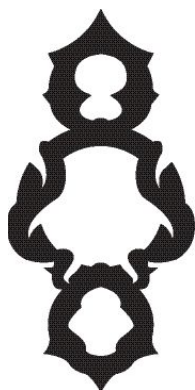


D&D.
**ADVENTURERS
LEAGUE**

RRAKKMA
An Introductory Adventure
MORDENKAINEN'S TOME OF FOES™



You stand before the Sha'sal Khou elders as the most diverse gith hunting party ever assembled.

Are you powerful enough to keep the mind flayers from enslaving your people once again?

You'll have to race across the planes to find out.

A six to eight-hour adventure for six players

Pregenerated 9th level characters provided

Adventure Code: DDIA-MORD

CREDITS

Lead Designer: Chris Lindsay

Editing: Claire Hoffman, Travis Woodall
D&D Adventurers League Guildmaster: Chris Lindsay

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

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

Playtesters: Jefferson Dunlap, Demitrios Feredinos,
Colin Hotchkiss, Sarah Keortge, Mark Waldron,
James Wyatt



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ADVENTURE PRIMER

Welcome to *Rrakkma*, an Introductory Adventure for *Mordenkainen's Tome of Foes*[™]. This adventure uses ninth level pregenerated characters. These characters must be used for D&D Adventures League play. After the players have chosen their characters, please pass out Player Handout. Gith & The Sha'sal Khou. This will help them to understand why their characters get along.

BACKGROUND

In eons past, the mind flayers enslaved entire races including the forerunners of the githyanki and githzerai. Centuries of captivity bred hatred, nurtured resolve, and finally instilled psionic powers into these slaves. With mental armaments of their own and a powerful leader to rally behind (the legendary Gith), the slaves instigated a cross-planar struggle that, in the end, threw down the mind flayer empire, bringing freedom to the surviving slaves. Due to philosophical differences the gith split into two racially distinct groups. Both peoples' hatred of the mind flayers knows no bounds, though, and they break off hostilities with one another to slay mind flayers if the opportunity presents itself.

A group of mind flayers have been working feverishly to resolve the problem the gith collectively present and have finally constructed a powerful psionic artifact that when powered up, will allow them to resume control over the race of gith. It is designed to neutralize them psionically. So much so, that once lost, they will never regain their formidable abilities.

The artifact is a flawless diamond, the size of a gith's head, and inscribed with runes upon every facet. Referred to by the illithid as the *Gith Capacitor*, to power it up, they must expose it to the energy and insanity of the Far Realm. However, gates to the Far Realm are virtually all but unknown... until recently.

The mind flayers have recently discovered a gate to the Far Realm within the howling tunnels of Pandemonium, and they've gathered together to power the artifact up. Fortunately, the Sha'sal Khou discovered this plot, and in adopting the tradition of

their githzerai constituents, brought together a powerful rakkma comprised of both githyanki and githzerai to quell the illithid threat once again.

GITHYANKI

The githyanki plunder countless worlds from the decks of their astral vessels and the backs of red dragons. Feathers, beads, gems, and precious metals decorate their armor and weapons—the legendary silver swords with which they cut through their foes. Since winning their freedom from the mind flayers, the githyanki have become ruthless conquerors under the rulership of their dread lich-queen, Vlaakith.

GITHZERAI

Focused philosophers and austere ascetics, the githzerai pursue lives of rigid order. Lean and muscular, they wear unadorned clothing free of ornamentation, keeping their own counsel and trusting few creatures outside of their own kind. Having turned their backs on their warlike githyanki kin, the githzerai maintain a strict monastic lifestyle, dwelling on islands of order in the vast sea of chaos that is the plane of Limbo.

SHA'SAL KHOU

The Sha'sal Khou are githyanki and githzerai radicals working toward the reunification of their respective peoples. They labor to create a unified nation of gith. Members of the Sha'sal Khou work secretly within their respective societies, subtly discouraging attacks on the other gith race while carefully recruiting like-minded individuals. They maintain a secret redoubt on the Sword Coast as well.

The characters participating in this adventure are members of this fortification, and work with the other races of the Realms to further their goals. While in the pursuit of their objectives or even simply as training to pursue them, they find themselves participating in all sorts of expeditions and adventures alongside the factions.

As a general note, the Sha'sal Khou aren't a faction in the same sense as the Harpers or Zhentarim. They are a background element only and meant to be a unifying element for gith characters in this campaign.

SECTION 1. CALL TO ACTION

The characters begin the adventure standing about one-hundred feet from a gate to Pandemonium. They're underground, two days travel and far beneath the Sha'sal Khou redoubt on the Sword Coast.

Brought together as a rakkma by Belthomias, lieutenant to Zetch'r'r, leader of the Sha'sal Khou, the characters know the following.

- Among the Sha'sal Khou a rakkma is a gith hunting party brought together for the explicit purpose of hunting mind flayers.
- A group of mind flayers have created a weapon of immense power called the *Gith Capacitor*. They intend to use this artifact to wipe psionics from the collective minds of the gith peoples and enslave them once more.
- To activate the *Gith Capacitor*, the mind flayers must expose it to the unfathomable energies of the Far Realm, a place beyond space and time.
- The mind flayers have traveled through a nearby portal to the plane of Pandemonium, where they are rumored to have located a direct path to the Far Realm.
- Belthomias gave the adventurers a tuning fork, tuned to the plane of Pandemonium to lead them directly to the portal.

- The *Gith Capacitor* appears to be a diamond the size of a gith head, with runes engraved into every facet.
- Belthomias ambushed an ulitharid in an attempt to take possession of the *Gith Capacitor*, and barely escaped with his life.
- Belthomias did manage to psionically conjoin with the artifact and transferred that connection to a reliquary containing a shard of bone from Zerthimon, the original githzerai anarch.
- As the *Gith Capacitor* grows in power, the light from the reliquary grows as well, serving as a rough indicator of how much time the rakkma has before the artifact is fully charged.
- Additional information regarding the reliquary can be found in **Appendix 3. DM Tips**.

CUT TO THE CHASE!

The initial purpose here is to set the scene and put the adventurers directly into the action. There is no point to creating an extra decision point at the beginning of the adventure when we know they're going.



CHAOS COURTESANS

AREA INFORMATION

Dimensions & Terrain

After the tuning fork was struck, the rakkma followed it for a day along many winding stone tunnels deep into the Underdark. After a long rest, they resumed their journey until they arrived here, at the opening to a massive cavern housing a great fungal forest.

The cavern is roughly circular and a half-mile in diameter, with a dozen tunnels (including the one used by the adventurers) leading out of it. About 100 feet ahead, amidst a tall stand of zurkwood mushrooms, is an elaborate, glowing portal, 50-foot tall, and half as wide at its base.

Lighting

Some of the fungus in the forest is phosphorescent in nature, casting a dim light throughout.

CREATURES/NPCs

A **mind flayer** and its **duergar warlord** thrall guard the gate from intrusion with the assistance of four **duergar stone guard** that serve the warlord.



The mind flayer hides nearby, having full cover from where the rakkma enters the cavern, while the duergar stand in front of the gate; invisible.

Objectives/Goals

The mind flayer fights to the death to prevent the adventurers' passage through the gate, as its thrall, the duergar warlord. The duergar stone guard are only following the orders of their warlord however, and don't like mind flayers any more than the adventurers do. Nor are they aware that a mind flayer is nearby. If they discover the mind flayer, they're likely to turn on their warlord, knowing full well the madness that can take those under an illithid's influence.

