

ADVENTURES IN BABYSITTING SQUIDS

DC-PLAGUE OF ANCIENTS 018- SEED: THE LITTLEST SQUIDLING

A Mind Player has been thrown off his ship into the cold lands of Icewind Dale. He has one dying request for the party. To help bring a Squidling back to some mind flayer.

This adventure is best played with a group (Tier2) level 5-9 characters. About a 2-hour adventure.

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FIVER ARTISTS:



[Sbsillustration](#)



THIS ADVENTURE CONTAINS ADORABLE ELDRITCH HORROR WHO IS NEEDS CONSTANT MONITORING. The Author is not responsible if the players are upset about receiving a minifridge as a reward while they are in the subzero temperatures.

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OPENING STATEMENT

First, I want to say Thank you, To Wizards of the Coast for the opportunity. To you the GM who is promoting D&D in the community as well as having the attention span to look past the first page.

This adventure is a Tier 2 adventure made for the Dungeon Craft Program. And has been calculated to play for around 2 hours of play time. There is some inspiration for this adventure from the Baldur's Gate 3 Beta Cinematic. This adventure is intended to be combat heavy, but roleplay is encouraged.

The Encounters have been designed for level 5-9. The Average Party Level rate will be included for the encounter with the base level is for a level 5 character. If the APL is a number between two whole numbers for the encounters it is recommended to round up to the nearest whole number.

In Act 1 the party comes to an impact site with a wounded Mind Flayer. The Mind Flayer requests the Party to help deliver a child experiment squidling to other Mind Flayers so they might continue to do research. But must do so as soon as possible.

In Act 2 the party are traveling to deliver the squidling. Depending on the path the party takes will determined how active this act is. The Short path takes the least amount of time but is the most dangerous. The side route is the middle ground for time and encounters. The party also has a choice to backtrack around the area. This is the longest as far as time goes but is the safest route.

In Act 3 the party will encounter some Giff who have been hired to hunt the squidling. The Giff are also determined to hunt this rare game for sport as well so they will lay a trap for the party.

It is implied that this adventure takes place during the Plague of Ancients which takes place around the time of the Rime of the frostmaiden. Because of this there is extreme cold. Any creature that either doesn't have cold weather gear or resistance/immunity to cold must make a Constitution Saving throw of DC 10 every hour. On a failure the person who failed suffers 1 level of exhaustion.

Warning!!! There is a danger that the squidling could be damaged it is not encouraged to let the squidling fight. Letting it be more of a story device then an NPC. The squidling stat block will be included below.

ACT1

Use Map: Crash

As the party is traveling through Kelvin's Cairn or to Caer-Konig read or paraphrase the following: 'As you are traveling with your party it is a modest snow. You notice a large shadow over you. As you look up you see a flying ship that is in the shape of a Nautilus with tentacles flies into a pass. A moment later you see some dragons with red tints flying after it. This ship hit some rocks and you see some stuff fall out. A moment later both the ship and the dragons are fly out of sight. You can guesstimate that whatever fell from that ship it would take a couple of hours to get to the location. And as far as you know you are the closest sentient creatures to the location.'

When the party is ready to move on and if they wish to check out the site read or paraphrase the following. 'You travel for a few hours before arriving at a debris site. You hear in you're a voice that seems to be coming from your head and in pain.' 'I seek your assistance.' In the Dark you see a pair of glowing yellow eyes rise slowly from the wreckage. You see what looks like a humanoid with the head of an Octopus they hold up their hand not in a threatening way but in a way to gesture for wait a minute.' 'I know this doesn't look like the best situation, but I request your assistance not for myself. But for this little one.' The Mind Flayer gestures in the area that a smaller version of it is playing in the snow. 'I believe my life only has several hours left. But this child has a future.' It winces in pain. 'This little one should be returned to its kind. So that we might be able to learn from this experiment.' It points to the north west. 'I don't know the exact location, but I know more of my kind is in that direction. If you bring this child to them while I cannot make any promises, I believe they will not kill you on site. But I request you leave soon. It won't be long before They come after me.'

They might ask the mind flayer some questions.

Why should we help you? 'I'm not asking for your help for me. But for the child over there. As you would put it so pure and innocent and is an experiment that might benefit both my race as well as yours.'

Are you going to eat us? 'As appeasing as that thought is no. My time is limited, and you might need that globe of fat and muscle inside your skull then I would right now.'

What's in it for us? 'I cannot speak for any other but myself, but it wouldn't be surprising is a debt in your name was created by some of my race.'

What was that ship? 'It is as you say a ship. A special kind that would take to long for me to explain to you.'

