



LOST LABORATORY OF KWALISH™



AN ADVENTURE SUPPORTING EXTRA LIFE

The legendary inventor Kwalish disappeared eons ago... as it turns out, finding a crashed planar ship and studying its technology to fuel his own experiments. Only now, Kwalish's

lost research is desperately needed! Will you dare an alternate expedition into the Barrier Peaks to find him?





S A SPECIAL OFFERING IN SUPPORT OF EXTRA LIFE
2018, we're pleased to present the following adventure scenario, built around a new expedition to the legendary Barrier Peaks. This adventure is suitable for characters of 5th to 10th level.

BACKGROUND

In centuries long past, a common scholar named Kwalish took an unlikely path to becoming one of the most powerful arcane inventors of all time, after his discovery of strange magic in the Barrier Peaks. His studies of an ancient, crashed planar craft set him on a path that might have seen him rival Ioun and Heward—until his experiments overtook him, and he became lost to the ages. All that's left of his legacy is a single example of his earliest work—the *apparatus of Kwalish* that is the only way most folk now know his name.

It was Kwalish's foray into the Barrier Peaks that set his advanced studies into motion, when he joined an ill-fated expedition in search of Daoine Gloine, a legendary city said to be populated by creatures of glass. Though the rest of his party perished along the way, Kwalish stumbled upon a wrecked planar craft of unknown providence and spent years exploring its secrets. He even repurposed much of the craft's unique magical technology into his first laboratory, building planar gates of his own design.

Testing one such gate as it forged a connection to the Nine Hells attracted the attention of a bone devil. Trailing Kwalish back across the planes, the devil

A NOTE FROM THE D&D TEAM

In 2017, the D&D team added several projects to the DMs Guild in support of Extra Life (including *One Grung Above*, *The Lost Kenku*, and *The Tortle Package*). The funds raised from the sale of these packages went to this extremely worthy cause—and for 2018, you'll find even more projects made available on the DMs Guild throughout the year.

As part of these efforts, it's our privilege to contribute the following adventure to the cause. We wanted to provide as much value for your donation as we could, providing new maps, monsters, and magic items—and of course, the scenario itself, accompanied by a range of notes and options to help cater to your preferred play style.

We hope you enjoy *Lost Laboratory of Kwalish*. And you have our sincere thanks for your support of Extra Life and Children's Miracle Network Hospitals.

took over the inventor's laboratory for itself. Kwalish managed to escape but left much of his lore behind, while the bone devil spent the years that followed converting the place into a dark monastery—and establishing its own cult.

After much wandering in the mountains, Kwalish relocated to an equally remote location—Daoine Gloine, the mysterious city his expedition had originally sought. The site's isolation made it a suitable place for him to continue his research. However, its populace turned out not to be creatures of glass as the legends suggested, but clans of kenku that worshipped a medusa with the unique ability to transform her victims into glass.

Before Kwalish could be made to suffer the same fate at the hands of the chaotic kenku and their mad

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medusa, he once more opened a planar gate, this time to the 222nd layer of the Abyss—Juiblex's Slime Pits, from which he summoned forth a horrific plague of ooze to clear out the city and help him defend his new lab.

Kwalish cut off all access to Daoine Gloine, and the city was lost to the ages. The legendary inventor has not been heard from since. Only now, the characters are in dire need of his aid . . .

ADVENTURE SUMMARY

The characters are charged with locating Kwalish's long-lost laboratory and the magical technology that might be found there. As they start their search, they're first directed to an accomplished gnome map merchant named Anaxi Zephries, known as "the Cartophile." Information collected by Anaxi over the years has traced Kwalish's route into the Barrier Peaks—at least up to the point where his expedition was lost, despite its members' formidable knowledge and skill.

Working their own way into the Barrier Peaks, the characters eventually arrive at Kwalish's first laboratory—the remains of a planar craft whose technology drove the inventor's early research. But they discover that Kwalish has long since been exiled, and his lab converted into a monastery now dedicated to the bone devil that is the site's Grand Master. The characters must negotiate their entrance into the monastery, and from there to its treasury. Hidden within the treasury are notes from Kwalish's original expedition that lead to Daoine Gloine, the legendary city deep within the Barrier Peaks—and the site of Kwalish's current laboratory.

After reaching Daoine Gloine, the characters find the city buried beneath a flood of gelatinous ooze, with only its tallest stone structures left rising above the surface. The characters must find a safe means of descent into the ooze as they seek the entrance to Kwalish's hidden laboratory—and avoid the empty city's deadly guardians. Once they reach the lab, the characters meet with the legendary inventor and can negotiate for the assistance necessary to complete their quest—and they might even have the chance to help Kwalish deal with one of a number of problems of his own.

