins to sink into the marsh as the PCs go deeper into the mire (DC 15).

The road towards the mine (Area B2) frequently disappears into the bog. At times, the water rises above a human's knees (DC 10).

B2. The Collapsed Mine

A craggy hill appears out of the fog a dozen yards ahead of you. Through the gloom, you can make out the mouth of a dark cave. In front of the cave are smashed wreckage of several wooden barrels and bleached remains of a human being.

When the Falkirk family fled Alkai Tor, they took the road to Northhall, hoping to get to safety as quickly as possible. They were attacked by quaggoths on the road and fled towards the family mine. Aidan Falkirk knew

they couldn't escape the quaggoths in the open, and impulsively decided to use blasting powder to collapse the entrance on top of their pursuers.

Characters who enter the mining tunnel reach the cave-in after 20 feet. A DC 11 Intelligence (Investigation) check reveals patches of white fur caught between the stones. Success by 5 or more reveals that this is quaggoth fur.

In the midst of their investigation, a **will-o'-wisp** floats from between the stones. It flits about the mouth of the cave excitedly, as if to beckon for the party to follow it. If followed, it unerringly leads the party through the swamp towards the Battleground (Area B5), where it disappears into the mud near Zaxab's corpse.

B3. Bog Town

What little sunlight was shining through the trees has been all but completely choked by thick leaves and gnarled, twisting branches. After trekking through several miles of pungent swampland, you come to a dilapidated wooden arch. A sign reading BOG TOWN hangs from the arch by a single rusted chain. The town is made up of rotting wooden houses, most of which seem to be sinking into the mud. Another wooden arch leads into the forest in the north.

Bog Town is a small village of trappers and hunters. Every house in town is built from black swamp wood, and the entire village is slowly sinking into the marsh. The village is choked with overgrown sedge and skunk cabbage, and is hidden within a cave of foliage that blocks out all sunlight. A light source or darkvision is needed to see clearly.

Karahl-Guhl has the entire town under his control. Only townmaster Ilych Boltoyik is free from the mind flayer's psychic domination. He now spends every waking hour hiding in his lodge, wrapped in furs and huddled atop a bearskin rug.

The town's layout is simple; a dozen huts are haphazardly spaced between the townmaster's lodge on the west and a small graveyard on the east. The road in the center of town leads in two directions: the southern road heads back to the crossroads (Area B1) and the northern road leads out of town to the ziggurat (Area B6).

Groundskeeper Nikov. Before the PCs begin to explore the town (or after they've fruitlessly knocked on a door or two), they are approached by Nikov, an aged, hunched groundskeeper in Ilych's employ. Until he sees the party, he is absently digging a grave with no apparent tenant. Nikov is the only person left in Bog Town other than Ilych himself. He is a *sentient thrall*, but speaks very poor Common. He only says the name "Ilych," and points towards the townmaster's lodge and grunts the name until the party leaves him, after which he shambles off into the swamp and alerts Guhl's other thralls to attack.

Townmaster Ilych. Ilych has begun a slow descent into paranoid madness. The townmaster refuses to leave his home, for fear that he will be spirited away like the rest of the townsfolk. He has a packed larder, enough to last him months, and a great deal of firewood and lamp oil.



Ilych's son Ivan died protecting his father from a thrall attack a week ago. The townmaster can't leave the house to bury his son, so he keeps Ivan's body sitting in an armchair in the parlor. A white sheet is draped over the corpse, but the concealed body is immediately obvious to anyone who enters the house.

The lodge is opulent but worn. Every inch is covered in animal furs. Ilych resembles his surroundings; he has a well-defined, aristocratic face, but his hair is short and patchy, and he is constantly wrapped in fur blankets. He invites the party in, with the conditions that they won't make him leave the house, and that they leave their weapons outside.

What Ilych knows:

- Bog Town was once a bustling center of the wilderness fur trade.
- Over the past two weeks, everyone has disappeared. They either vanished in the night, or left town.
- There is a huge temple to the north of town, but no one dares to go that deep into the bog anymore.

Thrall Attack. During the PCs' visit with Ilych, Nikov returns with the enthralled human villagers of Bog Town. They are all *mindless thralls* and stop at nothing to destroy the PCs.

Characters with a passive Perception of 15 or higher notice the sound of footfalls in the mud outside as the thralls gather in the village square. If the PCs notice, they have 1d4 rounds to react to the threat before the thralls reach them.

If the thralls go unnoticed, they are first heard trying to break down the door. Two burly thralls (**thugs**) try to bash down the door, each making a DC 15 Strength check every turn to knock it off its hinges. If the PCs left their weapons outside, Nikov collects them in the chaos.

Nikov's force includes fifteen thralls, counting himself. Seven, including Nikov, are **commoners** dressed in ratty tunics, four are **guards** in rusted chainmail, three are ugly, battle-scarred **thugs**, and one is a bare-chested, fur-cloaked **berserker**.

Tactics. The **commoners** use their actions to Help the stronger thralls. The **guards** try to grapple PCs so that they can't attack the stronger thralls. The **thugs** gang up on one PC in an attempt to overwhelm them. The **berserker** singles out one PC and attacks them until they die.

The thralls left tracks when they approached the village. A DC 10 Wisdom (Survival) check is enough to track them to Area B4. Failing this check has the same result as failing a check to follow the main path.

The northern road out of town leads into the heart of the bog (Area B6). It is more of a deer path than a road, but it is one of the only known ways to reach the temple (DC 15).

B4. The Thrall Camp

You stumble past a thicket of briars and find the remains of a campsite. A tattered tent, the ashes of a campfire, a fallen tree trunk, and a few uneaten trail rations are all that are left of this camp.

The enthralled villagers were ordered to camp here, about 10 minutes away from Bog Town, in case of intruders.

Anyone who investigates the camp carefully may make a DC 10 Intelligence (Investigation) check. On a success, they find a trident beneath the fallen tree trunk.

The thralls frequently traveled between this camp and the temple. A DC 7 Wisdom (Survival) check allows the PCs to find and follow these tracks through the swamp to the ziggurat (Area B6).

B5. The Battleground

Since no path leads to it, Area B5 can only be found by getting lost or by following will-'o'-wisps. This battleground is where Karahl-Guhl and Zaxab were ambushed the night they emerged the Underdark. The bodies of the dead were perfectly preserved within this freshwater peat bog.

You step out of the forest into an open plain. The ground is still marshy and muddy here, and an inch of water sits atop the soil, but the air is crisp and clean, and it smells of the earth after a fresh rain.

If the PCs double back, rightly feeling that they lost the path, they can return to the area they left before they got lost without difficulty.

If the PCs were lead here by will-o'-wisps or travel across the marshy plain in an attempt to find the trail they were following when they got lost, they encounter the corpses hidden in the bog.

Bog Bodies. Whoever is in the front rank of the party steps into a deep pit of mud and must make a DC 14 Dexterity saving throw. On a failure, they are instantly submerged in the bog. On a success, only the lower half of their body is sucked into the mire.

A character who is fully submerged in the swamp cannot breathe, is restrained, and may make a DC 12 Strength (Athletics) check as an action to get their torso out of the muck. A character who is only partially submerged may make a DC 15 Strength (Athletics) check as an action to escape the muck, but becomes fully submerged on a failure.

Upon escaping the swamp, the dead body of an elf in leather armor drifts up with them. Her skin is dark with swamp grime, but perfectly preserved. She carries *starshimmer*, a magical silver longsword (see Appendix A) and a quiver full of arrowheads. 3 gold coins also surface, suggesting that there may be more beneath the mud.

If the party searches further (no check required), they uncover the corpses of three more elves, a quaggoth, two kuo-toa, and Zaxab, the mind flayer. They have all been preserved in the bog, though their belongings have been lost in the mire.

A DC 10 Wisdom (Medicine) check reveals the cause of death for each combatant.

- The first elf shows severe abdominal lacerations—she was clawed to death.
- The second elf was decapitated—his head was forcefully torn off.
- The final elf shows no fatal injuries—she was killed by Karahl-Guhl's mind blast.
- The quaggoth and kuo-toa each have a single hole in their temples—they were killed by expert sharpshooters.
- Zaxab has three arrow-holes in his forehead—the elves shot him multiple times to make sure he was dead.

At the other end of the open mire is a well-defined path that leads back into the woods. This path leads straight to the temple (Area B6), and is unknown to anyone from Bog Town or Alkai Tor (DC 5).

B6. Temple Approach

You follow the path deeper and deeper into the heart of the salt marsh. The canopy grows so thick and twisted that it blocks out all light from above. The path is lit only by eerie green swamp lights flickering above the mud.

