

THINGS THAT GO BUMP IN THE NIGHT

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Adventure Code: CCC-BMG-PHLAN4-3

Optimized For: APL 8



A recent rash of kidnappings in Phlan has been partially solved, but some children are still missing, and the “monster” responsible is still on the loose. His whereabouts have been narrowed, so your task is simple; bring him in, dead or alive. But how does one capture a living nightmare? Can you face your darkest fears? Do you have the courage? It will be more difficult than you think.

A four-hour adventure for 5th-10th level characters

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Welcome to *Things That Go Bump in the Night*, a Community Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Phlan, Moonsea™ storyline.

*This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.*

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in

a combat. Familiarize yourself with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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



ADVENTURE PRIMER

This adventure focuses on exploration and combat. DMs are encouraged to focus their preparation on creating mood and tone using vivid descriptions of locations and battle.

ADVENTURE BACKGROUND

Many years ago, before the Time of Troubles, a monastery was built in the Vanishing Hills. Inhabited by monks of the Way of the Long Death, their monastic order devotes itself to the study of death.

The order was overtaken by a powerful oni named Kaidan who became interested in the monk's teachings. Master Kaidan pushed the temple's study of death to extremes. He combines the use of the monk's psionic powers with the natural phenomena that occurs as the mind unfolds during necrosis. Kaidan even found a way to prolong his own life. This plunged the monastery into a very dark path of study. Master Kaidan demanded more tests, the subjects of which came from Phlan. For a time, the fear of "The Namahage," as he became known, was a very real threat and children were often the target of the abductions.

When the Spellplague hit, a rift opened to the Shadowfell. Created from the abundance of negative energy surrounding the temple, the dark twin of our reality swallowed the monastery. It exists now in a shadow crossing, moving in and out of Faerûn, sometimes gone for decades. When it returns, it's usually only for a brief time and most have forgotten about its existence. A generation since an abduction, the threat has now faded into folklore.

Recently, the Shadowfell has exposed the temple to Faerûn once again. Missing children have reminded the people of the reality of the Namahage. Heroes have recovered many of the children, but until someone finds the monastery, the threat remains.

To complicate matters, the monastery's movement in and out of the Shadowfell has caught the attention of a colony of illithids in search of a home. In one of Kaidan's excursions, he was surrounded by the illithids and turned into a thrall. With Kaidan under their control, the colony descended upon the monastery. Seeing merit in the monk's experiments, they seek to continue the study. Master Kaidan and his monks now learn that there are enough terrors in the multi-verse for everyone.

NPC SUMMARY

The following NPCs feature prominently in this adventure.

Calypso is a tiefling sorcerer, a former adventurer who is now the Chancellor of Phlan.

Barrett Sokol. A member of the Council of Ten and influential member of Phlan's society.

Master Kaidan. Master of the House of Eternal Twilight.

Phryne Sokol. Abducted by Kaidan as a child.

Igan Sokol. Phryne's younger brother. An adventurous young boy at the time when Phryne was abducted.

Rhan Smashtooth. An old friend of Calypso's and a servant of Denier, the First Scribe.

Agatha, Petunia, and Maud Grubstein. A trio of Annis hag sisters who live in the Glumpen Swamp that terrorize children on behalf of the House of Eternal Twilight.

Thorn Isle. An island to the south of Phlan. Home to the ruins of an ancient keep and not much else.

The Harrowing Pits. Deep within the Glumpen Swamp, this is the lair of an unpleasant band of hags.

ADVENTURE OVERVIEW

The adventure is divided into three major parts:

Part 1. The adventurers met with Calypso, Phlan's Chancellor, and discover her plan to send their minds back in time to Phryne Sokol's 10th birthday party.

Part 2. Back in time, the children of Phlan explore Thorn Isle and witness an abduction.

Part 3. Using the knowledge gained during the ritual, the adventurers travel to the Glumpen Swamp and confront a trio of hags.

ADVENTURE HOOKS

This adventure is the second in a series of three and offers its own hooks if played within a series. The following hooks may be applied to offer additional depth and motivation.

Mercenaries. The characters are primarily interested in coin and hear that the Chancellor is looking for adventurers and offering a handsome fee.

Local Heroes. The characters have defended Phlan in previous adventures and have developed a heroic reputation in the city. The Chancellor sends word that Phlan needs their help again.

Humanitarians. The characters are living in Phlan and have friends whose child has gone missing. The characters approach the Chancellor, offering to help track down the culprits.



PART 1. ASSIGNMENT

Estimated Duration: 15 minutes

The adventure begins in Valjevo Castle.

You have been summoned by the Chancellor. You find yourselves in the halls of the public offices at Valjevo Castle. Nobles and merchants scurry about, interspersed with Black Fist officers marching with purpose. This section of the castle devoted to the day-to-day business of government in Phlan. In the midst of it all, masons and laborers repair areas that have experienced destruction in the past. The castle has been subject to attack from armies and dragons alike, yet it remains the largest and most impressive castle in the Moonsea region. Great effort is now underway to restore its prominence.

A tall arched and iron-bound oak door stares down on you. A small sign protruding from the wall reads simply, "Chancellor." Next to the door, an elderly male elf in dark robes sits on a bench. His eyes flutter, rolled back in his head as if in deep meditation.

Take a moment here to allow each of the characters to introduce themselves. Afterwards, read the following:

Raised voices come from within, something about "proper channels." The door opens suddenly. A well-dressed noble stares you up and down with a blank expression. "Perfect!", he says with a snap, and turns and walks back into the room. "Please come in." says a female voice from within.

Calypso and Barrett Sokol were having a disagreement. If there are any adventurers who have not met the Chancellor, she introduces herself and Councilor Sokol. If asked about the argument she says that there was a disagreement about Sokol's decision to bring a Long Death monk into the city in light of recent events.

INFORMATION RECOVERED PREVIOUSLY

If anyone has yet to play the first two adventures of this trilogy, or for a review, read the following:

You're called because the Council of Ten has identified you as someone that may be able assist the city.

Calypso imparts the following information; a brief history of the events of 4-1 and 4-2.

- There has been a recent rash of abductions, primarily children

- At first it was believed that the either the Coin Spinners or the Welcomers were to blame
- It is now known that a past threat has returned, The Namahage
- Many years ago, a similar series of abductions occurred, and many citizens were taken, most of them never to be seen again
- Councilor Sokol's sister was one of them
- The Namahage is a monster that changes form to trick children into following him
- It has been learned that he leads an order of monks of the Order of the Long Death and that the monks assist him
- It was also revealed that he takes them to a hag coven where their minds are twisted
- The coven was found and destroyed, but not all of the children were recovered
- We believe that the remaining victims are prisoners at the monastery
- The location of the monk's monastery is still a mystery

NEW INFORMATION

Barrett Sokol then takes over the conversation and adds the following:

"I took it upon myself to research these monks. I was able to find information about the Order, but nothing about this particular monastery. That is until I came upon my friend here." He walks to the door and ushers in the elf sitting in the hallway.

"This is Bro. Aldreth Darkleaf. He is a monk of the Way of the Long Death. Tell them what you told me," says Barrett.

Aldreth bows in greeting. "I was once a monk at the monastery of which you speak. This was many years ago.

Aldreth is the monk the adventurers noticed on the bench outside. He continues relaying the following:

- When Kaidan took over, I and a few others left the school
- We didn't feel his teachings were properly founded, nor his assumption of leadership
- While the previous master was very old, questions surrounding her death went unanswered
- no one was brave enough to challenge Kaidan once he assumed power
- He is willing to guide the adventurers to the location of the monastery, as Sokol has already funded this service.

- He will not enter the monastery himself. Doing so would violate an oath to his current master.
- He asks the adventurers to recover a rubbing from the tomb of **Master Amara**. She was the leader prior to Kaidan. He believes this will shed light into Kaidan's assumption of power. He offers his guide fee for this information (250 gp).
- He also says that he believes there is still a monk there that is honorable but may not have been able to escape Kaidan's hold. A male elf monk named **Nasir**. If they speak his name to him, he may help them.

When Aldreth is finished, Barrett Sokol adds the following.

"Yes, Yes... That's all very interesting but recovering those held captive is what's important. One of them may be my sister, Phryne, taken by the Namahage when I was but an infant. I never knew her, and chances are she's perished long ago, but I would be grateful for any information of her fate. She had fiery red hair. This doll was hers. Perhaps it will be of some help."

He hands the adventurers a child's doll. He also offers a sum of 50 pp for her return or proof of her death. Negotiation to increase the reward to as much as 75 pp is an option with Sokol. A DC 13 Charisma (Persuasion) succeeds.

Calypso offers 500 gp from the city coffers for the recovery of the remaining children; 1000 if they also bring in the Namahage, dead or alive.

ABOUT THE MONKS

Their practices make them very unpopular with many faiths, especially Ilmater, Chauntea, and Lathander, and their faithful know the information in the sidebar below. Anyone trained and succeeding in a DC 13 Intelligence (History or Religion) also knows the information.

HARPERS

If any Harpers are in the party, offer the following additional assignment.

When they leave Calypso's office, they are approached by Wendri Coppertoos, a halfling Harper and Captain of the Black Fists. She has received a tip from her informants in the castle that their party will be seeking out the House of Eternal Twilight. The Harpers know about the monk's experiments and would like as much of that research claimed as possible so that it may be kept away from others that may wish to exploit it.

WAY OF THE LONG DEATH MONKS

From *The D&D Sword Coast Adventurer's Guide*:

These monks seek the secrets of life by studying death itself. It is the condition of being dead that concerns them most, and not what lies beyond; the afterlife holds little interest for them. Their monasteries are full of decaying, dying, and dead animal and plant specimens, which they study with detached interest. But such studies are only part of the monks' daily life: They seek to understand death as it pertains especially to intelligent living beings, and to this end they eagerly welcome the diseased and the dying so that they might watch and record their deaths. If such unfortunates seek release from pain through death, the monks provide it. They view death as a gift that they bestow on those who are ready for it. Their means of determining readiness vary from one sect (or even one monk) to another.

