

OUT OF SPACE AND TIME

AN EBERRON ADVENTURE
FOR 4 - 6 CHARACTERS
LEVELS 1 - 4



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*That which is out of space and time still exists somewhere.
We don't really know what that somewhere is, but some day we will conquer it and then the entire multiverse will be ours. -Klantha, Mind Flayer Master*



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OUT OF TIME AND SPACE



One day, in the Village of Turnkey, a Warforged like artifact stalks into town. The golem is clearly ancient, but much of its design is reminiscent of the House Arcanis Warforged. The key difference? The goblin script that wraps around the body of the immense figure. The strange golem stops feet outside of the village and becomes totally immobile. Can the adventurers solve the mystery behind this strange golem?

A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

ADVENTURE PRIMER

Raat shi anaa.

"The story continues."

— Traditional opening to Hobgoblin legends.

— Don Basingthwaite, *The Doom of Kings, Legacy of Dhakaani Book 1*

Welcome to Out of Space and Time a D&D Adventure.

This adventure is designed for three to seven 1st – 5th level characters and is optimized for five characters with an average party level (APL) of 3. Characters outside this level range cannot participate in this adventure.

This adventure follows the pattern, rules, and layout of Adventurers League products but it is not currently Adventurers League legal.

BACKGROUND

Near the village of **TURNKEY**, on the border between Breland and Darguun, an ancient Dhakaani ruin is disturbed by a bizarre traveler. **RALAYAN**, a time displaced mind flayer from the depths of Khyber, brings a goblin duur'kala from the future to the **DHAKAANI CAVERNS**. Though Ralayan plans to betray his companion, the crafty goblin beats him to the punch, severely wounding the mind flayer with a **BESHYK DAGGER**. Though Ralayan kills his traveling companion, he is left trapped in his **VESSEL**, unable to escape.

In a desperate attempt to find aid, Ralayan activates an **ANCIENT GOLEM** in the caverns and commands it to go and fetch help. The golem complies, running directly to the nearest settlement, where the party encounters this mysterious artifact.

With the aid of a goblin merchant named **BINKH** who also witnesses the arrival of the ancient golem, the party descends to the Dhakaani Caverns to figure out the nature of the disturbance, solve the mystery behind this strange golem's appearance, and hopefully gain a little coin or lore along the way.

EPISODES

The adventure is spread over three episodes and takes approximately two to four hours to play. These episodes are initially introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: A Strange Visit.** A relatively quiet day on the Brelish borderlands is interrupted by the arrival of a strange ancient golem at the village of Turnkey. Upon interacting with the party, the golem recites a cryptic phrase in Goblin. Binkh, a visiting merchant, indicates that the golem's riddle could lead to coin.

- **Episode 2: Follow the Leader.** The characters make their way through the countryside in pursuit of the golem. When they arrive at the Dhakaani caverns, they must look for clues as to the nature of this strange place and find their way inside. This is **Main Objective A**.
- **Episode 3: Episode Title.** The characters enter the Dhakaani caverns and explore the remarkably well-preserved ruin. They face danger, moral dilemmas, traps, fiends, temporal anomalies, and the mind flayer Ralayan. Only by defeating the mind flayer can they hope to return the ruin to a safe state. This is **Main Objective B**.

BONUS OBJECTIVES

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement checkpoints** (but no treasure checkpoints) in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: A Warrior Out of Time.** The party frees, interacts with, and helps the warforged, **LEANNA**, who is time displaced and confused. To qualify for this bonus objective the party needs to bring her up to speed on the ending of the Last War, help her understand her temporal predicament, keep her present (or at least nearby) until the main objective is completed, then escort her to civilization peacefully. This bonus objective is found in **Appendix Y**.
- **Bonus Objective B: Finds of Cultural Significance.** The party assists Binkh in escorting select items from the Dhakaani Caverns to the nearby Darguul village of Skullreave. On the way there, they must defend Binkh from a group of human bandits. This bonus objective is found in **Appendix YY**.

EPISODE SEQUENCE

Depending on your time constraints, play style, and environment, this adventure will take approximately two to four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately two hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

These objectives branch off Episode 3 and are unlikely to be resolved fully until the main objective is achieved, as they both involve leaving the Dhakaani cavern.

ADJUSTING THIS ADVENTURE

This adventure provides adjustments for smaller or larger groups, characters of higher or lower level, and characters that are otherwise a bit more or less powerful than the adventure is optimized for. These adjustments are included for your reference and convenience.

To determine whether you should adjust the adventure, add the total levels of all characters and divide that total by the number of characters (rounding fractions normally.) This determines the group's APL. To approximate the party strength for this adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Strength
3-4 characters	APL less than 3 = Very Weak
3-4 characters	APL 3 = Weak
3-4 characters	APL greater than 3 = Average
5 characters	APL less than 3 = Weak
5 characters	APL 3 = Average
5 characters	APL greater than 3 = Strong
6-7 characters	APL less than 3 = Average
6-7 characters	APL 3 = Strong
6-7 characters	APL greater than 3 = Very Strong

EPISODE 1: A STRANGE VISIT

This adventure begins in the village of Turnkey, Breland, which is located about 10 miles west of the Darguun border, near the base of the Seawall Mountains. As the party is walking about, perhaps heading into a nearby inn, handling some mundane business, or otherwise going about their day, they are interrupted by a bizarre intrusion into the calm atmosphere of the small village. Read the following:

As you make your way down the narrow street outside Turnkey's only inn, the Prospector's Repose, your attention is drawn to a rhythmic thumping to the East. Looking down the avenue, you see a large golem, reminiscent of a warforged, stomping toward the village. The heavy footfalls of this massive behemoth are clearly the source of the thumping as the construct closes in on the village edge.