The path widens and you find yourself at the edge of a wide clearing. In the center is a ziggurat, whose walls glow sickly green from the flickering swamp lights. Water pools around the temple, which leans dramatically on its unstable foundation.

The ziggurat is 100 feet tall at its apex and has a square base that is 200 feet wide on all sides. The ziggurat is made of three tiers, each smaller than the one beneath it. A staircase on the middle tier (Area B6b) and a staircase at its apex (Area B6a) lead inside the temple. A grand staircase leads from the front of the ziggurat to its apex, and two smaller staircases lead to the second tier.

B6A. MAIN ENTRANCE

The staircase at the top of the ziggurat is the main entrance to the temple. It spirals 50 feet downward to Area T1.

B6B. PRISON ENTRANCE

The staircase on the second level of the temple spirals downwards into Area T4.

B6C. QUAGGOTH ENTRANCE

Vines and overgrowth have engulfed the eastern wall of the ziggurat. On the temple's ground level, a thick tangle of creeper vines conceals a fissure in the wall. The hole is wide enough for both humans and quaggoths to fit through without trouble, but can only be discovered by investigating the overgrowth and making a successful DC 14 Intelligence (Investigation) check. This passage leads to Area T2.

PART III: THE TEMPLE OF SHATTERED MINDS

Centuries ago, ten exiled elves abandoned the spirits of Alkai Tor in pursuit of knowledge. Their god of knowledge and reason ordered them to build a great temple in his honor. He gifted them with knowledge of mathematics and physical sciences which, coupled with their elven magic, allowed them to build one of the mightiest temples of the ancient world.

For reasons unknown, these elves abandoned their faith, and their temple fell into obscurity. The lost shrine has begun to slowly sink into the swamp, returning to the earth from which it was created.

Dungeon Features

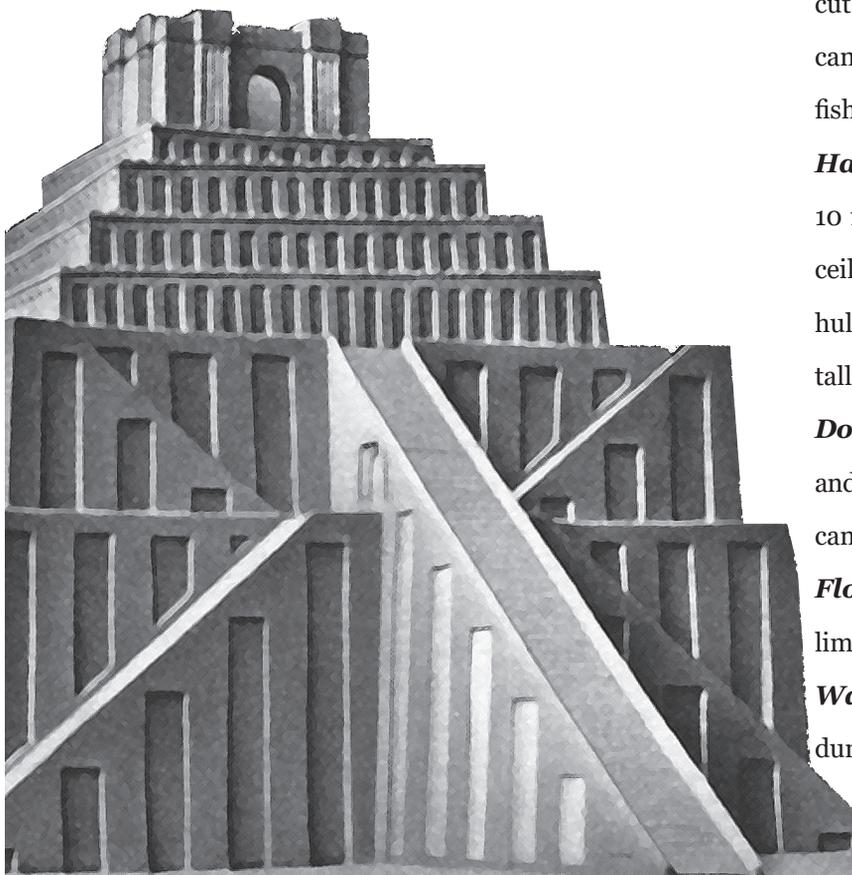
The walls of the dungeon are constructed of perfectly-cut limestone bricks quarried from farther down the canyon. The air is chill and damp, and a smell of moist, fishy decay pervades the temple.

Hallways and Rooms. All hallways are 10 feet tall and 10 feet wide, and all rooms are 20 feet tall, with vaulted ceilings. Several tunnels were burrowed by the umber hulk. These tunnels are rough terrain, and are only 8 feet tall and 5 feet wide.

Doors. Unless otherwise noted, all doors are solid limestone and can be barred from the inside. A door locked in this way can be broken down with a DC 15 Strength check.

Floors. The temple's floor is made of water-roughened limestone.

Water. The ziggurat is sinking into the swamp, and the dungeon is partially submerged in brackish saltwater. It



affects different sizes of creatures differently. As a general rule, if the water level is over half a creature's height, it fights as if it were swimming.

Depth/ Size	Small	Medium	Large
1 ft.	Rough terrain	—	—
2 ft.	Swimming	Rough terrain	—
3 ft.	Swimming	Swimming	Rough terrain
4 ft.	Swimming	Swimming	Rough terrain
5 ft. or more	Swimming	Swimming	Swimming

Light. The dungeon is pitch-black. Descriptive text assumes that the PCs have either a light source or darkvision.

Corpses. There are many corpses strewn about the temple as a result of Karahl-Guhl's rampages. If a PC tries to figure out information about the body, they must succeed on a DC 10 Wisdom (Medicine) check, unless otherwise specified. Information about the corpse is provided in its descriptive text.

Resonance Stones. Mind flayer colonies in the Underdark are marked with crystal spheres called resonance stones. Each stone is imbued with an artificial psychic consciousness that projects a single, intense emotion into the minds of all creatures within 15 feet. These stones were brought to the temple centuries ago to control its original inhabitants. Each area that has a resonance stone specifies its effect.

Marked Rooms. When Karahl-Guhl kills an elf, he scrawls a short, tormented message on the walls of the room where he killed them in their own blood. These marks cover the walls of the temple, and may help intuitive PCs piece together the illithid's past.

GOD OF KNOWLEDGE

Few artifacts from the forgotten ziggurat have been recovered and studied, but decades ago, a team of human anthropologists retrieved several idols from the temple grounds. These statues depict a bald, bearded elf whose chest-length beard has been split into four strands. Human scholars reason that it is the image of their esoteric god of knowledge, a proto-elven representation of Oghma or another modern knowledge god. In some ways, they are right; the creature shown was the elves' god of knowledge. In truth, the four-braided elf is an image of a mind flayer, a visual metaphor expressed in the only way the enthralled acolytes knew how.



Factions within the Temple

Excluding the PCs, there are three factions pursuing their own goals within the temple.

Karahl-Guhl and Thralls. The immediate goal of the mind flayer and his thralls is to kill all intruders, and their long-term goal is to capture, torture, and murder every elf in Alkai Tor. If Guhl succeeds in this, he may be satisfied for a time—until he decides that *every* living elf must pay for Zaxab’s death.

When entering combat, the thralls scream a battle cry in any language they knew in life (Undercommon, Common, Elven, etc.), such as:

“Death to Zaxab’s murderers!”

“Zaxab! Avenge my Own One!”

“This is my vengeance!”

“I will kill you as you killed him!”

“You will suffer as he suffered!”

Thonot and the Rebels. Certain quaggoths possess latent psionic abilities. These shamans are called thonots, and Karahl-Guhl brought an enthralled thonot with him to the surface. He was not aware, though, that his psychic grip on the thonot thrall was weakened when he suffered his brain injury in the elven ambush five months ago. The thonot is now free from Guhl’s thralldom, and has managed to use her own psychic abilities to free two other quaggoth thralls from Guhl’s grasp.

Thonot—she named herself after her title—and the two freed quaggoths want revenge on their former master, but they also wish to live peacefully in the temple after the mind flayer is killed. They hope to create a small quaggoth city here, using it as a base of operations to save other quaggoths from slavery in the Underdark. Thonot speaks broken Common and fluent Undercommon, and tries her best to negotiate with the PCs.

If the PCs agree to give the temple to Thonot and the quaggoths, the three rush headlong into battle on the ground floor, but only Thonot is brave enough to enter the catacombs. If the PCs cannot agree to these demands, the freed thralls agree not to attack the party, but cannot help them.

Thonot has the ability to free a *sentient thrall* or restore a creature affected by the *feblemind* spell by psychically healing their mind for one hour each day for seven days.