The mind flayer knows this however and does what it can to remain unseen up to the point where all four stone guards have fallen.

What do they know?

If the adventurers find a way to interrogate either the mind flayer or the warlord, they can confirm that a group of mind flayers passed through the portal.

The stone guards know only that they've been commanded by the warlord to keep anyone from using it.

The mind flayer also knows that the illithid who passed the portal were in possession of a massive rune-carved diamond.

PLAYING THE PILLARS

COMBAT

If the adventurers bypass the warlord and mind flayer without killing them, the creatures pursue them through the portal, resulting in an extra challenging fight involving the elder obelx in Area 3 on the other side.

EXPLORATION

While most of the mushrooms in the forest are inedible, it is possible to harvest spores from the zurkwood as food, and several stands of barrelstalks may be tapped for water. A successful DC 15 Wisdom (Survival) check is required to recognize either.

SOCIAL

It's possible to turn this into a perfectly amicable encounter if the adventurers find a way to destroy or reveal the mind flayer, or if they free the warlord from its influence.

SECTION 2. TEMPLE OF MADNESS

PANDEMONIUM

Pandemonium is a plane of madness, a great mass of rock riddled with tunnels carved by howling winds. It is cold, noisy, and dark, with no natural light. Wind quickly extinguishes nonmagical open flames such as torches and campfires. It also makes conversation possible only by yelling, and even then, only to a maximum distance of 10 feet. Creatures have disadvantage on any ability check that relies on hearing.

Most of the plane's inhabitants are creatures that were banished to the plane with no hope of escape, and many of them have been driven mad by the incessant winds or forced to take shelter in places where the winds die down until they sound like distant cries of torment. The information above is available to the adventurers if they succeed at a DC 20 Intelligence (Arcana) check. Two or more of them may confer to grant one of them Advantage on this check.

MAD WINDS

A visitor must make a DC 10 Wisdom saving throw after each hour spent among the howling winds*. On a failed save, the creature gains one level of exhaustion. A creature that reaches six levels of exhaustion while on this plane doesn't die. Instead, the creature gains a random form of **indefinite madness**, as described here. Finishing a long rest doesn't reduce a creature's exhaustion level unless the creature can somehow escape the maddening winds.

KEEPING TIME*

While this is left to the Dungeon Master's discretion, a good guidepost is to have the characters make a saving throw after reasonably thorough exploration or encounters in every two to three rooms, and definitely at the end of each short rest taken. Of course a long rest can be very trying on the characters that end up attempting eight saving throws over that time.

LIGHTING

There are no lights here, magical or otherwise. Due to the porous nature of the stone here, a stiff and ever-changing wind blows throughout the temple preventing any nonmagical open flames from being lit.

INDEFINITE MADNESS

d100	Flaw (lasts until cured)
01–15	"Being drunk keeps me sane."
16–25	"I keep whatever I find."
26–30	I try to become more like someone else I know—adopting his or her style of dress, mannerisms, and name.
31–35	"I must bend the truth, exaggerate, or outright lie to be interesting to other people."
36–45	"Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."
46–50	"I find it hard to care about anything that goes on around me."
51–55	"I don't like the way people judge me all the time."
56–70	"I am the smartest, wisest, strongest, fastest and most beautiful person I know."
71–80	"I am convinced that powerful enemies are hunting me, and their agents are everywhere I go."
81–85	"There's only one person I can trust. And only I can see this special friend."
86–95	"I can't take anything seriously. The more serious the situation, the funnier I find it."
96–00	"I've discovered that I really like killing people."

AREA 1. TEMPLE FOYER

AREA INFORMATION

Dimensions & Terrain

Roughly thirty-five feet by thirty-five feet, this chamber, like all of those throughout the temple, appears to have been rough-cut from the porous rock that makes up this place. The stone walls allow the wind free reign here in the temple, and have littered the floor with sand, pebbles, and stones that kick up as the adventurers walk across them.

Traps & Puzzles

There was a high-level *glyph of warding* in this chamber. However, when the mind flayers attempted to pass from this chamber, they triggered the trap which summoned an invisible stalker. They managed to slay the creature, but not before it took one of them down.

On the floor of this chamber is a dead mind flayer. Its insides are filled with sand and pebbles. *Detect magic* reveals residual magic using both abjuration and conjuration schools. If the characters possess this knowledge, a successful DC 20 Intelligence (Arcana or Investigation) check allows them to ascertain that either “the wind” rose up and killed the illithid, or an air elemental or something similar was responsible.

AREA 2. CLOAK ROOM

AREA INFORMATION

Dimensions & Terrain

Fifty feet on a side, the walls of this rough-cut room have been scoured clean and smell strongly of chlorine. Stone benches have been carved directly from the stone by the chaos priests that once lived here, though constant exposure to the winds of the plane have left them structurally brittle.

Several aged and rotted garments lay scattered across the floor, discarded by chaos clergy in favor of more ecclesiastical clothing before moving further into the temple complex. The walls here were washed with a chlorine solution daily when the temple was in use, thus giving the entire chamber its unusual odor.

There is nothing else of apparent interest here, though if the adventurers make a successful DC 25 Intelligence (Investigation) check, they find a mithral brooch adorned with gold tracery, embedded in the wall in one corner of the room. This was overlooked by the mind flayers.

TREASURE & REWARDS

The characters may find the following treasure.

- A *brooch of shielding*; a successful DC 20 Intelligence (Arcana) check reveals that it was crafted by a celestial artisan.



AREA 3. GUARD STATION

AREA INFORMATION

Dimensions & Terrain

This elongated chamber (fifty-five feet by eighty-five feet) has a twenty-foot high ceiling. The room may have once served as a guard station as hooks and racks for weapons are arrayed throughout the room. The few weapons that remain resemble the glaive, though the blades are pitted, scored, and brittle. The wood that makes up their hafts is all but rotted away. About a dozen of the aged polearms hang from the walls haphazardly about the room.

CREATURES/NPCs

There is an **elder oblex** in this chamber, though the bulk of the creature resides as a strange pool of red goo on the far side of the chamber from where the adventures must enter.

As the gith approach the chamber, the oblex sends a sulfurous impersonation of a human woman dressed in plate mail and bearing a longsword, to the entrance to beckon the adventurers forward into the chamber.

As the adventurers approach the chamber, the human woman backs away from them as it continues to beckon them into the room. Being quite intelligent, the oblex can absolutely hold a conversation with the gith using this form.



Objectives/Goals

The elder oblex is a creation of the mind flayers and brought here to guard the way in. Its primary goal is to keep the adventurers from proceeding any further into the temple.

What do they know?

As the oblex is incredibly intelligent, it completely understands and supports the mind flayers' objectives in their mission to subjugate the gith.

PLAYING THE PILLARS

COMBAT

If the duergar from the other side of the portal are pursuing the adventurers, the elder oblex uses Sulfurous Impersonation to try and lure them in quickly with promises of aid. Since the characters won't be able to hear the creature due to the winds, its communication consists of gestures only.

EXPLORATION

The first thing the adventurers notice about the chamber this creature inhabits is that it smells strongly of sulphur. Also, the floor of this chamber is strangely clear of sand and debris.

SOCIAL

If the gith wish to speak with the elder oblex, it is happy to waste their time with idle conversation. It tells them all manner of seemingly useful things that aren't true.

AREA 4. PURIFICATION CHAMBER

AREA INFORMATION

Dimensions & Terrain

Directly conjoined to the hallway, this chamber is twenty-five feet wide by forty-feet long. Sand mixed with crumbly pumice dances in the wind upon the floor here.