What would you like to do?

LIFE ON THE BORDER

The border between Breland and Darguun is both porous and dangerous. The Ghal'darr don't have much respect for human lines on maps. They ruled this land for centuries. The residents of frontier Breland are wary but they often take advantage of the special resources the Goblins on their borders have to offer.

Nowhere else in Khorvaire can you get as many special plant and fungus products which only the Ghal'darr know how to cultivate. So, the border regions are fraught with skirmishes, land arguments, and bustling trade. There is often a grudging sense of respect for one another that is a hopeful sign for the future, and some humans and Goblins live in relative cooperation with one another.

THE RELIC

Even cursory inspection reveals that the golem is clearly ancient, but much of its design is reminiscent of a contemporary warforged. The key difference lies in goblin script that wraps around the body of the immense figure.

The golem is nearly 11 feet tall and heavy. Its armor is a mix of metals, wood, and other arcane materials, and its feet are large stumps. It stops only a few feet outside of the village and becomes totally immobile.

Either as the adventurers make their way toward the golem, or as they stand in the street discussing its presence, a goblin merchant who is strapping down his cart to prepare for travel spots the group and the golem and approaches them with a friendly greeting.

"Lo there. Binkh here. That thing s'posed to be there?"

Binkh is friendly, courteous and helpful. He is clearly as interested in and confused by the golem as the adventurers and suggests stepping up to it to have a look. He then draws a tiny dagger and muses, "can't be too careful, yeh?"

As the adventurers approach, the golem speaks, saying:
"Bruun man lich kovarh, Ghal'darr neee gran vech puuuuuutllllleeeee."

The phrase is uttered in an ancient dialect of the Goblin tongue, which most folk in this region are unfamiliar with. The golem repeats the phrase every 5 minutes once it begins to speak. It isn't loud, it can only be heard up to ten feet away, but it is clear to those close enough to hear it. If the characters approach the golem, it speaks these words directly to each of them, clearly with intent. Once it has spoken the phrase to each adventurer, the golem abruptly turns and begins to march away.

As soon as Binkh hears the phrase, his eyes widen. Though he can only get the gist of the writing, which he describes as magewright poppycock, he is very familiar with the phrase the golem speaks.

"It recites a line from a child's poem dating back to

the old Dhakaani Empire. The poem promises that a great treasure awaits. The goblin who wishes to claim the prize must speak this magic phrase. Care to join me?"

This child's rhyme is still taught to Goblinoid children. It ends with a massive creature devouring an entire city and leaving 'deposits' of gold and jewels behind in its wake. Speaking the passphrase uttered by the golem allows the speaker to deactivate some of the security measures in the Dhakaani Caverns (see Chapter 3.)

ATTACKING THE GOLEM

If attacked or disturbed, the golem doesn't react, it doesn't move, it doesn't hurt anyone that tries to move or break any part of it. Should the adventurers attempt to attack the golem, they find it impervious to harm, as it is immune to damage from anything less than a +3 magic weapon.

TO CHAPTER 2

All that is required for the party to make their way to the next chapter is to follow the golem. It leads the way to adventure! Should the party elect to not follow the golem it marches 300 feet outside of town and then stops until the adventurers join it.

BINKH

Binkh uses the statistics for a goblin boss with the following changes:

Alignment: Binkh's alignment is lawful good.

Multiattack. Binkh makes two attacks with his dagger, the second attack has disadvantage.

Scimitar. Replace with a dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Javelin. Remove. Binkh does not carry a javelin.

EPISODE 2: FOLLOW THE LEADER!

The titan leads the adventurers to the southwest, toward the Seawall Mountains. The titan begins travel at a standard pace but increases speed as long as the adventurers keep up. If the party starts to slow or lag behind, the titan slows to match them, never allowing more than 300 feet of distance between itself and the rearmost member of the party.

Read the following:

The titan presses forward to the southwest. It continues traveling in a straight line across the borderlands, cutting across a few farmsteads, fields, and no small amount of foliage, with no regard for the road or any established path. The golem's size does a serviceable job of clearing obstacles out of your way as you follow along in its wake. After about a mile and a half, the golem comes to an abrupt halt at the base of the Seawall Mountains. Raising its hand, slowly, the construct points at a nearby copse of trees. Again, the golem speaks:

"Bruun man lich kovarh, Ghal'darr neee gran vech puuuuuutllllleeeee."

THE ANCIENT STAIR

At first glance, these trees appear relatively unremarkable. A cursory investigation of the area within the trees reveals a 15 foot by 15 foot opening in the center of the trees, large enough for the golem to have walked out of. A set of stairs is carved into the rock, leading down 100 feet beneath the surface.

A successful DC 13 Intelligence (History) check reveals the stairway to be ancient Dhakaani construction. Characters of goblinoid races may gain advantage on this check. Regardless of whether or not the party recognizes the nature of the construction, it is clear that the stairwell has only been disturbed once in recent memory: when the titan stepped out of it.

Once the party steps onto the stairway, the golem steps onto the top stair, turns to face up the stairs and assumes a defensive posture. The golem is apparently guarding the entrance from any further intrusion.

