

SIEGE OF THE YELLOW ROSE

Part Three of the Siege of the Yellow Rose Series

Beyond the Glacier of the White Worm lies the Monastery of the Yellow Rose. High in the skies above the monastery, a battle rages between illithid and githyanki.

While others search the monastery and the glacier for clues, you are asked to defend the monastery from those in the skies and on the ground. Can you defend the monastery long enough for the clues to be uncovered?

A Four-Hour Adventure for 11th–16th Level Characters



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Optimized For: APL 14

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INTRODUCTION

Welcome to *Siege of the Yellow Rose*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Siege of the Yellow Rose* series. Each part in the series corresponds to a specific tier of play.

This adventure takes place in the Monastery of the Yellow Rose and is meant to be run in one of two ways:

Interactive. Multi-table style with all three Parts (Tiers) running simultaneously at separate tables, with events at those tables affecting what occurs at this table and vice versa. The timings of all three modules are completely independent of one another meaning the Tier 3 table could be in Act II while the other tables are still in Act I. Listed timings are only meant as a communication between the author and the DM based on suggested run time.

Standalone. Run this module independently, with the following caveats:

- “Boons” listed to give other Tiers (tables) are ignored.
- Run the module as if conditions for “boons” from the other tiers (tables) have been met.
- Insert the boons from the other tiers (tables) while running the module as you, the DM, see fit.

This adventure is designed for **three to seven 11th–16th level characters** and is optimized for **five characters with an average party level (APL) of 14**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than	Very weak
3–4 characters, APL equivalent	Weak
3–4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average

5 characters, APL greater than	Strong
6–7 characters, APL less than	Average
6–7 characters, APL equivalent	Strong
6–7 characters, APL greater than	Very strong

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

“We became silent, and stood silent for a time side by side, deriving, I fancy, a certain comfort from one another’s company.”

—H. G. Wells, *“The War of the Worlds”*

This section provides the adventure’s background, an overview of the adventure in play, and hooks that you can use to introduce your players’ characters to the action. For a list of prominent NPCs featured in this adventure, see appendix, “Dramatis Personae.”

ADVENTURE BACKGROUND

The conflict between the gith and the mind flayers—the alien race of brain-eaters known as the illithids—has raged through the millennia and across the planes. Since the fall of the illithid empires, mind flayers have sought refuge in enclaves throughout the worlds of the Multiverse. Wherever they have sought refuge, the gith have always followed in dogged pursuit.

The monastic Order of the Yellow Rose is about to feel the force of this conflict firsthand. A tenday ago, a novice of the order discovered an abandoned illithid laboratory in the depths of the mountains beneath the monastery. The discovery caused the long-dormant facility to awaken, sending pulses of psionic energy throughout the planes like a beacon.

From their fortresses in the Astral Plane, the githyanki detected the psionic pulses. With gith enmity towards the mind flayers transcending time and space, the githyanki ventured to destroy this source of mind flayer energy. They sent an attack force into the Material Plane, emerging at the Glacier of the White Worm and finding the Monastery of the Yellow Rose before them.

A gith scouting party was sent to the monastery, where they were met by monks of the order. But the inability to communicate with one another, fueled by the monks’ fear, led the gith to believe that the monks were attempting to protect the mind flayer laboratory. In anger, the gith regrouped to gather their forces to march against the Order of the Yellow Rose.

LOCATION SUMMARY

The following locations feature prominently in this adventure.

The Monastery of the Yellow Rose. An ancient institution run by an order of monks dedicated to Ilmater. Founded over a thousand years ago, the monastery stands in the isolation of the Earthspur Mountains.

The Stellar Experimentarium. An abandoned illithid laboratory in the depths of the mountain below the Monastery of the Yellow Rose. Rediscovered and awakened by one of the monastery’s novices, it is the target of the githyanki incursion.

ADVENTURE OVERVIEW

Untrained to defend themselves against the githyanki attack force, the monks of the Yellow Rose have summoned adventurers to aid in the monastery’s defense, and individuals of all levels of experience answered the call. Their efforts to save the monastery play out in this adventure, as well as in the others of its series.

The adventure is broken down into an Introduction and three Acts:

Introduction. The adventurers are teleported to the Monastery of the Yellow Rose, amidst hurried preparations to fortify the monastery.

Act I. The party must decide which way they want to help prepare for the siege. The party is presented multiple options to choose from and should be able to complete two of them before the siege begins.

Act II. The githyanki begin their siege. The party must choose how they assist in the monastery’s defense.

Act III. As the adventurers deal with the siege, they encounter the githyanki leader and are assaulted by gith flying on the backs of their dragon allies.

ADVENTURE HOOKS

The adventure begins under the assumption that the characters have already agreed to assist the monks of the Yellow Rose. The following hooks can provide the adventurers with reasons answer the call of the order.

Heroes of the Realms. The adventurers have heard of the perils befalling the Order of the Yellow Rose and have answered their call for aid. Helping the order could save hundreds of innocent lives.

Treasures of the Yellow Rose. The order of the Yellow Rose has offered up a reward of gold. Should the adventurers succeed in their mission, they will receive not only payment, but the gratitude of the order as well.

Follower of Ilmater. The church of Ilmater has sent a plea to all followers to get to the Monastery of the Yellow Rose to help protect the sacred location and their monk brothers.

FOR THE DM

This module can be run one of two ways, as a multi-table interactive or as a standalone module.

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INTRODUCTION. PREPARATIONS FOR BATTLE

Estimated Duration: 5 Minutes

AUDIENCE WITH THE MATRON OF THE CHISEL

At the story's outset, the adventurers are teleported to the Monastery of the Yellow Rose. There, they speak with one of the order's high-ranking members.

If you are running this module on its own, read or summarize the following to the table to set the stage for the battle. If you are playing this a multi-table co-operative module, have one of the DMs read it to all three tables at the same time.

As the blinding flash of the teleportation circle recedes from your vision, there is an explosion that knocks you off your feet. As you come to, there are several illithid and githyanki bodies lying twisted and contorted all around you. Another set of explosions thunders high above your heads. As you crane your neck to see what it was, aloft you spy a fleet of gith ships battling with several squid-like mind flayer battleships. Shrapnel and bodies are falling from the sky as the monks of the Yellow Rose gather together to prepare for battle.

A female, halfling monk quickly nods and addresses herself to you. "I am Mother Rosinden of the Order of the Chisel..." As she finishes her brief introduction, an illithid drops in front of her, and in a flourished whirl, she lays a roundhouse kick across the creature's face twisting its head. The crack of its neck tells you that the creature is no longer a threat.

Mother Rosinden straightens her garb and motions to two other monks. They each rush over to one of the groups that appeared at the same time as yours and hurries them in separate directions. She motions you remaining adventurers to follow her as she runs off in another direction.

Mother Rosinden belongs to the Order of the Chisel. Additionally, she is the monastery's Master of Quarters. She has the following information to share with the characters:

- A few days ago, a massive army of githyanki showed up accusing us of aligning with the mind flayers.
- Shortly thereafter a small fleet of illithid ships showed up overhead. Luckily, the two enemies started fighting each other.
- A novice of our order has gone missing just before these events. We have a group of people trying to find her and discover if there is any connection.
- All attempts to negotiate with the githyanki have been met with violence. We have sent another

group of adventurers to find their base and discover anything to help in the conflict.

- Whoever wins the battle above will surely be laying siege to us next. There are several ideas we've had that could help. Let us know what you'd like to do and we will send others to complete the rest.
- The Order of the Yellow Rose will be forever in your debt and pay you dearly... if we survive!

MOTHER ROSINDEN'S MISSIONS

Once the party decides on a mission, proceed to the appropriate section. These missions do not need to be run in the order they are written.

Sabotage the Skiffs (Exploration). Down the mountain, there is a small valley where the githyanki have parked their astral skiff transports to quickly bring their troops to the walls of the monastery. You must destroy the skiffs and—if possible—steal one so it can be used during the assault to move people around quickly.

Free the Builder (Exploration). The githzerai tell you about their builder named Thom who is capable of moving massive things with his mind. The githyanki have imprisoned him in limbo. If he could be freed, he could help reinforce the keep.

Locate a Saint (Social). One of Ilmater's priests, a man known as Josef Saint, is renowned in his healing talents. Josef could ensure that the defenders of the monastery can fight longer. Unfortunately Josef has undergone a self-imposed exile since the Red War. He has lost faith in humanity and has withdrawn to the Quivering Forest. Perhaps the party can convince him to get back into the fight?

Unleash the Hand of Ilmater (Exploration). Deep inside the mountain beneath the monastery lies a great weapon supposedly given to the ancient monks by Ilmater himself. In order to earn the use of the weapon, faithful must complete five trials. No monk has ever been able to complete the trials but maybe the party can?

ROLEPLAYING MOTHER ROSINDEN

Leader of the Order of the Chisel, Mother Rosinden also acts as the order's quartermaster, treasurer, and chief liaison. She is calm under pressure, authoritative but warm in demeanor, and speaks in confident tones to both strangers and acquaintances, alike. A head of half-gray hair and pronounced crow's feet around her eyes reveal her to be middle-aged, adding to her matronly image. Though typically stoic and unflappable, Mother Rosinden is an open book when her emotions do surface.

Quote: "We of the Yellow Rose follow paths of pacifism, only ever raising our fists in self-defense. We hope to avoid raising our fists in violence at this time, as well."

Traits: even-tempered, good judge of character, stoic, prone to frustration when outside her comfort zone.

ACT I. PREPARING FOR BATTLE

Estimated Duration: 90 Minutes

Once the party decides on a mission, proceed to the appropriate section. These missions do not need to be run in the order they are written.

The party may run as many of these encounters as they wish in ninety minutes. Most parties will get through three encounters.

SABOTAGE THE SKIFFS

This mission is meant to be done as quickly as possible. If the party takes a long time to come up with a plan, make sure they know the army is approaching.

As you come to the edge of a small ledge, you see six githyanki skiffs hovering in the narrow valley below. The valley looks to be a two hundred foot descent and you can just make out two sets of three guards each standing on both side of the skiffs. Several hundred yards in the distance, you see a contingent of gith marching your way.

This mission has a success and a failure condition. If the party allows a skiff to escape, they fail the mission. If the party destroys five skiffs and steals one, they succeed.

The astral skiffs are controlled by the chair and helmet at the back of the small ship. Characters can use an action to don the helmet and then another action to move the skiff.

Astral skiffs are about 30 feet long and can hold up to twelve passengers. These skiffs look like small sailing ships that hover 30 feet off the ground. The skiffs have a central mast with small sails.

ASTRAL SKIFF

Armor Class 13

Hit Points 60

Speed 35 ft.

Damage Threshold 15

Damage Immunities poison, psychic

The pilots of the skiffs are **githyanki warriors**. The two sets of guards consist of 2 **githyanki knights** and a **githyanki gish**. Any attack on one of the sets of guards will alert the other group as well. The pilots will come out of their helmets two rounds after any sort of combat begins.

Allow the party to come up with a plan. Some skill checks that may arise are:

Climbing the mountainside. The mountain face has several hand holds and foot holds but is fairly steep and requires a successful DC 18 Strength (Athletics) check to climb down without falling. If they fail, a character takes 70 (20d6) falling damage. Using a rope grants advantage on this check.