Other Features

A large vat of bubbling wax that is kept constantly hot by a magic flame beneath it, is on the far side of the chamber from the hallway. The vat is constructed of porcelain and inlaid with silver tracery around the edges.

Long strips of ragged and aged cloth hang from a pair of steel bars over the vat, where they are tied on to keep them from blowing away in the wind.

A sizeable collection of pumice stones, some of them covered with dried brown flecks, rest within large metal bowls next to the porcelain vat.

This was a purification chamber. Priests would strip naked and use the wax and cloth strips to remove all hair from their bodies before scrubbing themselves vigorously (sometimes to the point of bleeding) with the pumice stones. A successful DC 15 Wisdom (Medicine) check confirms that the 'dry brown flecks' are blood.

AREA 5. HIGH PRIEST'S QUARTERS

AREA INFORMATION

Dimensions & Terrain

This side chamber is twenty-five feet by thirty feet. Pebbles and sand shift and spin here as the wind changes.

Other Features

A long iron bar is suspended between and imbedded into the walls here, about seven feet up from the floor. A few ragged leather straps hang loosely from the bar.

An iron chest of drawers is embedded in the far wall. The chest of drawers is not locked, nor is it trapped. Inside the chest of drawers are several items useful to a priest. A corroded silver aspergillum that looks like a strange horned skull with small rubies for eyes, 2 glass vials of holy water, incense that smells strangely of chlorine, and a vial of acid.

The acid and holy water are unlabeled and look the same to the untrained eye. Kalak, who is proficient with alchemy supplies, can readily tell the difference given 10 minutes and use of his supplies (no check required).

The high priest used to hang from the bar by leather straps. There he'd sleep as the winds of Pandemonium raged throughout his chamber. He was quite insane, as were all the clergy of this temple, before it collapsed into decay and ruin.

TREASURE & REWARDS

The characters find the following treasure.

- Silver aspergillum (500 gp)
- Two vials of holy water
- One vial of acid



AREA 6. OBSERVATION POINT

AREA INFORMATION

Dimensions & Terrain

A wrought iron spiral staircase, rusted and crumbling from disrepair and neglect, leads up to the ceiling of this circular chamber, twenty-five feet in diameter.

It appears that there may have once been a tower, or at the very least, another chamber above this room, but stone is all that remains where a doorway should be. The ceiling of this chamber is solid stone and not porous like the walls and ceilings throughout the rest of the complex.

Other Features

This passage indeed leads to another chamber of approximately the same size as this one. The chamber above is completely sealed off from the winds of Pandemonium, though it has a small two-foot by two-foot window that has been fitted with an adamantite shutter. The shutter may be opened or closed from inside so that the high priest could look out upon Pandemonium and meditate.

If the characters open the shutter, feel free to describe the most hellish, wind-blasted landscape you can. Closing and sealing the shutter requires either a Strength of 18 or a successful DC 15 Strength check.

The high priest of the temple was the only one to come up here, and he entered the room using a stone shape spell. If the characters can enter the chamber, it makes an excellent place to rest or hide, whatever the case may be. While the staircase is in disrepair, it is sturdy enough for an individual gith to traverse at a time.



AREA 7. CLERGY QUARTERS

AREA INFORMATION

Dimensions & Terrain

This chamber is thirty feet by fifty feet. A viscous fluid comprised of water mixed with grainy sand and earth, drips from the ceiling coating the floors and walls.

Other Features

Though it is not marked on the map this room has a thick stone door (AC 17, hp 30), located at the far end of the hall just before entering the room itself. The door was accidentally shut when the star spawn manglers entered the chamber. It is locked and requires a successful DC 20 Dexterity check made by someone proficient with thieves' tools to unlock it, or a successful DC 20 Strength check made by someone with a Strength score of 16 or greater, to break it down.

Opening the door to this chamber reveals a grisly sight. Three desiccated human corpses are strung up at even intervals on iron bars that cross the room in a grid, eight feet above the ground. The bodies hang lifelessly from leather straps that are tied down to the grid with elaborate knots.

The floors here are slick because of the water and walking on them is normally no trouble. However, once combat begins, anyone charging across the floor must

make a successful DC 15 Dexterity (Acrobatics) check or slip and fall prone. The viscous fluid coats their hands, imposing disadvantage on their next weapon attack roll. This fluid can be removed by using an action to scrape off the character's hands.

CREATURES/NPCs

Three **star spawn manglers** were the first creatures to emerge from the portal to the Far Realm when the mind flayers opened it. These shadowy low-slung, creeping horrors each have six arms, and move quickly along the ground and walls.

Objectives/Goals

These creatures immediately fled the chamber with the illithids and started exploring the complex, until they became trapped here. Natural assassins, when the adventurers start fiddling with the door, they quickly find hiding places in the shadows and attempt to ambush the interlopers.

What do they know?

These creatures were commanded by a star spawn seer to investigate the complex beyond the portal and make certain the ritual to charge the *Gith Capacitor* was not interrupted.

PLAYING THE PILLARS

COMBAT

The star spawn manglers take advantage of their shadowy surroundings to get the drop on the adventurers and continue to hide in the shadows throughout combat.

EXPLORATION

The water is not drinkable and attempting to do so requires the unwise to succeed at a DC 20 Constitution saving throw or suffer from the poisoned condition for the next 24 hours.

SOCIAL

The star spawn manglers are certainly prone to taunting chatter during combat, and share a language in common with Ven'delen, the bard. If conversation transpires, it is certainly possible for the adventurers to learn that the illithid made a deal with a powerful star spawn seer in the Far Realm, and that they may want to get a move on, as the artifact has already begun charging.

AREA 8. STATUARY CHAMBER

AREA INFORMATION

Dimensions & Terrain

This oddly circular chamber is forty feet in diameter one way and fifty feet in diameter the other.

Other Features

Statues, carved from a pure white marble, struck through with veins of a strange blood-red stone, stand at the perimeter of this chamber. A massive humanoid figure, also carved from the strange marble, stands the center of the chamber, its arms held high above its head to support the ceiling, forty feet above. A pair of fist-sized black crystals is fitted to the statue's eyes.

The perimeter statues, six in all, appear to resemble naked humans in various states of torture. Feel free to make up descriptions of what this could be, or simply leave it to the imagination of your players. Either way, some degree of discretion and sensitivity to the age and experience of your audience should be liberally exercised.



CREATURES/NPCs

An **eidolon** of the former high priest of this temple resides within the central **sacred statue** of this chamber. The statue depicts some forgotten god dedicated to chaos and entropy, and as described below, holds up the ceiling overhead.

Objectives/Goals

Aware of the creature's existence, the mind flayers were able to make a pact with it and are bound to return with many sacrifices once they have completed their business in the Far Realm.

Interested in being worshipped once more, the insane eidolon protects this chamber from passage by creatures that

aren't mind flayers or star spawn.

What do they know?

The eidolon is aware of the illithids' goal and is most ready and willing to do its part, as the result means blood on the altar to its dark and forgotten deity.

PLAYING THE PILLARS

COMBAT

When combat begins, the eidolon animates the sacred statue in the center of the chamber and attacks the adventurers. This allows the ceiling to slowly descend, clicking loudly.

If the sacred statue is destroyed the two black crystals explode, releasing two **allips**, as the eidolon is itself released from the statue.

EXPLORATION

If the adventurers investigate they notice the tops of the statues are oddly flattened, as they were built to have a descending ceiling rest upon them.