THE HIDDEN TUNNEL

If, before descending the stairs, the party takes 10 minutes and searches the surrounding area, you may call for an Intelligence (Investigation) or Intelligence (Nature) check at DC 13. Success on this check reveals a small crevice in the mountainside about 200 yards from the copse of trees. This crevice is large enough for a small creature to squeeze through with little difficulty. A medium sized creature trying to squeeze through the crevice must make a successful DC 13 Dexterity (Acrobatics) check. Failing this check by 5 or more causes the medium sized creature to become stuck in the crevice, requiring a successful DC 14 Strength (Athletics) check to pull free. A creature on either side of the crevice may aid a creature stuck in the crevice. While stuck in the crevice, a creature is considered restrained.

The crevice opens into a slightly larger tunnel, which is only large enough for a small creature to move comfortably through, or a medium sized creature to crawl through. The tunnel is completely dark and leads down 200 feet to what appears to be a solid piece of violet metal lodged into the earth. Debris is scattered beneath this object, indicating that it may have burst forth from the rock. Though the party has no way of penetrating or identifying the object at this time, it is the same object lodged in the wall in area A3.

A successful Wisdom (Perception) or Intelligence (Investigation) check made while in this tunnel reveals a greenish-yellow severed hand, about the size of a small humanoid's, wrapped around the handle of a dagger. The dagger's blade is crafted from rare byeshk. Engraved along the center of the blade is a strange inscription of bizarre interlocking patterns. Any creature touching the blade and making a successful DC 14 Intelligence check is able to deduce that this blade was crafted with malice, hatred, and the intent

of kinslaying. A successful DC 18 Intelligence (Arcana) check reveals the markings on the blade to be a Qualith inscription, created by a mind flayer.

LEAVING THE TUNNEL

Any character who descends into this tunnel must leave the same way they entered, facing the same obstacles and difficulties on the way in as on the way out. Although the door in this region is presently impassible, foreknowledge of this tunnel may prove useful later in the adventure.

TO CHAPTER 3

In order to advance to the next chapter, the party need only descend the stairway into the Dhakaani caverns. Once the party enters Area 1, they have moved into Chapter 3.

EPISODE 3: THE DHAKAANI CAVERNS

The Dhakaani Caverns date back thousands of years. Their construction is clearly ancient. All text and markings are in an old dialect of the Goblin language unless otherwise noted. This should also immediately call attention to the presence of newer items within the dungeon, particularly in rooms that appear to have otherwise not been disturbed in centuries.

When the party begins descending the stairs, read the following:

As you descend the stairs, darkness swallows the cavern before you. A faint but sharp odor emanates from the blackness below.

DHAKAANI CAVERN FEATURES

The following applies to the Dhakaani Caverns.

Doors. Unless otherwise noted, the doors in the outpost are wood and have AC 15, 27 hit points, and immunity to poison and psychic damage. If a door is locked, a successful DC 15 Dexterity check with thieves' tools picks the lock and a successful DC 15 Strength check forces the door open. None of the keys to any of the doors are anywhere to be found in the caverns.

Illumination. Unless otherwise noted in the room description, the caverns are in total darkness. Though there are no sconces and braziers in any rooms, Goblins have no need of such illumination. The only light provided is that which the adventurers bring or generate.

Odors. Unless otherwise noted in the room description, the caves carry a faint odor of ozone, which grows stronger the closer one ventures to Area 3. This is a highly unusual scent for the inside of a cave. Characters who succeed on a DC 10 Intelligence (Arcana) or Intelligence (Nature) check recognize the most likely causes of this smell to be lightning or magic.

Sound. The chambers are largely empty and silent. This allows for sound to be easily carried via echoes throughout the caves. Creatures with a passive Perception of 10 or more

can easily hear conversational noise and normal paced movement in any adjacent room, though this does not impede or impact Dexterity (Stealth) checks. Wisdom (Perception) checks made to discern the direction of a sound's origin are made with disadvantage.

Construction. The caverns are a network of naturally occurring caves that have been hewn into rectilinear rooms and connected by Dhakaani created tunnels. Wall and floor surfaces are largely flat and smoothed over unless otherwise noted. The ceilings in most areas start between 15 and 20 feet from the floor, arcing upward as high as 30 feet in the center. Unless otherwise noted, no stalactites hang in these chambers, though the ceilings are otherwise unworked.

A1. ENTRANCE HALL

The stairway opens into a roughhewn chamber 40 feet long by 20 feet wide. As you enter the room, you hear the sound of something metallic burrowing through the walls.

Roll initiative!

This chamber is being observed by three **bronze scouts**, who attack any non-goblinoid creature who enters the room. The bronze scouts use their bite attacks and continue to fight until they are reduced to half their hit points or until all intruders retreat to the stairway. If a bronze scout is reduced to half its hit points it uses its lightning flare ability and attempt to escape by burrowing into the walls or ground.

If an intruder speaks the phrase "*Bruun man lich kovarh, Ghal'darr neee gran vech puuuuuutllllleeeee*," the bronze scouts return to observation mode, burrowing back into the walls of the chamber.

The southeast corner of this room opens into corridor 2a. There is no door on this end of the corridor.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove two bronze scouts.
- **Weak:** Remove one bronze scout.
- **Strong:** Add one bronze scout.
- **Very Strong:** Add one iron cobra.

A2 CORRIDORS

These blackened halls leave little to differentiate one from another, apart from the direction they face.

The corridors throughout the caverns are all 10 foot by 10 foot roughhewn stone. The individual corridors have the following properties:

A2a: At the eastern end of this east/west corridor is a door. The shattered remnants of the door lie scattered along the floor of the corridor, as it is clear that something emerged

from area A4, breaking the door on its way.

A2b: The southeastern end of this southeast/northwest corridor, where the room meets with A4 has a closed and locked door. In the northwestern corner of the corridor, the hallway makes a sharp, 90 degree turn to the northeast.