Sneaking aboard the skiff. The guards aren't paying attention to the skiffs currently so it only takes a successful DC 16 Dexterity (Stealth) check to board without them noticing.

Piloting a skiff. The skiffs use dormant psionic energy to fly so this requires a successful DC 20 Intelligence saving throw otherwise the pilot takes 18 (4d8) psychic damage. A successful DC 20 Intelligence (Arcana) check reveals this property to the characters before they tap in.

Killing the pilots. The two gith pilots are currently defenseless and take two rounds to get out of their helmets. A successful DC 16 Wisdom (Survival) check reveals the pilots can be killed with a single attack if a character can describe how they are going to do it.

When the party steals the skiff, another skiff comes up the canyon behind them and begins a chase encounter. There will be 2 **githyanki gishes** on board the skiff. There is also a githyanki warrior piloting the skiff. The pilot is considered part of the skiff and cannot be targeted by attacks or spells.

When the chase begins, roll initiative for each skiff using the pilot's initiative modifier. All players and enemies on the skiff act on the same initiative. A pilot may only take dash actions during the chase. The chase will last for four rounds at which point the enemy skiff will disengage back to their army. On the party's turn they may attack the githyanki or their skiff with ranged attacks.

TACTICS

The githyanki gish will focus on casting *fireball*, targeting as many players as possible, along with the skiff.

After each skiff has had a chance to take their turn in initiative, roll on the hazards table below. Both the party and the enemy skiff must attempt the checks and/or saving throws.

CHASE HAZARDS

d4	Hazard
1	Rock Arch
2	Cliff Face
3	Rock Slide
4	Narrow Gap

Rock Arch. Each creature on the skiff must make on a DC 17 Dexterity saving throw. On a failure, the creature takes 21 (6d6) bludgeoning damage and is stunned until the end of its next turn.

Cliff Face. The pilot of the skiff must make a DC 17 Intelligence (Arcana) check. On a failure, the skiff collides with the cliff, taking 35 (8d6) bludgeoning damage. If the pilot succeeds, everyone on the skiff must make a DC 18 Constitution saving throw. On a failure, the creature is poisoned until the end

of their next turn as their stomachs adjust to the extreme g-forces involved in the maneuver.

Rock slide. A stray blast hits the mountain above. All characters must make a DC 16 Dexterity saving throw, taking 35 (8d6) bludgeoning damage on a failure, or half as much damage on a success.

Narrow Gap. The pilot of the skiff must succeed on a DC 17 Intelligence (Arcana) check. On a failure, the skiff collides with the cliff, taking 35 (8d6) bludgeoning damage. If the pilot succeeds, everyone on the skiff must attempt a DC 18 Dexterity saving throw. On a failure, the creature falls off the skiff, taking 14 (4d6) falling damage as the skiff tilts on its side to fit through the gap. If a creature falls off its skiff, it can no longer make attacks on the opposing skiff.

TRICKS OF THE TRADE

Make the chase intense and give the party members little time to think about their actions. If you get to their turn and they don't know what they are doing within 5 seconds, they take the dodge action and then move on. Make sure you explain that the skiffs are moving extremely fast. If the party is into it and the enemy's first skiff is destroyed quickly, feel free to add another to the mix!

INTERACTIVE POINT

The PCs steal a skiff. The party successfully steals a githyanki skiff. Award the table the "Rapid Redeployment" boon. If playing as an cooperative module, the other tables gain the appropriate boon as well.

If the party fails to steal the skiff or the skiff is destroyed, nobody gets a boon.

XP AWARD

If the party escapes with a skiff, award each character 1,000 XP.

FREE THE BUILDER

Two githzerai arrived at the monastery just after the initial githyanki attack. Unlike their militant cousins, they found a kinship with the ascetic monks of the Yellow Rose, and offer an intriguing solution.

The githzerai tell you The Builder is trapped in his citadel in Limbo. The githyanki punished him for speaking out against the attack on the monastery by trapping him behind a series of puzzles. If The Builder were to be freed, he could help fortify the monastery.

Two githzerai circle around you and begin to chant. Your vision blurs as you hear a loud pop in your head. When your eyes come back into focus, you are standing on a churning pile of rock. A hundred yards in front of you is a massive silver tower.

The tower is located in Limbo, a vast plane of chaos and imagination. The churning reality of Limbo is

tough to comprehend. In order to move in Limbo, a character just needs to look at a point and think about it and their body floats toward it.

THE ENTRANCE

The doors to the adamantine citadel are fused shut. On the doors is a 6x6 grid with many symbols on it. Four of the squares of the grid are empty. If a character touches the empty spot, they realize lines appear for a few seconds and then disappear. If the party can draw the correct four symbols, the doors will open. The lines can only be drawn onto the blank spaces and no others.

If the party gets stuck, they may attempt a DC 18 Intelligence (Insight) check to reveal that the pattern refers to symbols that are to the left and right of each other. A player can also spend one luck point from the Lucky feat to be given one of the answers of their choice. Give the party **Player Handout 1**.

Solution. The pictures are in a repeating order from left to right though there are a total of 9 symbols and only 6 are presented per row on the grid. Once the correct answers have been put in, the doors open to reveal a long, broad staircase that looks like it goes on forever. After ten minutes of walking the party makes it to the prison.



XP Award. If the party successfully solves the puzzle without needing any clues, award each player 1,000 XP.

THE PRISON

A vast spherical room opens up in front of you. In the center of the room, an egg-shaped metal structure stands nearly 20 feet tall. In front of the egg is an altar with numerous game pieces floating in the air around it.

As the party explores the room, they realize there are many other game pieces floating around the room. Closer inspection of the pieces reveals them all to be queens from a Dragonchess board.

The altar has pieces of a stone Dragonchess board smashed to pieces all around it. Only four of the pieces rest where they should normally be aligned. Freshly chiseled into the stone around the chess board pieces are the words “Only when the eight queens can live in peace, will The Builder be released.” Two queen pieces are fastened to the altar, as are the four chessboard pieces.

Once the players see the board, a timer starts ticking down on the altar. Give the players 15 minutes to solve both the chessboard puzzle and the queen puzzle. If they fail, the builder is forever locked up and cannot be released. The altar will explode if this happens, and every creature in the room must make a DC 17 Dexterity saving throw. A creature takes 14 (4d6) bludgeoning damage and 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

THE QUEEN PUZZLE

This puzzle has two parts—assembling the board and then placing all eight queens on a chess board without any of them being able to capture another.

Randomly choose two of the queens and put them in the correct spot on the board. These two queens are locked into place and cannot be moved. Let the party know they can work on both puzzles at the same time, but the chessboard **MUST** be put together first in order for the queens to work. If you have a small table you may want to do the broken board first whereas if you have a full table, you may want to split the table and do both puzzles at the same time, to keep players engaged. Cut out and give the characters **Player Handouts 2, 3, and 4**.

If the party gets stuck, they may attempt a DC 18 Intelligence (Insight) to gain a simple hint as to if they are on the right track or if a piece is in the correct place. A player can also spend one luck point from the Lucky feat to be given one answer of their choice.

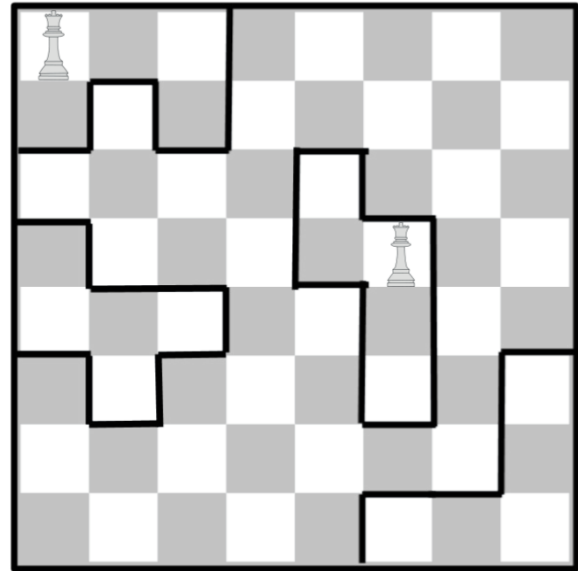
If a character has proficiency in Dragonchess, give them the correct location of another queen.

If your players come up with an answer to the Queen puzzle that doesn't look right, try spinning the board so it aligns with the answer shown here.

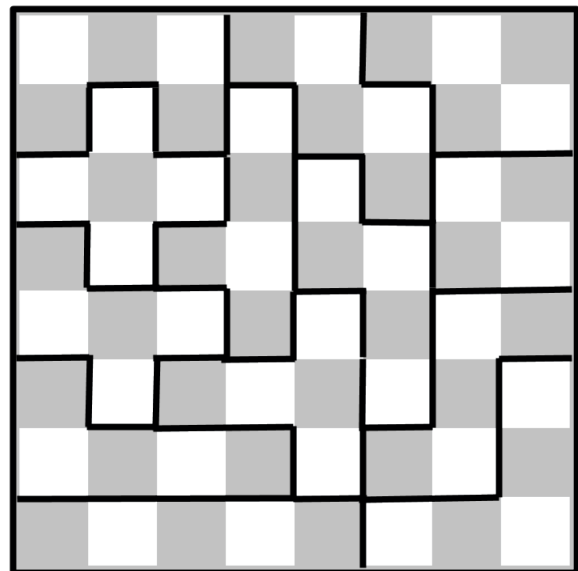
QUEEN MOVEMENT

In chess, a queen can move any number of spaces in a straight line vertically, horizontally, or diagonally. The queen captures by occupying the square on which another piece sits.

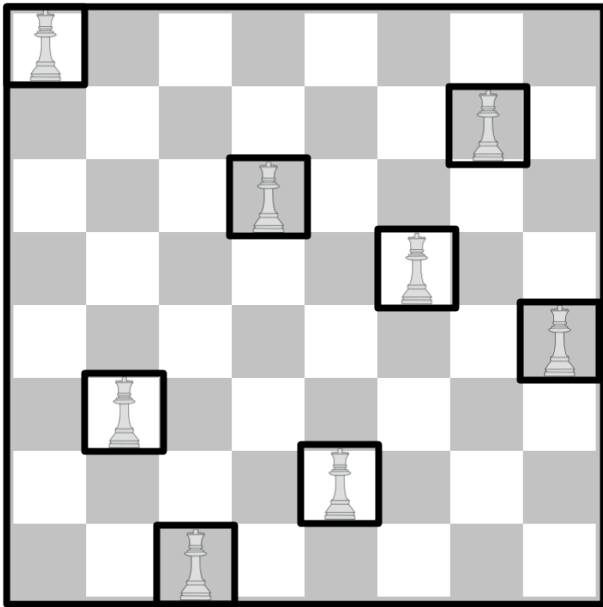
THE BROKEN BOARD PIECES ON THE ALTAR:



THE BROKEN BOARD ANSWER:



THE QUEENS OF PEACE ANSWER:



XP Award. Award each character 1,000 XP for each of these puzzles they answered without needing a clue.