PLACING THE ADVENTURE

The original *Expedition to the Barrier Peaks*—1980's adventure module S3 for first edition AD&D—placed its titular mountains in Greyhawk, north of the Grand Duchy of Geoff and the Valley of the Mage. Depending on your campaign, you can set this adventure in any similar location: a mysterious mountain range that even dedicated explorers have failed to fully map.

In the Forgotten Realms, one possible location for the adventure is Chult, the land explored in *Tomb of Annihilation*. The mysterious and poorly mapped peninsula contains several suitable mountain ranges, including the Mistcliffs and the Kobold Mountains. Elsewhere in Faerûn, the peaks surrounding Halruaa, a land known for its magical technology, are a good choice. Alternatively, campaigns making use of the *Waterdeep: Dragon Heist* adventure might look for a location closer to the city, including the Greypeaks or the Nether Mountains.

RUNNING THE ADVENTURE

To run this adventure, you need the D&D fifth edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*).

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

Most of the monsters that appear in this adventure are from the *Monster Manual*, along with new creatures and NPCs, and monsters from *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. For easy reference, all the stat blocks for the creatures in the adventure can be found in appendix C. When a creature's name appears in bold type, that's a visual cue pointing you to its stat block in that appendix. Full information on creatures from the *Monster Manual*, *Volo's Guide to Monsters*, and *Mordenkainen's Tome of Foes* can be found in those books.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*, unless the adventure's text directs you to an item's description in appendix D.

ADVENTURE HOOKS

In the course of previous adventures, the characters might have come up against a special magical-mechanical dilemma too challenging to overcome. Perhaps a secret door in a dungeon complex has been built around an iron golem, or an array of dangerous clockwork devices discovered within a city defy any attempts to turn them off. All research into the problem suggests that the inventor Kwalish might have the solution—if only he hadn't gone missing years before.

Alternatively, you might consider any of the following hooks. Several involve a pending crisis, such that the players are seeking Kwalish not just on their own behalf, but to prevent hardship to friends, family, or the common folk. Just make sure that the peril doesn't come on too quickly, though, as an expedition into the Barrier Peaks will take some time.

THWARTING ANNIHILATION

If you're playing through or using events from *Tomb of Annihilation* in your campaign, the characters might hear rumors that Kwalish's laboratory holds lore that can help deactivate the Soulmonger. If the characters have any hope of surviving the tomb and ending the death curse, they must first make the dangerous journey to the inventor's lost lab.

Alternatively, in the aftermath of a *Tomb of Annihilation* campaign, a friend, family member, or mentor important to the characters might have been placed in stasis within a magical sarcophagus to protect them from the death curse. With the curse lifted, this NPC can now be saved—except the sarcophagus

cannot be opened by any magical or mundane means. After learning that the sarcophagus is one of Kwalish's designs, the characters must seek out his lost laboratory for the means to open it—or their friend will sleep for eternity.

WATERDEEP DANGERS

A number of hooks can connect to the exploits of characters engaged in a *Waterdeep: Dragon Heist* campaign. The famed walking statues of Waterdeep are showing signs of getting ready to power up once more, and not even the Blackstaff can shut them down. Old histories suggest that Kwalish's lore might hold the secrets of doing so, and the characters are sent to seek that lore out before the great magical statues can run amok.

Alternatively, the grand parade of the Day of Wonders turns to deadly chaos when one of its inventive mechanical floats goes berserk and unleashes destruction across the city. After stopping the threat, the characters learn that it was built based on a Kwalish design, and that other such designs might be used to build great engines of destruction. The secrets to overcoming such inventions can be found only in Kwalish's lab.

As a more integral part of a *Waterdeep: Dragon Heist* campaign, characters who successfully discover the location of the Vault of Dragons might discover that the keys needed to access it are lost. Rumors speak of another means of opening the vault—a secret known only to the lost inventor.

RAVNICA IN PERIL

If your campaign is set in the city world of Ravnica, as outlined in *Guildmasters' Guide to Ravnica*, Kwalish might be a chemister from the Izzet League who left the guild to pursue his own work away from Niv-Mizzetr's prying eyes. Centuries later, Izzet researchers have uncovered some of Kwalish's notes. Desperate to locate the chemister's laboratory, the Izzet League reaches out to the characters to accomplish the task.

FROM ONE MAD MAGE TO ANOTHER

If you're running a campaign making use of *Waterdeep: Dungeon of the Mad Mage*, Kwalish's laboratory might contain secrets useful in the exploration of Undermountain. Or you could have some of the dungeon's deadly features be strange mechanical-magical devices reminiscent of Kwalish's work. The secrets to controlling or disabling such devices might be instrumental to a successful foray into the legendary dungeon.