When a creature enters this hallway for the first time, if they are capable of seeing in the darkness or bring a light source, read the following:

Before you, the hallway turns sharply, indicating an additional chamber to the northeast.

At the point of this 90 degree turn, the floor contains a pressure plate that, when stepped on, activates the following complex trap:

PATH OF THE WORTHY WARRIOR

Complex trap (level 1-4, moderate threat)

Trigger: The trap activates when the pressure plate in the corridor's corner is stepped on and remains active for ten rounds or until each component is rendered ineffective through successful countermeasures.

Initiative: The trap acts on initiative count 20 and initiative count 10.

Active Elements. The trap fires a series of darts at creatures within the hallway. These are largely a nuisance deterrent, but also prime the intruders to receive greater damage from the necrotic vibrations emanating from the Dhakaani War Gong in the doorway into A3.

Darts (Initiative 20). Four darts fire from ports in the northeastern wall toward the southeastern wall. Though the darts fire using one attack check, they can simultaneously target up to four creatures in the hallway. The darts make their attack check with a +5 attack bonus and deal 5 (1d10) piercing damage on a hit.

Dhakaani War Gong (Initiative 10). The Dhakaani War Gong is built into the locked door leading into area A3. Each round that the trap is active, the Dhakaani War Gong sounds, casting toll the dead on all creatures within 30 feet of the door. Each creature in the affected area must succeed on a DC 10 Wisdom saving throw or suffer 4 (1d8) necrotic damage. If the creature is missing any of its hit points, it instead takes 6 (1d12) necrotic damage.

Dynamic Elements. If any check made in an attempt to employ countermeasures against the trap misses the DC by 5 or more, a portcullis slams down from the ceiling just southeast of the pressure plate, confining any creatures in the area. Furthermore, the Dhakaani War Gong begins tolling faster, acting on Initiative count 20 and on Initiative Count 10. The range of the effect grows to impact all creatures within 60 feet of the door. This state of affairs continues for 10 rounds or until countermeasures are successfully applied to all elements of the path of the worthy warrior.

Countermeasures. The path of the worthy warrior

was designed to be defeated through endurance rather than subterfuge. However, there are a number of ways the components can be defeated.

Darts. A successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check reveals the presence of the pressure plate. A character proficient with thieves' tools may spend one minute to attempt to disable the pressure plate by placing pitons beneath it and succeeding on a DC 15 Dexterity check using thieves' tools. This check is subject to the failure conditions detailed under dynamic elements.

Historically, the Dhakaani warriors who wished to enter A3 would simply walk down the hallway with a shield, relying on their martial prowess to keep them safe. Adventurers are certainly welcome to try this approach. A clever use of detritus, large objects taken from other areas such as benches or doors may be used to block incoming darts with a successful DC 15 Strength (Athletics) check at the DM's discretion. This check is not subject to the failure conditions detailed under dynamic elements.

Dhakaani War Gong. The gong may be defeated by grabbing the gong and holding it in a grapple for three consecutive turns. To grapple the gong, a creature must succeed on a DC 12 Strength (Athletics) check. That same creature must then successfully repeat this DC 12 Strength (Athletics) check on its next two turns to effectively disable the gong. While so grappled, the gong cannot cast toll the dead. Each of these Strength (Athletics) checks are subject to the failure conditions detailed under dynamic elements.

Once the gong is defeated, the locked door it hangs in must still be opened. Aside from the presence of the gong, this is a standard door for the caverns.

Portcullis. The portcullis is constructed from interlocked iron bars. Should it be activated, can be lifted with a successful DC 20 Strength (Athletics) check. It has an AC of 19, 27 hit points, and immunity to poison and psychic damage.

A2c: The southwestern end of this northeast/southwest corridor, where the room meets with A4 has the shattered remnants of a wooden door hanging from hinges and splayed out across the floor of A4. In the northeastern corner of the corridor, the hallway makes a sharp, 90 degree turn to the northwest. The sconces have been ripped out of the walls in this hallway.

When a creature enters this hallway for the first time, if they are capable of seeing in the darkness or bring a light source, read the following:

Before you, the hallway turns sharply, indicating an additional chamber to the northwest. A clear path of destruction has been wrought down this hallway, and you can hear the sounds of darts firing from a machine against the wall ahead.

This hallway also contained a path of the worthy warrior trap (see area A2b.) but the various elements of the trap have been smashed beyond function. Creatures traveling from A4 into A2c see the bent and twisted portcullis lying on the ground just before the 90 degree turn. The pressure plate

is clearly stomped deep into the ground, and the darts (the only part of the trap that still functions) continue to fire on initiative count 20. Only 3 darts make their way down the hall to the opposing wall. The fourth dart of each batch fires into the shattered remnants of the Dhakaani War Gong, which lays bent and battered in the northwestern corner across from A3. Characters who succeed on a DC 10 Intelligence (Investigation) check can deduce that this must be the path that the golem took when emerging from area A3.

A2d: At the eastern and western ends of this east/west corridor are locked doors. When the encounter in Area 4 triggers, both of these doors are shattered by the escaping hell hounds.

A2e: At the southeastern end of this northwest/southeast corridor is a locked door. Creatures who enter the corridor can see the door bulging under repeated blows from within the room. If the party makes no effort to assist in opening the door, the bulging continues, but does not break. If the door is approached and a creature calls out to the inhabitant, a feminine voice screams back, "What is the meaning of this? I demand to be released!" A successful DC 10 Wisdom (Perception) check reveals the voice to be that of the warforged **thug**, Leanna, who is detailed in area A7

A2f: At the southwestern end of this northeast/southwest corridor is a locked door.