With the eight queens placed on the appropriate squares, the metal egg in front of you turns molten and then explodes into thousands of tiny cubes that evaporate into the surrounding void. An old githzerai stands up from his fetal position and stares at you. “Thank you my friends, is it too late to stop the invasion?”

Allow the party to socialize with The Builder. When the party is ready, The Builder stands up and begins to chant. The entire citadel disappears around the party as their vision blurs. When the players’ vision clears, they are standing on the floating island above the monastery, behind them the adamantine citadel towers above the battlefield.

INTERACTIVE POINT

If the party frees The Builder, give them the “Builder” boon. If playing as an cooperative module, the other tables gain the appropriate boon as well.
If the players fail to free The Builder, nobody gets a boon.

LOCATE A SAINT

Mother Rosinden gathers you around a large tome. “It is not often that Ilmater gives us a saint. This tome lists all members of the clergy known to our god. The book speaks of one who calls himself Josef. We had the honor of meeting this man when the Cult of the Howling Hatred infiltrated us. I can tell you he is truly a vessel for Ilmater. Josef walked unharmed across battlefields in nothing but his robes. It is said that he recently gave up his mantle after the Red War. No one has seen him since. We believe he has taken up residence in a small hovel in the Quivering Forest. Please go to him and convince him that his favor of Ilmater is not lost. I can get you close, but you must still find the hovel on your own.”

Mother Rosinden gives the party a description of Josef Saint and a clay tablet with a rune etched into it. She tells them that if they break the tablet, they will be teleported back to the monastery. She then asks the party to step into a teleportation circle and they are teleported to the edge of the Quivering Forest.

A barely noticeable game path leads into the forest. A successful DC 16 Wisdom (Survival) check finds humanoid footprints on the path. If the player surpasses the check by five or more, they also notice the prints were made by sandals. Characters who have played DDEX1-8, “Tales Trees Tell” make this check with advantage as they recognize this as the same path they followed to meet with Jeny Greenteeth.

The easiest way to find the hovel is to cast *speak with animals*. Any animal the party talks to can lead them to where Josef is staying. Otherwise, the party must search the surrounding area. Finding Josef Saint’s home requires a successful group DC 20 Intelligence (Investigation) check. Characters who have played DDEX 1-8 make this check with advantage as they realize this is the same path they followed to Halvin’s cabin before they treated with Jeny Greenteeth. If a character fails this check, they may spend one luck point from the Lucky feat to automatically succeed instead.

If the party succeeds on their check, they find a path which opens into a large clearing. A small cabin sits in the back of the clearing and two large gardens full of fruits and vegetables lie between the characters and the cabin. A man in white robes can be seen working the ground with a hoe, behind a patch of corn stalks.

A small cabin sits towards the back of the clearing with two large gardens, filled with fruits and vegetables, between you and the cabin. A single, frail man in white robes works a small patch of earth with a hoe, behind some corn stalks.

Characters who have played in DDEX1-8 recognize this cabin as it used to belong to Halvin—a half elf ranger who used to trade with the nearby village of Kabel’s Hill.

Allow the party to approach Josef however they see fit. No matter what they say to him, his first response to them should be “You should not have come, humanity doesn’t deserve Ilmater’s protection any longer.” He will then drop his hoe and walk into his cabin.

The cabin door isn’t locked so if the party decides to walk in they can, but if they prefer to knock first, Josef will respond with “Go away please!” If the party mentions Ilmater or the Monastery of the Yellow Rose while they knock, Josef instead says, “Come in for some tea, but then you must leave.”

ROLEPLAYING JOSEF SAINT

Josef Saint’s opinion of humanity has changed a lot over the last year. Josef has never forgiven the factions for declaring war on the Red Wizards. Before the war, Josef worked side-by-side with both Cloaks and Red Wizards in rebuilding the city of Mulmaster after it was undone. He truly believes that the Red Wizards from the Thayan Embassy were trying to help the town. Josef was seen throughout the war healing both the allied forces and the Red Wizards.

Quote: “Why must we always turn to swords and spells?”

Traits: Soft spoken, philosophical

Flaws: Pacifist, depressed

Getting Josef to join the defense efforts requires three successful Charisma (Persuasion) checks throughout the conversation. The DCs decrease with each successful attempt. Each party member may make one attempt to persuade Josef. If a character fails a check, the DC for the next character is the same and doesn’t decrease.

CONVINCING JOSEF SAINT

Successful Attempt	DC
1	20
2	16
3	12

This encounter should be more like a philosophical conversation. Allow each party member a chance to say their piece or respond to Josef. Josef responds more positively when talking about saving lives or about Ilmater. He responds negatively to talking about the Red War or being paid. Josef doesn’t care at all about, “Who the enemy is this time.”

Have fun with this and push your players’ thinking. Questions like “Aren’t we really at war with ourselves?” or “Aren’t the ones who lose the ones who die?” or “When can we live in a world of peace?” can really bring the discussion to the next level.

If the party succeeds with three checks, Josef agrees to go with them but only to make sure “There is no more death.” If they fail, Josef sends them on their way and grabs a basket to start digging up onions from his garden.

INTERACTIVE POINT

If the party convinced Josef Saint to come along, give them the “Saint of Ilmater” boon. If playing as an cooperative module, the other tables gain the appropriate boon as well.

If they fail to convince Josef Saint, nobody gets a boon.

XP AWARD

If the party succeeds on their first three persuasion checks, award each player 1,000 XP.

UNLEASH THE HAND OF ILMATER

Several monks escort you down a wide stone staircase. You descend for ten minutes until you arrive at a stone door. A large pair of hands, bound together with rope, are etched into the stone. One of the monks looks at you, “Several have tried, but no monk has ever been able to succeed on the trials. It is said the trials test your mind, body, and soul however, once you leave the trials there will be no recognition of what they were. Also, magic is forbidden within the trials, your items and spells will have no effect while inside. Only one person may attempt the trials at a time though each of you may certainly try. May Ilmater take your pain.”

All players enter the Trial of the Mind first. As they enter through the door, each player sees their own version of the trial. Allow the party to discuss who is going to try first. This encounter is extremely challenging for most characters and is meant to be. The Hand of Ilmater is very powerful and it is okay if the party fails. Even though spells and magic don’t work inside the trials, feats work fine.

Once the party member goes into the room, the door seals behind them and a wooden door with the picture of a brain burnt into it stands in front of them.

TRIAL OF THE MIND

This small chamber is devoid of anything save a large mirror. The stone wall and floor are cool to the touch and seem to absorb the warmth from your body. After a few second, you notice you can see your breath which floats and coalesces onto the mirror.

Once the character stares at the mirror for a moment, they notice their reflection distorts and turns into several repeating images. As they look, their senses are assaulted by all the wrongs they've ever committed and everything they've ever killed. Once these images stop, the mirror moves on to friends and family who are still alive and shows to the character how each of them will die. The assault on the character's psyche forces them to make a DC 16 Intelligence saving throw. If they fail, they take 21 (6d6) psychic damage and are teleported outside the challenge. If they succeed, they find themselves standing in front of a stone door with a body carved into it. Beneath the body is a metal box with dozens of lights blinking throughout it. This is clearly a lock for the door. The lock can only be unlocked with a successful DC 16 Intelligence (Arcana) check. If the check fails, the character is teleported out and can no longer complete the trials. If they succeed, they may move on to the Trial of the Body.

TRIAL OF THE BODY

The door opens into a 100-foot-long, 15-foot-wide corridor. At the end of the corridor, you see a huge boulder. Scanning back down to the floor, you notice an opening into a dark pit below. A thin wire runs the length of the hall above the pit.

In order to succeed on this trial, a character must walk the tightrope and then push the boulder up the hallway. Even with dark vision, a character can't see the bottom of the pit.

The tightrope runs 75 feet. Crossing it requires two successful DC 16 Dexterity (Acrobatics) checks. If the character fails, they fall into the pit. The character notices large spikes at the bottom as they fall. Right as they are about to hit the spikes, they are teleported out of the trials.

If the character succeeds at the tightrope, they must push the boulder 100 feet. Pushing the boulder requires two successful DC 16 Strength (Athletics) checks. If the character fails a check, the boulder rolls back toward them. As the boulder is about to roll over them, they are teleported out of the trials.

If the player succeeds at pushing the boulder, it falls into a large hole and a metal door with a heart painted on it presents itself.

TRIAL OF THE SOUL

You walk out of the door onto an island floating above a pit, in a giant chamber. Upon the island rests a large altar with a large crystal fastened to a metal rod in its center. To your left, 40 feet up, in the corner of the room, is a stone face carved into the wall. Numerous gems, similar to the one on the altar are attached to the walls all around the room. To your right, on small ledges 50 feet away, are two creatures. Looking at the creatures, you realize one is a male goblin child and the other is a female human child. Their feet and hands are encased in stone and they are crying for help. You hear a loud clang and a white beam shoots out of the face into a crystal. After several seconds the beam jumps to another crystal on the wall.

The character can make a DC 14 Intelligence (Investigation) check. If they succeed, the character realizes the beam of light is following a path that will lead it to the crystal on the altar in front of them. A successful DC 14 Wisdom (Perception) check reveals the crystal on the altar is set up in such a way that the beam will be split and hit both children on the other side of the room. The crystal can be spun slightly to cause the beam to only hit one of the children. A successful DC 14 Intelligence (Arcana) check reveals that the beam of energy is similar to a *disintegrate* spell.

The character should feel like they need to make a decision. Leave the gem where it is, turn it toward the goblin or turn it toward the human. This is all a distraction, as any of these options will cause the trial to fail. As the god of suffering, Ilmater wants to see someone willing to make a sacrifice.

The only way to succeed on this trial is for a character stand in front of the crystal, allowing the beam to hit them. If a character does this, as the beam hits them, they are teleported out of the trials and are wearing a white silver gauntlet.

INTERACTIVE POINT

If a party member succeeds at all three trials, award the party the "Hand of Ilmater" boon. If playing as an cooperative module, the other tables gain the appropriate boon as well.

If all characters fail the trials, nobody gets a boon.

ACT II. THE SIEGE FROM BEYOND

Estimated Duration: 85 Minutes

A loud horn echoes across the mountainside. The monks begin preparing for an assault. Mother Rosinden shouts orders to several units of soldiers and then turns to you. “Heroes of the Moonsea, the siege is upon us! Take your positions and do not break! The Monastery of the Yellow Rose will not be breached again! Ilmater take your pain, my friends!”

Before and during the siege, the party may turn in boons at the appropriate times. The party must choose between three siege encounters. If they complete one encounter, they may start a second encounter. Regardless, the final battle will happen after eighty-five minutes are up—use a timer if necessary.

SIEGE 1. THE MOUNTAIN PASS

“Above the monastery is a mountain path. Our scouts report that a sizable portion of the gith army is trying to pinch us from above.” Mother Rosinden alerts you. “Please go to the bridge and don’t let them pass. You are to be our wall! If we can hold them off long enough, it may just buy our brothers and sisters on the wall the time they need.”

The mountain pass crosses a 200 foot ravine. There are two stone bridges that cannot be destroyed and a single energy bridge that can be turned off with an action. This encounter is done with waves of creatures and githyanki ships. In all cases, new waves will be added every two rounds or one round after the last enemy from a prior wave dies. This combat rewards great tactics and should feel like a heroic last stand.