The monks suffer no moral qualms about these deeds, for death is the most natural thing in the world, from their perspective, and to expire in service to its principle is one of the most profoundly holy experiences a living being can hope to enjoy. It is for this reason that the monks themselves do not fear death.

Some of the monks consider themselves to be nothing less than visionaries whose work will pave the way for a better future for all Faerûn. When death is truly understood, it can be harnessed and used as a tool for the betterment of all, or so they rationalize to themselves.



PART 2. VANISHED HILL

Estimated Duration: 30 minutes

If the adventurers need to purchase anything in Phlan, allow them to do so before starting this section.

VALLEY OF THE SHADOW OF THE LONG DEATH

During the day, the valley looks like any other and is not notable as the monastery is in the Shadowfell and not visible. As night approaches, the valley becomes a **shadow crossing** to the Shadowfell.

GENERAL FEATURES

This valley lies in the western edge of the Vanishing Hills, where civilized folk seldom travel for fear of encounters with savage races from Thar.

Terrain. The hills are larger in this section, resembling the foothills of mountains, rather than just simple hills. This valley resembles a large bowl and is several miles wide. The monastery was once on a smaller hill at the center. The trees are living, but have few leaves

Weather. The valley has a chill about it. A constant wind pushes over the rim of the surrounding hills and drives to the center, regardless of the direction of approach. It is shrouded in fog soon after sunset.

Light. Without artificial light, the valley is filled with darkness. It swallows up light before it can reflect. From the surrounding hills, it appears as a black hole. From inside the valley, the sky overhead is black, a gibbous moon is barely visible with a large halo encircling it. The stars are hidden entirely.

Sounds. There is a constant crackling of dead leaves blowing about and wind whistling through the branches.

Read the following:

At the end of the second day, deep inside the Vanishing Hills, you crest an overlooking bluff. The sky glows from the extinguished sunset. "This is it!" says Aldreth, but you see nothing in the valley below. Holding up his hand in anticipation, "just a moment..."

A swirling fog begins to collect in the trees below and a chill wind rises. When the last bit of daylight fades, a dramatic floating island coalesces from the darkness that overtakes the valley. A mist runs down the sheer crags and reaches out to the fog below. Hundreds of feet above, the hill appears ripped from its roots by the gods and hung in the sky. Upon the earthmote, several large monastic structures are visible.

Reveal the handout from **Appendix 1**. Brother Aldreth can identify the largest visible buildings if asked

EARTHOTES

When the Spellplague swept over Faerûn, the land was wrenched and cleaved. Waves of blue flame engulfed the landscape, reshaping it with crevasses and crags cut where none existed before. Pieces of earth broke free of the ground, some as big as mountains, and became suspended in the sky as earthmotes.

After the adventurers study the handout, read the following:

A sudden flash of firelight catches your eye, an explosion of flame on the ground beneath the monastery.

INTO SHADOW

The adventurers will probably want to investigate the explosion or at least move closer to the monastery to find a way to access.

It's about two miles to reach the area beneath the earthmote. Several small fires burn in a clearing. A circular paved stone area with arcane etchings illuminate with a blue light that pulsates. The stone and surrounding ground are charred black by an intense blast that originates from a central point. Sitting in that spot, is a small humanoid figure clutching its legs as it rocks back and forth.

Up close, it's easy to tell that the fires are actually 6 humanoids, (Twilight **monks**). They are quite dead, having been killed by a **fireball** explosion that originated from the young **kobold scale sorcerer**. A victim of the monks' cruel experiments, he was to be used as a weapon to fight the heroes that defeated the hags in the previous adventure. An unfortunate error operating the gate proved to be a deadly mistake for the monks as it triggered an explosion from Fangrum. See *Roleplaying Fangrum* and *Using the Gate* for an explanation.

Examination of the bodies reveal that they are elf and human alike. Their robes are burned beyond use, but examination reveals that they are black, hooded robes, adorned with symbols of a skull with a black diamond on the forehead.

The circle is a teleportation gate, the only method of entering the monastery other than flight. Fangrum doesn't know anything about the teleportation gate.

Aldreth refuses to go into the monastery but will wait for them. He agrees to watch over Fangrum if asked.

ROLEPLAYING FANGRUM

This poor little kobold is completely broken. Just a youth, he is scared of everything as a result of the ordeals he has experienced with the monks. As soon as someone shows him kindness, he will latch on to them.

Fangrum is in a bit of a daze. He speaks Draconic, but his Common is very limited. The best he can do is to utter one-word answers. If Draconic is understood, he can communicate basic knowledge of the lower monastery and the laboratory areas. He has no knowledge of the meditation hall, scriptorium, or upper monastery.

Anytime Fangrum is injured, he goes into an uncontrolled fiery rage, blasting a fireball at 5th level centered on himself. Fangrum is immune to the damage. This is an aberrant “ability” that was “exposed” during the monks’ experiments. The monks use him as a living bomb, sending him near their enemies and then blasting him with dissonant whispers to trigger the explosion. In addition to the damage from the monks, the effects of this power are mentally traumatic for him.

USING THE CIRCLE

If adventurers participated in **CCC-BMG-PHLAN4-2**, they recognize the markings used to create the teleportation circle. If not, they recognize it’s based on the information provided to them at the start of the adventure. However, simply having the information isn’t enough to use the gate correctly. A successful DC 15 Intelligence (Arcana) check is required. Use the following guidance to resolve the check:

Trained Witness If an adventurer is trained in Arcana and witnessed the circle being used in a previous adventure, the check is made with advantage.

Untrained Witness or Trained Non-witness If an adventurer is NOT trained in Arcana, but witnessed the circle being used, or vice versa, the check is made normally.

Untrained Non-witness If an adventurer is NOT trained in Arcana and has NOT witnessed the circle being used, the check is made with disadvantage.

The following applies:

- A creature must be inside the circle to be teleported. (This is assumed knowledge).
- For each failed attempt, anyone inside the circle takes 3d10 force damage.
- Once the circle has been successfully used, no subsequent checks are required for that person on that circle.

There are several circles in the monastery, and each must be located physically to access. Each require a new check. Once passed, all prior unlocked circles are available for travel. When one circle has been

unlocked, all subsequent checks by that person are made as if they had witnessed a circle being used.

XP AWARD

If the characters are able to operate the gate on the first try, award each character 50 XP.

TRAVEL RESTRICTION FOR THE MONASTERY

Teleportation from the ground to the monastery, or within the monastery of distances greater than 30 feet does not function except when using the teleportation circles. *Misty step* function normally.

Kaidan had Phryne create very sophisticated wards against such travel in order to protect against invaders. This includes planar travel such as *astral projection* and *banishment*. These spells fail if cast anywhere on the monastery’s earthmote. The wards have been cast over many years and now exist without the need for maintenance. Phryne can bypass them at will.



PART 3. THE LOWER MONASTERY

Estimated Duration: 90 minutes

The monastery is divided into three sections; lower, upper, and temple. The lower monastery lies behind the walls and contains the dormitory, dojo, garden, and refectory.

The lower monastery is easy to sneak through depending on how long the adventurers explore. Time could be an issue, so manage time spent in this area carefully. Most of the monks are not at the monastery as they are responding to the attack on the hags from the previous adventure, or on other missions for Kaidan.

GENERAL FEATURES

The architecture and design of the monastery reflects an Asian style.

Terrain. Steep cliffs and rocky hills surround the lower monastery. Once inside the gates, the grounds are well manicured. The ground is a noisy, gray gravel.

Weather. The temperature is slightly chilly, but a steady swift breeze makes it much colder than it should be.

Light. Darkness with patches of dim light. The moon seems more shrouded than it was from the ground. Small rock lanterns are placed throughout the grounds but serve only to identify the structures and paths.

Wall. The monastery walls are 15 feet high

Smells and Sounds. Because of the surrounding cliffs, noises are amplified and echo easily.

Teleportation. Having many enemies that disagree with their methods, all teleportation travels other than the gates are blocked in the monastery by sophisticated wards. Misty step functions normally.

A. GATE

Read the following when a successful teleportation is made:

Everything goes black in an instant. When objects begin to come into view, you stand inside an open-air pavilion situated in front of two tall wooden gate doors bound in iron. On the floor is another glowing circle. The gate is set into a smooth stone wall fringed with vines. Cliffs and trees surround you until the ground falls away into the bleak night.

A successful DC 15 Wisdom (Perception) notices figures moving in the nearby trees. If the adventurers explore outside the gates, they are attacked by ten **reaper baboons**. The monks use the baboons as perimeter guards and have conditioned them to attack anything outside the walls and pavilion.

Assassin vine grows on the walls and surrounding hills. Assume that one or more is hidden at any particular location if the adventurers attempt an alternate entry into the monastery.

Any noise outside the walls will go undetected by the monks unless it's something egregious such as a *thunderwave* spell. Once the baboons and vines have been neutralized, it is an easy matter to sneak into the monastery by climbing down from the surrounding hills.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove four baboons
- **Weak:** Remove two baboons
- **Strong:** Increase hit points to 35 and claw damage to 12 (4d4 + 3)
- **Very Strong:** Increase hit points to 40 and claw damage to 12 (4d4 + 3)

INSIDE THE GATES

The gate doors are unlocked and easily opened. Once inside the walls, reveal the handout from **Appendix 2** and read the following:

The tranquil air shatters from shouts of combat exercises. Sharp guttural calls are performed in a synchronized unison. A baboon catches your eye as he makes his way to a nearby tree grove. He pauses to look at you but seems uninterested and continues on his path giving you no further attention. The grounds of the monastery are serene and manicured. A contemplation garden separates the dormitory and dojo. The grounds are softly illuminated by occasional stone lanterns.