A3 THE WAR CHEST

This room can be entered from the northeast or northwest. The door on the northwestern end was shattered as the golem left to get help. The door on the northeast is open if the party defeated the traps in A2b.

When a creature enters this area read the following:

This area appears to have served as some sort of trophy room in ages past. A number of items dating back to the Dhakaani empire are on display here, including war banners, suits of armor, weapons, and other trophies of conquest. The south end of the room is well organized as things are set up for display.

Lodged in the northern wall of this room is a large oval object marked with various geometric carvings. The egg-shaped object is constructed of a strange violet metal and takes up the majority of the wall, filling the region from floor to ceiling. Debris is scattered on the floor in front of the strange device, as if it had crashed through the wall. Among the debris are a number of trinkets and artifacts.

A successful DC 10 Intelligence (History) check reveals the displayed items on the south end of the room to clearly date to the Dhakaani period. While these items, including the weapons and armor, are of great historic significance, they offer little practical value or use. cursory inspection reveals each displayed item to be damaged, likely at the time of its acquisition.

The trinkets on the floor are a slightly different matter. Any creature who spends one minute examining the trinkets on the floor and making a successful DC 10 Intelligence (History) check determines that these scattered trinkets hail from a wide array of time periods throughout the history of Eberron. Among the trinkets, the following items can be found:

- A spellshard containing the journal of a soldier in the Cyran army. The last entry is dated 927 YK.
- A frayed glameweave belt
- A cracked Khyber dragonshard about the size of a human fist.
- A pair of six-sided dice with symbols of the lesser dragonmarks (sans the aberrant dragonmark) carved on the faces
- A broken piece representing one fourth of a cleansing stone
- A scratched lens from a set of Inquisitive's goggles
- A letter of commendation from Rekkenmark Academy, addressed to a sergeant of the Galifar military, dated 738 YK
- A pickaxe handle carved of Risian pine.
- A necklace made of twine, bearing six clawfoot raptor teeth, sized for a halfling.
- A three-inch sliver from a conductor stone
- As many items from Table: Trinkets in the PHB as the DM sees fit to include.

Anyone who ventured into the crevice in the mountain before entering this chamber notices that the bizarre object protruding from the wall appears to be made of the same substance as the blockage found at the end of that tunnel. If a creature touches the inscriptions carved on the side of the object. and succeeds on a DC 14 Intelligence check is able to deduce that the object is some sort of vessel, designed with the purpose of traversing time, space, and planes. A successful DC 18 Intelligence (Arcana) check reveals the markings on the object to be a Qualith inscription, created by a mind flayer.

One round (or about six seconds) after a creature touches the strange object, the surface facing into the room begins to open, seams appearing in the formerly smooth surface and peeling back like the blossoming of a flower. Inside the object sits a mortally wounded mind flayer, slumped in what appears to be some sort of pilot seat for the bizarre vessel. Splayed across the mind flayer's chest is the corpse of a recently deceased female goblin dressed in strange robes. The goblin's right hand is missing, apparently recently severed. The goblin's left arm hangs limply near a beshyk dagger (identical to the one found in the crevice above) which has been driven into the mind flayer's torso.

A successful DC 10 Intelligence (Investigation) check reveals that the goblin was strangled by the mind flayer's tentacles. The opposite wall of the vessel has a blood smear on it, but there is no evidence of the goblin's other hand. A successful DC 15 Intelligence (History) or A successful DC 15 Intelligence (Religion) check identifies the goblin's robes as those of an ancient Dhakaani bard, known as a duur'kala, or "dirge singer."

Ralayan, the wounded **mind flyer arcanist**, introduces himself as, “Ralayan. A traveler out of time and the chaos beyond,” and begin pleading with the party for help. He claims that he came here to help this Dhakaani bard find some relic and that the bard turned on him as soon as they arrived. A successful DC 16 Wisdom (Insight) check reveals that the mind flyer is not being forthright and is hiding something.

If the adventurers give Ralayan the benefit of the doubt, it accepts whatever healing it can get from them, attempt to persuade them to remove the dagger, and then proceeds to try and eat their brains. It does not want them mucking up its plans. If the adventurers refuse to aid Ralayan, it continues attempting to persuade them, but will not initiate combat unless the party attempts to attack or capture it, at which point it fights viciously to the death.

WOUNDED MIND FLYER ARCANIST

The wounded mind flyer arcanist uses the statistics for a mind flyer arcanist with the following changes:

Conditions. The wounded mind flyer arcanist is suffering the poisoned condition and continues to do so until the beshyk dagger is removed from its side. Due to the angle of the wound, the mind flyer cannot remove the dagger without aid. Furthermore, the mind flyer is considered prone and cannot stand up without aid (but may levitate.)

Hit Points: Due to wounds, the wounded mind flyer arcanist has 45 current hit points.

Innate Spellcasting (Psionics). The wounded mind flyer arcanist has already used its dominate monster and plane shift effects for the day.

Spellcasting. While the wounded mind flyer arcanist retains its spellcasting ability and prepared spells, it has expended most of its spell slots. It only has 3 1st level slots and 1 2nd level slot remaining.

Mind Blast. The mind flyer cannot recharge its mind blast until the dagger is removed. The mind flyer has expended its mind blast when discovered.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Set current hit points to 30, remove the 2nd level spell slot and 1 1st level spell slot.
- **Weak:** Set current hit points to 40, remove the 2nd level spell slot.
- **Strong:** Set current hit points to 60, add 1 1st level spell slot and 1 2nd level spell slot.
- **Very Strong:** Set current hit points to 60, add 1 1st level spell slot and 2 2nd level spell slots.