What were you doing before you were removed from the ship? 'I was assisting in caring of some young members of my kind. We were on a recruitment mission in the City called Baldur 's Gate. When we were attacked by some enemies.'

How were you in Baldur's Gate? 'The short answer is that ship has the capabilities to travel long distances in a very short amount of time. Even Interlinear travel.'

What is your name? 'My kind don't really give each other names. So, I cannot say I have one.'

What are your enemies? 'In a greater scheme of things, a lot of things are. Think of it like this. Your kind is considered Prey to us. Or in a friendlier way of putting it you are a small fish in a pond. And we are a big fish. We eat the small fish. But we are not the only big fish in this pond. So, we must compete against the other big fish in order to survive. But if you wish to know more details, they call themselves Gith.'

What is so special about the squidling? 'As I stated it is a child and an experiment that might provide useful information that could be learned by both our races.'

What is this experiment? 'Well this squidling as they have been labeled by some of your bards and mages was a gnome child. Normally the transformation procedure does not go so well with that kind of race and are normally disposed of. But we noticed that this child has been growing in Intelligence. Normally these ones are no smarter than a wild animal but with enough study and time this one might develop into a full thinking member of society.'

What is its name? 'Before the Ceremorphosis I believe they called them Toby.'

What is Ceremorphosis? 'It might not be the best idea, if you know such information. Especially if you met others of my kind.'

When the party is ready to move on read or paraphrase the following: 'You see the Illithid motion for the smaller one to come to it. It gives what looks like a hug and the little one moves towards the party like a child. 'You hear the Illithid say in your mind. 'I can sense they are close. I'll hold them off and distract them. Please take this little one and go. Oh, before you go. I say three days until the little one will need to feed again. Please make haste.'

(MM 222 Mind flayer)

Some situations that arise:

If the player's attempt to fight the mind flayer it will fight to the death even in its injured state. In its current state it is at half health and does not have any use of Dominate Monster or Plane Shift left.

If the Party is APL 7 the Mind Flayer has full health.

If the party is APL 8 or higher has one use of dominate monster left.

If the players wait an hour some Martial Arts Adepts who were trained by Githyanki come and will attack both the party and the mind flayer. The Martial Arts Adepts will fight to the death and believe the party is either with the mind flayers or will become one of them soon. And they also believe in doing so will be able to earn a spot with the Githyanki as a trail.

The Base of this encounter is 2 Martial Arts Adepts. For each APL above 5 add another Martial Arts Adepts.

We can heal you: If the party attempts to heal the Mind Flayer it will be adamant that the party shouldn't waste such abilities on him if they are to help protect the little one.

Interaction with the squidling. The Squidling will act like a toddler or a puppy. Doesn't really understand but will cry, need to be changed, take a nap, be playful, and curious about

everything. (If you not sure how a toddler would act just imagine Grougu [Baby Yoda] from the Mandalorian)

We want to keep it as a Pet/Teach it to not grow up evil: While in longer term campaign this would be a fun idea, but for the Adventure League time constraints it is best to encourage the party that because of how Alien this creature is doing so would take a lot of resources to even learn the basics of it.

ACT2

Uses Map Wilderness

The part has several ways to travel. There are three paths.

The shortest path is the most dangerous. The party will be able to get to the next act in just under 2 days. There is no nature or survival rolls involved. But it is filled with a lot of encounters. For this path use every encounter at least once half on the first day and half on the second. When Each encounter has been completed at least once give the party an opportunity to take a short rest before moving on to Act 3 unless you desire to give them a Deadly Final Act.

(should a PC have the ability where they are traveling in the mountains/Snow where they half the time of travel have all the encounters be on one day instead)

The next path is to go through the mouth and the surrounding forest. With passing rolls will take about 4 days. The Encounters used are any 3+ the bard encounter. With this path Three times a day of in game traveling. A Party member will either need to make a DC 14 Nature/Survival/Investigation check to stay on course. The encounter will be when the party stops to perform a Long and or Short rest. If they pass the check, they continue. If they pass by 5+ they make excellent time (6 hours ahead of predicted travel time.) If they fail by 5 or less, they simply got turned around (3 hours delay), If they fail by more than 5, they made 6 hours' worth of travel in the opposite direction.

After 8 regular successful saves/3 Success of more than 5/15 saves that failed but was less then by 5 or any apricate

combination of the three (I could easily fill a few pages worth of combinations but for everyone's mental health I won't) Move on to Act 3.

(If this is this provides to be too difficult due to nobody rolling high or proficiency in a skill feel free to suggest one of the other paths.)