UNNATURAL INVASION

A massive magical-mechanical golem, an unknown planar vessel, or some other rare threat has appeared in civilized lands. Though local settlements are safe for the moment, the characters are charged with tracking down Kwalish and his laboratory in hopes that the secrets to disabling the imminent threat might be found there.

ADVENTURE LENGTH

This adventure features numerous encounters and challenges that should keep a group entertained for multiple sessions. However, you can easily run a shorter version of the adventure, or even an exciting one-shot, by making the following modifications:

Full Version (Five to Six Sessions). Run the adventure as written, making use of both the monastery and the oozeflooded city locations.

Short Version (Two to Three Sessions). Run the adventure as written, up to the monastery. Then forgo a second laboratory location, instead replacing the final brain in a jar in the treasury (area M10) with Kwalish, and conclude the adventure there.

One-Shot (One Four-Hour Session). Give your players an adventure hook, assign them a guide (see "Part 1: Mission to the Barrier Peaks"), and start them at area C1, overlooking the bone devil's monastery. Then as above, replace the treasury's brain in a jar with Kwalish for an exciting conclusion.

PLANAR RETRIBUTION

A powerful marut (detailed in *Mordenkainen's Tome of Foes*) hunts one or more of the characters for breaking some cosmic contract. Their only hope of survival is to find Kwalish's laboratory, whose planar magic holds the means of restoring the balance the marut seeks to enforce.

JOURNEY OF DISCOVERY

The characters are hired by a gnome sage known as the Cartophile for a mission of exploration, as he seeks to complete a failed expedition to Daoine Gloine undertaken by his ancestors. The characters must find their way to the lost city hidden within the Barrier Peaks, then return with its location.

Alternatively, the characters might hear rumors of Kwalish's legendary *powered armor* (see appendix D), and embark on a mission to find it. Or you might have them discover a set of *powered armor* in a previous adventure, leaving them needing to find a way to access it—or to free an NPC currently trapped inside it. Either way, finding Kwalish's lost laboratory is the key.

PART 1: MISSION TO THE BARRIER PEAKS

No matter what hook brings the characters into the adventure, any research into Kwalish's lost laboratory—or any NPC familiar with the inventor's failed expedition to the Barrier Peaks—establishes that seeking out the gnome known as the Cartophile is a crucial first step for their mission.

THE CARTOPHILE

Anaxi Zephries is a wealthy gnome merchant and sage. He is well known for his vast collection of maps, which cover the known world, pocket dimensions, routes across the planes, and more. In this role, the Cartophile has served as patron for numerous expeditions of exploration, sending adventurers to all corners of the world—both to draw new maps and to verify the authenticity of others already in his possession.



THE CARTOPHILE

The gnome's collection contains notes and an initial map from the early stages of Kwalish's expedition into the Barrier Peaks. In exchange for allowing the characters to use that lore, he asks only that any further journals, notes, maps, and other documents from Kwalish's earlier expedition be returned to him.

The Cartophile has no interest in adventuring, talking of how he once stood too close to a *bag of holding* accidentally placed within a *portable hole* and never fully recovered from it. However, in the interest of ensuring a successful mission, he offers the services of a number of hirelings in his employ—and insists that at least one of those hirelings accompany the party, to serve as custodian of his maps and materials.

If the characters develop an especially close relationship to the Cartophile, the gnome might reveal that his professional career commissioning expeditions and maps has been background research for a personal obsession. One of his ancestors took part in Kwalish's lost expedition to find Daoine Gloine, the mythical city of the Barrier Peaks inhabited by "people of glass." The gnome has long sought to learn the truth of the expedition's demise.

HIRELINGS

Any of the following NPCs can join the party as custodians and translators of the materials loaned to the characters by the Cartophile. Each hireling is also charged with chronicling the party's progress along the way, in the hope of finally mapping the route to Daoine Gloine, and has specific value to the party in certain areas of expertise. However, each hireling also has one or more secret agendas that might work against the characters' interests.

You can let the party's size and the players' interest in bringing NPCs into their group determine whether more than one of the Cartophile's hirelings join the expedition. Or, instead of front-loading hirelings at the start, these NPCs can be set up as independent explorers not connected to the Cartophile. You can stagger their introduction throughout the course of the adventure (as suggested in each NPC's description below), with each one able to provide a useful next step to help the expedition along.



CTENMIIR'S COFFIN

CTENMIIR THE VAMPIRE

LE male vampire

Once a dwarven warrior, Ctenmiir was transformed into a **vampire** and hidden away within White Plume Mountain (see *Tales from the Yawning Portal*) until captured there by an Emerald Enclave ranger. The vampire has long been imprisoned within a magical iron coffin mounted atop animated golem legs (an early Kwalish design), forced to atone for his evil deeds by working for the Cartophile.