Howling-Gale the Mystic. The elven mystic is now one of Karahl-Guhl’s *sentient thralls*. He is the only elven thrall in the mind flayer’s service. Guhl intended to kill him, but Thonot managed to convince him that the mystic’s healing magic would be vital to keeping his thralls alive. In a rare instance of mercy, Guhl agreed to kill Howling-Gale last.

The enthralled Howling-Gale wants Guhl’s plan to succeed, but he has been ordered not to leave his quarters. He waits in Area T6 and babbles mystic incantations.

If freed from thralldom, Howling-Gale wants Karahl-Guhl alive to study him. Failing that, he wants to reconsecrate the temple and resurrect the cult of logic and reason that once formed around it. He wants to study the psychic energy that pervades the temple and become the prophet that will lead the wood elves into an era of enlightenment. He is motivated not by any genuine care for his people, but out of a longing for recognition he was denied, living in his brother’s shadow.

Wandering Monsters

There is only one wandering monster inside the ziggurat. Most of the dungeon’s inhabitants are Karahl-Guhl’s *mindless thralls* and stand at perfect attention unless ordered otherwise, or they see a hostile creature.

Karahl-Guhl’s pet **umber hulk** is the exception. The hulk’s tremorsense instantly alerts it to the presence of

intruders. Once it becomes aware of the PCs, the umber hulk begins wandering the halls, hoping to catch them off-guard.

Whenever the party enters a new area in the temple, roll a d6. On a 6, the umber hulk is also there. If somehow caught off-guard, the umber hulk remains in its nest in Area T7.

Ground Floor

H1–H6. The Halls

A large hallway wraps around the first floor of the temple, connecting each room. The looping hallway has been divided into six areas.

Resonance Stone. All six hallways are seeded with *resonance stones of panic* in small alcoves every 30 feet along the wall. They glow a bright amber color. When in H1–H6, unless otherwise noted, each humanoid creature must make a DC 5 Intelligence save at the beginning of its turn. On a failure, that creature must move its full movement and spend its action to Dash away from all living creatures. This effect ends as soon as the affected creature succeeds on its saving throw or exits the Halls.

H1. Sunken Corridor

This hallway has sunk deep into the swamp, and is filled with 4-1/2 feet of water at its deepest point. This hall is home to a **swarm of quippers**. They are generally placid, but attack the first creature that takes damage in this area.

H2. Collapsed Corner

This hallway has sunk deep into the swamp, and is filled with 4-1/2 feet of water at its deepest point. Additionally, a corner of the hall has caved in, creating a pile of rubble up to the ceiling. A DC 15 Dexterity (Acrobatics) check is required to squeeze through.

This hall is home to a **swarm of quippers**. They are generally placid, but attack the first creature that takes damage in this area.

H3. Hall of Prophecy

Fifty continuous feet of this hallway's south wall are covered in intricately-carved stone engravings. In the center of the wall is a grand mural depicting ten robed elves bowing down to an exceptionally tall, thin elf—apparently a god. The elf is bald, but its beard is divided into four chest-length braids. Above this image is an unknown phrase in unusually rigid elven script.

The elven text is written in an unusual, mathematically-precise elven dialect. It reads: "Pictures of the Past, Present, and Future." The first 10-foot segment of the wall depicts elves in tribal life before the god's arrival. The next segment shows the god giving his acolytes gifts of logic and intelligence, the elves erecting the ziggurat, and dozens of elves in careful study. Afterward, the engraving shows the elves killing their god and their exodus from the temple. The final prophetic segment shows two other bearded elves—both identical to the god—climbing out of the earth and walking towards the abandoned ziggurat.

A DC 10 Intelligence (Investigation) check reveals that one of the gods' beards in the final mural has been disfigured. Two strands have been severed, as well as half of another strand.

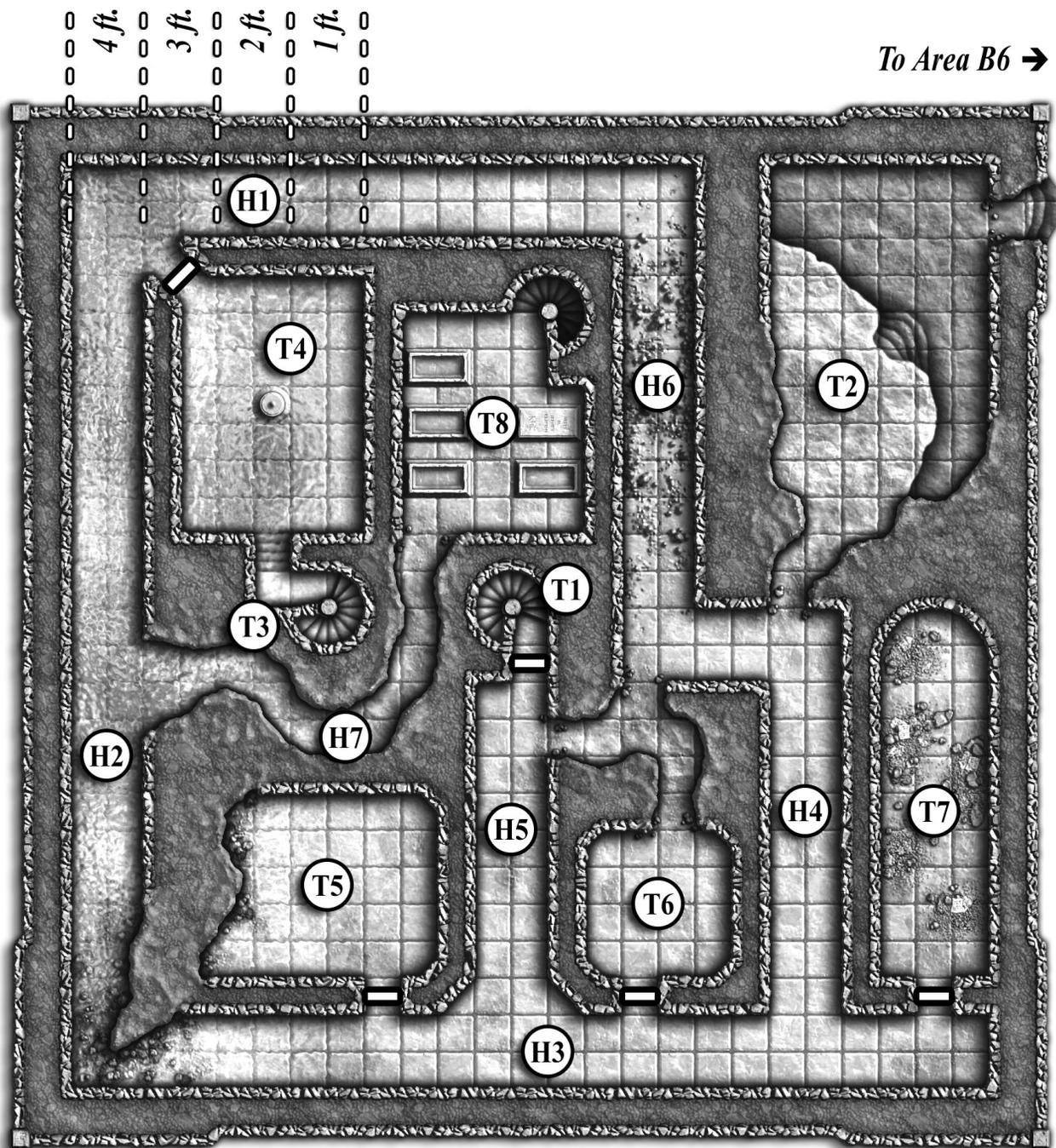
An elf's corpse is slumped against the wall opposite the prophetic mural. He was a young adult, and was killed by a knife being driven into his temples and piercing his brain.

Mark. Above the elf's corpse, Karahl-Guhl has written "ZAXAB'S LIFE IS WORTH ALL OF THEIRS," in the elf's blood.

H4. Damaged Hallway

The walls of this hallway have been severely damaged by the umber hulk's burrowing. It has clawed and scraped at the wall, and even dug two large tunnels to Area H5 and Area T2.

- Water Level -



1 square = 5ft.

H5. Entrance Hall

The bones of four elves are strewn across the ground. These remains are four months old—the bones of Elder Rolling-Thunder and three others.

Resonance Stone. This hall has two alcoves for *resonance stones of panic*, but the psychic power in the stones have faded. They are now a dull, cloudy gray, and have no effect.

Mark. “THEY ARE MY FIRST FOUR – MY OWN ONE IS WORTH THOUSANDS.”