(Some people might wonder why these three skills. This is the reasoning.: Survival to make your way through the forest as if you were hunting. Nature to Navigate from knowledge of the local layout. While Investigation is usually more on a smaller scale (to locate an object, find a clue, find a trap, Look for a secret passage, etc.) I feel it is an underappreciated skill to give it a chance to shine. But would work like the Survival skill looking for something like clues. Imagine more Detective work.)

The Long Path is the safest the only encounter is the bard. But it takes about 8 days of travel. As the party is following around the forest. When ready go to act 3

NOTE: These encounters were designed to be tough. But not deadly in this Section (but a death can happen) this might let the party decide to rest more to use up more time.

The Child is Hungry: This happens after 3 days (4th night or later), The Squidling will attempt to feed on a PC. It will wait until a PC is asleep or napping and will attempt to eat the Brain of one of them. It nothing personal against the party this is just is starving. This isn't an encounter just an event that starts to happen after so much time has passed. The Squidling is still playful during this time but gets cranky more often. After 5 days

A Bard named Roughb: You encounter a Male Half Elf with black hair that is slowly starting to gray on the sides. He asks the party if he might tag along and trade stories with them for a few minutes. If the party agrees they can tell him any story they would like, and he will tell a tale of the God's Bane. Afterwards All Player Characters gain an Inspiration point. Or if they already have one their next to hit/saving/skill roll add an extra d4 to the result.

The God's Bane story: (if you wish to elaborate) "In a distant land a long time ago there were four heroes. Because of how powerful threats they handled they were given the name

God's Bane. The members include the Master Thief the halfling Primrose. Who like had an affinity for spleens, back packs, and who they say was able to hide from the God's themselves. Nim-Aer the Man Dragon Elf of Neverwinter. Was a living force of nature and power. Who learned how to use harness his draconic bloodline to become a gold dragon. The Dwarf Cleric Theros who was a follower of Waukeen who's playful nature and loyalty gave him the privilege of becoming an Angel for his god. And there was a very handsome Elf named Roughb who they say could solve any fight or argument with his words alone. One-time Theros won in a game of cards a Griffon. The Griffon didn't like the members of the God's Bane. Roughb felt bad noticing the Griffon wasn't looking that happy. Nim-Aer was the only one who could communicate with the Griffon. Nim-Aer didn't free the griffon only because of his respect for his friends when Roughb requested for Nim-Aer's help who was very intoxicated. They were able to free the griffon and return it to its family. Nim-Aer didn't remember the night before and Roughb was able to free the Griffon and convinced the town and his friends there must have been some thief who took the griffon. Primrose and Theros were heartbroken. Even if Nim-Aer didn't say anything he was happy the griffon was away from the party.

Tell me about yourself? "My name is Roughb. And if my family line was not Altered, I'm named after the God's Bane who I was told we are a Descended of. Not in a direct line but I was he is my Seventh Great Uncle.

What are you doing here? 'Sort of a pilgrimage. I'm trying to follow the way the God's Bane Once Travel. Sort of a rite of passage for my family. In my Travels it also gives me opportunity to learn new stories.'

Do you know about Mind Flayers? 'Not much. I know they have a taste for knowledge and very reclusive. I know they reproduce by something called Ceremorphosis, but I do not know much about this act.' He kneels down and the squidling goes behind a PC member 'I take it this little fellow is a young Mind Flayer. I've never seen one in person.'

Do you know anything about this area? 'Well Icewind dale is a very dangerous place. Not a bad place. So, anything I could say staying close to the ten towns or stay close to the roads as you can. Otherwise you can be like me and become a little disoriented or even worse.'

Have you noticed anything strange? 'Well now that you mention it there were these strange looking creatures. They spoke and looked like they had a sense of regality among them. But I did avoid them due to not being sure if they were friend or foe. They were very large and had the head of maybe an animal. I cannot say I never saw it before. But It looked like some sort of fat horse head.'

Will you help us? 'You look more than capable without me. No offense but I wish to return to Caer-Konig as soon as possible. I will stay in the area for the next week or so before moving south to Neverwinter and if I'm able to take a ship down to Baldur's gate. From there I will seek companions to travel to Thay by land. Before returning to Waterdeep to complete this pilgrimage. If I should see you in a Tavern, I will gladly raise a glass for you. If funding allows maybe even a drink on me.'

How long have you been on this pilgrimage? 'It's been almost six years. I imagine it might be a few more before I complete it.'

Why are you fascinated with the God's Bane? 'Well wouldn't you be interested of a famous group one of your ancestors was a part of?'