Ctenmiir's coffin has a speed of 30 feet and a climbing speed of 10 feet, and protects the vampire from sunlight even as it prevents him from escaping his servitude. Though Ctenmiir is able to speak from within the coffin and help guide the expedition, the coffin obeys only the commands of the party members. Cold, calculating, and manipulative, the vampire aids the party as long as he believes he can earn his release from the coffin along the way—by any means possible.

Value to the Party. Originally native to an area near the Barrier Peaks, Ctenmiir has much experience with the initial route into the mountains, and can provide warnings of early encounters through the fey woods and foothills (see “Reaching the Peaks,” below, and appendix A). The vampire's coffin can also serve as a makeshift *apparatus of Kwalish* at your determination, making it easier for characters to explore Daoine Gloine—though Ctenmiir will need to first be released. The coffin can also be used as protective shelter against adversaries, including a freed Ctenmiir.

Secret Agendas. Get out of the coffin. Feed on at least one character.

Alternative Entry. If Ctenmiir does not start with the party, he might instead be found in the foothills, in the possession of outlaws seeking the monastery who use the vampire as their guide.

If he joins the expedition from the start, the vampire might lead the characters to the foothills, then claim to no longer recognize the route ahead. He asks to be released so that he can scout more easily. But if he is, any promise of obedience he makes to the characters is ignored as he attacks them.

GARRET LEVISTUSSON

CN male tiefling bard/rogue

The Cartophile's first choice to join the characters' expedition, Garret is an untrustworthy bon vivant and magpie. His mapmaking skills are first rate, though, and the Cartophile trusts him to accurately detail the route to Daoine Gloine and sketch images of things discovered along the way. Garret claims that his infernal lineage goes back to Levistus (see *Mordenkainen's Tome of Foes*), and he keeps his horns adorned with rings, coins and other charms, some of which he claims are powerful magic items ready to be called on. See appendix C for Garret's stat block.

Value to the Party. Garret can draw the maps requested by the Cartophile. He also knows several rumors (both true and false) regarding the Barrier Peaks, and provides advantage to any characters' ability checks made to interact with the monastery's Grand Master.

Secret Agendas. Steal the highest-valued object from the party without getting caught; convince as many characters as possible to sit for a sketch; and relay a secret communication to the Grand Master. This message takes the form of a written note from Garret's infernal patron, ordering the Grand Master to return to Stygia in the Nine Hells to complete a service required by Levistus. A forged addendum adds that the bearer of the note should be rewarded handsomely.

Alternative Entry. Garret can be found as a prisoner in area M6 of the monastery. If he does start out with the party, he might choose to leave them at the monastery, joining with the Grand Master.

GEARBOX

LN monodrone

A simple and kindly **monodrone** modron, Gearbox has been sent as an agent of Mechanus to investigate Kwalish's works and experiments.

Its mechanical body has been programmed with several unique utility powers (see below) that make the modron a perfect cartographer's assistant. If both Garret and Gearbox join the expedition, Gearbox assists the tiefling with his work, even as Garret delights in referring to the modron as “Doohickey”, “Contraption”, “Thingamabob”, and so on.



GEARBOX



Value to the Party. Gearbox's unique programming allows the modron to function as an *orb of direction* and an *orb of time* (see *Xanathar's Guide to Everything*), to cast the *light* cantrip at will, and to grant other characters advantage on Dexterity checks made with thieves' tools and on ability checks made to identify or operate mechanical or laboratory equipment. It can also help override the security of the monastery's control room (area M8) and treasury (area M10), and can pilot the skiff first seen in area C3.

Secret Agendas. None as such. Gearbox genuinely wishes to help the characters, but he will be tempted to connect with the monastery control room.

Alternative Entry. Gearbox can appear with Garret whenever the tiefling first appears, or he could be found in the monastery's control room. The modron might choose to remain at the monastery, integrating with its control room to become the site's new integrated mind.

MARY GREYMAKIN

N female eladrin warlock

Mary claims to be part of a legendary lineage as granddaughter of the vampire Drelzna—herself a descendant of Iggwilv and Baba Yaga. Her warlock pact has been made with those ancestors' spirits, but she manages her relationship with them carefully, lest she fall too far under their dark influence.

She also claims past tutelage by Thingizzard, a witch dwelling in the fens near White Plume Mountain. In addition to her work for the Cartophile, Mary is eager to accompany the expedition so that she might search the Barrier Peaks for rare ingredients for her potions.