H6. Hall of Mushrooms

This hall is covered in a carpet of black-and-red swamp fungus. They are poisonous to eat, but are otherwise harmless. Consuming one confers the poisoned condition on a failed DC 15 Constitution save. This condition lasts until the creature completes a long rest.

H7. Access Tunnel

The deep grooves on the side of this rough tunnel makes it look like it was created by a large creature burrowing through solid limestone. It slants upwards into the darkness.

The umber hulk dug this tunnel in order to get to Area T8. Since this is the temple's newest hall, there are no resonance stones here.

T1. Main Stairwell

A spiral staircase descends over one hundred feet from the top of the ziggurat (Area B6a) into the very heart of the temple.

Along the walls are carved images of the god of knowledge, a bald, bearded elf. His beard is separated into four braids by golden rings.

T2. Quaggoth Den

This unfinished cave reeks of wet fur and rotting flesh. The air is damp and frigid here. Four pairs of yellow eyes glow, cat-like, in the darkness. Without warning, one of them snarls and leaps at you in a flash of white fur!

Three **quaggoths** and a **quaggoth thonot** have made their den here. Named after her title, their leader Thonot is a shaman with psychic powers. Thonot has freed two of the quaggoths in this room from thralldom. Only one is still enthralled, and it immediately leaps at the invading PCs.

Thonot and the freed thralls hang back until the first quaggoth is killed, then surrenders to the PCs in broken Common. She offers to help them destroy Karahl-Guhl and explains all she knows about the temple. See "Thonot and the Rebels" (pg. 26) for what Thonot wants out of this deal.

WHAT THONOT KNOWS

- Karahl-Guhl is a mind flayer.
- Karahl-Guhl and Zaxab, "his Own One," were exiled from their Underdark enclave for "emotional deviancy," and were ambushed by elves when they came to the surface world.
- The loss of Zaxab and the wounds he suffered at the elves' hands have made Karahl-Guhl mentally and emotionally unstable. This mental turmoil weakened Guhl's hold over the thonot, allowing her to escape.
- Karahl-Guhl is the culprit behind the murders and disappearances in Alkai Tor. He will not rest until he has delivered justice upon all elves for Zaxab's murder.
- Karahl-Guhl's lair is deep in the limestone caves below the temple, and he tortures, murders, and devours kidnapped elves there.
- Karahl-Guhl still has immense psychic power, but has very little control over it. His psychic abilities manifest seemingly at random.

T3. Sunken Stairwell

You descend into the depths of the temple, down a long, spiraling stair into darkness. By the time you can see the bottom, the air is thick with the smell of stagnant water and rancid mold.

Another staircase five feet away descends into pitch-black water.

A spiral staircase descends over one hundred feet from the exterior of the ziggurat (Area B6b) into a side chamber in the temple. The nearby stair leads to Area T4.

T4. Pool of Despair

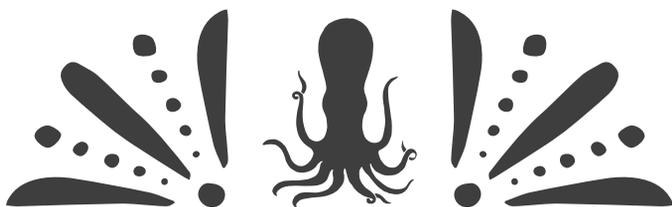
Inky-black water fills the room nearly halfway to the ceiling. The only light in the room comes from a small stone on a pedestal in the center of the room, just inches above the surface of the water. As your eyes adjust, you begin to make out the forms of five elves huddled in the corners of the room.

This room is the only room that can be barred from the outside (Area H1); a defense mechanism against intruders entering through the secondary staircase (Area B6b).

The *resonance stone of despair* in the center of the room forces the elves in this room to huddle in the corners. They are not enthralled, and are being kept here to keep them docile until Karahl-Guhl selects them for individual torture.

One elf, Istvan, has drowned trying to escape the feeling of hopelessness. Csicsery, Latham, Ronei, and Ulleria still live, but fear and crushing hopelessness has begun to drive them mad. Ulleria is the most recent captive and has the strongest psyche, but she is still overwhelmed by despair. They are all huddled in the corners or by the stairs to Area H1, muttering hopelessly and shivering, or staring silently into space. The bloated corpses of two other elves float around the resonance stone. Karahl-Guhl killed them the same way the elves killed Zaxab: he forced three arrows into each of their foreheads.

Mark. Drawn above the stairs to H1 are the words: "TWO EXILES MARCH FROM BELOW AND SUFFER IN THE SUN."



Resonance Stone. The room's *resonance stone of despair* projects an emotion of utter hopelessness in a 15-foot radius, covering nearly all of the room. It is jet black, but seems to have purple clouds moving within it. When a creature enters its radius, it must make a DC 5 Intelligence save, and again every hour afterward. After spending 24 hours within its radius, it becomes impossible to succeed on this saving throw until the creature completes a long rest outside its radius.

On a failed save, the creature is beset with crushing feelings of worthlessness and despair. Its speed is halved, it suffers disadvantage on all checks, and it loses all will to succeed at its current goal. These effects and emotions persist until the creature takes a short rest outside the stone's radius. A *lesser restoration* spell also ends this effect.

T5. Kuo-Toa Cluster

There are three kuo-toa standing at lax attention in this room. The room is at a heavy slant, and the water comes up to two of their waists, but one in a headdress adorned with brightly-colored shells crouches in the shallows.

There are actually *five* kuo-toa thralls in this room. A **kuo-toa monitor** is the leader of this group, and wears the shell headdress. Two **kuo-toa whips** serve as his underlings, and two more **kuo-toa** hide in the deep water. They wait until the party has entered the room, then spring to attack. Characters with a passive Perception of 14 or higher notice the hidden kuo-toa.

Treasure. The kuo-toa monitor wields a longsword whose blade is emblazoned with the image of a shark. Attacks made with this *+1 longsword* do not suffer disadvantage from fighting underwater.

T6. The Mystic's Cell

Despite the gaping hole in the wall, this room appears to be a cell. A single elf sits cross-legged in the center of the room with his back towards you. His hair is patchy and gray, and his wispy beard seems to have been left unshaved for months. He looks at you with glossy blue eyes and smiles vacantly.

This is Mystic Howling-Gale's cell. He is a *sentient thrall* and has been commanded to never leave the cell unless ordered to by Karahl-Guhl or another thrall.

Breaking Howling-Gale's Thralldom. Howling-Gale has an unusually powerful mind, and has been unconsciously straining against his thralldom for months.

His thralldom can be broken by making a DC 20 Charisma (Persuasion) check. Elves have advantage on this check, and consider granting advantage on this check to any character that roleplays this conversation particularly well. The process of creating a *sentient thrall* is in part mental domination, but is also partially trickery; Howling-Gale is convinced that his servitude to Karahl-Guhl is voluntary and is helping Alkai Tor. Breaking this conviction allows him to overcome the mental domination on his own.

Howling-Gale is a **priest**, but has expended all his spell slots.

Mark. A circle of bloody words surrounds the Mystic: "IF MY OWN ONE CANNOT RETURN, NO ELF CAN." Karahl-Guhl has tried to make the Mystic resurrect Zaxab, but it is beyond Howling-Gale's capabilities.

T7. UMBER HULK NEST

It seems that a door once opened into this room, but the entire front wall of the chamber has been destroyed. Inside, several mounds of books, coins, and sheets of parchment coat the floor, all knocked from three smashed sets of stone shelves.

The **umber hulk** enjoys gnawing on the carcasses of swamp animals and disobedient thralls. There are five mounds in the layer of treasure and debris that coats the floor. Each mound hides a single body: two quaggoths, a kuo-toa, a wolf, and an elf. The quaggoths died of puncture wounds from simple spears, the kuo-toa died of severe dehydration, the wolf was butchered by the umber hulk's claws, and the elf is lacerated by a whip, but shows no fatal injuries. His ears are thick with congealed blood—mind blasted into oblivion.

Centuries ago, this was the temple's archive and treasury. The coins strewn about the room are all made of electrum, an ancient currency, and total 3,450 ep. A silver idol depicting a meditating elf and a golden censer are hidden amidst the treasure hoard. Each are worth 400 gp. Water has rotted away the books' pages, but any PC who can read Elven can decipher their titles, which include:

- Six Treatises on Arithmancy
- Stars: Engineers of the Cosmos
- Visions of the Mind: Interpreting the Dreams of an Untrained Psion
- Mathematical Philosophy of the Ancient Dwarves

Two *spell scrolls* placed inside a silver scroll tube have avoided serious water damage. One is a *spell scroll* of *enhance ability* and the other is of *elemental weapon*.