Three **reaper baboons** in the tree grove near the dormitory and do not attack unless provoked. If they have not seen a baboon yet, the adventurers notice the prosthetic claws, screwed skull caps, and disturbingly human visage. The sounds of combat training come from the Dojo.

REAPER BABOONS

These poor creatures are the result of Kaidan's experiments. The monks have successfully transplanted a human brain into a baboon's body. In the process, they have also given the creature a psychic attack. They have a disturbingly pitiful human look in their eyes. In addition to a new brain, the monks have weaponized them with metal claw prosthetics,

and metal caps attached with screws in their skulls to protect their brains.

Only partially aware of what has happened to them, they are angry but fearful of the monks. Conditioned to attack intruders outside the walls, they guard the perimeter of the monastery viciously and unquestioningly. Inside the walls, they roam the grounds freely and do not react unless provoked. If attempted inside the walls of the monastery, a successful DC 15 Wisdom (Animal Handling) or Charisma (Persuasion) will gain trust and friendship. They will even fight to protect their new friend, unless it is against the monks or Master Kaidan, whom they fear. They use the stat block of the Su-Monster with the following exceptions:

Small construct, chaotic neutral

Languages. The baboon understands the language its brain's owner spoke as a human, (Common), but can't speak it. The baboon has no tail, but the prosthetics allow its claw attack to do increased damage as if its limbs were free.

B. DORMITORY

This large building is segmented into barracks for the monks. Two **monks** are present in a random ground floor room. They are sleeping and are at disadvantage to detect anyone unless they are being careless. The monks have been turned into thralls by the illithids and do not fear their death. They have knowledge of the lower monastery areas. They also know that Nasir is working in the refectory.

Each room has two beds, chairs, foot lockers, and a table. The foot lockers contain an extra robe that may be used as a disguise.

HOUSE OF ETERNAL TWILIGHT MONKS

Eternal Twilight monks have departed from the traditional teachings or the Order of the Long Death. Beginning with the leadership of **Master Kaidan**, they have twisted the teachings into a search for aberrant powers. These powers reveal themselves during the process of necrosis. Experiments involve bringing subjects to the brink of death, often in a very painful manner, and then stabilizing them before they die.

Their membership comprises elves and humans. They wrap their thin, pale skinned frames in dark robes with shrouded cowls to hide their features. Their symbol, a skull with a black diamond on the forehead, is usually visible on some part of their garb.

A vow of silence signifies the ascension to Sensei. This honorable vow is secured by the removal of the monk's tongue. Living in the Shadowfell, the monks' powers reflect an adaptation to their environment.

The Twilight monks and sensei use the stat blocks of the githzerai monk and zerth respectively, with the following alterations:

- Medium humanoid (human or elf), lawful evil
- Languages: common, elvish, telepathy

- Spell list is as follows:

At will: minor illusion

3/day each: dissonant whispers, misty step, shield, wrathful smite

(Sensei only) 1/day each: phantasmal killer, circle of death

C. Dojo

The dojo is the structure from which the combat exercise shouts originate. Inside, a **sensei** is training six **monks**. The structure of the interior is one large room with several training arenas.

The responses are shouted in elven. Anyone that speaks elven realizes that these are responses, but the command calls are not heard as the sensei delivers them telepathically. The monks are focused, and it is very easy to sneak past them. They don't hear the adventurers unless they fail an easy (DC 5) group Stealth check.

If they decide they must fight them, the encounter can be deadly. If the adventurers insist, consider allowing an Insight check to realize that based on the number of voices heard that it could be a deadly and avoidable fight that could possibly alert the entire monastery.

TREASURE

The sensei carries a **sensei key** which opens the scriptorium, the laboratory, the crypt, and secret doors.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove one monk and one sensei
- **Weak:** Remove three monks
- **Strong:** Add four monks
- **Very Strong:** Add three monks and one sensei

D. BLACKSMITH

This building is empty. Instead of the expected armor and weapons, the items found include manacles, implements of torture, strange works of art such as tiny statues that center around a theme of death or fear. Many items feature a skull with a diamond centered on the forehead. The only weapons are a few daggers. Several small metal caps and claws used to outfit the reaper baboons are also found.

D. GARDEN

Between the dojo and dormitory is a tranquility garden. Three large boulders are featured, and the gravel is raked meticulously. Close inspection reveals the gravel is actually ground bone fragments, too small to determine their origin.

E. REFECTORY

This building houses the kitchen and dining areas for the monastery. A third door allows access to the temple, (Part 4). There is one **monk** here cleaning. A DC 15 (Wisdom) Perception reveals the tattoo marking that Aldreth used to describe his friend Nasir.

The monk is **Brother Nasir**, friend of Aldreth. If the adventurers reveal that they are allied with Aldreth, Nasir seems relieved. He will aid them if asked but doesn't fight. He does, however, reveal the following:

- Strange behavior is going on with the other monks that started about a tenday ago
- They go through a period of a few days in which they act strange and distant, and then slowly turn ferociously motivated to their assignments
- It started with the sensei, and those working in the laboratory, but has slowly spread to almost everyone
- He doesn't know about the mind flayers
- Only the sensei are allowed into the scriptorium now
- He knows that there is a secret staircase that leads to the upper monastery and suspects it is in the Gate Room (room C), and that it requires a sensei key. (He is unaware the door is warded).
- He can draw a crude map of the lower monastery if asked. (**Appendix 3**)
- He knows that there is a sensei in either the golem factory or in the examination room
- Once he knows Aldreth waits, he wishes only to leave the monastery and join his friend

F. TEMPLE ENTRANCE

The entrance is carved into the cliff wall. Stone steps lead to a set of black doors that are 20 feet tall and difficult to move. They stand slightly ajar, enough for one person at a time to enter without opening.



PART 4. THE TEMPLE

Estimated Duration: 90 minutes

The temple lies in the subterranean depths of the hill. It comprises the main corridor, the meditation hall, the laboratory (observation rooms, holding cells, golem factory, and examination room), the crypts, and the scriptorium.

GENERAL FEATURES

Light. Dim light. There are various candles and lamps throughout the temple.

Smells. A strong odor of incense fills the halls of the temple, originating from the main meditation hall.

Sounds. A chant of several voices can be heard before entering the halls. Inside the temple, the chanting reverberates throughout the ground level rooms.

Ceiling. Except where indicated, the ceiling height in the temple is 12 feet.

A. MAIN CORRIDOR

This large hallway spans the width of the ground floor of the temple. The entrance to the meditation hall does not have doors and clear sight of that room is gained from the corridor.

A1. EAST DOORS

There are two doors on the east side of the main corridor. One leads to the refectory and is always unlocked. The second leads to the laboratory area. The door remains locked and requires a sensei key. A successful DC 16 Strength (Athletics) forces the door open but is noisy and attracts the monks in the Meditation Hall. Alternatively, anyone proficient and possessing thieves' tools can open the door with a successful DC 16 Dexterity (Sleight of Hand). Two failures cause the required tool to break.

A2. STATUES OF MASTERS

Near the refectory, the hallway is lined with smooth stone statues that stand 15 feet tall. They are the previous masters of the monastery who have completed their long death.

A3. WEST DOOR

This door leads to the scriptorium and is locked and requires a sensei key to open. A successful DC 16 Strength (Athletics) forces the door open but is noisy and attracts the monks in the Meditation Hall. Alternatively, anyone proficient and possessing thieves' tools can open the door with a successful DC

16 Dexterity (Sleight of Hand). Two failures cause the required tool to break.

B. MEDITATION HALL

If anyone looks into this room, read the following:

Columns line each side of this sacred hall, reaching into the darkness of the high ceiling arches thirty feet overhead. At the far end of the room sits a colossal statue figure in meditation. Before it, a rack of hundreds of candles that create dancing shadows. A trance-like monotone chant reverberates throughout the temple.

When the adventurers first enter the temple, four **monks**, two on either side, meditate and chant in the hall. They are in deep meditation and Stealth checks to avoid detection are made with advantage. One hour after the adventurers enter the temple area, they leave and go to the dormitory. Nasir knows that they are leaving soon.

C. GATE ROOM

A teleportation circle in this room allows the monks to teleport to any other circle in the monastery. If the adventurers have successfully used any other teleportation circles in the monastery, they can teleport there using this gate.

Secret Door. A secret door on the north wall leads to a staircase that descends to the laboratory area. From either side, the door is detected by a 16 or greater Perception. A sensei key is required to open. Without the key, it may be opened on a successful DC 16 Strength (Athletics). It may also be opened by someone proficient with, and possessing, a set of **thieves' tools** and a successful DC 16 Dexterity (Sleight of Hand). Without a sensei key, and detecting and disabling the *glyph of warding*, the *explosive runes* are activated.

D. DARSHAN CHAMBER

Monks are brought to this room to undergo counseling and initiation when attaining advancement within the Order. Notable is a contraption used for the removal of one's tongue, as evidence by the tongue still attached. Using a hook to hold the tongue in place, it cuts clean and cauterizes in one fell swoop. Adventurers playing a monk of the Way of the Long Death know that this is not a standard practice of the Order.

E. CRYPTS

The crypts hold the past leaders and teachers of influence. The door is locked but opened by a sensei key. As a tradition of respect, the details of each leader's death are inscribed upon the outside of their tomb. The tombs are ordered by date. Anyone that reads elvish can determine the tomb of the most recent leader prior to Kaidan. An elf named Amara, her inscription details her death at Kaidan's own hand. It is dated in an elvish calendar that translates to 1350 DR. A rubbing is easily obtained.

F. SCRIPTORIUM

The doors to this room are locked and trapped:

WARDING TRAP

Both doors leading to this room are sealed with a ward to protect against unwanted visitors. A key can be obtained from a sensei or the mind flayer.