Mary strikes an eerie, witch-like figure, surrounded always by swirling magical-mechanical trinkets of her own devising. She is often seen shuffling a *deck of several things*, and will try to quietly tempt party members to draw a card. (See appendix D for more information on the deck, and its distinct connections to the adventure.) Mary is always accompanied by her familiar, a glowing-eyed cat. See appendix C for Mary's stat block.

Value to the Party. Mary's expertise as a diviner can grant advantage on any characters' checks to determine correct passage through the caverns leading to the monastery. Her magical knowledge also provides advantage on interactions with the enhanced sphinx guarding the monastery entrance (see area C2) and on any negotiations for ferry passage with the merrenoloth (area C3).

Secret Agendas. Mary's biggest secret is that she is actually her cat familiar, polymorphed from human form, and using magic to create and direct the human simulacrum of "Mary" as a helpful decoy. (Readers of *Dragon+* might alternatively make Mary one of the intelligent cats of Adam Lee's "*Herding Tahra's Cats*" in issue 12). But of more potential peril to the party is Mary's long-term relationship with Ctenmiir, whom she first met when he would fly out of White Plume Mountain at night to meet with her near Thingizzard's hut. Her goals are to keep the knowledge of her true form and her relationship with Ctenmiir a secret; to free the vampire if she can, without incriminating herself; and to convince characters to draw from her *deck of several things*.



MARY GREYMAKIN

Alternative Entry. If Mary does not start the expedition with the party, she might instead be found in the company of the enhanced sphinx (area C2), where she offers to guide the characters to the monastery's Grand Master. If she does start with the party, she might choose to remain with the enhanced sphinx, discoursing the secrets of the multiverse with her.

RUMORS AND LEGENDS

Countless legends have arisen regarding the mysterious Barrier Peaks, and those tales circulate constantly among adventurers, explorers, and bards. Rumors specific to Kwalish and his lost expedition are more difficult to come by. But for each day spent talking to knowledgeable travelers, a character can attempt a DC 12 Charisma (Persuasion) check. If the check succeeds, roll percentile dice and consult the table below to determine what the character learns. False rumors are in *italics*.

Also see appendix F for even more potential rumors of the Barrier Peaks.

BARRIER PEAKS RUMORS

d100	Rumor
1–15	The Barrier Peaks have long been damned, ever since a craft of some kind crashed there ages ago. A ship that could navigate the very planes, it was. Things that should not exist escaped from its hold and now populate the mountains.
16–25	Kwalish did not perish on his expedition. He alone survived, taking shelter in some complex he found in the peaks.
26–30	Fey woods surround the foothills of the Barrier Peaks. A dryad queen once ruled there, and her grave is now hidden among the trees. Beware, for those trees remain guarded by sprites that still honor her.
31–45	Aye, most folk know of Kwalish's most famous realized design, the apparatus that bears his name. But sages and arcanists know of other designs he drafted, including one for a mechanical container that could keep a brain alive long after a creature's death.
46–50	<i>Kwalish never really existed. The inventor who went by that name was really a construct, created by loun to walk among mortals and study our ways. If you want to find the Kwalish construct, you need to first find a temple to loun.</i>
51–65	A monastery is hidden somewhere in the Barrier Peaks, though its followers care little for piety. Criminals, they are, using the peaks as a secure hideout. It's said that markings carved into the mountains have been left by these criminals to help point the way to their lair.
66–70	<i>The Barrier Peaks are unstable. The city of Daoine Gloine was destroyed in an earthquake, and so was Kwalish's expedition. There's no path now to find the place, unless you fancy a trip to the Elemental Plane of Earth and sacrifice there to Ogrémoch.</i>
71–80	Daoine Gloine was found in the Barrier Peaks, all right, but it's long been deserted. Its last residents left ages ago, though a few of their descendants are said to scratch out a meager existence along the old mountain passes.
81–86	<i>The way to reach Daoine Gloine isn't through any pass in the peaks. You'll need to access the right combination of controls on the Machine of Lum the Mad, and only then will a portal to the city open.</i>
87–95	Daoine Gloine took its name from the monster kept there by the city's priests. They would sacrifice victims to the medusa Gloine Nathair-Nathair, using the bodies of those poor victims as the city's statuary.

d100 Rumor

- 96–00 Kwalish's grand experiment? I've heard tell of a suit of armor as powerful as it is cursed. Whoever dons the suit channels powerful magic, but must fuel its capabilities with their own body's vitality.