T8. The Room of Reverence

The elves designed the temple to force all those who descend into the catacombs to pass through the Room of Reverence, a burial chamber for dead priests. A staircase in the northeast corner leads down to the catacombs.

There are five stone sarcophagi in this room. Four of them have had their lids thrown across the room and the bones inside smashed. Only one is unopened. Two kuo-toa corpses lay in front of this sarcophagus. They show no signs of injury, but a DC 15 Wisdom (Medicine) check reveals that their throats are full of suffocating gray spores.

Inside the sealed sarcophagus is a deadly mold. As soon as it is opened, fungal spores explode in a gray cloud, forcing all breathing creatures within 5 feet of the opened side to make a DC 14 Constitution save. On a failed save, they begin to suffocate and take 8d6 poison damage. On a successful save, a creature takes half damage and can breathe normally. The suffocating mold can be removed with a DC 15 Wisdom (Medicine) check or by casting *lesser restoration*.

Also inside the sarcophagus is the skeleton of an ancient high priest. The mold has infested his bones, and ejects another cloud of spores every time the body is touched or attacked. Dealing 10 fire damage to the mold destroys it.

Inside the sarcophagus is a ceremonial gauntlet, made of steel and plated with gold. Each knuckle is inlaid with a shining rubies and sixteen tiny sapphires surround the wrist. By its materials alone, the glove is worth 1,000 gp. The gauntlet radiates an aura of necromancy.

This wondrous item is a *hand of otherworldly knowledge* (see Appendix A).

A spiral staircase in the northwest corner of this room descends into the limestone catacombs and leads to Area T9.

Mark. Scrawled across the lids of the five sarcophagi are the words: “FIVE–ANCIENT DEAD–ARE NOTHING–TO–MY OWN ONE.”

Catacombs

The caves below the temple were formed by underground rivers that burrowed through the limestone. Harmless green mold and patches of swamp algae stick to every surface in the caves. The elves were in the process of developing the catacombs when they abandoned the temple, but nature has reclaimed these portions, cracking the stones they laid and revealing the limestone beneath.

T9. Main Stairwell

You descend the cracked and uneven stairs into a frigid underground chamber. The room seems to have been created from a limestone cavern deep below the temple. The floor is sharply slanted, and water drips constantly from the ceiling. There is a thick patch of green algae on the north wall.

The floor is severely slanted, dropping 1 foot for every 5 feet to the west (and elevating 1 foot for every 5 to the east). A hallway leads to the south.

Secret. A DC 12 Wisdom (Perception) check reveals a slim tunnel entrance 7 feet above the ground on the north wall. A Medium or smaller creature can crawl through the tunnel to get to Area T15.

T9a. Western Junction

Four hallways lead from this junction towards Areas T9, T10, T11, and T12.

Mark. Above the passage towards Area T10 are the words: “WE MAY NEVER RETURN TO THE NIGHT BELOW.”

Secret. 10 feet above the ground in the western hallway is a secret passage to Area T11. It is otherwise identical to the secret tunnel in Area T9.

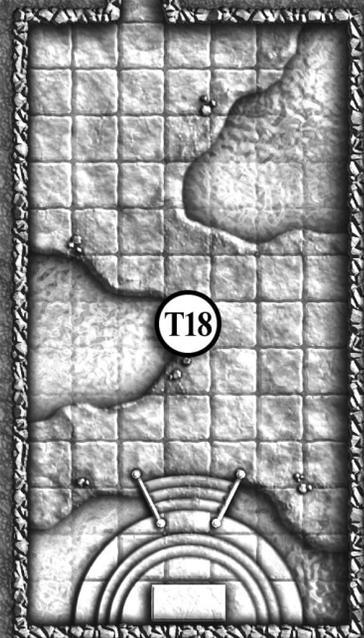
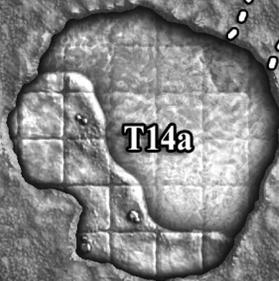
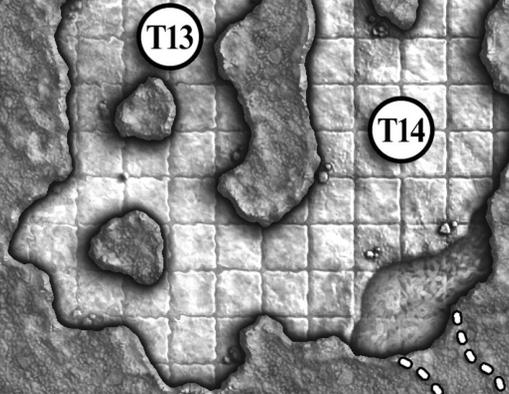
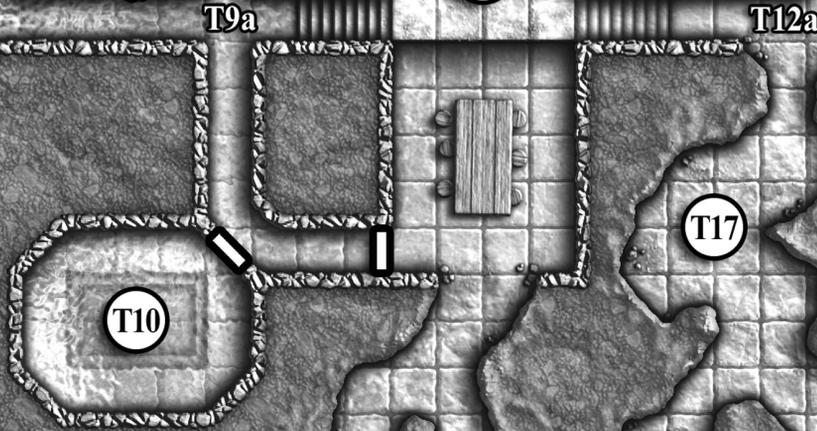
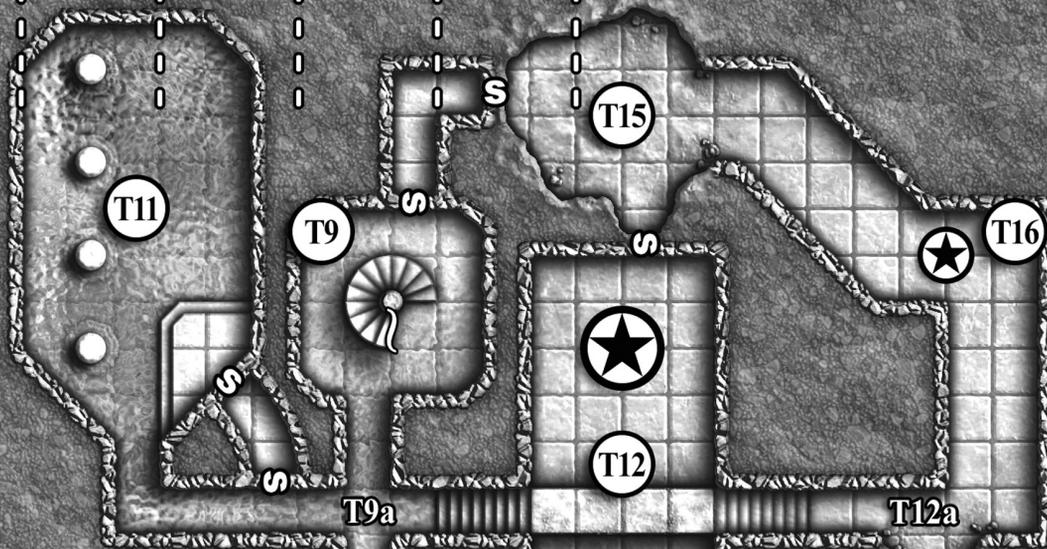
T10. Pool of Torment

The air here is thick with the fetid stench of decay. This room is half-flooded, and the water is thick with algae. Three bloated, decaying bodies float face-down atop the water. Rusted chains tether them to the ceiling of the room by their ankles.

This room is now mostly underwater, but it was once home to a great reflecting pool. Hanging plants were once suspended from the ceiling above it, their leaves kissing

- Water Level -

10 ft. | 7 ft. | 4 ft. | 1 ft. |



- KEY -

- Door
- Secret Door
- Statue

1 square = 5ft.

the surface of the water. Karahl-Guhl replaced these plants with elves, hanging them by their ankles until they died. The temple has since sunk too deep into the swamp for the mind flayer to use this room properly, but three elf corpses, chained by one ankle to the ceiling, float atop the water. One of the elves wears an unusual cloak, and its fin-like sleeves float atop the water.