The gates of the fortress have an AC 5 and 200 hit points. They also have a damage threshold of 10 and are immune to psychic and poison damage.

The party can turn off the energy bridge by succeeding on a DC 18 Intelligence (Arcana) check at one of the posts attaching the bridge to the cliff. This can only be done from the fort side of the bridge and not the mountain side.

If the gates are breached, the mission is a failure. If the party survives all five waves, the mission is a success.

TACTICS:

The **githyanki warriors** and **knights** will all start with *jump* cast on themselves. They will get as close to the wall as they can and *misty step* behind characters if possible. The **githyanki gishes** will start the battle with *invisibility* cast on themselves.

SETTING UP THE ENCOUNTER

Very Weak & Weak, Wave 1

- **Githyanki Warrior (10):** AC: 17, 49 hp, Init +2

Wave 2

- **Githyanki Gish (2):** AC: 17, 123 hp, Init +2

Wave 3

- **Githyanki Knight (2):** AC: 18, 91 hp, Init +2
- **Githyanki Kith’rak:** AC: 18, 180 hp, Init +3

Average, Wave 1

- **Githyanki Warrior (15):** AC: 17, 49 hp, Init +2

Wave 2

- **Githyanki Gish (2):** AC: 17, 123 hp, Init +2

Wave 3

- **Githyanki Knight (3):** AC: 18, 91 hp, Init +2
- **Githyanki Kith’rak:** AC: 18, 180 hp, Init +3

Strong & Very Strong, Wave 1

- **Githyanki Warrior (20):** AC: 17, 49 hp, Init +2

Wave 2

- **Githyanki Gish (3):** AC: 17, 123 hp, Init +2

Wave 3

- **Githyanki Knight (3):** AC: 18, 91 hp, Init +2
- **Githyanki Kith’rak:** AC: 18, 180 hp, Init +3

If the party survives the battle and all the githyanki are defeated, read or paraphrase the following:

Mother Rosinden limps up to the fort as you deliver the final blow. “Congratulations heroes, gather your wits because we are not yet done. Thanks again for the sacrifices you have made.”

If the party doesn’t finish the defense within the time limit, read or paraphrase the following as the final encounter approaches them:

Torrents of elemental blasts cascade from above, decimating most of the remaining army at the fort. Relief comes as you notice many of the remaining githyanki are caught in the blasts as well. As you process what is happening, you see an awful sight. Five chromatic dragons, each of a different color, descend upon you with githyanki mounted on their backs!

Continue with act III, “One With the Dragon.”

SIEGE 2. DEFEND THE WALL

For this part of the module, characters assume the roles of unit commanders to simulate the siege. Make it very clear to the players that this is a tactical unit scenario and their character sheets will not be used. Players will use the unit statistics provided. Each player should get a full copy of **Player Handout 5** and then give the players a minute or two to decide which unit they want to control. There is one unit per player, and multiple players may choose the same unit. Note that barbarians and frost giants are not available during a single table game, they come from boons when playing as a cooperative story.

SETUP

- Each party member decides which quadrant of the wall they are starting in.
- Randomly place 3 enemy units onto their quadrant numbers in range band 3. After this, enemy units will ALWAYS be placed in range band 4.
- The party decides which order their units will go. This will be the same order for the rest of the siege (unless a unit dies).
- For parties with only 3 players, do not use the bottom row of enemy units.

THE RULES

At the end of each (undefeated) player unit's turn, the enemy units advance one range band. Then, choose an enemy unit at random and place it randomly in a quadrant in range band 4.

If a unit is in range band 1, instead of moving, it may deal damage to the wall equal to its unit strength. Enemy units CANNOT attack player units until a section of wall has been destroyed.

Each unit has an attack value, an armor class, and hit points. If a unit hits with an attack, they deal damage equal to their unit strength, to their target. Player units may only attack within the quadrant in which they are located. If a unit has a ranged attack, it may attack any target it has range to. Each quadrant's wall has 25 hit points.

During each player's turn they may move to an adjacent quadrant and make an attack, or attack and then move to an adjacent quadrant.

BREAK THE WALL DOWN

If a quadrant's wall is reduced to 0 hit points, it is destroyed. At this point, enemy units may move beyond the wall in that quadrant and attack player units. The same rules for attacking, range, and dealing damage apply when enemy units attack. At the end of each player unit's turn the enemy units will advance as normal unless a player unit is in the adjacent quadrant, then the enemy unit attacks the

player unit. This continues until all units of one side have fallen.

UNIT DEFEAT

Party members do not die when a unit is defeated. Instead, they retreat from battle to lick wounds and heal up. The player units still take their turns in the initial order however if it is a defeated unit's turn, the next living unit in order takes their turn instead.

DEVELOPMENTS

If the player units defeated all enemy units:

As the screams of battle come to an end, Mother Rosinden shouts, "Well done unit captains, we have survived this wave, but there is much still to be done!"

If the enemy defeated all player units:

As the screams of battle come to escalate, cries of anguish surround you. Emerging from the smoke, Mother Rosinden limps toward you. "Many have given their lives this day, but we have not yet lost. We will fall back to the floating island above. From there, we will regroup and rally back. These gith have not yet seen what we are capable of!"

Allow the party to decide which encounter they'd like to do next, or if time is up, read or paraphrase the following:

Torrents of elemental blasts cascade from above, decimating most of the remaining army on the wall. Through the haze you can just make out five large chromatic dragons, one of each color, with githyanki mounted on their backs.

Continue with act III, "One With the Dragon."

SIEGE 3. THE COSMIC GALLEON

Amidst the chaos, Mother Rosinden finds you and points to the sky. “There in the distance, you see that flying galleon? Our informants have determined that is their command center. If you could either destroy it or capture it, perhaps it will shift things into our favor! Take these wingwear. Sadly, they have but one charge left. Get up to the floating island above and fly to the Cosmic Galleon! You know what to do when you get there!”

The party members may not want to use the wingwear and that is okay! If the characters have other ways to fly the entire party then they may do so—just make sure they understand that if someone can’t fly, they will be several minutes behind as they get to the floating island and jump off.

As you make your way to the Cosmic Galleon, you notice that it is armed with siege equipment. A harpoon launcher and two ballistae point towards you and begin to fire!

THE COSMIC GALLEON

The Cosmic Galleon is a Planar Raider class ship designed to traverse between planes.

The ship is a type of singularity where the Astral and Material planes meet. As a bonus action, characters and enemies may enter either plane. Characters in different planes from each other can see each other but cannot affect each other.

The ship also creates its own gravitational field. This allows both players and enemies to walk on the port and starboard hulls, or sides of the ship, as though they were the top decks of the ship.*

This could make for a challenging battle to follow so if you aren’t using maps and minis, use 1d4 to keep track of where they are:

LOCATION ON THE GALLEON

d4	Location
1	Main Deck
2	Starboard Side
3	Port Side
4	Below Decks

The siege weapons each have two **githyanki knights** firing them. Firing the siege weapon requires an action to load, an action to aim, and an action to fire.

At the start of this combat, the weapons are already loaded and aimed.

BALLISTA

Armor Class 15

Hit Points 50

Damage Immunities poison, psychic

Loading and Aiming. Before the ballista can be fired, it must be loaded and then aimed. It takes 1 action to load and 1 action to aim the ballista.

Bolt. *Ranged Weapon Attack:* +9 to hit, range 120/480 ft., one target. *Hit:* 20 (3d10) piercing damage.

HARPOON LAUNCHER

Armor Class 15

Hit Points 50

Damage Immunities poison, psychic

Loading and Aiming. Before the harpoon launcher can be fired, it must be loaded and then aimed. It takes 1 action to load and 1 action to aim the harpoon.

Harpoon (1 Shot Until Reeled In). *Ranged Weapon Attack:* +9 to hit, range 120/480 ft., one target. *Hit:* 20 (3d10) piercing damage and the target is grappled (Escape DC 15).

Reel In. One grappled creature succeeds at an opposed Strength (Athletics) check or is pulled 30 feet closer to the launcher.

The party is 120 feet away from the galleon at the start of initiative. If the party lands on the ship, 3 **githyanki gish** (two of which start in the astral plane) run out from a door at the rear of the ship.

SETTING UP THE ENCOUNTER

Very Weak

- **Githyanki Knight (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish:** AC: 17, 123 hp, Init +2

Weak

- **Githyanki Knight (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (2):** AC: 17, 123 hp, Init +2

Average

- **Githyanki Knights (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (3):** AC: 17, 123 hp, Init +2

Strong

- **Githyanki Knights (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (3):** AC: 17, 123 hp, Init +2
- **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3

Very Strong

- **Githyanki Knight (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (4):** AC: 17, 123 hp, Init +2
- **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3

Once the party has defeated the crew members, they must scour the ship in search of the pilot.

The pilot is in the lower level of the ship in a room at its stern. The ship is devoid of other gith along the way. Characters should recognize that Mother Rosinden thought the leader of the gith should be on this ship. Something is definitely off here, but at least the ship can’t attack the monastery any longer.

Piloting the Planar Raider. The raider uses dormant psionic energy to fly so this requires a successful DC 20 Intelligence saving throw or else the pilot takes 18 (4d8) psychic damage. A successful DC 20 Intelligence (Arcana) check reveals this property to the characters before they tap in. If the pilot already piloted a skiff, they don't need to make this check.

Killing the pilots. The two pilots are currently defenseless and take two rounds to get out of their helmets. A DC 16 Wisdom (Survival) check reveals the pilots can be killed with a single attack, if a character can describe how they are going to do it.

Once a character gets in the pilot seat and puts the helmet on, they notice two things. First, they can "see" as though they were the ship in a 360 degree arc.

The second thing they notice is that there is a weapon system on board that allows the pilot to fire magical force blasts from a skull on the bow of the ship. This weapon has a 180 degree arc at the front of the ship.

The pilot may move the ship, then turn the ship up to 45 degrees, and then fire the cannon on their turn.

PSYCHIC CANNON

Armor Class 18

Hit Points 75

Damage Immunities poison, psychic

Magically Powered. In order to fire the cannon the pilot must expend a spell slot of 1st level or higher.

Overcharge. For each level spell slot used above 1st, deal an additional 1d8 force damage.

Force Blast. *Ranged Spell Attack:* 60/240 ft., one target. *Hit:* 18 (4d8) force damage.

Developments. As the pilot becomes accustomed to the system, they notice a terrifying sight flying toward the ship. Five dragons with githyanki mounted on their backs are coming to retake the ship. If the pilot wishes, they can remain in the seat to pilot it, or rush up to the deck with the party.

Upon success in this encounter, the party may choose to crash the ship or bring it back to the monastery where it can be used to help in its defense. If the party runs out of time for act III, "One With the Dragon," then that encounter happens while the players are on the ship! They can use the ship's weapons in that fight!

ACT III. ONE WITH THE DRAGON

Estimated Duration: 60 Minutes

This final encounter can change as it can occur on the snowy pass, the monastery's walls, or on board the Cosmic Galleon. Make sure you elaborate on what the dragons are doing to the battlefield, including using their breath weapons.