Trigger. Anyone attempting to open or pick the locked door without a sensei key.

Effect. 24 (4d10) psychic damage. A successful DC 15 Intelligence save reduces that amount to 12.

Countermeasures. The trap can be detected with a successful DC 16 Wisdom (Perception) or Intelligence (Investigation) check. A successful DC 16 Intelligence (Arcana) check will disarm the ward. Failure results in triggering the ward.

This area is unoccupied.

BOOKSHELVES

The shelves hold the books and scrolls collected and created over the years by the Order. A *scroll of protection from evil and good* is on one of the shelves and may be found with a successful DC 12 Wisdom (Perception) check.

SCRIBE DESKS

In the middle of the room are five desks for study and transcription tasks. Two have materials on them.

Desk 1. On the first desk are notes and a study journal that detail the monk's experiments with the children. Some of the words are unknown scientific notation references, but it is clear the monks are bringing the subjects to near death, or short periods of death before reviving them. During this time, they tap into their subconscious mind and grant or activate innate aberrant powers. These materials satisfy the *Harper faction assignment*.

Desk 2. The writings on this desk are unlike anything else in the library.

Written on an oddly smooth parchment, the characters form an impression, as if intended for tactile sensory. The characters are grouped into blocks that create complex patterns. There are four entries

Anyone trained that succeeds on a DC 14 Intelligence (Arcana) realizes that the writing is **qualith**, the writing of mind flayers, and knows that you must touch the writings to read it. Attempting to do so requires a DC 15 Intelligence check. Each entry requires a separate check.

Failure by 5 or more The reader is afflicted with short-term madness. Resolve using the short-term madness table found in the *Dungeon Masters Guide*.

Failure by less than 5 The reader is overcome by a crushing headache. They take 1d4 psychic damage and understand that worse failure could result in temporary madness.

Success. The reader gains insight into the psionic impression and learns information from the Qualith Notes table below:

QUALITH NOTES

d4	Translation
1	Kaidan is now one of us. We will continue with the assimilation. The psionic monks make excellent thralls.
2	The death experiments are more powerful than originally thought. They may actually be of use.
3	The one named Phryne is the key. She must have possessed the power before the experiments. She holds the power to plane shift on a massive scale but doesn't understand how to use or control it.
4	This monastery would serve us well as a base of operations, but we would need to move it to another plane. I believe Phryne could do this with guidance.

G. OBSERVATION ROOMS

These rooms hold living and dead creatures in various conditions. The monks study the subjects as they progress through the various states of necrosis. The doors have sliding observation windows.

G1. SMALL ANIMALS

There are eight **baboons** here that cower to the back of their cages when anyone enters. Three starving **cockatrices** eat a third that has already died.

Also present is a **flumph** named Tillie. She is in good health but telepathically begs for her release claiming the negative thoughts are unbearable. If they talk to her, she knows about "the others" (the illithids). She has not seen them, but has sensed their thoughts, which are foreign to her. She cannot explain

them other than to say, “They recently arrived. They are not friends and not from this world. They consume thoughts.” If there are any Emerald Enclave members in the party, Tillie tells them that the plants and animals suffer horribly and are counting on them for their rescue or to end their suffering.

G2. PLANT ROOM

This room is filled with different types of plants, all in various conditions, but almost all of them are dead or dying. Notable are two **adult myconids** that have petrified after being deprived of moisture.

G3. LARGE ANIMALS

Four animals are in this area: a maimed **grell**, a **troll** abdomen that is missing all four limbs and head, all of which are at various stages of regeneration, a dead **owlbear**, and a dead **wererboar** that is impaled with several silver skewers. All are non-combatants.

H. HOLDING CELLS

These hallways are lined with holding cells. The doors have sliding observation windows.

H1. ADULT CELLS

These 15 cells all contain adult humanoid subjects of different races, primarily human. There are 12 adult subjects: 6 phlan (**commoners**), 2 **orcs**, 1 **kenku**, 1 **bugbear**, 1 **lizardfolk**, and 1 **doppelganger**. Except for the doppelganger, all are alive but dazed and emaciated. They can only walk slowly as directed. An easy Wisdom (Insight) check reveals that it’s doubtful they would be able to move quickly or quietly enough to make it to the front gate undetected. The doppelganger is in his original form and lies dead. His skull has a hole in the back and there are no brains inside.

H2. CHILD CELLS

These ten cells all hold children of different races. Along with 2 orc children, a kobold, and a young lizardfolk. Also present are two of Phlan’s lost children; **Jenna**, a female dwarf child and **James** a male halfling child (**CCC-PHLAN-BMG-4-2**). Another child’s screams can be heard from the door leading to area J, the Examination Room, and are suddenly silenced.

Secret Door. The secret door at the end of the hall is noticed by a DC 15 Wisdom (Perception) and opens with a sensei key. Without the key, it may be opened on a successful DC 17 Strength (Athletics). It may also be opened by someone proficient with, and

possessing, a set of **thieves’ tools** and a successful DC 16 Dexterity (Sleight of Hand). Without a sensei key, and detecting and disabling the *glyph of warding*, its *explosive runes* are activated.

I. GOLEM FACTORY

The door to this room is solid iron. It creaks horribly and is difficult to open, spoiling any surprise attempt. The buzz of the coil can be clearly heard outside the door, as well as the smell of charged ozone.

At the center of this room is a large electrical coil that reaches to the ceiling. It pulsates with energy and occasional bolts discharge into the air. Cables run from it to each of the four tables near it. Another cable runs to a large pool of water in the north wall. Something large swishes around inside. The corpse of a baboon lies on one table and humans on the other. The smell of burnt flesh and electricity is heavy.

This room is for experimental operations such as the reaper baboons. A **sensei** works with two **flesh golem** assistants who attack the adventurers if alerted to their presence. They fight to the death. The pool contains a **giant lightning eel** that the monks bombard psychically to release lightning jolt attacks to charge the coil. The coil is used when animating their creations. Anyone in the pool, or within 5 feet of it, may be targeted by the eel’s attacks.

Three rooms on the west wall are labeled in elvish as “Limbs, Abdomens, and Heads”. Each room contains the respective body parts. There is a “work bench” table on the south wall and an oven is on the eastern wall.

TACTICS

The sensei sends the golems into melee while they stay at range trying to bombard the adventurers with *circle of death* and *dissonant whispers*. He is not careful about hitting the golems with his attacks, instead focusing on hitting as many targets as possible. If the golems sustain 30 points of damage or more, they risk opportunity attacks to get to the central electrical coil to grab it as bonus action. The coil does 32 (8d6) lightning damage, or healing in the case of the golems, to anyone that touches it. It holds enough power for three discharges. Each eel attack adds a charge.

TREASURE

The sensei carries a **sensei key** that opens the crypt, scriptorium, and the secret doors to the stairs that lead to the upper monastery.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Replace the sensei with a monk
- **Weak:** Remove one golem
- **Strong:** Add one sensei
- **Very Strong:** Add two sensei and one golem

J. EXAMINATION ROOM

When the adventurers enter this room, read the following:

A ten-foot high vat is the first object visible. Chains ending in hooks dangle from the ceiling over it. An alchemy lab bubbles with many odd colored liquids on a table against the east wall. On the opposite side of the room, two monks stand over a human child strapped to one of three tables. She struggles, turning her head away from them, her mouth now stuffed with cloth to silence her screams. The room opens to the west, but line of sight is blocked by the enormous tank.

This room is built to study the effects of death on individuals and is where most of the experiments are carried out. The two **monks** are about to begin experiments on the child, one of Phlan's missing. This is the 11-year-old missing female named **Miri Wyvernspur** from *CCC-PHLAN-BMG-4-1*. However, if **Eve** was not saved in the previous adventure (*CCC-PHLAN-BMG-4-2*, this is where they find her, and Miri is found in one of the holding cells.

INTERROGATION CHAMBER

An adjacent room, only visible by moving past the water tank, features an interrogation chair. The walls of the room are lined with shelves, each containing rows of jars that hold brains in a pink translucent liquid. A **mind flayer psion**, hovers over an incapacitated **monk** who sits in a chair in the center of the room. The mind flayer is in the process of turning the monk into a thrall. Stunned and useless for at least a day while the mindflayer reconstructs his reality, the monk simply gazes into space.

TREASURE

The illithid wears a **colony ring** with a qualith symbol that represents his colony. It is worth 200 gp., though a gith might pay much more. He and the sensei also bear keys to the scriptorium. Additionally, the sensei bears a key to the crypt.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove both monks
- **Weak:** Remove a monk
- **Strong:** Add a mind flayer psion
- **Very Strong:** Replace monks with sensei and add one mind flayer psion

K. STAIRWELL

Although this stairwell extends from the depths of the laboratory to the upper monastery, it is little used because of the teleportation circles. A successful DC 10 Wisdom (Perception) notices the signs of neglect and realizes this would be a good place to take a short rest. If accessed before investigating the lower level, the adventurers hear faint screams coming from the child in the laboratory. Upward, the stairs lead to the upper monastery, (**Part 4**).



PART 3. THE UPPER MONASTERY

Estimated Duration: 90 minutes

The upper monastery consists of the Sensei dormitory, the airship dock and Kaidan's tower.

GENERAL FEATURES

Terrain. Steep grassy slopes and trees dominate the upper monastery.

Dock. The dock is a large wooden platform built to receive airships. At roughly 100 feet long and 40-50 feet wide, it's a massive structure. Should anyone fall off the dock, the ground is 20 feet below and a steady slope to the edge of the earthmote approximately 100 feet away. It takes two full rounds of double movement to return to the platform and climb up. There is no line of sight to targets on the platform from below unless the target stands at the edge or is flying.

Weather. There is a strong wind at the top of the hill.