The immense cruelty that has gone on here has corrupted the reflecting pool's water. Entering the pool itself (not simply the flooded room) or removing the enchanted cloak from the hanging elf awakens two **water weirds** that attack until the entire party steps onto dry land. The weirds cannot leave the water, and return to the pool once they can no longer follow the intruders.

Treasure. One of the dead elves wears a *cloak of the manta ray*. The magic cloak prevented the elf from drowning, but did not protect him from bleeding out.

T11. Spawning Chamber

The water in the hallway approaching this room is over 7 feet deep, forcing most creatures to swim. If approaching through the water:

You must strain your eyes to peer through the murky depths of the water. Before you is a long hall with four salt-encrusted pillars lining the western wall. In the center of the room is a pile of what appear to be dozens of fist-sized stones, and you can faintly make out two humanoid silhouettes lurking at the north end of the room.

If approaching through the secret tunnel from Area T9a:

You emerge from the tight passage and step onto a stone platform overlooking a flooded hall. Four salt-encrusted pillars line the western wall. You can faintly make out two humanoid silhouettes lurking beneath the water at the north end of the room.

This flooded room was once a meditation chamber for elven priests, but it has now become a kuo-toa hatchery. One of Karahl-Guhl's favorite *sentient thralls*, a kuo-toa matriarch, guards this room. Her presence allows the mind flayer to produce more thralls without having to hunt for them on the surface.

There is a 10-foot by 10-foot pile of eggs in the center of the chamber. It holds over 50 eggs, but only about half of them will survive the five month incubation period.

The matriarch is a **kuo-toa archpriest**, and protects the eggs with the aid of her bodyguard, a **kuo-toa monitor**. They have been commanded to defend the eggs at all costs, and do not pursue or attack the party unless they steal or harm the eggs. If the party tampers with the eggs, the kuo-toa fight to the death.

If left to hatch, the eggs produce viable kuo-toa spawn in one month, creating about twenty-five unenthralled kuo-toa. A creature can smash a number of eggs equal to their Strength score as an action.

T12. Grand Sacrifice Hall

The metallic tang of fresh blood strikes you before you can enter the room. A towering limestone statue of the ancient god of knowledge dominates the north end of the high, vaulted hall. A flat, stone bridge crosses the center of the room.

From the south end of the chamber, you can hear the sound of steel sharpening steel. Three blank-eyed half-elves sit vacantly at a feast table, staring at plates covered in thick green mold. A fourth mechanically sharpens a vicious greataxe with a honing rod.

A great limestone pillar was carved into a statue of the god of knowledge when the temple was first built. Two freshly-deceased elves lay face down in a pool of their own blood in front of the statue. The elves have had their jaws removed—

Karahl-Guhl's way of avenging his mutilated tentacles. It is clear that they died of blood loss. There are a dozen other elven corpses throughout the room, but they are so decayed that it is impossible to determine how they died.

A flat stone bridge spans the breadth of the room, leading from Area T9a to Area T12a. It is 7 feet above the ground. The bridge is covered in slimy green moss, and any creature that moves across it must make a DC 10 Dexterity save or fall off the bridge.

Four half-elf **berserker** thralls sit at a stone banquet table covered in long-molded food at the south end of the chamber. They do not notice creatures on the bridge or behind the statue, but instantly notice creatures that fall off of the bridge. A **quaggoth** and two **kuo-toa whips** crouch beneath the bridge.

Mark. Scrawled by the freshly-deceased elves: "NOW YOU STARVE WITH ME." On the eastern wall: "NEVER FINISHED. THERE WILL ALWAYS BE MORE." On the western wall: "THE STOLEN ELF-SPAWN MAKE ME WHOLE AGAIN."

Secret. There is a secret door that leads from Area T15 to behind the statue. It cannot be opened from this side.

T12a. Eastern Junction

The passage forks here. To the north lies a dry hallway made of smooth stone bricks. To the south is a damp passage of natural, unworked limestone. To the west is a stone staircase that leads up into a dark room.

If the PCs examine either hallway before proceeding, describe one or two details from the area the passage leads towards.

T13. Cavern of Comfort

Three elves are chained to the rock pillars here, in perfect bliss. Two of them are seriously injured, with deep, festering slashes across their chests, but they seem to be completely unaware of their wounds. A ruby-red, egg-sized crystal is embedded in the floor. The pools of water around the pillars shimmer slightly with elven blood.

The elves casually ask how the PCs are doing, totally oblivious to their situation. One elf, named Ruairi, asks the party to relax with them.

"Stay here and relax. Your wounds will stop hurting! Things are better here. You'll never have to leave again. We don't want food, and there's more than enough water here."

The elves scream for help if the characters try to free them. Three half-elf thralls (**thugs**) from Area T17 respond to their calls. The thralls arrive from the south tunnel in 2 rounds, but there is a 50% chance that they wake up the giant crocodile in Area T14 as they pass through. If this happens, the crocodile eats one of the thralls and hides in wait for more prey. The two surviving thralls still arrive in 2 rounds.

Resonance Stone. The room's *resonance stone of comfort* is an egg-sized ruby, and projects an emotion of complacency in a 15-foot radius. When a creature enters its radius, it must make a DC 5 Intelligence save, and again every hour afterward. After spending 24 hours within its radius, it becomes impossible to succeed on this save until the creature completes a long rest outside its radius. On a failed save, the creature is overwhelmed by total bliss. Its speed is halved, and it cannot take actions or willingly leave the stone's radius. It feels as though all its worries are trivial, and that remaining here, in comfort, is all that it needs to do. These effects and emotions persist until the creature takes a short rest outside of the stone's radius. A *lesser restoration* spell also ends this effect.

T14. Chamber of Blood

Unlike the temple's chilly caverns, this chamber is hot and muggy. A warm pool bubbles faintly in the southern corner of the room. This cave smells distinctly like the swamp above.

A monstrous **giant crocodile** has made its home here. Karahl-Guhl has sent many thralls to kill the creature, but all have failed. He has since decided that he doesn't care if his weaker thralls are eaten by it, as long as the creature doesn't start roaming the dungeon.

The crocodile hides in the water until a creature gets within 5 feet of the pool, then leaps out. It fights until it reduces one PC to 0 hit points or until it is reduced to 20 hit points, at which point it flees (possibly with a grappled creature in its jaws) to its lair (Area T14a). It completely devours a dead creature within 2d4 rounds once it has returned to its lair.

Area T14a is only accessible by swimming through an underwater passage in the pool. In order to reach the crocodile's lair, a creature must succeed on a DC 10 Strength (Athletics) check in order to swim against the current. The underwater passage counts as rough terrain to creatures without a swim speed.

T14a. Crocodile Lair

This room is only accessible by the underwater passage from Area T14.

This water-filled chamber is the source of the mugginess. A small hot spring bubbles up here, and swamp water seeps in through the soil and stone all around.

The crocodile makes its nest on a small rocky outcropping, and this corner of the cavern is littered with the bones and armor of a dozen thralls.

T15. The Carving Cave

This gruesome cave is littered with dismembered limbs in varying states of decay. The floor is sticky with congealed blood, and dozens of bone statuettes litter the ground. The walls are covered with words, all written in blood.

When Karahl-Guhl is not torturing elves, he retires to his meditation cave. He takes body parts of slaughtered elves and scrawls a single word on the wall in their blood. The ground is littered with countless statuettes of Zaxab, all carved from elven bone.

Mark. Countless marks cover this room, all single words, including: FIRST, SECOND, THIRD, SCREAMED, SILENT, PLEADED, BARGAINED, FOUGHT, ZAXAB, ZAXAB, ZAXAB...

Secret. A secret door in the south wall leads to Area T12. A DC 20 Wisdom (Perception) check reveals that there is a breeze coming from the southern wall. From there, a DC 10 Intelligence (Investigation) check reveals the secret

door and its concealed handle, both carved into the rock. The door only opens from this side.

Secret. A disguised tunnel from Area T9 also leads to this room.

T16. Two-Faced Statue

You turn the corner into the natural tunnels and come face to face with the tentacled maw of a mind flayer. This frightful, life-size illithid statue stares stoically at you from the darkness. Though its eyes are made of stone, they seem to follow you no matter where you move.

The northern half of this statue is carved in the image of Zaxab, while the southern half resembles Karahl-Guhl. While Zaxab's half of the statue depicts him perfect and unmarred, Guhl's is scarred and deformed: his forehead torn open by the elven blade and missing two tentacles. Their eyes seem to follow you no matter where in the room you go, but this "eye trick" is merely an optical illusion. Offerings of skulls, bone statuettes, and severed elf ears are piled at Zaxab's feet.