REACHING THE PEAKS

The Cartophile's maps and notes guide the characters from their starting location into the Barrier Peaks, leading them as far as a series of caverns that Kwalish's original expedition believed would provide a shortcut to Daoine Gloine. From wherever the characters start, it takes a journey of several weeks to reach the foothills of the peaks. You might consider adding a few wilderness encounters along the way, especially within the thick band of woods that surrounds the pass leading up and into the mountains, and which is infused with elements of the Feywild. See appendix A, "Random Encounters," for more information.

If you don't want to incorporate random encounters into the journey to the Barrier Peaks, read the following:

The mountains of the Barrier Peaks have grown steadily closer as you near the end of weeks of travel, making use of the old notes and maps of Kwalish's failed expedition. Traversing a thick band of woods over the past several days, you've dealt with troublesome sprites by day and swarms of blood-sucking stirges by night. But finally, the trees begin to thin out as you enter the rocky foothills of the range.

Exactly as indicated on the original expedition's map, you find a cleft in the rocks that leads to the start of a twisting tunnel complex. As you prepare to enter, you bid farewell to the world of life and light as you leave it behind you . . .

TRINKETS FROM THE BARRIER PEAKS

At any point while the characters are searching through unusual equipment or detritus in the Monastery of the Distressed Body or the city of Daoine Gloine, roll on the following table to determine what they find. Each character finds one Barrier Peaks trinket over the course of the adventure.

BARRIER PEAKS TRINKETS

d100 Trinket

- 01–02 A handheld device containing a glowing green gem that darkens when no oxygen is present
- 03–04 A foot-long, egg-shaped object made from stitched leather
- 05–06 A black metal cylinder that dictates the history of an unknown plant or animal species when held
- 07–08 A cylindrical jar containing a pickled crustacean of unknown origin

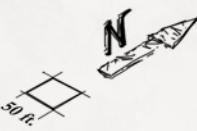
d100	Trinket	d100	Trinket
09–10	A small thumb-button storage cylinder that releases a useless iron key when pressed	65–66	An instruction manual for activating a mysterious, world-destroying device
11–12	An unusual heraldic cloak pin that emits a short musical fanfare when tapped	67–68	A small supple disk that displays weird moving symbols when placed over either eye
13–14	A handheld tube that sucks in dust when squeezed and captures it in a detachable compartment	69–70	A tiny desk set with large, colorful buttons, each of which plays a discordant musical fanfare when pressed
15–16	A scintillating disk of unknown material	71–72	A pair of tinted spectacles that reduce the glare of the sun when worn
17–18	A dial that can be twisted to slowly click back to its origin, whereupon it emits a loud ringing noise	73–74	An inflatable bedroll made from an unknown material, and which slowly deflates when used
19–20	A hovering, apple-sized orb of metal that follows you around	75–76	A rod tipped with a blunt metal pincer whose grip can be adjusted by turning a screw
21–22	The petrified cocoon of an unknown insect	77–78	A battered helmet with a transparent orange visor that flips into place when donned
23–24	A bronze gauntlet set with many slots, and which violently expels any object pressed into those slots	79–80	An animated map of a mysterious city that appears to be tracking the movements of five creatures
25–26	A box that plays an illusory message in an unknown language when opened	81–82	A cylinder of mist that holds your hair perfectly in shape when sprayed onto your head
27–28	A rod that causes you to forget the last five minutes when you press a button near its tip	83–84	A talking wand that tells you the name of any plant you point it at
29–30	A palm-sized cylinder that emits a harmless ray of glowing blue light when squeezed	85–86	A metal bracelet that displays the number of steps you've taken since your last long rest
31–32	A bead that suppresses your hearing when secreted inside either ear, causing you to be deafened	87–88	A tiny handheld device that projects a glowing dot onto whatever you point it at
33–34	An amulet that displays your current health as a green bar above your head, with the bar retracting as your hit point total decreases	89–90	A rectangular piece of glass that displays a twelve-digit countdown on its surface
35–36	A casket containing one hundred tasteless blue pills that produce no discernible effect when swallowed	91–92	A wall chart of mysterious formulae arranged into a color-coded grid
37–38	A metal mechanical puzzle with no apparent solution	93–94	A handheld device that solves any math problem you input using its buttons
39–40	A metal spinning top that never tips over when spun	95–96	A ball of speckled brown fur that appears to be alive
41–42	Two strips of cloth-like material, each coated with a soft, hair-like fuzz on one side	97–98	A complicated crystal board game that you don't know how to play
43–44	A simple wire pyramid that preserves any foodstuffs it is placed over	99–00	A large glass rectangle that displays a storm of black and white patterns when you press a button on its underside
45–46	A star chart labeled in an unknown script		
47–48	A rectangle of black glass that displays indecipherable arcane runes when you swipe your finger across it		
49–50	A schematic that shows the inner workings of an impossibly complex device		
51–52	An odd pair of comfortable shoes made from supple, multicolored material		
53–54	A mirror that makes you appear more beautiful when you tap your reflection		
55–56	A mechanical metal puppy that playfully follows you around when activated		
57–58	A talking bracelet that speaks only to correct your grammar		
59–60	A bar of soap that can remove any stain		
61–62	A journal in Common, written by someone in a world similar to but not quite the same as your own		
63–64	A tub containing one serving of disgusting but nutritious goop that refills itself slowly over the course of one week		