A4 CENTRAL CHAMBER

This octagonal chamber is the central hub of the Dhakaani Cavern.

When a creature enters this area for the first time, read the following:

The 40 foot by 40 foot chamber before you is carved into a perfect octagon. Along the north wall stand three 10 foot tall statues depicting a hobgoblin, a goblin, and a bugbear. The statues are dressed in Dhakaani armor and each holds a stone depiction of a battle axe in their right hand. Each of these statues stands with its left fist raised to the sky. To the south are three more statues of the same size and scale. Each of these is a female hobgoblin, bearing a shield and a dagger, their arms back and chests puffed outward as if bellowing a powerful song.

To the immediate northwest is a closed and locked wooden door, which leads to area A2b. To the northeast, the shattered remnants of a wooden door litter the floor and hang from the hinges where the door once stood over the entry to the 10 foot by 10 foot corridor, area A2d.

To the southeast and southwest are open corridors, areas A2e and A2f, respectively.

Characters who enter this area and succeed on a DC 12 Wisdom (Perception) check hear the sound of small metallic objects bouncing off of stone and a banging noise as of something heavy repeatedly striking wood. If this check is successfully made at disadvantage, the direction of the noises may be discerned. The causes of the noises cannot be determined without further investigation. The metallic objects are the darts hitting the wall in area A2c. The heavy object striking wood is the warforged **thug**, Leanna, who is attempting to break out of area A7.

Characters who examine the statues and succeed on a DC 12 Intelligence (History) check recognize that the statues to the north represent chieftains of the three Dhakaani tribes. The statues to the south represent members of the duur'kala, whose sacred duty was to sing the deeds of Dhakaani warriors and act as spiritual leaders for the tribes. Succeeding on this check by 5 or more reveals that this cavern was likely used as a meeting hall for a Dhakaani settlement.

Once a creature steps more than 10 feet into the room, a small rift about the size of an apple appears in the center of the room, accompanied by the pungent odor of ozone. A dozen crown coins and a strange wand fall from the rift before it disappears as suddenly as it appeared. The wand appears to have no practical use, though a successful DC 15 Intelligence check using tinker's tools identifies its construction as a heretofore unseen metallic alloy. This metallic wand could conceivably be used as an arcane focus with some study, practice, and attunement. If used in such a fashion, it offers a +1 bonus to spells that deal lightning or thunder damage.

A successful DC 20 Intelligence (Arcana) check reveals the rift to be a chronological anomaly, which is likely brought about by some sort of malfunctioning eldritch machine in

the area. This malfunctioning eldritch machine is the mind flayer vessel in A3, which ceases all function, including malfunctions, as soon as the mind flayer dies.

Once a creature steps within 5 feet of any of the corridors besides A2a, read the following:

You hear the crashing sound of shattering wood from the eastern chamber, followed by snarling and scratching noises, rapidly moving in your direction.

Roll initiative!

The snarling and scratching noises are coming from two **hell hounds** who burst through the door leading to area A2d and attack the nearest creatures.

A successful DC 10 Wisdom (Perception) check made after this combat is complete permits the character to hear more snarling noises emanating from deeper down the hall in area 5.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Replace both hell hounds with imps. The imps begin combat in rat form.
- **Weak:** Remove one hell hound.
- **Strong:** Add two imps.
- **Very Strong:** Add two hell hounds.

A5 ARMORY

This chamber was the armory for the Dhakaani settlement. Hide armor, chain armor, shields, halberds, nets, and scimitars sufficient to arm a dozen warriors are stored in this room. Unfortunately, about half of the room's contents have been destroyed by the fiends deposited into the room by the mind flayer vessel.

When the characters approach this area, read the following:

Through the shattered door, you can see the fiery glow of a hell hound's maw as it chews on an ancient Dhakaani shield. Behind the hell hound, a bearded devil examines one of the Dhakaani halberds.

What do you do?

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove the hell hound and the bearded devil, replacing them with four imps. The imps begin combat in their natural form.
- **Weak:** Replace the bearded devil with two imps.
- **Strong:** Add two imps.
- **Very Strong:** Add a bearded devil.

A6 DUUR'KALA'S QUARTERS

This bedchamber was the private quarters of the village duur'kala. Though spartan in appointment by modern standards, this room is more decorated and lived in than the chieftain's quarters.

If the party opens the door to this chamber, read the following:

The chamber before you appears to be remarkably well preserved. A hammock hangs in the southeast corner of the room. Next to the hammock along the south wall is a rack which appears to be crafted from the bones of some large beast, bound in twine in a honeycombed pattern. The rack is about five feet wide and six feet tall. Ten leather scroll cases sit in various spaces on the rack. Against the eastern wall is a simple clothing rack containing three sets of common clothes appropriate to the Dhakaani era. The western wall is covered by a mural which depicts a hobgoblin bard singing a dirge on a bloody battlefield.

The scroll cases each contain a parchment scroll telling a great tale of Dhakaani victory and glory. Any creature who can read goblin and makes a successful DC 10 Intelligence (History) check determines that this collection of legends represents one of the most complete battle chronicles ever found in this region. Such a find could prove to be of great interest to any number of historians, learning institutions and private parties across Khorvaire.

If Binkh is with the party when this room is found he will be very insistent that the items herein be turned over to the Ghaal'dar for study, though he will not stoop to violence to make his point. Instead, should the party refuse, Binkh will simply leave and report the findings himself. This will likely cause the party some problems with the people of Darguun in the future.