Mark. Painted at Zaxab's feet, around the offerings of skulls and bones, are the words: THEY CAN HARM YOU NO LONGER. On Zaxab's chest are the words: MY OWN ONE.

T17. Stockpile

Three half-elf **thugs** stand watch over a stockpile of weaponry that Karahl-Guhl found within the temple. If these guards were called by the elves in Area T13, they are no longer in this area.

The stockpile contains the following arms and armor:

- A +1 *trident* that allows the wielder to cast *control water* 3 times per day.
- A suit of leather armor that grants the wearer a swim speed equal to their base land speed.

- A silver scroll tube containing *spell scrolls of freedom of movement* and *feign death*.
- A weapon rack holding fourteen nonmagical spears.

T18. Chapel of Shattered Minds

Muffled screams echo down the hall leading to this room. A locked stone door bars entrance to this room.

A DC 17 Dexterity (thieves' tools) check is necessary to unlock the door to this room. A DC 15 Strength check can also break the door down. Intricate carvings on the door depict a group of elves kneeling before their bearded god of knowledge. The god's beard has been altered by Karahl-Guhl—of its four braids, two are severed completely and one is cut in half. Two cloaked monks stand at either side of their god. The scene inside mirrors the carvings on the door.

You enter the temple's deepest chamber and are instantly witness to a murder. At the top of a raised altar, a cloaked monster holds a screaming elf aloft. A single tentacle protrudes from the creature's distended head, wrapped around the elf's temples. Tall and emaciated, this creature has the silhouette of a man, but its rubbery purple skin and grotesque, sunken eyes prove otherwise. Four tentacles once hung by his mouth, but two have been reduced to stumps, and one half-severed limb twitches angrily.

The mind flayer's beady eyes turn to you, and it drops the now-lifeless elf. Two half-elves, both dressed in grimy robes, stand beside the illithid. One is female, with short white hair, the other is male, and his hair is long and jet black. The half-elves speak in unison: "Speak, but come no closer. I am Karahl-Guhl."

A deep moat of swamp water surrounds the altar's raised platform, and two other pools of murky water impede progress through the chamber. All water in this room is 4 feet deep and counts as difficult terrain.

Karahl-Guhl idly strokes his chorus' hair, awaiting the PCs' response. If the PCs have unresolved questions for Karahl-Guhl, they may speak with him for a short time through the chorus. Karahl-Guhl stands imperiously before the altar while his chorus speaks for him, their words terse and spiteful.

Karahl-Guhl is prone to sudden bursts of anger, and may suddenly decide that the PCs were responsible for Zaxab's death, especially if there are elves among them. When the interrogation begins to slow, the chorus points at them and roars "Murderers!" A gurgled cry of "Murderers!" echoes from the murky pools on the edges of the chamber.

Chorus. The mind flayer is flanked by his chorus, a pair of half-elves he abducted from Alkai Tor and turned into unique *sentient thralls*. Their own latent psychic abilities let Karahl-Guhl interface with them in an unusual way, allowing the three to join their minds as one. They always speak in unison, and speak only Karahl-Guhl's words, their own personalities overshadowed by his psychic power.

These half-elves are Edgar and Solarya, the twin children of the mad innkeeper, Haverford (Area A5). Thralldom has wreaked havoc on their bodies and minds. Their blue eyes are

sunken and clouded, and their clothes hang loosely on their hunched and shrunken forms. Despite this, their elven blood lends the twins a strange charisma. Their voices are soothing, if unnerving, and their appearance is haunting and ethereal, rather than ghoulish and frightening.

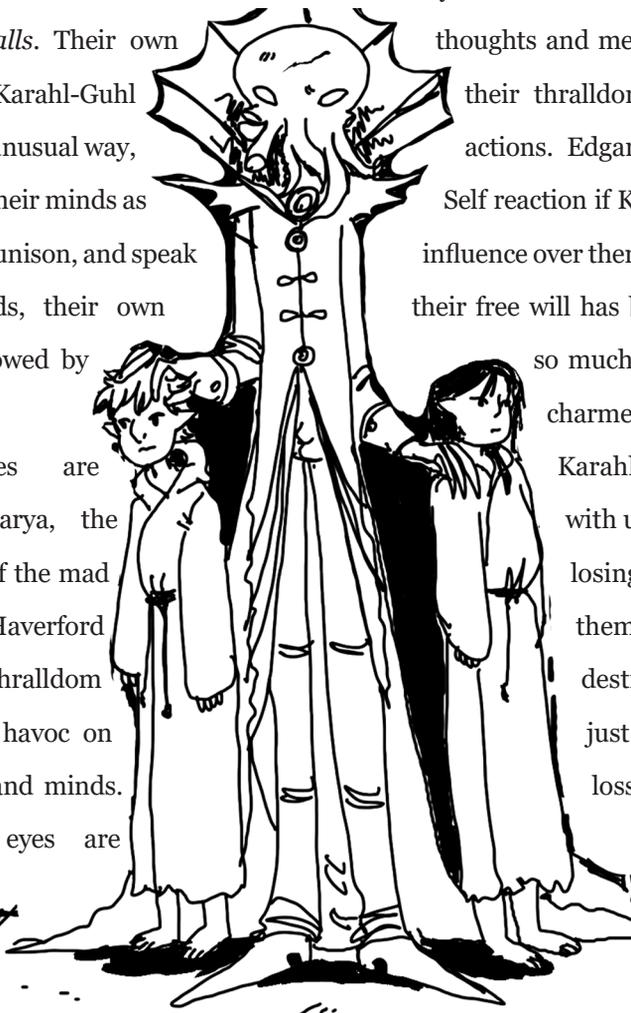
Attentive PCs can still identify them by their hair: Edgar's is long and jet-black, while Solarya's is short and pure white.

Edgar and Solarya are both **commoners** with a Charisma score of 15 (+2). They cannot take actions except for the following reaction:

Sacrifice Self. If this thrall can move and is within 5 feet of Karahl-Guhl, it may throw itself in front of one attack that targets Karahl-Guhl. The attack now targets this creature instead.

Relationship. As their minds are extensions of Karahl-Guhl's, Edgar and Solarya are compelled to treat the mind flayer as their closest ally. The three now share the same thoughts and memories, giving the twins, if freed from their thralldom, unique insight into Karahl-Guhl's actions. Edgar and Solarya only take the Sacrifice Self reaction if Karahl-Guhl is close to death—when his influence over them is weakened enough that their free will has begun to return, but not so much that they are no longer charmed by him.

Karahl-Guhl treats his chorus with utmost compassion—losing either of them would destroy him just as Zaxab's loss did.





KARAHL-GUHL

Medium aberration, chaotic evil

ARMOR CLASS 14 (breastplate)

HIT POINTS 61 (11d8 + 11)

SPEED 25 ft.

STR 11 (+0) **DEX** 10 (+0) **CON** 12 (+1) **INT** 19 (+4) **WIS** 7 (+0) **CHA** 17 (+3)

SAVING THROWS Int +6, Wis +2, Cha +5

SKILLS Arcana +6, Deception +5, Insight +2, Perception +2, Persuasion +5, Stealth +2

DAMAGE RESISTANCES psychic

SENSES darkvision 120 ft., passive Perception 12

LANGUAGES Deep Speech, Undercommon, telepathy 120 ft. (Chorus only)

CHALLENGE 6 (2,300 XP)

CHAOTIC MIND. Whenever Karahl-Guhl targets a creature with a spell using his Innate Spellcasting (Psionics) feature, it instead targets a random creature within 60 feet (except the Chorus). If the target creature fails its saving throw, it takes an additional 4d6 psychic damage. On a successful save, the target takes half damage and is unaffected by the spell.

INNATE SPELLCASTING (PSIONICS). Karahl-Guhl's innate spellcasting ability is Intelligence (spell save DC 14). He can innately cast the following spells, requiring no components:

At will: *crown of madness*, *tasha's hideous laughter*

1/day: *feblemind*

MAGIC RESISTANCE. Karahl-Guhl has advantage on saving throws against spells and other magical effects.