The five flying creatures come into visual range, and it is possible to observe that there are five dragons, each with a githyanki riding astride. All told, there is a **young blue dragon**, a **young black dragon**, a **young white dragon**, a **young green dragon**, and a **young red dragon**.

TACTICS

The **githyanki knights** will ready *misty step* to teleport to target spellcasters when they get in range. The **githyanki supreme commander** will do the same and specifically try to take out any healers first. The dragons arrive with their breath weapons expended so they must roll to activate them. The dragons will use hit and run tactics, choosing to allow attacks of opportunity to get out of melee range.

SUPREME COMMANDER CHANGES

Add: +1 to all saving throws.

Add: Action: 5th level Magic Missile 6/day – 21 (7d4+7) Force Damage

Add: Legendary Action – Magic Missile (3 Actions). Cast one use of magic missile.

SETTING UP THE ENCOUNTER

Very Weak & Weak

- **Githyanki Knight (4):** AC: 18, 91 hp, Init +2
 - **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3
 - **Young Black Dragon:** AC: 18, 127hp, Init +2
 - **Young Blue Dragon:** AC: 17, 152 hp, Init +0
 - **Young Green Dragon:** AC: 18, 136 hp, Init +1
 - **Young Red Dragon:** AC: 18, 178 hp, Init +0
 - **Young White Dragon:** AC: 17, 133 hp, Init +0
- All dragons need to recharge their Breath Weapon.

Average

- **Githyanki Knight (4):** AC: 18, 91 hp, Init +2
 - **Githyanki Supreme Commander:** AC: 19, 187 hp, Init +3
 - **Young Black Dragon:** AC: 18, 127hp, Init +2
 - **Young Blue Dragon:** AC: 17, 152 hp, Init +0
 - **Young Green Dragon:** AC: 18, 136 hp, Init +1
 - **Young Red Dragon:** AC: 18, 178 hp, Init +0
 - **Young White Dragon:** AC: 17, 133 hp, Init +0
- All dragons need to recharge their Breath Weapon.

Strong & Very Strong

- **Githyanki Knight (2):** AC: 18, 91 hp, Init +2
 - **Githyanki Gish (2):** AC: 17, 123 hp, Init +2
 - **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3
 - **Young Black Dragon:** AC: 18, 127hp, Init +2
 - **Young Blue Dragon:** AC: 17, 152 hp, Init +0
 - **Young Green Dragon:** AC: 18, 136 hp, Init +1
 - **Young Red Dragon:** AC: 18, 178 hp, Init +0
 - **Young White Dragon:** AC: 17, 133 hp, Init +0
- All dragons need to recharge their Breath Weapon.

THIS STORY ENDS

Mother Rosinden accompanies the characters to the Medicka, where they may rest and have their injuries tended to. The adventurers have survived the siege of the Yellow Rose.

The chill wind that greeted you when you first arrived here continues to whip through the monastery. Its howl fills your ears as you drift off for the night. As you fall into a state of rest, however, the screams of those who sacrificed their lives this day give you pause. It was a hard fought battle and you feel as though Ilmater is gazing down on you with gratitude.

The Monastery of the Yellow Rose is safe for now. Whether it remains so is a tale for another day.

TREASURE

Mother Rosinden awards the adventurers 3,000 gp each.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Githyanki Warrior	700
Githyanki Knight	3,900
Githyanki Gish	5,900
Githyanki Kith'rak	8,400
Githyanki Supreme Commander	11,500
Young Black Dragon	2,900
Young Blue Dragon	5,000
Young Green Dragon	3,900
Young Red Dragon	5,900
Young White Dragon	2,300
Siege Enemy Unit	1,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Stealing a Skiff w/o Chase	1,000
Broken Board w/o Hint	1,000
Queens Puzzle w/o Hint	1,000
Builder Door Puzzle w/o Hint	1,000
Josef Saint Persuasion	1,000

The **minimum** total award for each character participating in this adventure is **18,500 experience points**.

The **maximum** total award for each character participating in this adventure is **20,500 experience points**.

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Siege Reward	3,000

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

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

COSMIC CHASUBLE (ROBE OF STARS)

Wondrous item, very rare (requires attunement)

An exquisite ritual gown, this deep blue garment is covered in finely detailed embroidery depicting suns, stars, moons, planets and other heavenly bodies. At night, these embroidered ornaments swirl and whirl, traveling slowly across the robe's fibers. If you sleep in it, you dream of far worlds and alien landscapes. This item can be found in **Player Handout 11**.

RENOWN

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

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

THE ORDER OF THE YELLOW ROSE

Mother Rosinden (ROSE-in-din) Female light-foot halfling. Leader of the Order of the Chisel. The order's quartermaster, treasurer, and chief liaison.

APPENDIX. MONSTER/NPC STATISTICS

GITHYANKI GISH

Medium humanoid (gith), lawful evil

Armor Class 17 (half plate)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Con +6, Int +7, Wis +6

Skills Insight +6, Perception +6, Stealth +6

Senses passive Perception 16

Languages Gith

Challenge 10 (5,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

1/day each: *plane shift*, *telekinesis*

Spellcasting. The githyanki is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The githyanki has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *message*, *true strike*
1st level (4 slots): *expeditious retreat*, *magic missile*,
sleep, *thunderwave*

2nd level (3 slots): *blur*, *invisibility*, *levitate*

3rd level (3 slots): *counterspell*, *fireball*, *haste*

4th level (2 slots): *dimension door*

War Magic. When the githyanki uses its action to cast a spell, it can make one weapon attack as a bonus action.

ACTIONS

Multiattack. The githyanki makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) psychic damage.

Source: *Mordenkainen's Tome of Foes*

GITHYANKI KITH'RAK

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Con +7, Int +7, Wis +6

Skills Intimidation +7, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 12 (8,400 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

1/day each: *plane shift*, *telekinesis*

Rally the Troops. As a bonus action, the githyanki can magically end the charmed and frightened conditions on itself and each creature of its choice that it can see within 30 feet of it.

ACTIONS

Multiattack. The githyanki makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 17 (5d6) psychic damage.

REACTIONS

Parry. The githyanki add 4 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

Source: *Mordenkainen's Tome of Foes*

GITHYANKI KNIGHT

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Languages Gith

Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only),
tongues

1/day each: *plane shift*, *telekinesis*

ACTIONS

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection spell*), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

GITHYANKI SUPREME COMMANDER

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Con +9, Int +8, Wis +8

Skills Insight +8, Intimidation +9, Perception +8

Senses passive Perception 18

Languages Gith

Challenge 14 (11,500 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *levitate* (self only), *misty step*, *nondetection* (self only)

1/day each: *Bigby's hand*, *mass suggestion*, *plane shift*, *telekinesis*

ACTIONS

Multiattack. The githyanki makes two greatsword attacks.

Silver Greatsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 17 (5d6) psychic damage. On a critical hit against a target in an astral body (as with the *astral projection spell*), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

REACTIONS

Parry. The githyanki add 5 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

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

Attack (2 Actions). The githyanki makes a greatsword attack.

Command Ally. The githyanki targets one ally it can see within 30 feet of it. If the target can see or hear the githyanki, the target can make one melee weapon attack using its reaction and has advantage on the attack roll.

Teleport. The githyanki magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it. It also becomes insubstantial until the start of its next turn. While insubstantial, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 16 (3d10) force damage and is moved to the nearest unoccupied space.

Source: *Mordenkainen's Tome of Foes*

GITHYANKI WARRIOR

Medium humanoid (gith), lawful evil

Armor Class 17 (half plate)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	10 (+0)

Saving Throws Con +3, Int +3, Wis +3

Senses passive Perception 11

Languages Gith

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

ACTIONS

Multiattack. The githyanki makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

YOUNG BLACK DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

YOUNG BLUE DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 20 ft., fly 80 ft.

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

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 9 (5,000 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

YOUNG GREEN DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

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

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

YOUNG WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

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

Skills Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

APPENDIX. ENCOUNTER SETUP

THE MOUNTAIN PASS

VERY WEAK & WEAK PARTY STRENGTH (39,500 XP)

- **Wave One**
 - **Githyanki Warrior (10):** AC: 17, 49 hp, Init +2
- **Wave Two**
 - **Githyanki Gish (2):** AC: 17, 123 hp, Init +2
- **Wave Three**
 - **Githyanki Knight (2):** AC: 18, 91 hp, Init +2
 - **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3

AVERAGE PARTY STRENGTH (46,900 XP)

- **Wave One**
 - **Githyanki Warrior (15):** AC: 17, 49 hp, Init +2
- **Wave Two**
 - **Githyanki Gish (2):** AC: 17, 123 hp, Init +2
- **Wave Three**
 - **Githyanki Knight (3):** AC: 18, 91 hp, Init +2
 - **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3

STRONG & VERY STRONG PARTY STRENGTH (56,300 XP)

- **Wave One**
 - **Githyanki Warrior (20):** AC: 17, 49 hp, Init +2
- **Wave Two**
 - **Githyanki Gish (3):** AC: 17, 123 hp, Init +2
- **Wave Three**
 - **Githyanki Knight (3):** AC: 18, 91 hp, Init +2
 - **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3

THE COSMIC GALLEON

VERY WEAK PARTY STRENGTH (29,300 XP)

- **Githyanki Knight (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish:** AC: 17, 123 hp, Init +2

WEAK PARTY STRENGTH (35,200 XP)

- **Githyanki Knight (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (2):** AC: 17, 123 hp, Init +2

AVERAGE PARTY STRENGTH (41,100 XP)

- **Githyanki Knights (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (3):** AC: 17, 123 hp, Init +2

STRONG PARTY STRENGTH (49,500 XP)

- **Githyanki Knights (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (3):** AC: 17, 123 hp, Init +2
- **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3

VERY STRONG PARTY STRENGTH (59,400 XP)

- **Githyanki Knight (6):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (4):** AC: 17, 123 hp, Init +2
- **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3

BALLISTA

Armor Class 15

Hit Points 50

Damage Immunities poison, psychic

Loading and Aiming. Before the ballista can be fired, it must be loaded and then aimed. It takes 1 action to load and 1 action to aim the ballista.

Bolt. *Ranged Weapon Attack:* +9 to hit, range 120/480 ft., one target. *Hit:* 20 (3d10) piercing damage.

HARPOON LAUNCHER

Armor Class 15

Hit Points 50

Damage Immunities poison, psychic

Loading and Aiming. Before the harpoon launcher can be fired, it must be loaded and then aimed. It takes 1 action to load and 1 action to aim the harpoon.

Harpoon (1 Shot Until Reeled In). *Ranged Weapon Attack:* +9 to hit, range 120/480 ft., one target. *Hit:* 20 (3d10) piercing damage and the target is grappled (Escape DC 15).

Reel In. One grappled creature succeeds at an opposed Strength (Athletics) check or is pulled 30 feet closer to the launcher.

PSYCHIC CANNON

Armor Class 18

Hit Points 75

Damage Immunities poison, psychic

Magically Powered. In order to fire the cannon the pilot must expend a spell slot of 1st level or higher.