Where do you come from? 'Well My family home is in Waterdeep. My Mother keeps it a home. Along with my brother, my sister, and her husband. But once I return, I will seek a position in New Olamn. My father passed sadly during my travels. Luckily for me my mother is an elf, so she won't pass of old age on my travels.'

Do you know any other stories? 'I have many what kinds of tale are you in the mood for?'

When the party is ready to depart his company and move on, he wishes the best for the party and if they are in Waterdeep in a several years he would love to meet them again.

Wolves: This encounter involves 2d6+1 wolves. This is just a pack of wolves who are out hunting and decided the party and their small member looks like good prey. (this encounter does not scale up to APL) (MM341)

Winter Wolves: This encounter involves a pair of Winter Wolf brothers. They will give a warning to the party as they believed the party is trespassing in their hunting grounds. With a DC 15 Persuasion or Intimidate DC 17 they can convince the Wolves to let them through. The winter wolves will give the party one chance to leave before they attack.

For every odd APL number above 5 add d4+1 wolves.

(MM340-341)

That's Remorhaz: There is a young Remorhaz waiting under the snow. The feet of the party have alerted it and it lies in wait until someone steps over where it is waiting.

(MM258)

(This encounter does not scale up to APL)

What is up with these cats? This an encounter with 5 Crag Cats. They will hide and attempt to attack the party. For every Even number APL above 5 add +1 Crag Cats in the encounter.

ACT3

Use Map Canyon

The Canyon wall is 20ft up from the lower level.

The encounter is 2 Martial Artist Adapt at APL 5.

For each APL above 5 add +1 Martial Artist Adapt

These Martial Artists believe if they kill the squidling and its caretakers the Githyanki will teach them and allow them to use Psion energy and unlock their Ki.

They will wait until the party is in the Canyon before attempting to trigger a mini avalanche. They wait in the snow. Do 1 stealth roll for all the martial artists. Any Player character whose passive perception is equal to and or greater than the stealth roll notices the martial artist adapts. And has advantage on the saving throw for the avalanche. The party makes a DC 14 Dexterity saving throw. On a success the Player takes half damage and is not knocked prone and restrained. On a failure Player takes 10 (2d10) Cold damage, and 10 (2d10) force damage and are knocked prone and restrained. It takes a standard action to get out from being restrained no roll Or a Player who is not restrained can use a Bonus action to help someone get unrestrained.

PROLOGUE

The Mind player's have a colony and have 3 mind flayers to greet the players.

They have three thanks to the Elder brain located in the colony they know of the Players and have a general idea of what the players have done and their intentions.

If the PCs have actively betrayed the Mind Flayers by willingly giving up the squidling or attack the mind flayers they will attack to kill. Use map wilderness. 3 mind flayers. To stay and fight would most likely result in death. But the PCs might be able to survive. They all have their actions ready so if the PC's try to run or make an attack against them, they will all release a Mind Blast at the first one to do so. They are no longer have their actions ready at the start of each Mind Flayer's turn.

Read or paraphrase the following: You can hear in your mind and feel a very angry and disappointed mind touch yours 'Not also have you failed us. You betrayed us. We can't let such livestock be allowed to continue to interfere. Surrender now and will make this as painless as possible.'

If the party was able to bring the squidling dead or alive read or paraphrase the following: As you are walking along you can feel something seem to touch your minds. And you hear in your heads 'We have been expecting you.' As 3 mind flayers float out from behind some trees. 'We might have been informed you have something for us.'

*If the squidling is alive read or paraphrase the following: The squidling floats over to the Mind Flayers with it's arms up like a toddler going to see it's parents.'

*if the squidling is dead but they brought the body read or paraphrase the following. 'The Mind flayers look at each other for a moment before one of them picks up the body of the squidling.'

'You have done well in bringing us this experiment.' One of the mind flayers comes up to the party holding a chest and hands it to the party. As well as the key. Inside of it is Spell scroll of Mind Spike. This chest isn't a normal chest either it is a chest of preserving. 'This isn't a reward more of a bribe. Returning this experiment is a show of commitment and for that we allow you to live. This is gift so you never speak to anyone of this location or about us again.'

If the party wants more read or paraphrase the following: 'If you would like we can kill you, eat you, and keep these items instead?'

When the party is ready to wrap up read or paraphrase the following. The mind flayers wave at the party and start to float away.'