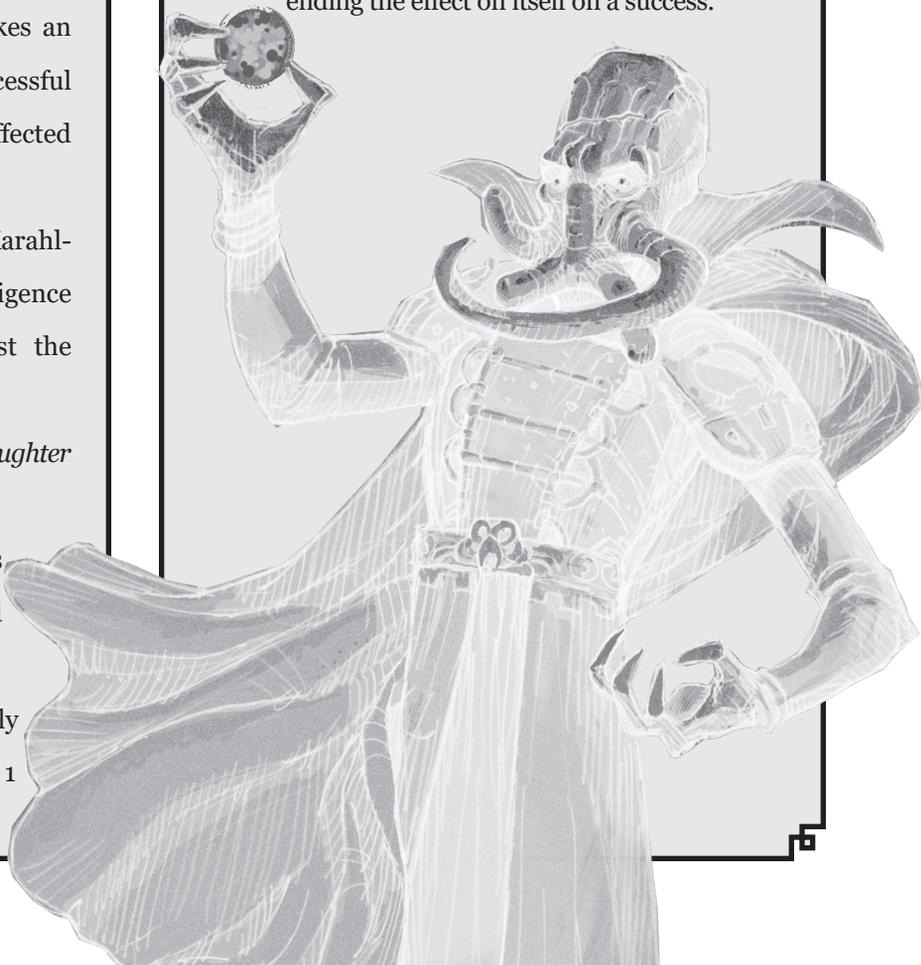
SEVERED TENTACLES. Karahl-Guhl may only take the Extract Brain action after spending 1 uninterrupted minute grappling the target.

ACTIONS

TENTACLES. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 10) and must succeed on a DC 14 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one incapacitated humanoid grappled by Karahl-Guhl. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, Karahl-Guhl kills the target by extracting and devouring its brain.

MIND BLAST (RECHARGE 5–6). Karahl-Guhl magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Two **kuo-toa whips** and five **kuo-toa** lurk in the moat, and emerge to protect Karahl-Guhl.

Tactics. The kuo-toa thralls stay on the far edge of the water, aiming to prevent the party from approaching Karahl-Guhl. If a character is stunned by the illithid's mind blast, the kuo-toa focus their attacks on that character before it can recover.

Mark. Karahl-Guhl has made many bloody marks on the walls of this room. Most of them are single words, though there are a few longer phrases. They include: EXILE–MURDERERS REWARDED–SORROW–I AM THEIR GOD–MY FAILURE–HURTS–ALL HURTS.

Karahl-Guhl's Death. When the mind flayer is killed, he crumples to the ground while the chorus mutters: "This is my vengeance," before collapsing, unconscious. His *sentient thralls* also fall unconscious and regain total autonomy after a long rest. Until then, they speak in short phrases and clutch their temples, moaning about the voice that was in their heads.

The *mindless thralls* are not so lucky. Their minds are so thoroughly destroyed that they lack all higher brain functions. They will live for a time, but they will not seek out food or water on their own, and eventually starve to death. Nursing them back to health takes several years of care, or their mind can be restored with a *greater restoration* spell.

The Return to Alkai Tor

Destroying Karahl-Guhl ends the danger to Alkai Tor once and for all. As the DM, you can decide which elves and half-elves survived the temple. Most were killed or turned into *mindless thralls*, but not all; the creatures in Areas T4 and T13 are notably unenthralled. The players' actions decide how cheerful the ending of this adventure can be.

The Twins. Edgar and Solarya have great insight into Karahl-Guhl's anguished mind. Once they regain full autonomy, they graciously thank the PCs and are willing

to answer any questions they have about Karahl-Guhl, Zaxab, or their thralldom.

The return to Alkai Tor is quick and uneventful.

Concluding the Adventure

There can be no festivities after an event this traumatic, but the people of Alkai Tor show their gratitude to the best of their abilities. There is no celebration, but the PCs may be invited to share a hot meal or a cold drink.

Haverford. The innkeeper's madness is curable, and returning one or both of his children to him helps him realize what he has lost. The truth causes Haverford to suffer, but he will begin to heal.

Gruzza. Returning with proof that a mind flayer was the cause of the abductions (his head, or the testimony of several freed thralls) clears suspicion from Gruzza the dwarf and ensures her eternal gratitude to the PCs. Gruzza may quietly meet with a PC she respects and thank them for clearing her name, entrusting them with her father's enchanted battleaxe (see Appendix A) in the hopes that it will protect them as they protected her.

Howling-Gale. The Mystic wants to claim the temple as his own, and starts learning everything he can about the ancient elven cult if he is allowed to stay. If he is somehow forced back to Alkai Tor, he attempts to claim the position of Town Elder in his late brother's stead. This angers Siobhan, who assumed the position of townmaster in the Elder's absence.

Freed Thralls. Elisse, the enthralled spy, is freed from Karahl-Guhl's influence. Alec, Elisse's husband, approaches the PCs in secret during the muted festivities to beg their forgiveness.

Oliviera. The shepherd girl and aspiring adventurer may be enamored with one of the PCs and ask to join her in her travels.

What's Next?

The trouble in Alkai Tor could be the starting point for many other adventures.

- Alkai Tor must rebuild after this tragedy, and who better to help them than the adventurers who saved their village?
- Edgar and Solarya were both psychically-sensitive before Karahl-Guhl's attack, and their thralldom caused them to undergo a psionic awakening. What supernatural trouble could a pair of untrained psionic twins bring to Alkai Tor?
- No further adventures occur in Alkai Tor, but a few weeks later, when the PCs stop in a big-city tavern, they find a letter waiting for them: "Heroes—this is Gruzza. I hate to drag you back, but there's trouble. Bounty hunters from Northhall have made camp outside the village, and they're after me."



APPENDIX A:

MAGIC ITEMS

Several magic items can be found over the course of this adventure. The most notable ones are described here. Other minor magic items are described in the areas in which they are found.

CHAMPION'S GREATAXE

Weapon (greataxe), uncommon (requires attunement)

This greataxe was designed by an expert dwarven smith for fast, repeated attacks. It is a single-bladed axe on a short haft, but the weapon is monstrously heavy.

When you deal damage with this greataxe, all other melee weapon attacks you make this turn deal an extra 1d6 of damage. This extra damage is cumulative.

This weapon can be found in Area A6, and Gruzza wields it in battle.

CROWN OF THE PEACEFUL MIND

Wondrous item, rare (requires attunement)

This crown has been fashioned from three magically interwoven cedar branches, and bears a single emerald in its circlet.

Once per day, when you succeed on an Intelligence saving throw against a spell or effect, you may take no damage and hold that power inside the crown for up to 1 minute. As an action, you may release the power within the crown to cast that spell or effect again, using the original caster's spell save DC.

Additionally, you gain proficiency in Wisdom and Intelligence saving throws.

This wondrous item can be found in Area A15.

HAND OF OTHERWORLDY KNOWLEDGE

Wondrous Item, rare

This golden gauntlet looks as though it belongs on the hand of king or high priest. A shining ruby sits on each of the knuckles, and its wrist is encircled by sixteen sparkling sapphires.

This item radiates an aura of necromancy, and allows the wearer to cast *Speak with Dead* 3 times per day, though the wearer must touch the corpse's head with the gauntlet to use its magic.

This wondrous item can be found in Area T8. As a work of art, it can be sold for 1,000 gp to someone unaware of its magical power.

STARSHIMMER

Weapon (longsword), rare

This longsword gleams with silvery-blue light while under the starry night sky. Elven runes run along the length of its blade, reading "Under starlight, I reveal all."

This sword deals an extra 2d6 radiant damage when wielded beneath the light of the stars. Whenever it deals extra damage in this way, it surrounds the target in silvery light for 1 minute, negating the effect of all *invisibility* spells and effects on that creature.

This weapon can be found in Area B5.