PART 2: MONASTERY OF THE DISTRESSED BODY

The known route of Kwalish's original expedition ends at the series of tunnels leading into the Barrier Peaks, with no sense of how that long-lost company proceeded. However, recent carvings have been etched into these tunnels in thieves' cant and Infernal, marking the route to the monastery for new recruits. The markings can be spotted with a successful DC 12 Wisdom (Perception) check, and list the names of individual outlaws that have passed through. They also make reference to something called "the Monastery of the Distressed Body" and its "Grand Master," who supposedly offers shelter and protection to all those who submit to their authority.

Additional symbols also mark out the correct route through the labyrinthine tunnels to area C1. If those markings are deciphered with a successful DC 12 Intelligence (Investigation) check, the characters can traverse the tunnels in a few hours. Otherwise, it takes

Monastery of the Distressed Body



a day or more to reach the cliff edge, and the characters face a greater number of potential random encounters as a prelude to arriving at the monastery. See appendix A for more information.

CLIFF-SIDE APPROACH

Whether following the monks' symbols or finding their own route through the caverns, the characters eventually emerge on a narrow cliff ledge overlooking an impossibly deep bowl-shaped valley within the Barrier Peaks.

C1. CLIFF EDGE

Floating hundreds of feet in the air at the center of the valley is a large island of rock. Enormous chimney-engines extend from the bottom of this island, burning with fitful, deep-red fires that appear to keep the island aloft. A series of odd structures rise from the rock, appearing almost like metallic crystals.

Farther down the cliff-side ledge is a flat metal dock, on which reclines a feline monstrosity with a female humanoid head—a regal gynosphinx. A matching dock is thrust out from the floating rock island across from this dock, but there is no obvious way to cross the hundreds of feet of open space between them.

The floating island is all that remains of the planar craft that crashed into the mountains eons ago. The force of its impact created this valley and nearly destroyed the craft. But when it tried to escape the crash site, the planar craft tore away the massive chunk of rock it was embedded into. For centuries, its damaged engines have allowed it to maintain a fixed location in the air, but they aren't strong enough to ascend any higher.

Before the characters can attempt any crossing to the monastery, they must contend with the guardian waiting for them in area C2.

C2. ENHANCED SPHINX

Sitting regally on the metallic dock, this enhanced sphinx protects the approach to the monastery. It intervenes in any attempt to fly or otherwise cross to the floating island, but negotiates for passage if the characters speak to it.

THE ENHANCED SPHINX



The gynosphinx appears to have suffered ancient injuries to its head, which have healed and been replaced by mechanical components. Both the creature's eyes are now glowing blue lenses, and its head is orbited by a number of spinning metallic devices.

"Entreat with me," the sphinx says, "if you wish to cross to the monastery. You do not appear entirely ignorant, and I look forward to adding whatever small knowledge you might possess to my collection."

Creature. Originally wounded in an encounter that nearly destroyed Kwalish's expedition, the enhanced sphinx was subsequently repaired with magical-mechanical parts—and (unknown to it) programmed by Kwalish to serve his needs and guard this location. The sphinx's head is also surrounded by a series of mechanical devices that function as *Ioun stones*, which add to its vast knowledge. The enhanced sphinx is a **gynosphinx**, with these changes:

- Its Intelligence score is 24 (+7).
- It has a +1 bonus to Intelligence checks and Intelligence saving throws.
- It can speak and understand all languages.

The Sphinx's Riddle. Instead of asking a traditional riddle that the characters must solve, the enhanced sphinx demands that they ask a question that it cannot answer. This could be a riddle, a secret, a logical contradiction, or any other question—but the sphinx warns the characters that with all the knowledge it has collected throughout the years, it knows the answer to every question. If it fails to answer, the characters are allowed to cross to the island without paying the toll.

With its enhanced knowledge, the sphinx can correctly answer almost any question. To simulate this around the table, you might challenge the players to stump you as the DM with a riddle or trivia question. This might be something inherent to their characters' own knowledge, or something completely outside the context of the game. If this is a question pertaining to the real world, you might tell the players in advance that you'll make use of the Internet with a 30-second time limit to mimic the sphinx's vast knowledge base. If this is a game-world question, you can instead let the sphinx attempt a DC 15 Intelligence check to answer the question, with advantage on the check (and look for further options in appendix B).