A7 CHIEFTAIN'S QUARTERS

This spartan chamber was once used as a resting place for the Dhakaani hobgoblin chief. Though the chamber contains only a simple bed and a few personal effects such as grooming supplies and a whetstone, a new tenant has been brought to the room via the malfunctioning mind flayer vessel.

If the party opens the door to this chamber, read the following:

An angry warforged stands in the doorway, brandishing a mace in a defensive stance. She looks forward, her eyes narrowing.

"Who are you? And...where is this place?"

Leanna is a casualty of the mind flayer vessel. She was ripped from the battlefield during the Last War eight years prior and

dropped here in the Dhakaani Caverns. She is naturally rather confused by her sudden appearance in a locked bedchamber and is distrusting, but not aggressive. If the party earns her trust, she will explain that she was fighting along with her squad against Cyran invaders. It should be largely obvious to the party that her last memory takes place during the Last War, though they may not immediately deduce the time travel component of her journey.

If the party is aggressive, attacks, or attempts to detain Leanna, she will fight to flee, making her way into the Brelish wilds.

LEANNA, WARFORGED THUG

Leanna uses the statistics for a thug with the following changes:

Armor Class. Leanna is currently configured with the darkwood core option. Her AC is 14.

Hit Points. Leanna is wounded and currently has only 22 hit points.

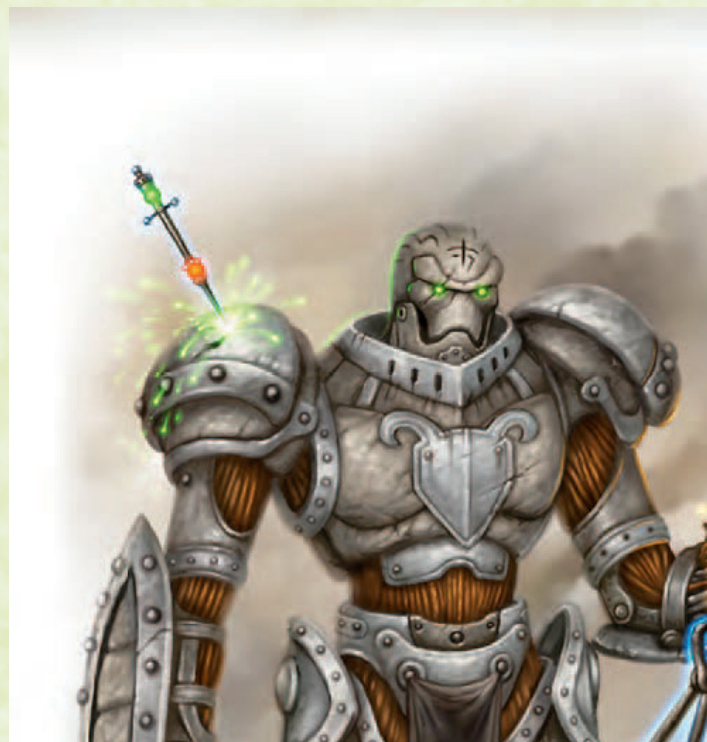
Dexterity. Leanna's Dexterity score is a 13 (+1). She receives a +1 bonus to ranged attacks as a result.

No Crossbow. Leanna is armed only with a mace.

Speed. Leanna's speed is 35 feet.

Warforged Resilience. Leanna has the following benefits due to her species:

- Leanna has advantage on saving throws against being poisoned, and resistance to poison damage.
- Leanna is immune to disease.
- Leanna doesn't need to eat, drink, or breathe.
- Leanna doesn't need to sleep and doesn't suffer the effects of exhaustion due to lack of rest, and magic can't put her to sleep.



ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT CHECKPOINTS

The characters receive one advancement checkpoints for each objective completed:

- **Secondary Objective:** Locate the beshyk dagger in the crevice outside the Dhakaani Caverns.
- **Main Objective:** Destroy the mind flayer arcanist.

The characters earn an additional advancement checkpoint for each **bonus objective** they complete.

TREASURE CHECKPOINTS

The characters receive a treasure checkpoint for completing **both main objectives** or **both bonus objectives**.

MAGIC ITEM UNLOCK

Characters completing adventure's **main objective** unlock this magic item.

Imbued Wood Wand. This arcane focus wand grants a +1 bonus when you roll damage for a spell that inflicts lightning or thunder damage. This item can be found in **Appendix YYY**.

STORY AWARDS

During this adventure, the characters may earn the following story award:

Story Award. If the characters complete the main objective as well as the bonus objective regarding escorting Binkh to Skullreave, they gain a positive reputation with the Darguul. More information can be found in **Appendix YY**.

APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Binkh (BINK).** Binkh begins the adventure in Turnkey on business. Upon seeing the ancient golem, his curiosity is piqued, and he immediately wants to know more. Binkh is kind, generous, and enjoys good company and a bit of humor. He is very interested in (and proud of) the heritage of his people and hopes to bring a bright future to the Darguul by learning from the past.
Personality: *I'm very excited and enthusiastic about everything my nation does.*
Ideal: *It is the duty of all civilized people to strengthen the bonds of community and the security of civilization.*
Bond: *I owe my people a great debt for forging me into the person I am today.*
Flaw: *I'll do anything to get my hands on something rare or priceless.*
- **Leanna (Lee AN na).** Leanna was ripped from the battlefield by a temporal anomaly. As far as she knows, the Last War is still on, Cyre still stands, and her duty and purpose are to fight. Her current predicament is confusing and overwhelming, but she is receptive to smooth reassurances, kind social interactions, and those who speak with authority.
Personality: *I face problems head-on. A simple, direct solution is the best path to success.*
Ideal: *My city, nation, or people are all that matter.*
Bond: *Those who fight beside me are those worth dying for.*
Flaw: *I obey the law, even if the law causes misery.*