Light. Dim light.

A. SENSEI DORMITORY

The stairs from **area 3K** emerge in the sensei dormitory:

The stairs end in a small dormitory structure with three bedrooms. In the common room is another circle inscribed with glowing markings. The whistling of a strong wind outside makes it apparent that you have emerged on the upper level of the monastery.

The monastery's six sensei live in this dormitory. The rooms are modest and plain. A ritual short sword is displayed in one room. It is ornately crafted in silver and worth 200gp. If actively searching, A successful DC 15 Wisdom (Perception) finds a *potion of flying* in the desk of one room and a *scroll of greater restoration* in another.

Before proceeding to the fight with Kaidan, it may be prudent to suggest a short rest if they don't choose to take one on their own.

B. THE AIRSHIP DOCKS

When anyone looks outside or exits the building, read the following:

Outside the dormitory is a large wooden platform, not unlike the docks of a port city. Leaving the dock is a spiral vessel that resembles a seashell. It rises into the air and departs, fading quickly into a sea of black. Three figures remain on the dock, an illithid and two monks, one of whom wields a glaive. You realize one of the

monks is pointing directly at the dormitory you occupy. They are all looking in your direction.

The wooden dock is built to receive airships that come to sell and trade goods with the monastery. The nautiloid ship was here for an initial inspection by the colony's **Ulitharid** leader, Lord Vathrax. However, he was alerted to the presence of the adventurers using his *creature sense*. Rather than take risks with the nautiloid, he immediately departs. To assist Kaidan, his new thrall, with the invaders, he leaves a **mind flayer psion** and an **intellect devourer**. The latter is currently occupying the body of a monk. The intellect devourer also uses *creature sense* to pinpoint the adventurers. Master Kaidan, an **oni**, is also in the form of a human monk. He wears Mind Carapace Armor and wields a Mind Blade glaive given to him by Lord Vathrax.

MIND CARAPACE ARMOR

Armor (chain mail), uncommon (requires attunement by a specific individual)

Any non-magical suit of heavy armor can be turned by mind flayers into mind carapace armor. Only one creature can attune to it: either a specific mind flayer or one of its thralls. While worn by any other creature, the mind carapace armor functions as normal armor of its kind. To its intended wearer, **the armor grants advantage on Intelligence, Wisdom, and Charisma saving throws and makes its wearer immune to the frightened condition.**

MIND BLADE

Weapon (Kaidan's Glaive), rare (requires attunement by a specific individual)

Mind flayers can turn any nonmagical sword into a mind blade. Only one creature can attune to it: either a specific mind flayer or one of its thralls. In the hands of any other creature, the mind blade functions as a normal sword of its kind. In the hands of its intended wielder, **the mind blade is a magic weapon that deals an extra 2d6 psychic damage to any target it hits.**

Note: While these weapons or normally swords, the illithids chose to imbue Kaidan's glaive. These items are only attuned to Kaidan and are non-magical for anyone else.

DEVELOPMENT

Give the adventurers a moment to decide their strategy. Unless they react immediately, read the following:

Fury comes across the monk's face. He roars as his form grows into a blue-skinned giant with horns and long, black claws. He launches skyward. "How dare you defile our sanctuary with your base minds. Your thoughts must be purged. Do not fear, I have fitting replacements."

If the adventurers have still not exited the dormitory, read the following:

Kaidan booms a command, "Phryne! Remove their hiding place." The dormitory around you fades into darkness leaving nothing but the floor.

Phryne hears Kaidan's command and removes the sensei dormitory from this world. As soon as the adventurers are visible, Kaidan and his associates attack.

TACTICS

The mind flayer will attempt to open with a mind blast. If anyone is successfully stunned, the intellect devourer will move close enough, using misty step if needed, to use its body thief attack. If successful, its current host body falls lifeless. Kaidan will attempt to open with cone of cold.

TREASURE

The mind flayer wears a colony ring. Kaidan carries a *potion of greater healing*.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove the mind flayer and intellect devourer
- **Weak:** Remove the intellect devourer
- **Strong:** Add a mind flayer psion
- **Very Strong:** Add a mind flayer psion, increase Kaidan's hit points to 150, regeneration to 15, and multi attack may use two glaive attacks

C. MASTER KAIDAN'S TOWER

DMS TIP

It's possible this section may cause the adventure to run long. If so, consider narrating this section and move the adventurers to the Conclusion of the adventure.

This 3-story tower is the living quarters of Kaidan and Phryne. The first floor is a common living space with nothing of interest. A staircase that spirals around the inside edge of the tower rises to a room on the second and third floors. Kaidan resides on the second floor and Phryne's room is on the third floor.

GROUND FLOOR

The first floor contains mundane items to accommodate a living area.

SECOND FLOOR

Kaidan uses this area as his living quarters. The door handle is protected by a *glyph of warding (explosive runes)*. A successful DC 16 Intelligence (Investigation) is required to notice. Anyone but Kaidan touching the handle will release the explosive runes doing 5d8 lightning damage to all targets in a 20-foot-radius sphere. The ward was created by Phryne at Kaidan's bidding.

Once inside the room, the most notable feature is a work-table with a dead orc child upon it. There is a bookshelf with various tomes about psychic powers, necromancy, etc... Also, on the shelf, (a successful DC 13 Wisdom (Perception) to notice), is a *wand of fear*.

THIRD FLOOR

Phryne's room is the entire third floor. The door is not warded and is unlocked.

NEGOTIATING WITH PHRYNE

If the adventurers are able to reach the inside of her room, read the following:

A circular room encompasses the entire top floor of the tower. On the far side of the room in an overstuffed chair sits the red-haired woman. Her back to you, she gazes out of the window, a portal overlooking a beautiful landscape on a bright sunny day. The warm rays beam on to the floor where a large, furry cat lies soaking them up as it purrs in satisfaction. Phryne doesn't turn.

Phryne has retreated to her chair next to the window on the far side of the room. This has become her safe space. She surrounds herself with an energy shield that prevents anyone from moving or teleporting to her side of the room. It blocks all spells that would affect her as well. Verbal communication functions normally. She has used her aberrant abilities to construct a psychic fortress over the many years of imprisonment.

She gazes out the window and will not look at the adventurers. She talks to them if they have something interesting that causes her to respond, but she refuses to look at them until a successful Persuasion check is made or the doll is produced. Once they have her attention, she expresses her fears about Kaidan and leaving the monastery. Each time the adventurers try to dispel her fears, make a Persuasion check.

Convincing Phryne to leave with them is no easy task. She harbors deep seeded fears and inner conflicts. Her power is such that, if she does not want to do so willingly, it is impossible to force it to happen. To convince her, the adventurers will need to succeed on four DC 15 Charisma (Persuasion) checks, before four failures occur.

There are a number of things the adventurers can do to succeed or to gain advantage on the checks.

- **Getting Her Attention.** Simply getting Phryne to pay attention to them is difficult in her emotional state. One successful Persuasion check will convince her to turn and listen to what they have to say, but until one success is achieved, all checks are made at disadvantage.
- **The Doll.** Producing the doll, even if she is not yet paying attention, results in an automatic success, with no roll required. She immediately teleports the doll to herself and gives the adventurers her attention.
- **Mr. McFluffkins.** Phryne's cat is her only true friend and companion and befriending him causes Phryne to take note. If anyone mentions the cat, have it notice and approach that character. A successful DC 10 Wisdom (Animal Handling) check prompts an immediate check at advantage and gains Phryne's attention. Mr. McFluffkins moves in and out of the energy field unimpeded.
- **Kethra Stormwind.** Adventurers who participated in *CCC-BMG-PHLAN4-1* will have encountered the ghost of a child named Kethra. This was Phryne's childhood friend who was kidnapped and killed. If they invoke her name and/or mention that Kethra asked for her, it prompts an immediate check with advantage.
- **Birthday Party.** If the adventurers mention her birthday party from *CCC-BMG-PHLAN4-2*, advantage on one check is gained.

Aside from the above options, award creative thinking on the part of the adventurers. If they find a way to show interest in what they think is important to Phryne, award that with advantage.

If they ask her questions about Kaidan, she seems less interested. She doesn't know anything about the illithids other than Kaidan always acted strange since they arrive about a tenday ago. She didn't like the illithids, but he made her talk to them a few times. Talking about this draws her inward and if they persist, results in her turning back to the window and not paying attention to them.

Phryne knows every inch of the monastery and can direct or describe how to get to locations, but she does not leave her room.

SUCCESS

If successful, Phryne agrees to leave with them. She teleports the adventurers, animals, and plants if requested, to the ground gate. When she does, the monastery fades into the Shadowfell.

FAILURE

If four failures occur first, Phryne tires of the adventurers. She rises and says"

Enough! This is my home now. I will say who comes and goes. And the time has come for you to go.

You are instantly teleported to the ground gate along with any captives. The monastery fades into Shadow.

ROLEPLAYING PHRYNE SOKOL

Phryne has spent almost her entire life as a prisoner of Master Kaidan. In an experiment when she was very young, she discovered that she possessed powerful aberrant abilities. Kaidan immediately saw their potential. Until he can find a way to duplicate them, he is forced to manipulate her to do his bidding. For this reason, he almost never reveals his true form to her.

Phryne is an abjurer whose spellcasting is innate. Her most powerful abilities, however, are aberrant in nature and cannot be quantified. She is able to send willing and unwilling creatures, as well as inanimate objects, and even entire locations to what she calls, "the other places." She has never gone to any of them physically but has a thorough knowledge of the planes of the multi-verse.

Ironically, Phryne's power allows her to leave at any time, yet she remains a prisoner. She believes she can never escape Kaidan. Because she was taken when she was so young, Kaidan was able to manipulate her into believing she is unable to leave, and that if she does, he will find her. She has been at the monastery so long now she fears even the thought of leaving it. Despite the fact that she is now over 40 years old, she remains a frightened child.