Overcharge. For each level spell slot used above 1st, deal an additional 1d8 force damage.

Force Blast. *Ranged Spell Attack:* 60/240 ft., one target. *Hit:* 18 (4d8) force damage.

ONE WITH THE DRAGON

VERY WEAK & WEAK PARTY STRENGTH (44,000 XP)

- **Githyanki Knight (4):** AC: 18, 91 hp, Init +2
- **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3
- **Young Black Dragon:** AC: 18, 127hp, Init +2
- **Young Blue Dragon:** AC: 17, 152 hp, Init +0
- **Young Green Dragon:** AC: 18, 136 hp, Init +1
- **Young Red Dragon:** AC: 18, 178 hp, Init +0
- **Young White Dragon:** AC: 17, 133 hp, Init +0

All dragons need to recharge their Breath Weapon.

AVERAGE PARTY STRENGTH (47,100 XP)

- **Githyanki Knight (4):** AC: 18, 91 hp, Init +2
- **Githyanki Supreme Commander:**
AC: 19, 187 hp, Init +3
- **Young Black Dragon:** AC: 18, 127hp, Init +2
- **Young Blue Dragon:** AC: 17, 152 hp, Init +0
- **Young Green Dragon:** AC: 18, 136 hp, Init +1
- **Young Red Dragon:** AC: 18, 178 hp, Init +0
- **Young White Dragon:** AC: 17, 133 hp, Init +0

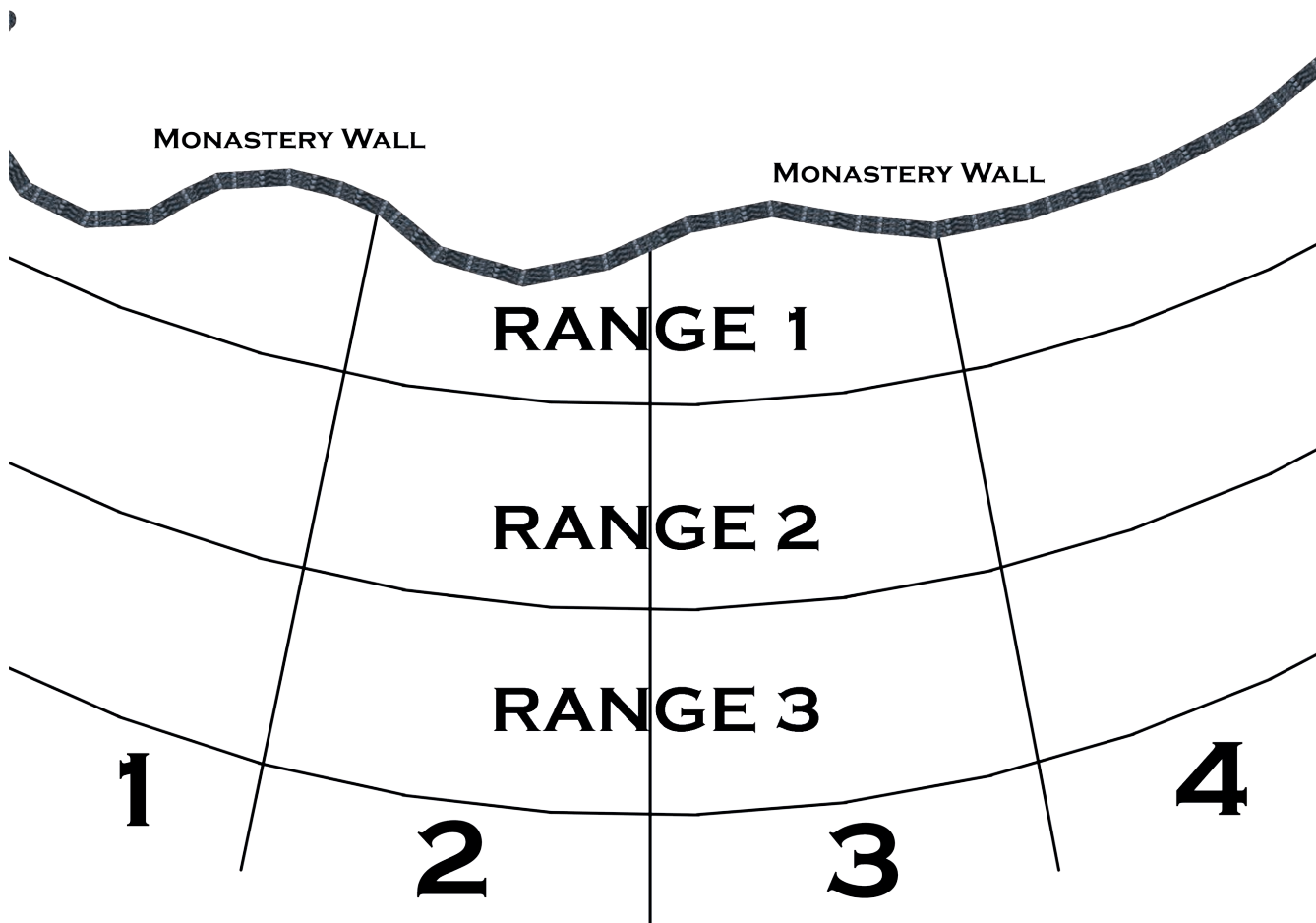
All dragons need to recharge their Breath Weapon.

STRONG & VERY STRONG PARTY STRENGTH (51,100 XP)

- **Githyanki Knight (2):** AC: 18, 91 hp, Init +2
- **Githyanki Gish (2):** AC: 17, 123 hp, Init +2
- **Githyanki Kith'rak:** AC: 18, 180 hp, Init +3
- **Young Black Dragon:** AC: 18, 127hp, Init +2
- **Young Blue Dragon:** AC: 17, 152 hp, Init +0
- **Young Green Dragon:** AC: 18, 136 hp, Init +1
- **Young Red Dragon:** AC: 18, 178 hp, Init +0
- **Young White Dragon:** AC: 17, 133 hp, Init +0

All dragons need to recharge their Breath Weapon.

APPENDIX. SIEGE BOARD SETUP



APPENDIX. DEFEND THE WALL—ENEMY UNITS

<p>Githyanki Warriors</p> <p>AC: 17 US: 4</p> <p>Range: 1 +6 to Hit</p>	<p>Githyanki Warriors</p> <p>AC: 17 US: 4</p> <p>Range: 1 +6 to Hit</p>	<p>Githyanki Knights</p> <p>AC: 17 US: 2</p> <p>Range: 1 +8 to Hit</p> <p>May advance 2 range bands instead of 1</p>	<p>Githyanki Gishes</p> <p>AC: 17 US: 1</p> <p>Range: 1,2,3 +8 to Hit</p> <p>May attack the wall each time they advance</p> <p>Deal 2 damage for each unit strength</p>	<p>Githyanki Kith'Rak</p> <p>AC: 18 (22) US: 1 +8 to Hit</p> <p>+4 AC vs. Range</p> <p>Deal 2 damage for each unit strength</p>
<p>Githyanki Warriors</p> <p>AC: 17 US: 4</p> <p>Range: 1 +6 to Hit</p>	<p>Githyanki Warriors</p> <p>AC: 17 US: 4</p> <p>Range: 1 +6 to Hit</p>	<p>Githyanki Knights</p> <p>AC: 17 US: 2</p> <p>Range: 1 +8 to Hit</p> <p>May advance 2 range bands instead of 1</p>	<p>Githyanki Gishes</p> <p>AC: 17 US: 1</p> <p>Range: 1,2,3 +8 to Hit</p> <p>May attack the wall each time they advance</p> <p>Deal 2 damage for each unit strength</p>	<p>Githyanki Kith'Rak</p> <p>AC: 18 (22) US: 1</p> <p>Range: 1 +8 to Hit</p> <p>+4 AC vs. Range</p> <p>Deal 2 damage for each unit strength</p>
<p>Githyanki Warriors</p> <p>AC: 17 US: 4</p> <p>Range: 1 +6 to Hit</p>	<p>Githyanki Knights</p> <p>AC: 17 US: 2</p> <p>Range: 1 +8 to Hit</p> <p>May advance 2 range bands instead of 1</p>	<p>Githyanki Knights</p> <p>AC: 17 US: 2</p> <p>Range: 1 +8 to Hit</p> <p>May advance 2 range bands instead of 1</p>	<p>Githyanki Gishes</p> <p>AC: 17 US: 1</p> <p>Range: 1,2,3 +8 to Hit</p> <p>May attack the wall each time they advance</p> <p>Deal 2 damage for each unit strength</p>	<p>Githyanki Kith'Rak</p> <p>AC: 18 (22) US: 1</p> <p>Range: 1 +8 to Hit</p> <p>+4 AC vs. Range</p> <p>Deal 2 damage for each unit strength</p>
<p>Githyanki Warriors</p> <p>AC: 17 US: 4</p> <p>Range: 1 +6 to Hit</p>	<p>Githyanki Knights</p> <p>AC: 17 US: 2</p> <p>Range: 1 +8 to Hit</p> <p>May advance 2 range bands instead of 1</p>	<p>Githyanki Gishes</p> <p>AC: 17 US: 1</p> <p>Range: 1,2,3 +8 to Hit</p> <p>May attack the wall each time they advance</p> <p>Deal 2 damage for each unit strength</p>	<p>Githyanki Astral Brig</p> <p>AC: 20 US: 2</p> <p>Range: 1,2,3 +8 to Hit</p> <p>May choose to not advance and damage the wall instead</p>	<p>Supreme Commander</p> <p>AC: 18 (23) US: 3</p> <p>Range: 1 +10 to Hit</p> <p>+5 AC vs. Melee</p> <p>Instead of advancing, may have another unit attack the wall</p>