SOCIAL

Once released from the statue, the eidolon begins a tirade of insults and threats. If the characters engage the creature in conversation while fighting the allips they can learn of the deal the creature made with the mind flayers, a subject that it gleefully engages in.

As a note, after a minute, the ceiling rests upon the smaller statues, having descended 20 feet to do so.

AREA 9. TORTURE CHAMBER

AREA INFORMATION

Dimensions & Terrain

Thirty feet by forty feet, there is an enclosure on one end of the chamber with a broken down, rusty gate.

Other Features

The floor of this chamber is lined with small depressions at regular intervals. Water rapidly and continuously drips from the ceiling into the center of each depression. Manacled chains bound to the floor are mounted near many of the depressions.

If any of the characters succeed on a DC 10 Wisdom (Insight) check, they determine that victims were originally bound in chains in such a manner that the water dripping from the ceiling would strike them repeatedly and unavoidably in the head. At first, this may seem innocent, but left for days, or even just hours for some, this form of torture could break even the most steadfast soul or drive them completely insane.

A successful DC 25 Intelligence (Investigation) check turns up a rather sizeable black pearl (*pearl of power*) that seems to have found its way to the bottom of one of the depressions.

TREASURE & REWARDS

The characters may find the following treasure.

- A *pearl of power*



AREA 10. LIBRARY

AREA INFORMATION

Dimensions & Terrain

Sixty-five feet at its furthest distance across, and about forty feet wide, this strangely shaped chamber is mostly rectangular.

Other Features

The walls of this odd chamber appear to have, at one time, been smoothed out and finished, allowing whoever inhabited this structure to record large amounts of information in some strange language upon the walls. However, time and the winds of Pandemonium have taken their toll upon this room as with the others, and the walls are now pockmarked and eroded to the point of incoherence.

Originally, the priests of this temple marked the tenants of their faith upon these walls, but the writing has been virtually scoured from the walls. Only vague markings in certain places here and there give testimony that the record even existed to begin with. Even a *comprehend languages* spell turns up gibberish from what is left.

The adventurers can spend as much time as they like attempting to decipher the vague scrawl remaining, but it only wastes time. Feel free to make up bits of mad ramblings if you would like to encourage them further.

AREA 11. THE CATHEDRAL

AREA INFORMATION

Dimensions & Terrain

Forty-five feet by one-hundred-ten feet, this is a massive cathedral.

Lighting

Unlike the rest of this complex, there is a dim light throughout this chamber, originating from the active portal.

Other Features

This cathedral must have been something to behold at one point in time, but now the porous stone and winds of Pandemonium have brought it to its current decrepit state. At the far end of the cathedral is a shining adamantine archway alight with runes of power. The gate to the Far Realm is open. Due to some strange influence of the Far Realm, the winds of Pandemonium do not touch this place at the moment.

CREATURES/NPCs

Two **mind flayers** stand guard at the open portal to the Far Realm, though they are levitating twenty feet above the ground.

Objectives/Goals

These creatures will fight to the death to keep the gith from entering the Far Realm and attempting to spoil the plan.

What do they know?

The mind flayers know all the plans, but they're not really in a talking mood.

TREASURE & REWARDS

A hidden *eversmoking bottle* (see EXPLORATION).



PLAYING THE PILLARS

COMBAT

In combat the mind flayers start by using Mind Blast on the party simultaneously, attempting to catch as many of them in their respective attacks as possible, and thus force multiple saving throws. They both follow up with *dominate monster*.

EXPLORATION

While it would take considerable time to investigate every nook and cranny of this massive chamber, if *detect magic* is cast, the caster locates an *eversmoking bottle* with a successful DC 10 Intelligence (Investigation) check.

SOCIAL

While the mind flayers aren't normally talkative, if one or both are charmed, they know of the creatures to be faced in the Far Realm and can inform the gith as to the resistances and immunities of star spawn seer and hulk.

SECTION 3. THE FAR REALM

Assuming the adventurers have made it this far, defeated the mind flayer guards at the portal, and leapt through it to the Far Realm, they have a chance to stop the charging and deployment of the *Gith Capacitor*.

THE FAR REALM

The Far Realm is outside the known multiverse. In fact, it might be an entirely separate universe with its own physical and magical laws. Where stray energies from the Far Realm leak onto another plane, matter is warped into alien shapes that defy understandable geometry and biology. Aberrations such as mind flayers and beholders are either from this plane or shaped by its strange influence.

The entities that abide in the Far Realm itself are too alien for a normal mind to accept without strain. Titanic creatures swim through nothingness there, and unspeakable things whisper awful truths to those who dare listen. For mortals, knowledge of the Far Realm is a struggle of the mind to overcome the boundaries of matter, space, and sanity. Some warlocks embrace this struggle by forming pacts with entities there. Anyone who has seen the Far Realm mutters about eyes, tentacles, and horror.

The Far Realm has no well-known portals, or at least none that are still viable. Ancient elves once opened a vast portal to the Far Realm within a mountain called Firestorm Peak, but their civilization imploded in bloody terror and the portal's location—even its home world—is long forgotten. Lost portals might still exist, marked by an alien magic that mutates the area around them.

FAR REALM CONFUSION

Experiencing the Far Realm is not for the weak of mind. EVERY round the adventurers are in the Far Realm, they must each make a successful DC 15 Wisdom saving throw at the beginning of each turn or suffer the effects of *confusion* that round. The chart has been modified from the one in the *Player's Handbook* to more accurately reflect the effects of the Far Realm. Please use this one.

CONFUSION BEHAVIOR

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-7	The creature doesn't move or take actions this turn.
8-10	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.



GITH CAPACITOR

AREA INFORMATION

Dimensions & Terrain

This area appears to duplicate the same space as the cathedral the adventures just left (forty-five feet by one-hundred-ten feet). The main difference, is the only visible way out is back through the portal.

Lighting

This area is well lit. The charging *Gith Capacitor* creates A LOT of light.



CREATURES/NPCs

A **star spawn seer** and its guardian **star spawn hulk** are helping the **ulitharid** charge the artifact.

Objectives/Goals

The ulitharid has a pact with the star spawn seer and spends its time focused on charging the *Gith Capacitor*. If the star spawn seer is alive, the adventurers can't get to the ulitharid or affect it in any way. There is a field of alien energy blocking it off from everything that isn't the *Gith Capacitor*. If the adventurers slay the star spawn seer, the field protecting the ulitharid drops with violently, and the psionic impact causes the *Gith Capacitor* to explode, slaying the ulitharid and star spawn hulk (if it still lives), and shunting the rakkma involuntarily back through the gate to Pandemonium.

PLAYING THE PILLARS

COMBAT

Due to the disorienting nature of the Far Realm, the adventurers make any Initiative checks with Disadvantage.

At the beginning of combat, the star spawn hulk moves toward the gith and attacks in melee, while the star spawn seer uses its Psychic Orb attack directly on the star spawn hulk, relying on the creature's Psychic Mirror ability to affect as many of the adventurers as possible.

EXPLORATION

Even saying the word 'exploration' in the Far Realm can be a harrowing experience. Focusing on a single objective really is the key to maintaining sanity.

Nonetheless should an adventurer do so, the experience is so disorienting (filled with images of tentacles, eyeballs, and mouths), they need to make a successful DC 15 Intelligence saving throw or be Stunned until the beginning of their next turn.