APPENDIX 2: CREATURE STATISTICS

BEARDED DEVIL

Medium fiend, lawful evil

Armor Class 13 (Natural Armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws STR +5, CON +4, WIS +2

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Infernal, Telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

BRONZE SCOUT

Medium construct, unaligned

Armor Class 13

Hit Points 18 (4d8)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	3 (-4)	14 (+2)	1 (-5)

Skills Perception +6, Stealth +7

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 16

Languages understands one language of its creator but can't speak

Challenge 1 (200 XP)

Earth Armor. The bronze scout doesn't provoke opportunity attacks when it burrows.

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 3 (1d6) lightning damage.

Lightning Flare (Recharges after a Short or Long Rest). Each creature in contact with the ground within 15 feet of the bronze scout must make a DC 13 Dexterity saving throw, taking 14 (4d6)

lightning damage on a failed save, or half as much damage on a successful one.

GOBLIN BOSS

Small humanoid, neutral evil

Armor Class 17 (Chain Shirt, Shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

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

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (Natural Armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

IMP

Tiny fiend, lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

IRON COBRA

Medium construct, unaligned

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +6, Stealth +7

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages understands one language of its creator but can't speak

Challenge 4 (1,100 XP)

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or suffer one random poison effect:

1. Poison Damage: The target takes 13 (3d8) poison damage.

2. Confusion: On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.

3. Paralysis: The target is paralyzed until the end of its next turn.

MIND FLAYER ARCANIST

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, Telepathy 120 ft., Undercommon

Challenge 8 (3,900 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)

Spellcasting. The mind flayer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The mind flayer has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *shield*, *sleep*

2nd level (3 slots): *blur*, *invisibility*, *ray of enfeeblement*

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

4th level (3 slots): *confusion*, *hallucinatory terrain*

5th level (2 slots): *telekinesis*, *wall of force*

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: The target takes 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.

THUG

Medium humanoid, any

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

APPENDIX Y: BONUS OBJECTIVE A: A WARRIOR OUT OF TIME.

This bonus objective revolves around helping Leanna deal with her strange and unusual predicament. Completion of this objective is largely social and will require the party to attempt to calm Leanna down, explain the current state of affairs to her, earn her trust, and ultimately guide her back to the village of Turnkey so that she might rejoin civilization.

The DM is encouraged to handle this objective entirely through roleplay, though it is certainly possible that various Charisma checks might come into play. As Leanna is in an

extremely challenging scenario, the DM may wish to grant her advantage on any checks made to recognize deception or resist intimidation.

This bonus objective is considered complete if the party delivers Leanna to Turnkey and informs her that the Last War has ended. If the party wishes to escort Binkh to Skullreave first, Leanna will not join them.

APPENDIX YY: BONUS OBJECTIVE B: FINDS OF CULTURAL SIGNIFICANCE.

This bonus objective calls on the party to escort Binkh to the Darguul village of Skullreave. In the event that the party wishes to take Leanna to Turnkey first, Binkh will gladly join the party. He will need to return to Turnkey anyway to grab his cart.

In order to prove the existence of the Dhakaani Caverns Binkh takes two of the scrolls found in area A6, intending to present them to the local chieftain. As these artifacts are of incalculable value, Binkh is naturally quite nervous about carrying them without any sort of guard. Binkh’s instincts prove to be correct, as the party is accosted by six thugs on the road from Turnkey to Skullreave.

Read the following:

As the sun begins to sink behind the horizon, you see movement on the road ahead. Two human men step into the road, producing maces.

“Halt!” The man on the north end of the road shouts. “Deliver your valuables, and you may pass unharmed.”

What do you do?

This is a fairly straightforward combat encounter, designed to give the party a reasonably easy win and add some additional social opportunity with Binkh during the trip. Each thug will fight until any one thug is reduced to 0 hit points, or more than half of the thugs are reduced to half or less of their hit points, at which point the thugs attempt to flee.

If the party is successful and Binkh arrives at Skullreave with the scrolls intact, the party gains a bit of favor in the eyes of the Darguul.

ADJUSTING THE ENCOUNTER

- | |
|----------------------------------------|
| • Very Weak: Remove four thugs. |
| • Weak: Remove two thugs. |
| • Strong: Add two thugs. |
| • Very Strong: Add four thugs. |

APPENDIX YYY: MAGIC ITEM

Characters completing this adventure’s objective unlock this magic item.

IMBUED WOOD WAND

Tier 1, 4 treasure checkpoints

Wondrous Item, common (requires attunement)

This arcane focus provides a +1 bonus when you roll damage for a spell that inflicts lightning or thunder damage. This item is found in the *Wayfinder’s Guide to Eberron*.

PLAYING THE PILLARS

COMBAT

Facing the various threats within the Dhakaani Caverns will offer ample combat opportunities. Ralayan can only be defeated through combat.

EXPLORATION

Though exploration is comparatively minimal in this adventure, the party will get the opportunity to explore an ancient Dhakaani ruin as well as the surrounding area, possibly finding an interesting artifact.

SOCIAL

The party’s relationship with the Darguul going forward will depend largely on their social interactions with Binkh. Furthermore, there is an interesting opportunity to explore the social pillar through the time displaced warforged, Leanna.