CONCLUSION

If the captives were freed, Calypso rewards the adventurers their due.

If Phryne returns with the adventurers, it is a fearful journey for her. She constantly looks over her shoulder. And although Kaidan is dead, her fears are well founded. Her brother does not know her, but the resemblance is undeniable. He is grateful and makes good on his reward.

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 AND TREASURE CHECKPOINTS

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for **completing the adventure**.

PLAYER REWARDS

The characters may earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure's objectives unlock this magic item.

Wand of Fear. This simple stick made from the trees that grow in the Glumpen Swamp. It is wrapped in strands of black leather. The skull of a small fanged reptile is lashed to one end. On its forehead is a prominent black diamond. This item can be found in **Appendix 8**.

STORY AWARD

Characters who are able to obtain the rubbing from the tomb of Master Amara, the earn the following story award.

Friend of the Order of the Long Death. You helped a monk of the Way of the Long Death retrieve information about a significant leader and monastery of his Order. Your name is now known among their devoted. At the DMs discretion, they look upon you with favor and you may take shelter at their monasteries. This information can be found in **Appendix 9**.

STORY AWARD

Characters who are able to claim a Quassine colony ring earn the following story award.

Quassine Colony Ring. You possess a signet ring of the Quassine colony of illithids. The ring is decorated with an inlaid qualith, illithid writings. It holds psychic knowledge of the colony as it existed when the ring was taken from its illithid owner. As long as you possess this ring, the colony will attempt to recover it by hunting you down. Any gith would also go to great lengths or expense to learn the information it holds. This award expires if possession

of the ring is lost. This information can be found in **Appendix 10**.

DOWNTIME ACTIVITY

Characters possessing the Quassine Colony Ring story award have access to the following downtime activity:

State of the Quassine. By spending **three downtime days** in study, the possessor of the Quassine signet ring may learn the following information:

The Quassine colony of illithids is a new colony that has recently broken free of their elder brain and are under the leadership of the ulitharid, Lord Vathrax. Their prized possession is a nautiloid ship and they will do anything to protect it. Vathrax, much like Kaidan, became intrigued by the monk's studies, and the power held by Phryne. Assuming they can get her to move it into another plane, they also covet the monastery as a location suitable for Vathrax's transition to an Elder Brain.

This information can be found in **Appendix 11**.

DM REWARD

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above. However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (Adventurers League Dungeon Master's Guide) for more information about DM Quests.

APPENDIX 1: LOCATIONS AND NPCs

The following NPCs are featured prominently in this adventure:

- **Calypso** is a tiefling sorcerer and former adventurer who is now the Chancellor of Phlan.
- **Barrett Sokol** is a Councilor on the Council of Ten and prominent noble and politician of Phlan.
- **Phryne Sokol** (FRY-nee) is the half-sister of Barrett Sokol. Victim of the monk's experiments.
- **Fangrum** is a teenage kobold that has been the victim of the monk's experiments.
- **Aldreth Darkleaf** is a monk of the Way of the Long Death and one-time disciple at the house of Eternal Twilight.
- **Brother Nasir** (NAH-seer) is a monk of the Way of the Long Death at the House of Eternal Twilight and friend of Aldreth
- **Master Kaidan** (KYE-dan) is the spiritual master of the House of Eternal Twilight. He is almost always in human form, but he is actually an oni.
- **Namahage** (NAH-muh-HAH-gee) is a local folklore name given to the monster that takes children. In reality, it is Kaidan.
- **Quassine** (KWA-seen) is the colony of illithids that have invaded the House of Eternal Twilight.

APPENDIX 2. CREATURE STATISTICS

ASSASSIN VINE

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots on the ground in a 15-foot square within 30 feet of it. These plants turn the ground in that area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by entangles vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the assassin vine dies or uses Entangling Vines again.

REAPER BABOON (SU-MONSTER)

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	9 (-1)	13 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

ACTIONS

Multiattack. The su-monster makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, or 12 (4d4 + 3) slashing damage if the su-monster is hanging by its tail and all four of its limbs are free.

Psychic Crush (Recharge 5-6). The su-monster targets one creature it can see within 30 feet of it. The target must succeed on a DC 11 Wisdom saving throw or take 17 (5d6) psychic damage and be stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

* See stat adjustments in *Reaper Baboons* sidebar.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, 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 the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

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

GIANT LIGHTNING EEL

Large beast, unaligned

Armor Class 13

Hit Points 42 (5d10 + 15)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Damage Resistance lightning

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Water Breathing. The eel can breathe only water.

ACTIONS

Multiattack. The eel makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) lightning damage.

Lightning Jolt (Recharge 5-6). One creature the eel touches within 5 feet of it outside water, or each creature within 15 feet of it in a body of water, must make a DC 12 Constitution saving throw. On failed save, a target takes 13 (3d8) lightning damage. If the target takes any of this damage, the target is stunned until the end of the eel's next turn. On a successful save, a target takes half as much damage and isn't stunned.

ORDER OF THE LONG DEATH MONK (GITHZERA MONK)

Medium humanoid (gith), lawful neutral

Armor Class 14

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Saving Throws Str +3, Dex +4, Int +3, Wis +4

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages Gith

Challenge 2 (450 XP)

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

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

3/day each: *featherfall*, *jump*, *see invisibility*, *shield*

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage plus 9 (2d8) psychic damage. This is a magic weapon attack.

* See the stat adjustments in the *Monks of the Eternal Twilight* sidebar.

ORDER OF THE LONG DEATH SENSEI (GITHZERA ZERTH)

Medium humanoid (gith), lawful neutral

Armor Class 17

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +6

Skills Arcana +6, Insight +6, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The githzerai's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

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

3/day each: *featherfall*, *jump*, *see invisibility*, *shield*

1/day each: *phantasmal killer*, *plane shift*

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.

* See the stat adjustments in the *Monks of the Eternal Twilight* sidebar.

INTELLECT DEVOURER

Tiny aberration, lawful evil

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

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

Challenge 2 (450 XP)

Detect Sentience. The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

ACTIONS

Multiattack. The intellect devourer makes one attack with its claws and uses Devour Intellect.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Devour Intellect. The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

Body Thief. The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body drops to 0 hit points, the intellect devourer must leave it. A *protection from evil and good* spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a *wish*. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

KOBOLD DRAGON SCALE

Small humanoid (kobold), lawful evil

Armor Class 15

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): fire bolt, mage hand, mending, poison spray

1st level (4 slots): charm person, chromatic orb, expeditious retreat

2nd level (2 slots): scorching ray

Psychic Defense. Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

MIND FLAYER (PSION VARIANT)

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 +6, 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 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 is a 10th-level spellcaster. Its innate spellcasting ability is Intelligence (spell save DC 15; +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *guidance, mage hand, vicious mockery, true strike, detect thoughts, levitate*

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

1st level (4 slots): *charm person, command, comprehend languages, sanctuary*

2nd level (3 slots): *crown of madness, phantasmal force, see invisibility*

3rd level (3 slots): *clairvoyance, fear, meld into stone*

4th level (3 slots): *confusion, stone shape*

5th level (2 slots): *scrying, telekinesis*

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.

MASTER KAIDAN - ONI

Large giant, lawful evil

Armor Class 16 (chain armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: darkness, invisibility

1/day each: charm person, cone of cold, gaseous form, sleep

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks, either with its claws or its glaive.

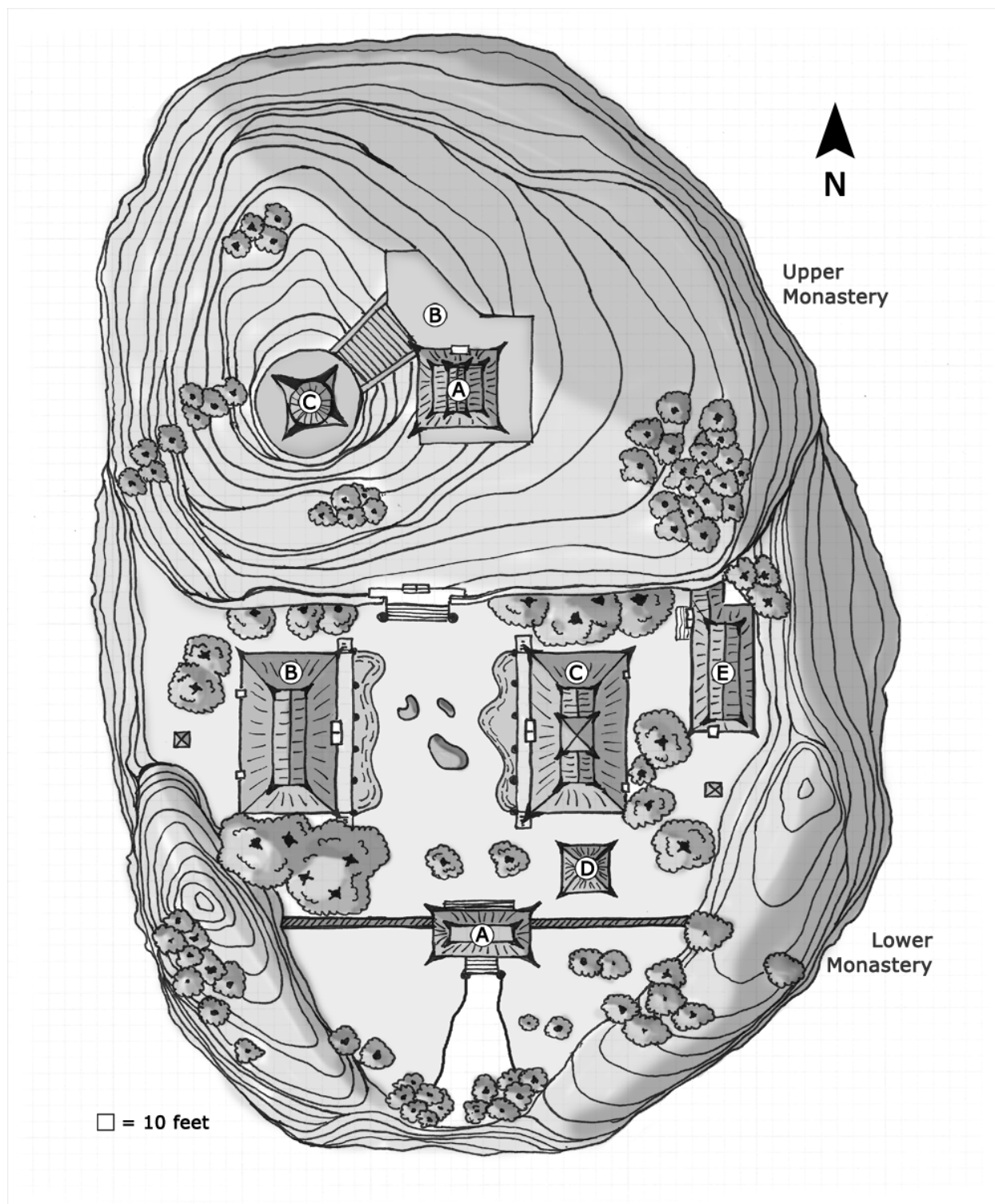
Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