SOCIAL

The far spawn see is too alien to engage in reasonable conversation with the adventurers. That said, if they would like to speak with the creature on their turn, they get back a gibberish reply and their next saving throw against confusion is made with Disadvantage.

WRAP UP

This adventure has two possible endings. If the adventurers succeed, the *Gith Capacitor* has been destroyed. If they fail, the gith peoples are wiped of their racial psionic abilities and become willing pawns of the mind flayers once more.



ADVENTURE REWARDS

Since this adventure **MUST** be played with the pregenerated characters provided, rewards are treated a bit differently. For playing in this event, each player and their Dungeon Master receive the event certificate, **CHAOS CURIO**.

The players may not keep magic items found listed below; the following descriptions are provided here to facilitate use during the adventure.

BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the magic missile spell.

EVERSMOKING BOTTLE

Wondrous item, uncommon

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet.

The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

PEARL OF POWER

Wondrous item, uncommon (requires attunement by a spellcaster)

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

APPENDIX 1. CREATURE STATISTICS

DUERGAR STONE GUARD

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

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

ACTIONS

King's Knife (Shortsword). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 4–6). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, it uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR WARLORD

Medium humanoid (dwarf), lawful evil

Armor Class 20 (plate mail, shield)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	12 (+1)	12 (+1)	14 (+2)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 11

Languages Dwarvish, Undercommon

Challenge 6 (2,300 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Multiattack. The duergar makes three hammer or javelin attacks and uses Call to Attack or Enlarge.

Psychic-Attuned Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage while enlarged, plus 5 (1d10) psychic damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Call to Attack. Up to three allied duergar within 120 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 4–6). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, it

uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

ELDER OBLEX

Huge Ooze, lawful evil

Armor Class 16

Hit Points 115 (10d12 + 50)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	21 (+5)	22 (+6)	13 (+1)	18 (+4)

Saving Throws Int +10, Cha +8

Skills Arcana +10, Deception +8, History +10, Nature +10, Perception +5, Religion +10

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 15

Languages Common, Deep Speech, Dwarvish, Elvish, Gith, Gnomish, Undercommon

Challenge 10 (5,900 XP)

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

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *charm person* (as 5th-level spell), *detect thoughts*, *hold person*

3/day each: *confusion*, *dimension door*, *dominate person*, *fear*, *hallucinatory terrain*, *hold monster*, *hypnotic pattern*, *telekinesis*

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 2d6 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage,

but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

ACTIONS

Multiattack. The elder oblex makes two pseudopod attacks and uses Eat Memories.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 18 Wisdom saving throw or take 44 (8d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except any saving throw proficiencies.

STAR SPAWN MANGLER

Medium aberration, chaotic evil

Armor Class 14

Hit Points 71 (13d8 + 13)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	7 (-2)

Saving Throws Dex +7, Con +4

Skills Stealth +7

Damage Resistances cold

Damage Immunities psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 5 (1,800 XP)

Ambush. On the first round of each combat, the mangler has advantage on attack rolls against a creature that hasn't taken a turn yet.

Shadow Stealth. While in dim light or darkness, the mangler can take the Hide action as a bonus action.

ACTIONS

Multiattack. The mangler makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.

Flurry of Claws (Recharge 4–6). The mangler makes six claw attacks against one target. Either before or after these attacks, it can move up to its speed as a bonus action without provoking opportunity attacks.

EIDOLON

Medium undead, chaotic evil

Armor Class 9

Hit Points 63 (18d8 - 18)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	9 (-1)	14 (+2)	19 (+4)	16 (+3)

Saving Throws Wis +8

Skills Perception +8

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Common, Deep Speech, Undercommon

Challenge 12 (8,400 XP)

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object other than a sacred statue.

Sacred Animation (Recharge 5–6). When the eidolon moves into a space occupied by a sacred statue, the eidolon can disappear, causing the statue to become a creature under the eidolon's control. The eidolon uses the sacred statue's statistics in place of its own.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

ACTIONS

Divine Dread. Each creature within 60 feet of the eidolon that can see it must succeed on a DC 15 Wisdom saving throw or be frightened of it for 1 minute. While frightened in this way, the creature must take the Dash action and move away from the eidolon by the safest available route at the start of each of its turns, unless there is nowhere for it to move, in which case the creature also becomes stunned until it can move again. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any eidolon's Divine Dread for the next 24 hours.

EIDOLON – SACRED STATUE

Large construct, chaotic evil

Armor Class 19 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	14 (+2)	19 (+4)	16 (+3)

Saving Throws Wis +8

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Deep Speech, Undercommon

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

Ghostly Inhabitant. The eidolon that enters the sacred statue remains inside it until the statue drops to 0 hit points, the eidolon uses a bonus action to move out of the statue, or the eidolon is turned or forced out by an effect such as the *dispel evil and good* spell. When the eidolon leaves the statue, it appears in an unoccupied space within 5 feet of the statue.

Inert. When not inhabited by an eidolon, the statue is an object.

ACTIONS

Multiattack. The statue makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 43 (6d12 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60 ft./240 ft., one target. *Hit:* 37 (6d10 + 4) bludgeoning damage.

ALLIP

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 5 (1,800 XP)

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

ACTIONS

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

MIND FLAYER

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

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

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

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

ACTIONS

Tentacles. Melee Weapon Attack: +7 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 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 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.

STAR SPAWN HULK

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	21 (+5)	7 (-2)	12 (+1)	9 (-1)

Saving Throws Dex +3, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech

Challenge 10 (5,900 XP)

Psychic Mirror. If the hulk takes psychic damage, each creature within 10 feet of the hulk takes that damage instead; the hulk takes none of the damage. In addition, the hulk's thoughts and location can't be discerned by magic.

ACTIONS

Multiattack. The hulk makes two slam attacks. If both attacks hit the same target, the target also takes 9 (2d8) psychic damage and must succeed on a DC 17 Constitution saving throw or be stunned until the end of the target's next turn.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Reaping Arms (Recharge 5–6). The hulk makes a separate slam attack against each creature within 10 feet of it. Each creature that is hit must also succeed on a DC 17 Dexterity saving throw or be knocked prone.

STAR SPAWN SEER

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	22 (+6)	19 (+4)	16 (+3)

Saving Throws Dex +6, Int +11, Wis +9, Cha +8

Skills Perception +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Out-of-Phase Movement. The seer can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The seer takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The seer makes two comet staff attacks or uses Psychic Orb twice.

Comet Staff. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage if used with two hands, plus 18 (4d8) psychic damage, and the target must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of its next turn.

Psychic Orb. Ranged Spell Attack: +11 to hit, range 120 feet, one target. *Hit:* 27 (5d10) psychic damage.

Collapse Distance (Recharge 6). The seer warps space around a creature it can see within 30 feet of it. That creature must make a DC 19 Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 60 feet to an unoccupied space the seer can see, and all other creatures within 10 feet of the target's original space each takes 39 (6d12) psychic damage. On a successful save, the target takes 19 (3d12) psychic damage.

APPENDIX 2. TEMPLE OF MADNESS



APPENDIX 3. DUNGEON MASTER TIPS

PREPARATORY NOTES. As you're reading through and/or running this adventure, pay special attention to areas that include creatures, noting whether or not the adventurers are likely to see them initially.

If creatures are clearly visible, consider providing a minimum of detail (size, shape, and lighting only) for the area description, in favor of providing greater detail regarding potentially hostile creatures.

You can always go back after the fight is over, or after it has been established that a fight won't be happening and elaborate on your description of the area with additional details.