APPENDIX. DEFEND THE WALL—SETUP AND RULES

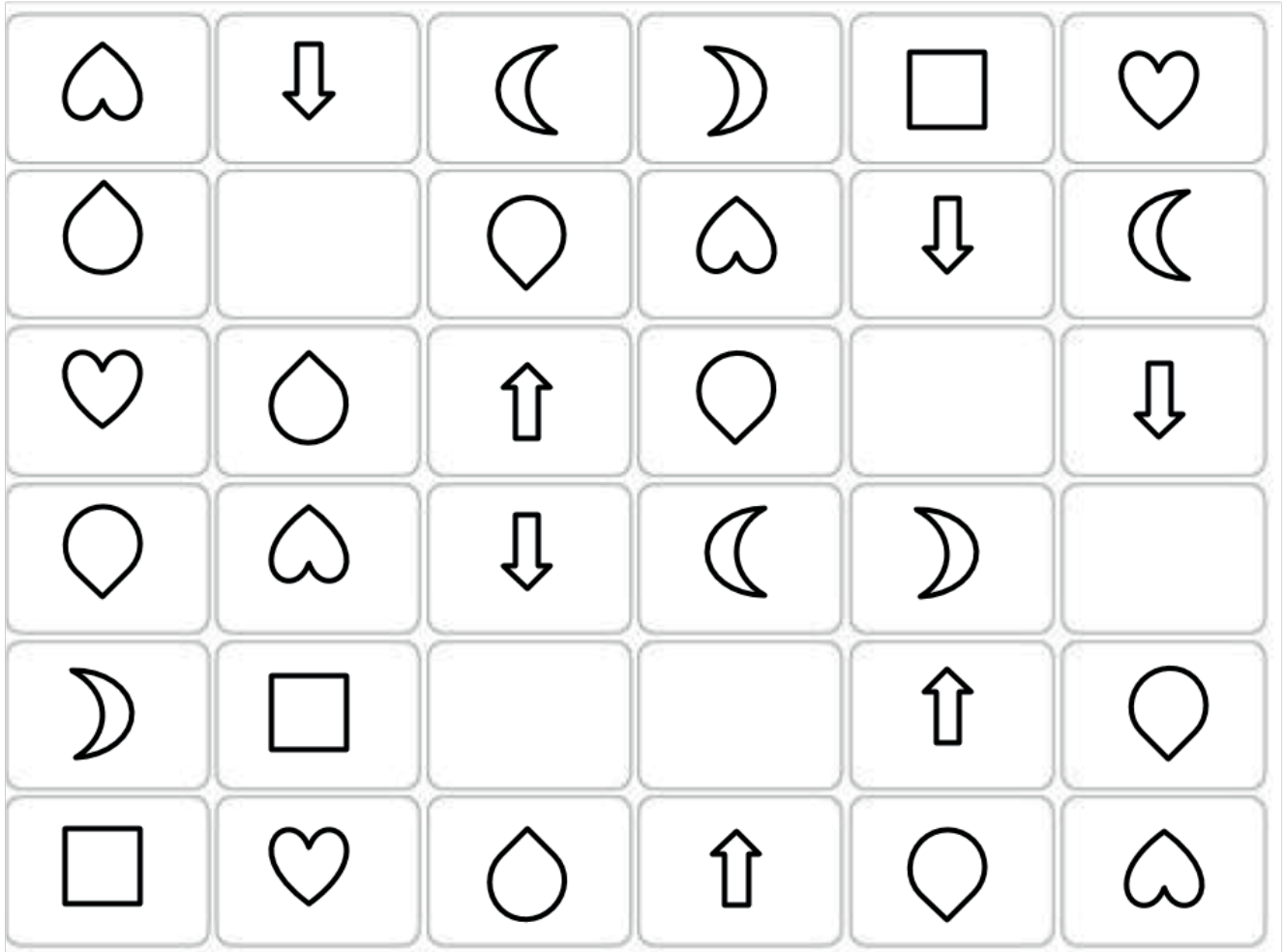
SETUP

1. Each character chooses a unit to command and places it on a wall quadrant.
2. Randomly choose three enemy units and place them on a random quadrant in range band 3.
3. The party decides what order their units will activate in for the first round, they will choose this order again at the start of each round.

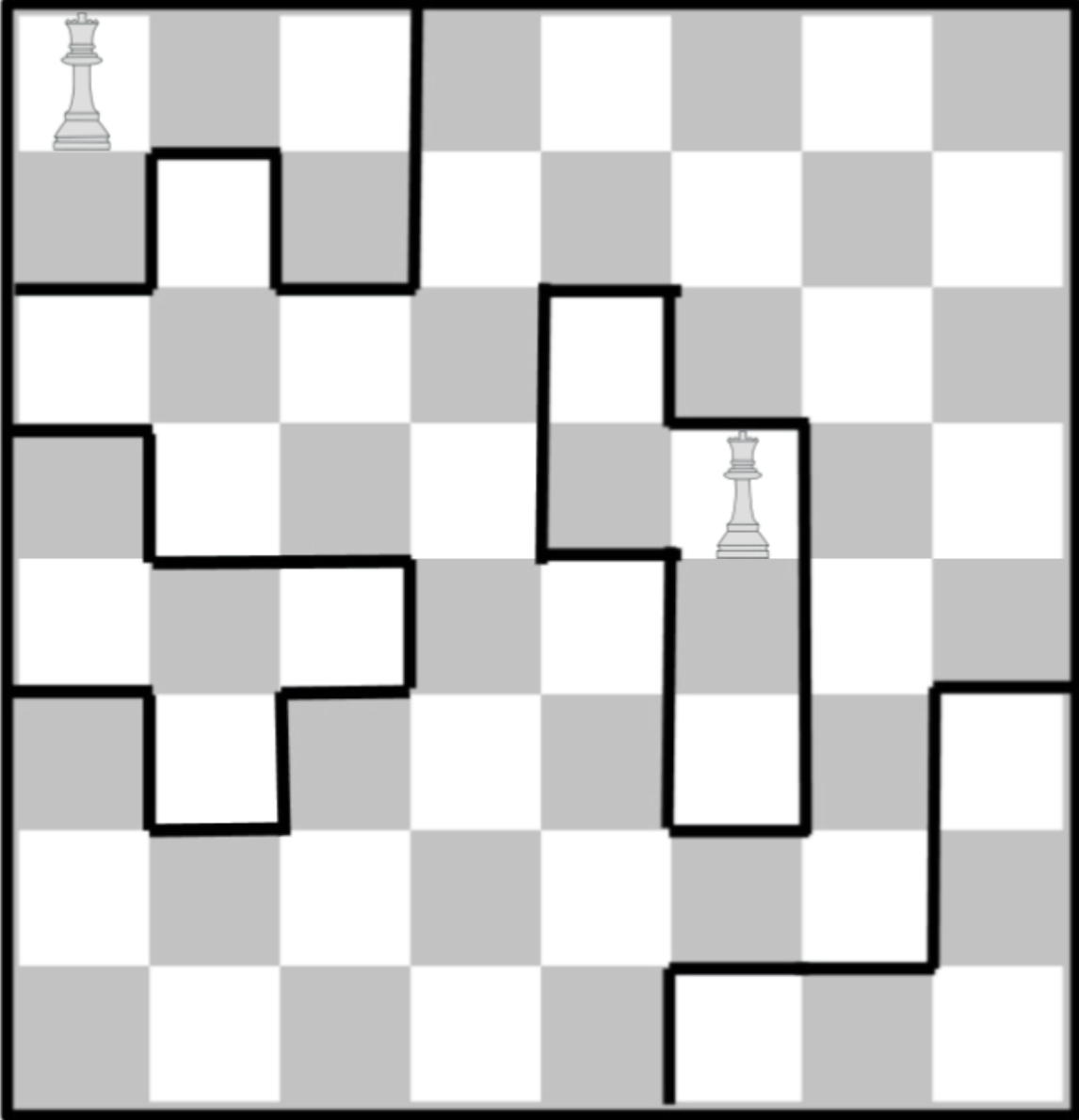
RULES

1. Each enemy unit advances one range band after **each** party unit's turns.
2. After advancing enemy units, randomly choose 3 enemy units and place them on a random quadrant number.
3. If an enemy is in range band 1, they may deal damage to the wall.
4. Enemy units may not attack party units unless the wall section they are at is destroyed or if they are behind the walls.
5. If a unit hits with an attack, they deal damage equal to their unit strength.
6. If a unit has a range attack, it may attack any unit in its quadrant up to its range value away.
7. Each wall section starts with 25 hit points.
8. If a wall section is destroyed, enemy units can attack party units in that section. The enemies may also move behind the walls.
9. Enemies behind the walls may move 1 quadrant on their turn.
10. If a character's unit is defeated, the character doesn't die, they retreat from the siege. The defeated unit no longer takes actions during the party's turn.
11. The party is victorious if they defeat all enemies units. (Note that some party strengths don't use all enemy units). The party fails if all party units are defeated or if all 4 walls are destroyed.

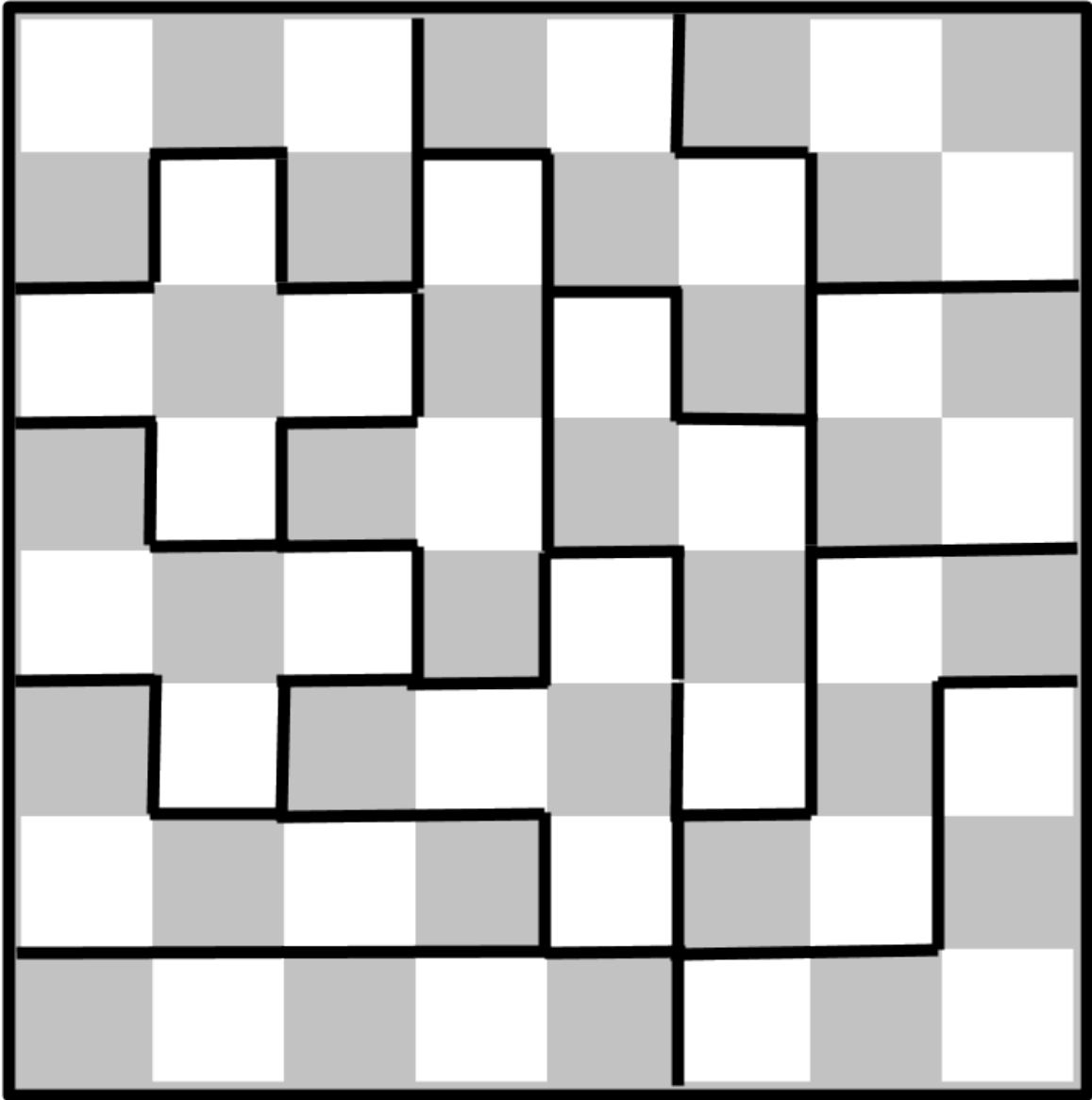
PLAYER HANDOUT 1. THE BUILDER DOOR PUZZLE