Rewards

This adventure gives 2 hours worth of play time for XP to the next level. 30 GP as per the Season 10 POA

https://media.wizards.com/2020/dnd/downloads/AL_PGv10_0.pdf

NPC/ITEM

ITEMS

Spell Scroll of Mind Spike: (spell can be found in XGTE) (Sorcerer/Wizard/Warlock) range 60ft/ Concentration up to 1 hour.

Level 2 spell. You reach into the mind of one creature you can see

within range. The target must make a Wisdom saving throw DC13, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible,

Chest of Preservation: common wondrous item

food and other perishable items do not age or decay while inside it. The chest is 2' feet long, 1' feet wide, and 1 foot tall with a half-barrel lid. It weighs 25 pounds. With a lock and key. The lock can be picked with thieves' tools and a successful DC 15 Dexterity check. Smashing the lock or any other part of the chest renders it nonmagical.

GNOME SQUIDLING

Small aberration, unaligned

Armor Class 8

Hit Points 10 (1d6)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	7 (-2)	10 (+0)	4 (-3)	10 (+0)	3 (-4)

Senses darksight 60 ft., passive perception 10

Languages understands Deep speech and gnomish but can't speak. Telepathy 60ft

Challenge 1/2 (100 XP)

Innate Spellcasting (Psionics). The squidling's innate spellcasting ability is intelligence (Spell save DC7) It can innately cast levitate at will requiring no components.

Magic Resistance: the squidling has advantage on saving throws against spells and other magical effects

ACTIONS

Tentacles. Melee Weapon Attack: +0 to hit, reach 5 ft., one target, Hit: 5 (2d4) Psychic damage. If the target is Medium or smaller it is grappled (escape with a DC7) and must succeed on a DC 7 Intelligence saving throw or be stunned until this grapple ends

Extract Brain. Melee Weapon Attack: +0 to hit, reach 5 ft., one target, Hit: 27 (5d10) Piercing damage. If this damage reduces the target to 0 hit points the squidling kills the target by extracting and devouring the creature's brain.

Mind Tickle (Recharge 5-6): The squidling magically emits psychic energy in a 30ft cone. Each creature in that area must succeed on a DC7 Intelligence saving throw or take 2 (1d4) psychic damage and stunned until the end of its next turn.

NPC

CRAIG CAT

Large Monstrosity, unaligned

Armor Class 13

Hit Points 34 (4d10+12)

Speed 40 ft, climb 30ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	17 (+3)	16 (+3)	4(-3)	14 (+2)	8(-1)

Skills: Perception+4, Stealth +7

Senses darksight 60 ft., passive perception 14

Languages ----

Challenge 1 (200 XP)

Nondetection. The cat can't be target or detected by any divination magic or perceived through magical scrying sensors

Pounce: if the cat moves at least 20 ft straight towards a creature and then hits it with a claw attack on the same turn that target must make a dc 13 strength saving throw or be knocked prone. If the target is prone the cat can make one bite attack against it as a bonus action.

Spell Turning: The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower the spell has no effect on the cat and instead targets the caster

ACTIONS

Bite. Natural Melee Attack: +5 to hit, reach 5 ft., one target, Hit: 8 (1d10+3) Piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target, Hit: 7 (1d8+3) Slashing damage.

MARTIAL ARTS ADEPT

Medium Human, Lawful Neutral

Armor Class 16

Hit Points 60 (11d8+11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	17 (+3)	13 (+1)	11(+0)	16 (+3)	10 (+0)

Skills: Acrobatics+5, Insight+5, Stealth+5

Senses: passive perception 13

Languages Gith

Challenge 3(700 XP)

Unarmored defense (included): While the adept is wearing no armor and wielding no shield it adds its wisdom modifier to its AC.

ACTIONS

Multiattack can make either 3 unarmed strikes or 3 dart attacks.

Unarmed strike. Natural Melee Attack: +5 to hit, reach 5 ft., one target, Hit: 7 (1d8+3) Bludgeoning damage. If the target is a creature the adept can choose one of the following effects

*The Target must succeed on a DC13 strength saving throw. On a failure target drop one item it is holding (adept's choice)

*The Target must succeed on a DC 13 Dexterity saving throw. On a failure target is knocked prone.

*The Target must succeed on a DC13 Constitution saving throw. On a failure target is stunned until the end of the adept's next turn.

Dart. ranged Weapon Attack: +5 to hit, range 20/60 ft., one target, Hit: 5 (1d14+3) Piercing damage.

REACTION

Deflect Missile: In response to being hit by a ranged weapon attack the adept deflects the Projectile. The damage it takes from the attack is reduce by 1d10+3. If the damage is reduced to 0 the adept catches the projectile if it able to fit 1 hand and the adept has a free hand.

MAPS