It is highly recommended, to get the maximum enjoyment out of this adventure, that you have six players ready to play each of the pregenerated characters.

Due to the combat-heavy nature of this adventure, it's possible that it could take from six to eight hours to play. If running this at an event, you might consider playing this over the course of two four-hour time slots, taking a break after the third combat encounter (most likely Area 7).

If you're running this adventure outside of an event, it is of course up to the DM and players to decide how best to break up the action between game sessions.

RELIQUARY OF ZERTHIMON

Wondrous item, unique (requires attunement by a gith)

Time is an important element of this adventure since, to succeed, the rakkma must stop the *Gith Capacitor* from achieving a full charge.

At the same time, to show off as many new creatures from *Mordenkainen's Tome of Foes*, this adventure is extremely combat heavy as well. To keep the action going while remaining fair, this reliquary becomes the essential time keeping device for the adventurers.

- Whoever is attuned to the reliquary can instinctively tell how charged up the *Gith Capacitor* is.
- Anyone in the rakkma can attune to it, so it is up to the players who it will be.
- To making the tracking of this element as simple as possible, the charge increases each time the adventurers complete a rest.
- The rakkma can safely complete four short rests and still possibly achieve their objective.
- If they take a fifth short rest the *Gith Capacitor* is fully charged, and they fail to complete their mission.
- If they take a long rest, it counts as three short rests. They could feasibly take a single long rest and a single short rest and still accomplish their mission. Any more rests however, and they fail.

PLAYER HANDOUT. GITH & THE SHA'SAL KHOU

GITHYANKI

The githyanki plunder countless worlds from the decks of their astral vessels and the backs of red dragons. Feathers, beads, gems, and precious metals decorate their armor and weapons—the legendary silver swords with which they cut through their foes. Since winning their freedom from the mind flayers, the githyanki have become ruthless conquerors under the rulership of their dread lich-queen, Vlaakith.

GITZERAI

Focused philosophers and austere ascetics, the githzerai pursue lives of rigid order. Lean and muscular, they wear unadorned clothing free of ornamentation, keeping their own counsel and trusting few creatures outside of their own kind. Having turned their backs on their warlike githyanki kin, the githzerai maintain a strict monastic lifestyle, dwelling on islands of order in the vast sea of chaos that is the plane of Limbo.

SHA'SAL KHOU

The Sha'sal Khou are githyanki and githzerai radicals working toward the reunification of their respective peoples. They labor to create a unified nation of gith. Members of the Sha'sal Khou work secretly within their respective societies, subtly discouraging attacks on the other gith race while carefully recruiting like-minded individuals. They maintain a secret redoubt on the Sword Coast as well.

The characters participating in this adventure are members of this fortification, and work with the other races of the Realms to further their goals. While in the pursuit of their objectives or even simply as training to pursue them, they find themselves participating in all sorts of expeditions and adventures alongside the factions.

As a general note, the Sha'sal Khou isn't a faction in the same sense as the Harpers or Zhentarim. They are a background element only and meant to be a unifying element for gith characters in this campaign.



CHAOS CURIO

DDIA-MORD Rrakkma

The journey through Pandemonium has yielded strange rewards.
Choose one of the following and assign this certificate to one of your D&D Adventurers League characters:

Grahkklm, star spawn kitten

Grahkklm is a fuzzy little ball of drool, love, and what is ostensibly cat-flesh. It sometimes sprouts tentacles and other times seems to be in a constant state of melting. It always loves to knock trinkets, knick-knacks, and especially tea cups off of tables and countertops. Grahkklm is not able to participate in combat and due to its chaotic nature is not suitable as a familiar.

T'k'shk, diminutive eidolon

T'k'shk stands approximately 3 inches tall, but has all the rage of a full-sized eidolon. Having lost one of its eyes some time ago, it becomes disoriented if it moves too quickly. While it greatly enjoys tipping over bowls, kicking beer steins, and flipping ashtrays end-over-end, it is completely unable to participate in combat and is not a suitable familiar (it's just too angry to focus).



CHARACTER NAME

PLAYER NAME



ADVENTURERS LEAGUE™

Certificate Identification Code

MORDENKAINEN

Kalak Draknerah

CHARACTER NAME

Wizard 9

CLASS & LEVEL

Githyanki

RACE

Sage

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

14

+2

CONSTITUTION

10

+0

INTELLIGENCE

18

+4

WISDOM

14

+2

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- +1 Strength
 - +2 Dexterity
 - +0 Constitution
 - +8 Intelligence
 - +6 Wisdom
 - +0 Charisma

- SKILLS
- +2 Acrobatics (Dex)
 - +2 Animal Handling (Wis)
 - +8 Arcana (Int)
 - +1 Athletics (Str)
 - +0 Deception (Cha)
 - +8 History (Int)
 - +2 Insight (Wis)
 - +0 Intimidation (Cha)
 - +8 Investigation (Int)
 - +2 Medicine (Wis)
 - +4 Nature (Int)
 - +2 Perception (Wis)
 - +0 Performance (Cha)
 - +0 Persuasion (Cha)
 - +8 Religion (Int)
 - +2 Sleight of Hand (Dex)
 - +2 Stealth (Dex)
 - +2 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I . . . speak . . . slowly . . . when talking . . . to idiots, . . . which . . . almost . . . everyone . . . is . . . compared . . . to me.

There's nothing I like more than a good mystery.

PERSONALITY TRAITS

The path to power and self-improvement is through knowledge.

IDEALS

I work to preserve a library, university, scriptorium, or monastery.

BONDS

I can't keep a secret to save my life, or anyone else's.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

quarterstaff +5 1d6+1*

fire bolt +9 2d10

shk grasp +9 2d8

*versatile 1d8+1

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor, Medium Armor

Weapons.
Dagger, Dart, Sling, Quarterstaff, Light Crossbow, Shortsword, Longsword, Greatsword

Tools.
Alchemy Supplies

Languages.
Common, Draconic, Gith, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

quarterstaff, arcane focus (crystal), traveler's clothes, belt pouch, wand of the war mage +1 (see reverse)

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, bottle of ink, ink pen, small knife, letter from a dead colleague posing a question you haven't been able to answer, spellbook, alchemy supplies, 2 potions of healing

EQUIPMENT

Ritual Casting.

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Arcane Recovery.

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Enchantment Savant.

The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

Hypnotic Gaze.

As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Instinctive Charm.

When a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

FEATURES & TRAITS



Kalak Draknerah

CHARACTER NAME

60

AGE

Yellow

EYES

6 ft.

HEIGHT

Sallow

SKIN

160 lbs.

WEIGHT

Bald

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Researcher.

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

CHARACTER BACKSTORY

Decadent Mastery.

You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge (already figured in).

Martial Prodigy.

You are proficient with light and medium armor and with shortwords, longwords, and greatwords (already figured in).

Githyanki Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the jump spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the misty step spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

wand of the war mage +1

While holding this wand, you gain a bonus to spell attack rolls (already figured in). In addition, you ignore half cover when making a spell attack.