PLAYER HANDOUT 2. THE BROKEN CHESS BOARD

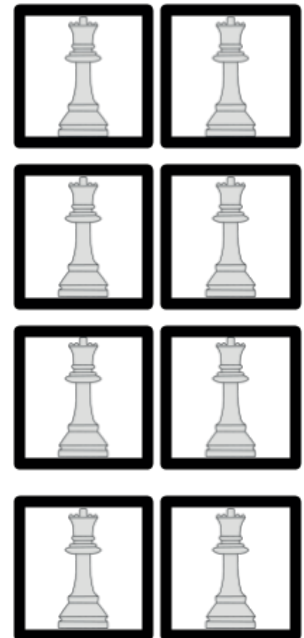
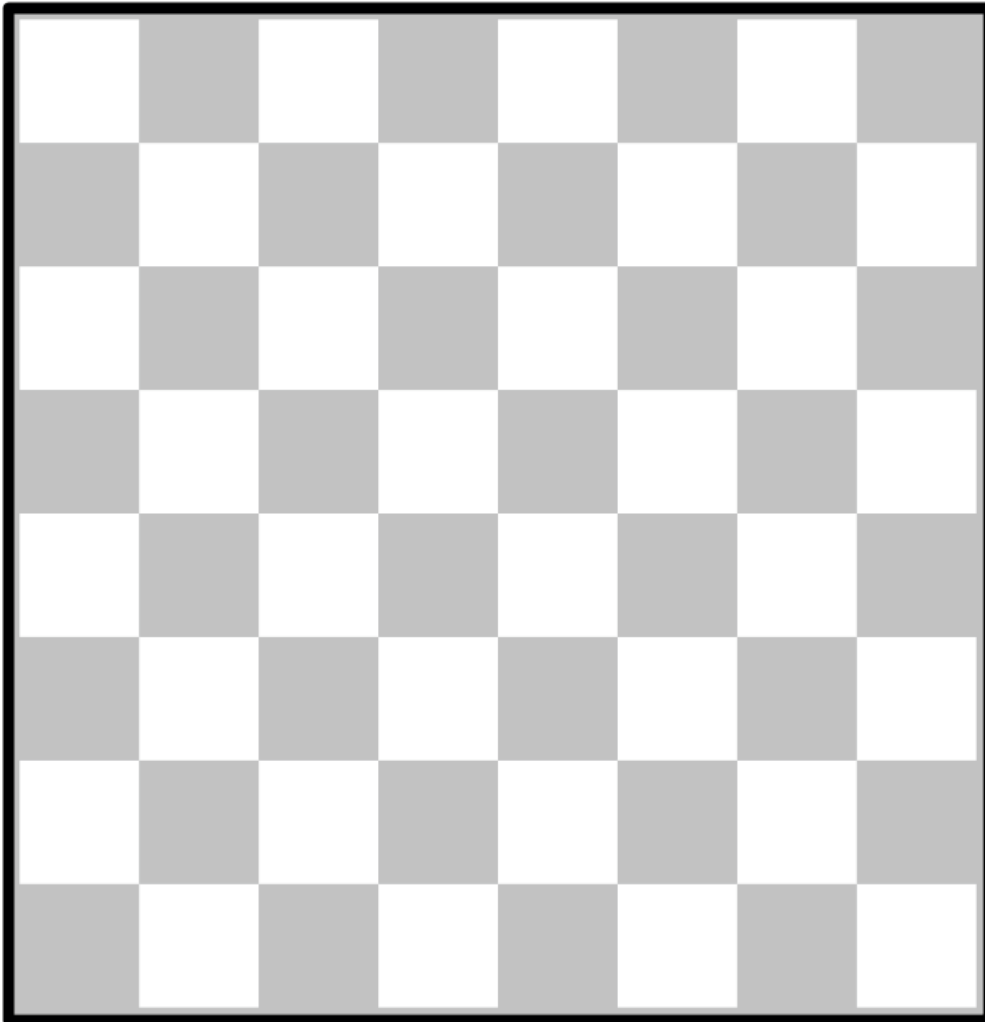


PLAYER HANDOUT 3. CHESS BOARD PIECES



(Cut out the pieces along the heavy lines)

PLAYER HANDOUT 4. THE EIGHT QUEENS PUZZLE



PLAYER HANDOUT 5. THE SIEGE PLAYER UNITS

<p style="text-align: center;">Yellow Rose Monks</p> <p>AC: 18 Unit Strength: 2 Range: 1, 2 To Hit: +10</p> <p>Mobility: May move to up 2 adjacent quadrants instead of 1.</p> <p>Knockback: As part of an attack, may push a unit back 2 range bands, deal ½ unit strength damage on a hit.</p>	<p style="text-align: center;">Clerics of Ilmater</p> <p>AC: 22 Unit Strength: 1 Range: 1 To Hit: +8</p> <p>Banishment: 1/Siege: Target unit is removed from the siege.</p> <p>Spiritual Weapon: Deal 2x Unit Strength on a hit.</p> <p>Revive: A fallen unit is restored to Unit Strength 1</p>	<p style="text-align: center;">Archers</p> <p>AC: 16 Unit Strength: 2 Range: 1, 2, 3 To Hit: +10</p> <p><i>Disadvantage when attacking range 1</i></p> <p>Rapid Fire: May attack 2 separate units, dealing ½ unit strength damage on a hit.</p> <p>Covering Fire: May attack adjacent quadrants.</p>
<p style="text-align: center;">Mages</p> <p>AC: 16 Unit Strength: 1 Range: Varies To Hit: +10</p> <p>Magic Missile: Range 1, 2: Deal 1 Damage (requires no attack roll).</p> <p>Fireball: Range 1, 2, 3: Make an attack against all units in the same range band. Deal 2 damage to each unit hit.</p>	<p style="text-align: center;">Barbarians</p> <p>AC: 16 Unit Strength: 2 Range: 1 To Hit: +8</p> <p>Enraged: Deal 2 x unit strength on a hit.</p> <p>Shrug Off: Damage dealt to the barbarians is cut in half (rounded down).</p>	<p style="text-align: center;">Frost Giants</p> <p>AC: 20 Unit Strength: 4 Range: 1, 2, 3 To Hit: +8</p>

PLAYER HANDOUT 6. DEFENDING UNIT SIEGE RULES

PLAYER TURN

Take *two* of the following actions. Each action may only be taken once per turn.

- Use a unit's attack
- Move to an adjacent quadrant
- Repair 1 damage to the wall in your quadrant

IMPORTANT INFORMATION

- Attacks deal damage equal to Unit Strength unless otherwise mentioned in an attack.
- Enemies advance 1 range band after each defending unit's turns.
- Three random enemies are placed on random quadrant numbers after enemies have advanced.
- If a party unit is defeated, the character isn't killed; they instead fall back and no longer take actions during the siege.
- After all party units have activated, they choose what order they will activate in the following round.
- The siege is lost if all 4 wall sections are destroyed or if all defending units are defeated.
- The siege is won if all enemy units are defeated.

PLAYER HANDOUT 7. RAPID REDEPLOYMENT BOON

RAPID REDEPLOYMENT BOON

TIER 1: ADVANTAGE IS GIVEN FOR ALL DEXTERITY SAVING THROWS IN “TRAVERSING THE PLATFORMS” IN ACT III.

RAPID REDEPLOYMENT BOON

TIER 2: IGNORE THE DANGEROUS TERRAIN BENEATH THE GLACIER.

RAPID REDEPLOYMENT BOON

TIER 3: DURING “DEFEND THE WALL,” PLAYERS MAY REARRANGE ALL PLAYER UNITS ONCE, TO DEFEND ANY WALL QUADRANT.

PLAYER HANDOUT 8. THE BUILDER BOON

THE BUILDER BOON

TIER 1: AT THE TOWER OF THE WIND, BEHIND THE TENT, THE GEARS THAT ARE NORMALLY BROKEN ARE FOUND INTACT LYING ON THE GROUND.

THE BUILDER BOON

TIER 2: GRANT INSPIRATION TO ALL CHARACTERS.

THE BUILDER BOON

TIER 3: CHOOSE ONE:

TURN IN DURING “DEFEND THE WALL” TO INCREASE EACH WALL’S STARTING HIT POINTS TO 30, OR,

TURN IN DURING “THE MOUNTAIN PASS” TO INCREASE THE GATE’S AC TO 15.

PLAYER HANDOUT 9. THE SAINT OF ILMATER BOON

THE SAINT OF ILMATER BOON

TIER 1: TURN IN AT ANY TIME TO ALLOW THE PARTY TO SPEND HIT DICE AS THOUGH TAKING A SHORT REST.

THE SAINT OF ILMATER BOON

TIER 2: TURN IN AT ANY TIME TO ALLOW THE PARTY TO SPEND HIT DICE AS THOUGH TAKING A SHORT REST.

THE SAINT OF ILMATER BOON

TIER 3: TURN IN AT ANY TIME TO ALLOW THE PARTY TO SPEND HIT DICE AS THOUGH TAKING A SHORT REST.

PLAYER HANDOUT 10. THE HAND OF ILMATER BOON

THE HAND OF ILMATER BOON

TIER 1: ALL CHARACTERS ARE HEALED TO MAXIMUM AS SOON AS THE BOON IS GIVEN TO THE DM.

THE HAND OF ILMATER BOON

TIER 2: ALL CHARACTERS GAIN 20 TEMPORARY HIT POINTS.

THE HAND OF ILMATER BOON

TIER 3: TURN IN DURING “DEFEND THE WALL” TO DEAL 2 DAMAGE TO ALL ENEMY UNITS IN A QUADRANT OR DURING “MOUNTAIN PASS” OR “COSMIC GALLEON” TO FIRE A BEAM OF LIGHT IN A 60 FOOT LINE WITH A DC 17 DEXTERITY SAVING THROW, DEALING 8D8 RADIANT DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

PLAYER HANDOUT 11. MAGIC ITEM

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

COSMIC CHASUBLE (ROBE OF STARS)

Wondrous item, very rare (requires attunement)

An exquisite ritual gown, this deep blue garment is covered in finely detailed embroidery depicting suns, stars, moons, planets and other heavenly bodies. At night, these embroidered ornaments swirl and whirl, traveling slowly across the robe's fibers. If you sleep in it, you dream of far worlds and alien landscapes. You gain a +1 bonus to saving throws while you wear it.

Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast *magic missile* at a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on the robe.

While you wear the robe, you can use an action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

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

ABOUT THE AUTHOR

Al Spader is a freelance game designer and a middle school science teacher where he brings his passion for gaming to America's youth.

Al is a store organizer for the D&D Adventurers League as well as numerous other RPGs and has designed several published adventures for the organized play program. Al's passion for roleplaying started when he was in fourth grade when he purchased Dungeons and Dragons Set 5: Immortal Rules. With nearly twenty years of DM and player experience, Al is excited to share his stories with the community.

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