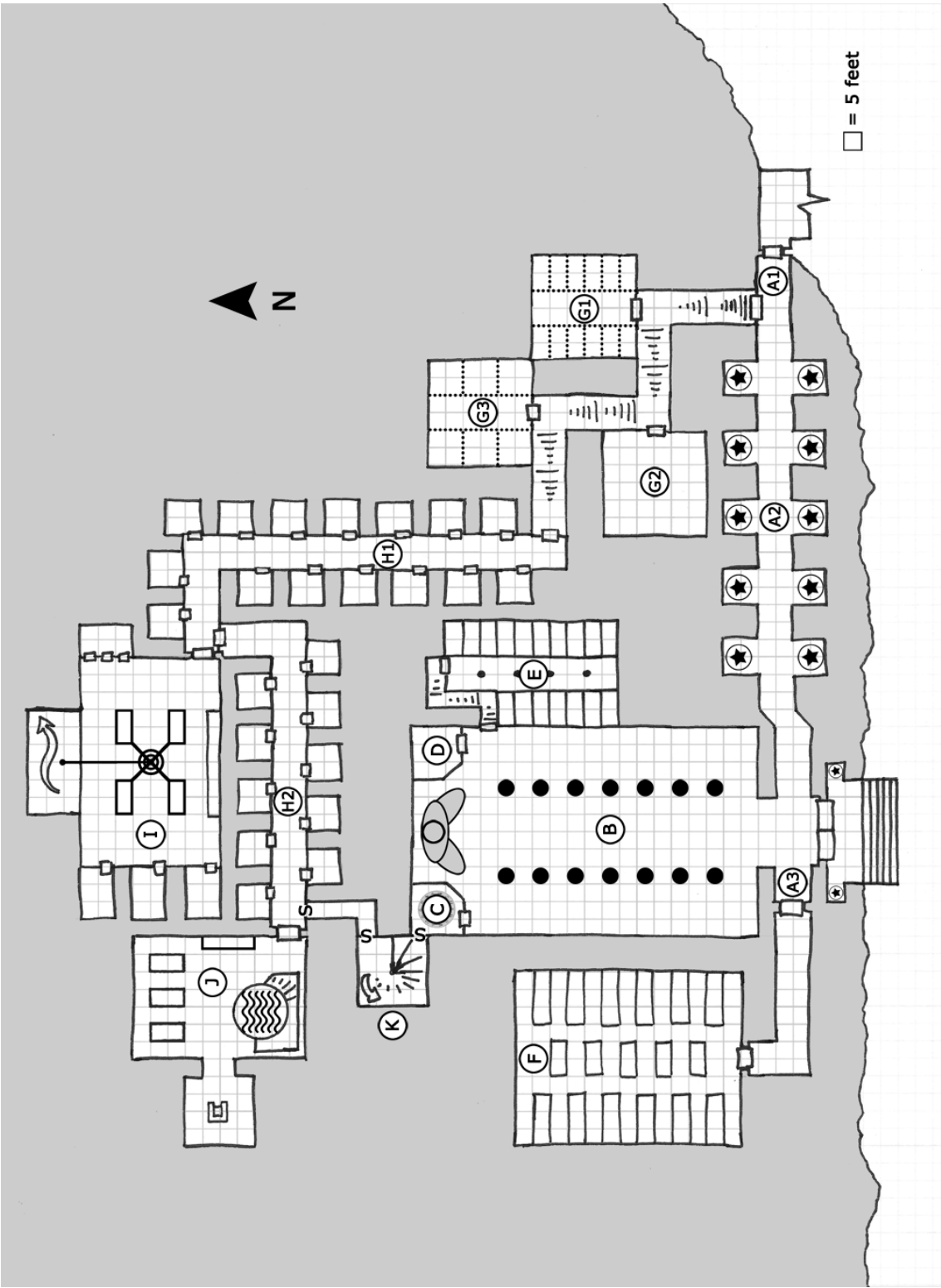
Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

* Kaidan also wears Mind Carapace Armor and his glaive is a Mind Blade. (see sidebar)

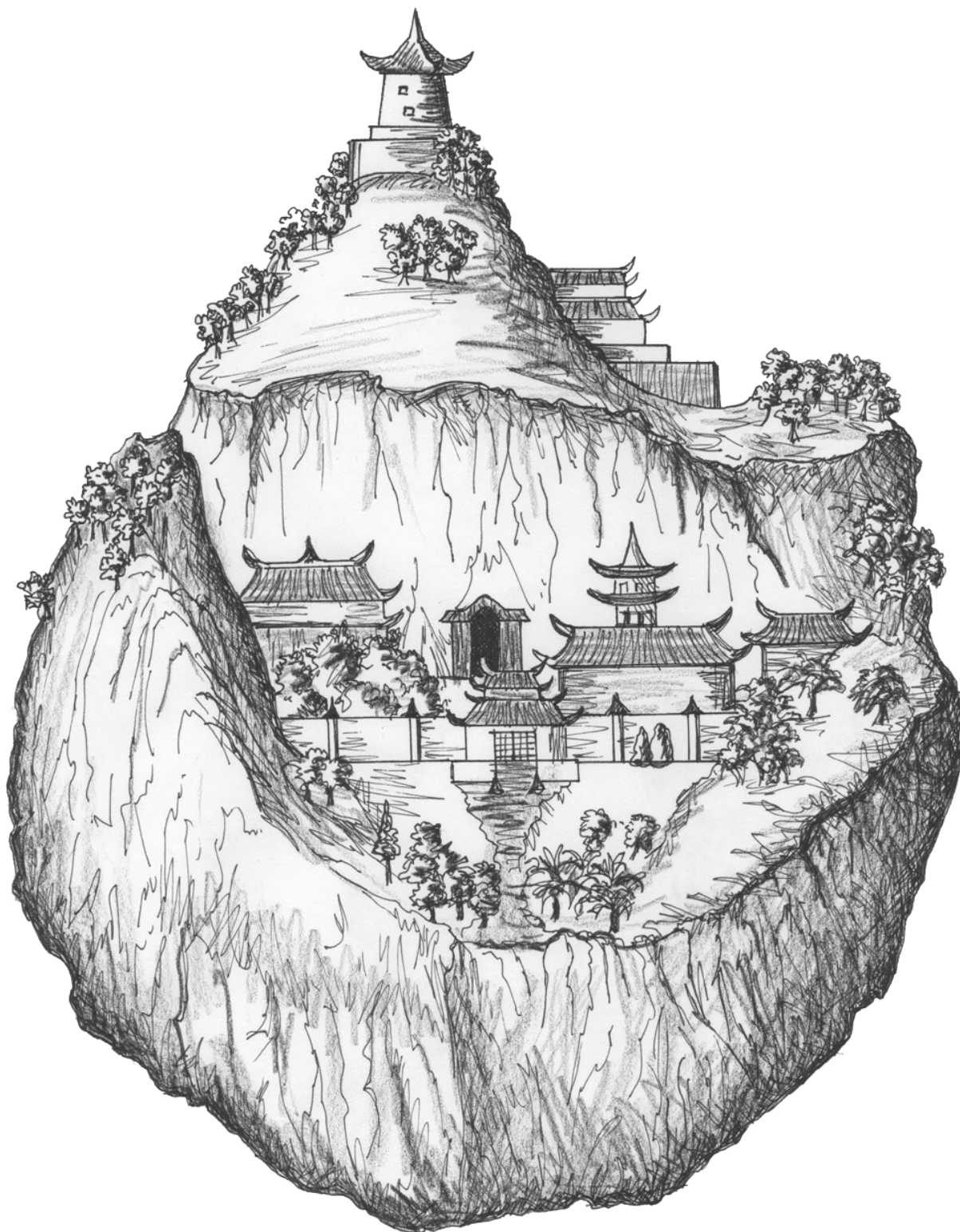
APPENDIX 3. DM MAP: THE HOUSE OF ETERNAL TWILIGHT