TREASURE

Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

16

SPELL SAVE DC

+9

SPELL ATTACK BONUS

0

CANTRIPS

- Fire Bolt
- Light
- Prestidigitation
- Shocking Grasp

3

3

- Dispel Magic
- Fireball
- Haste
- Slow
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SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Charm Person
- Comprehend Languages
- Detect Magic
- Identify
- Magic Missile
- Protection From Evil and Good
- Shield
- Sleep
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- Confusion
- Dimension Door
- Ice Storm
- Mordenkainen's Faithful Hound
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- Detect Thoughts
- Hold Person
- Scorching Ray
- Suggestion
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- Hold Monster
- Mislead
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SPELLS KNOWN

Quadere Lendou

CHARACTER NAME

Cleric 9

CLASS & LEVEL

Githzerai

RACE

Acolyte

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

18

+4

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- +0 Strength
 - +2 Dexterity
 - +2 Constitution
 - +2 Intelligence
 - +8 Wisdom
 - +4 Charisma

- SKILLS
- +2 Acrobatics (Dex)
 - +4 Animal Handling (Wis)
 - +10 Arcana (Int)
 - +0 Athletics (Str)
 - +0 Deception (Cha)
 - +6 History (Int)
 - +8 Insight (Wis)
 - +0 Intimidation (Cha)
 - +2 Investigation (Int)
 - +8 Medicine (Wis)
 - +10 Nature (Int)
 - +4 Perception (Wis)
 - +0 Performance (Cha)
 - +0 Persuasion (Cha)
 - +6 Religion (Int)
 - +2 Sleight of Hand (Dex)
 - +2 Stealth (Dex)
 - +4 Survival (Wis)

18

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I see omens in every event and action. The gods try to speak to us, we just need to listen.

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

PERSONALITY TRAITS

The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

mace +4 1d6

dagger +6 1d4+2*

*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor, Medium Armor, Shields

Weapons.
Simple Weapons

Languages.
Common, Elvish, Gith, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

mace, scale mail, dagger, sentinel shield (see reverse), holy symbol, common clothes, belt pouch

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, 50 ft. hempen rope, prayer book, 5 sticks of incense, vestments, 2 potions of healing

EQUIPMENT

Ritual Casting.

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Channel Divinity (2/rest).

CD: Turn Undead.

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

Destroy Undead.

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its CR 1 or lower.

CD: Read Thoughts.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

Blessings of Knowledge.

You gain proficiency in Arcana and Nature and your proficiency bonus is doubled for any ability check you make that uses either of those skills. (Already figured in)

Potent Spellcasting.

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

FEATURES & TRAITS



Quadere Lendou

CHARACTER NAME

45

AGE

Yellow

EYES

6 ft.

HEIGHT

Sallow

SKIN

160 lbs.

WEIGHT

Gray

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Shelter of the Faithful.
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

CHARACTER BACKSTORY

Mental Discipline.
You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

Githzerai Psionics.
You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the shield spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the detect thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

sentinel shield
While holding this shield, you have advantage on initiative rolls and Wisdom (Perception) checks. The shield is emblazoned with a symbol of an eye.

TREASURE



Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

Guidance

Light

Sacred Flame

Spare the Dying

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Command

Identify

Bless

Cure Wounds

Guiding Bolt

Healing Word

3

3

Nondetection

Speak with Dead

Beacon of Hope

Mass Healing Word

Spirit Guardians

6

4

3

Arcane Eye

Confusion

Freedom of Movement

Stone Shape

5

1

Legend Lore

Scrying

Mass Cure Wounds

8

9

SPELLS KNOWN

Kandalou Dle'tan

CHARACTER NAME

Fighter 9

CLASS & LEVEL

Githyanki

RACE

Soldier

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

10

+0

CONSTITUTION

18

+4

INTELLIGENCE

14

+2

WISDOM

10

+0

CHARISMA

12

+1

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- +8 Strength
 - +0 Dexterity
 - +8 Constitution
 - +2 Intelligence
 - +0 Wisdom
 - +1 Charisma

- SKILLS
- +0 Acrobatics (Dex)
 - +0 Animal Handling (Wis)
 - +2 Arcana (Int)
 - +8 Athletics (Str)
 - +1 Deception (Cha)
 - +6 History (Int)
 - +0 Insight (Wis)
 - +5 Intimidation (Cha)
 - +6 Investigation (Int)
 - +0 Medicine (Wis)
 - +2 Nature (Int)
 - +0 Perception (Wis)
 - +1 Performance (Cha)
 - +1 Persuasion (Cha)
 - +2 Religion (Int)
 - +0 Sleight of Hand (Dex)
 - +0 Stealth (Dex)
 - +4 Survival (Wis)

19

ARMOR CLASS

+2*

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 94

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always polite and respectful.

I can stare down a hell hound without flinching.

PERSONALITY TRAITS

When people follow orders blindly, they embrace a kind of tyranny.

IDEALS

My honor is my life.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

longsword +9 1d8+5*

handaxe +8 1d6+4*

javelin +8 1d6+4*

*versatile 1d10+5

*handaxe thrown range (20/60)

*javelin thrown range (30/120)

Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Critical.

Your weapon attacks score a critical hit on a roll of 19 or 20.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Armor.
All Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Gaming Set (Dragonchess), Vehicles (land)

Languages.
Common, Elvish, Gith

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

25

splint armor, +1 longsword, shield, 2 handaxes, 10 javelins, traveler's clothes, insignia of rank, belt pouch (money)

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, dragonchess set, banner from a fallen enemy, flask of strong wine, 2 potions of healing

EQUIPMENT

Fighting Style.

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind.

On your turn, you can use a bonus action to regain hit points equal to 1d10 + 8. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge.

On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Remarkable Athlete*.

You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Indomitable.

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

FEATURES & TRAITS



Kandalou Dle'tan

CHARACTER NAME

45

AGE

Yellow

EYES

6 ft.

HEIGHT

Sallow

SKIN

170 lbs.

WEIGHT

White

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME
SYMBOL

CHARACTER BACKSTORY

Military Rank.

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Decadent Mastery.

You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge (already figured in).

Martial Prodigy.

You are proficient with light and medium armor and with shortwords, longwords, and greatwords (already figured in).

Githyanki Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the jump spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the misty step spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

TREASURE

Shai'ere Delatete

CHARACTER NAME

Monk 9

CLASS & LEVEL

Githzerai

RACE

Noble

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

18

+4

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- +3 Strength
- +7 Dexterity
- +2 Constitution
- +1 Intelligence
- +4 Wisdom
- +0 Charisma

SAVING THROWS

- +7 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +1 Arcana (Int)
- 1 Athletics (Str)
- +0 Deception (Cha)
- +5 History (Int)
- +8 Insight (Wis)
- +0 Intimidation (Cha)
- +1 Investigation (Int)
- +4 Medicine (Wis)
- +1 Nature (Int)
- +4 Perception (Wis)
- +0 Performance (Cha)
- +4 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +4 Survival (Wis)

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

45 ft.

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Despite my noble birth, I do not place myself above other folk. We all have the same blood.

The common folk love me for my kindness and generosity.

PERSONALITY TRAITS

Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.

IDEALS

My house's alliance with another noble family must be sustained at all costs.

BONDS

In fact, the world does revolve around me.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

unarmed +7 1d6+3

shortsword +7 1d6+3

lt. crssbow +7 1d8+3*

*light crossbow range (80/320)

Extra Attack.
You can attack twice, instead of once, whenever you take the Attack action on your turn.

Martial Arts.
When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

Ki-Empowered Strikes.
Your unarmed strikes count as magical.

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Weapons.
Simple Weapons, Shortsword

Tools.
Gaming Set (Dragonchess),
Calligraphy Supplies

Languages.
Common, Elvish, Gith

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

CP

PP

50

shortsword, light crossbow,
20 bolts, fine clothes, belt
pouch

backpack- bedroll, mess kit,
tinderbox, 10 days rations,
waterskin, scroll of
pedigree, signet ring, 2
potions of healing

ring of mind shielding (see
reverse)

EQUIPMENT

Ki Points. (9/); Ki Save DC 16

Flurry of Blows
Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stunning Strike.
When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Open Hand Technique.
Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:
• It must succeed on a Dexterity saving throw or be knocked prone.
• It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
• It can't take reactions until the end of your next turn.

Deflect Missiles.
You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 12. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction.

FEATURES & TRAITS



Shai'ere Delatete

CHARACTER NAME

35

AGE

5 ft. 10 in.

HEIGHT

150 lbs.

WEIGHT

Yellow

EYES

Sallow

SKIN

White

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Position of Privelege.

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Mental Discipline.

You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

Githzerai Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the shield spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the detect thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

CHARACTER BACKSTORY

Slow Fall.

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Evasion.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind.

You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Wholeness of Body.

As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Unarmored Movement Improvement.

You can move along vertical surfaces and across liquids on your turn without falling during the move.

ADDITIONAL FEATURES & TRAITS

ring of mind shielding (requires attunement).

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

TREASURE

Ven'delen Thenidin

CHARACTER NAME

Bard 9

CLASS & LEVEL

Githyanki

RACE

Outlander

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

11

+0

DEXTERITY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

16

+3

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- +0 Strength
 - +7 Dexterity
 - +1 Constitution
 - +0 Intelligence
 - +2 Wisdom
 - +7 Charisma

SAVING THROWS

- +7 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +2 Arcana (Int)
- +7 Athletics (Str)
- +5 Deception (Cha)
- +2 History (Int)
- +10 Insight (Wis)
- +5 Intimidation (Cha)
- +2 Investigation (Int)
- +4 Medicine (Wis)
- +2 Nature (Int)
- +6 Perception (Wis)
- +5 Performance (Cha)
- +7 Persuasion (Cha)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +10 Survival (Wis)

SKILLS

17

ARMOR CLASS

+5

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I watch over my friends as if they were a litter of newborn pups.

I have a lesson for every situation, drawn from observing nature.

PERSONALITY TRAITS

It is each person's responsibility to make the most happiness for the whole group.

IDEALS

The Sha'sal Khou is the most important thing in my life, even when they are far from me.

BONDS

I am slow to trust members of other races, tribes, and societies.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

longbow

+7

1d8+3*

rapier

+7

1d8+3

dagger

+7

1d4+3*

*longbow range (150/600)

*thrown dagger range (20/60)

Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

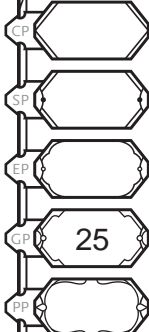
Armor.
Light Armor, Medium Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Musical instruments (Drum, Flute, Lute, Cittern)

Languages.
Common, Elvish, Gith, Deep Speech

OTHER PROFICIENCIES & LANGUAGES



rapier, dagger, longbow, 20 arrows & quiver, studded leather armor, shield, traveler's clothes, bear claw (trophy) on leather thong around neck, belt pouch, Mac-Fuirimh Cittern (see reverse)

25

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, scrollcase, 3 sheets paper, bottle of ink, ink pen, drum, 2 potions of healing

EQUIPMENT

Bardic Inspiration.

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d8.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature three times. You regain any expended uses when you finish a short or long rest.

Song of Rest.

If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

Expertise.

Your proficiency bonus is doubled for any ability check you make that uses either Insight or Survival (already figured in).

Countercharm.

As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Combat Inspiration.

A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

FEATURES & TRAITS



Ven'delen Thenidin

CHARACTER NAME

50

AGE

Yellow

EYES

6 ft. 2 in.

HEIGHT

Sallow

SKIN

180 lbs.

WEIGHT

Silver

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Wanderer.
You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CHARACTER BACKSTORY

Decadent Mastery.
You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge (already figured in).

Martial Prodigy.
You are proficient with light and medium armor and with shortwords, longwords, and greatwords (already figured in).

Githyanki Psionics.
You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.
When you reach 3rd level, you can cast the jump spell once with this trait, and you regain the ability to do so when you finish a long rest.
When you reach 5th level, you can cast the misty step spell once with this trait, and you regain the ability to do so when you finish a long rest.
Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

Mac-Fuirmidh Cittern
You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.
When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

Spells- fly, invisibility, levitate, protection from evil and good, barkskin, cure wounds, fog cloud

TREASURE



Bard

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- Light
- Mending
- Message

3

3

- Clairvoyance
- Sending
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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED

SPELL NAME

- Dissonant Whispers
- Faerie Fire
- Feather Fall
- Longstrider
- Sleep

4

3

- Compulsion
- Dimension Door
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- Detect Thoughts
- Shatter

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- Hold Monster
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SPELLS KNOWN

Vishnu Re'Var

CHARACTER NAME

Rogue 9

CLASS & LEVEL

Githzerai

RACE

Folk Hero

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH
10
+0

DEXTERITY
18
+4

CONSTITUTION
14
+2

INTELLIGENCE
14
+2

WISDOM
14
+2

CHARISMA
10
+0

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +8 Dexterity
- +2 Constitution
- +6 Intelligence
- +2 Wisdom
- +0 Charisma

SKILLS

- +8 Acrobatics (Dex)
- +6 Animal Handling (Wis)
- +2 Arcana (Int)
- +0 Athletics (Str)
- +0 Deception (Cha)
- +2 History (Int)
- +2 Insight (Wis)
- +0 Intimidation (Cha)
- +10 Investigation (Int)
- +2 Medicine (Wis)
- +2 Nature (Int)
- +2 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +2 Religion (Int)
- +12 Sleight of Hand (Dex)
- +12 Stealth (Dex)
- +6 Survival (Wis)

16 ARMOR CLASS

+4 INITIATIVE

30 ft. SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

I judge people by their actions, not their words.

If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

Tyrants must not be allowed to oppress the people.

IDEALS

I protect those who cannot protect themselves.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

rapier +8 1d8+4

shortbow +9 1d6+5

dagger +8 1d4+4*

*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

Expertise.
Your proficiency bonus is doubled for any ability check you make that uses Investigation, Sleight of Hand, Stealth, or Thieves' Tools. (Already figured in)

Sneak Attack.
Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.
You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action.
You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge.
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion.
When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Mage Hand Legerdemain.
When you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Magical Ambush.
If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor

Weapons.
Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword

Tools.
Jeweler's Tools, Vehicles (Land), Thieves' Tools (+12)

Languages.
Common, Gith, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP rapier, +1 shortbow, quiver & 20 arrows, 2 daggers, studded leather armor, common clothes, spell component pouch, belt pouch

SP

EP

CP 30

PP

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, jeweler's tools, shovel, iron pot, thieves' tools, 2 potions of healing

EQUIPMENT



Vishnu Re'Var

CHARACTER NAME

40

AGE

Yellow

EYES

5 ft. 8 in.

HEIGHT

Sallow

SKIN

140 lbs.

WEIGHT

Bald

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Rustic Hospitality.
 Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

CHARACTER BACKSTORY

Mental Discipline.
 You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

Githzerai Psionics.
 You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the shield spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the detect thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

TREASURE



Arcane Trickster

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

- Mage Hand
- Message
- True Strike

3

6

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	4	

- PREPARED
- SPELL NAME
- Color Spray
 - Shield
 - Sleep
 - Tasha's Hideous Laughter

2

2

- Blur
- Spider Climb

4

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SPELLS KNOWN