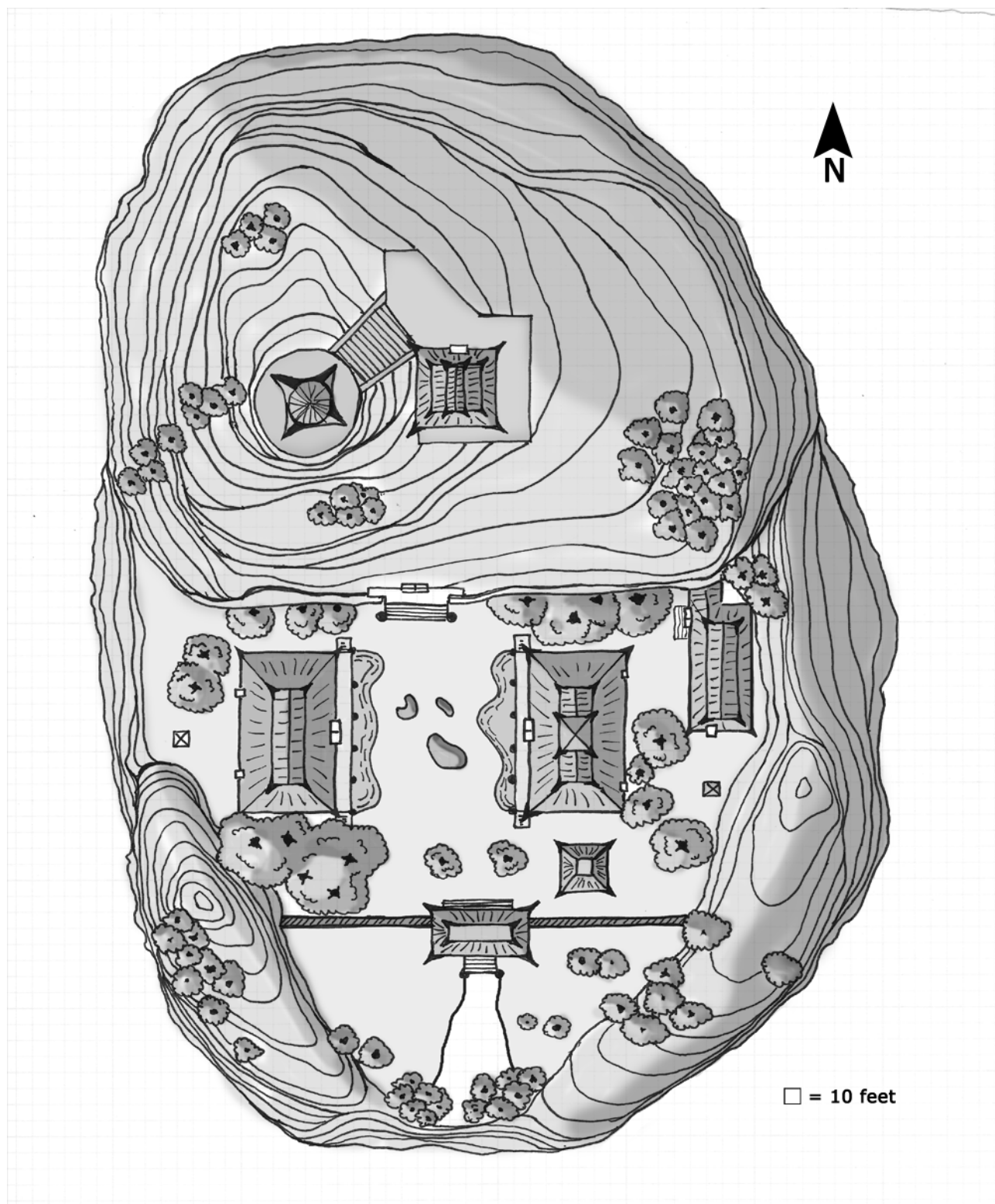
APPENDIX 4. DM MAP: THE TEMPLE



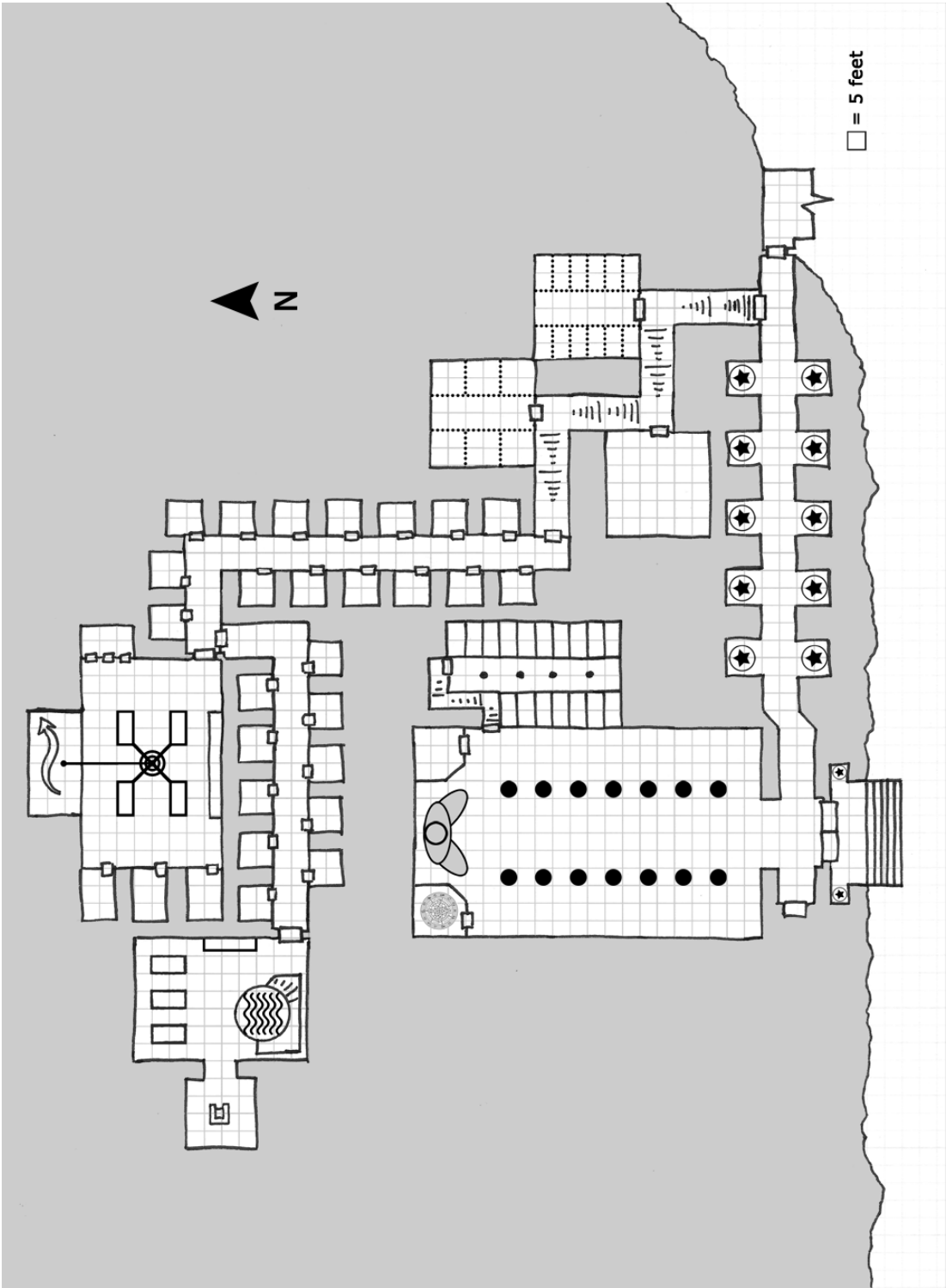
APPENDIX 5. HOUSE OF ETERNAL TWILIGHT (HANDOUT)



APPENDIX 6. THE MONASTERY (PLAYER HANDOUT)



APPENDIX 7. THE TEMPLE (PLAYER HANDOUT)



APPENDIX 8. MAGIC ITEM (PLAYER HANDOUT)

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

WAND OF FEAR

Wand, rare (requires attunement)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Command. While holding the wand, you can use an action to expend 1 charge and command another creature to flee or grovel, as with the *command* spell (save DC 15).

Cone of Fear. While holding the wand, you can use an action to expend 2 charges, causing the wand's tip to emit a 60-foot cone of amber light. Each creature in the cone must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

This simple stick made from the trees that grow in the Glumpen Swamp. It is wrapped in strands of black leather. The skull of a small fanged reptile is lashed to one end. On its forehead is a prominent black diamond. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

APPENDIX 9. STORY AWARD (PLAYER HANDOUT)

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

FRIEND OF THE ORDER OF THE LONG DEATH

Characters who are able to obtain the rubbing from the tomb of Master Amara, the earn the following story award.

Friend of the Order of the Long Death. You helped a monk of the Way of the Long Death retrieve information about a significant leader and monastery of his Order. Your name is now known among their devoted. At the DMs discretion, they look upon you with favor and you may take shelter at their monasteries.

APPENDIX 10. STORY AWARD (PLAYER HANDOUT)

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

QUASSINE COLONY RING

You possess a signet ring of the Quassine colony of illithids. The ring is decorated with an inlaid qualith, illithid writings. It holds psychic knowledge of the colony as it existed when the ring was taken from its illithid owner. As long as you possess this ring, the colony will attempt to recover it by hunting you down. Any gith would also go to great lengths or expense to learn the information it holds. This award expires if possession of the ring is lost.

APPENDIX 11. DOWNTIME ACTIVITY (PLAYER HANDOUT)

During the course of this adventure, the characters may earn access to the following downtime activity. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STATE OF THE QUASSINE

By spending **three downtime days** in study, the possessor of the Quassine signet ring may learn the following information:

The Quassine colony of illithids is a new colony that has recently broken free of their elder brain and are under the leadership of the ulitharid, Lord Vathrax. Their prized possession is a nautiloid ship and they will do anything to protect it. Vathrax, much like Kaidan, became intrigued by the monk's studies, and the power held by Phryne. Assuming they can get her to move it into another plane, they also covet the monastery as a location suitable for Vathrax's transition to an Elder Brain.