Each time the enhanced sphinx successfully answers a question, it demands that the characters pay the toll to cross: either one character's Intelligence score permanently decreases by 1, or two characters each have another ability score of their choice permanently decrease by 1. This toll is magically extracted immediately, and manifests as another of the sphinx's mechanical *Ioun stone*-like devices. This curse can be removed only by a *remove curse* spell cast by an 18th-level spellcaster, by defeating the enhanced sphinx in combat, or through mechanisms found in Kwalish's lab in Daoine Gloine (see area O7).

SCALING OPTIONS

This adventure is designed for characters of 5th to 10th level. For lower-level parties, you can adjust the adventure as follows:

Part 1: Mission to the Barrier Peaks. Make sure the party has at least two of the NPCs with them. Then downplay those NPCs' secret agendas as needed to increase their party loyalty.

Part 2: Monastery of the Distressed Body. For encounters built around five monks led by an elder monk, use three monks led by an elder monk instead. You can also limit those attending any audience in the central abbey to just the elder monks.

Part 3: The Ooze-Flooded City. Adjust the ooze-folk so that 1d4 of those defenders activate only every 20 minutes, and within 50 to 100 feet of the characters.

Appendix D: Magic Items. As a reminder, many items listed in the appendix—even though thematic to the adventure—are not level appropriate. The appendix offers advice for limiting their use.

Dock. Created by Kwalish, this structure is built so that a ferry summoned from the monastery slots into it, allowing characters to easily board. An identical dock juts out from the edge of the flying island.

Treasure. If the sphinx is defeated in combat, most of its mechanical *Ioun stones* shatter, reversing the effects of the sphinx's tolls on all characters. Additionally, two *Ioun stones* survive and can be claimed. (If she is with the party, Mary Greymalkin covets these magical-mechanical devices, and turns against the characters if doing so helps her claim them.) Choose these two unique stones from the new examples in appendix D.

C3. FERRY SERVICE

The flying ferry is summoned from the monastery's dock at the sphinx's mental command, crossing over to the cliff ledge. The ferry also comes if the sphinx is killed, adhering to the Grand Master's orders that any powerful visitors are to be brought to the devil's attention. Alternatively, the Grand Master might send over a squad of five monks (**cultists**) led by an elder monk (**cult fanatic**) to investigate the sphinx's death and assess the characters' potential threat.

A pulse of fire marks something igniting at the edge of the floating island, alongside its distant dock. Something detaches and floats smoothly towards you—a flying skiff piloted by a hooded figure.

The ferry is operated by a **merrenoloth** (originally from *Mordenkainen's Tome of Foes*). It is crafted from laboratory debris attached to a small engine similar to the large engines holding the monastery aloft. The skiff can ferry up to ten Medium creatures at one time, and can be controlled automatically by the merrenoloth, Gearbox the modron, or a rescued brain in a jar (see area M8). A character can decipher the controls of a skiff with a successful DC 15 Intelligence check, allowing that character to control it. A skiff also requires at least one fully charged energy cell from the treasury (area M10) for fuel.

The merrenoloth stays silent, but any character who succeeds on a DC 14 Wisdom (Perception) check to glimpse beneath its hood sees a skeletal face. (The character can later note the resemblance between this visage and the monastery's flayed monks.)

C4. VALLEY FLOOR

If any character is unfortunate enough to fall from the cliff, the other characters quickly lose sight of them in a light mist that covers the valley floor. Any subsequent search for a body comes up empty—because a floating teleportation-field device (see the sidebar) zooms around the bottom of the valley, and automatically teleports the falling character into the prison cells at area M6.

THE MONASTERY

The crashed planar craft still makes up most of the monastery's general structure, having been long ago converted into Kwalish's first laboratory, then converted again into this present sinister site. The overall sense of the place—as evidenced in the alien geometries of its buildings and its exposed technology—should be one of a brooding, otherworldly environ where nothing feels quite right.

Over long years, the monastery has drawn hundreds of dark recruits to its hidden location, through both whispered rumor and dark outreach to criminals seeking refuge from the law. Though the vast majority of those recruits have perished or been imprisoned at the hands of the Grand Master, twenty-five monks—all a motley assemblage of evil humanoids—currently occupy various areas of the monastery. All wear cowled robes to conceal their features, which can be seen only if a monk is forced to unmask, or if a watchful character gets close to a monk and succeeds on a DC 12 Wisdom (Perception) check. Any monk whose face is seen shows an identical grim countenance—a face flayed nearly to the bone, the result of a brutal initiation to better match the appearance of the Grand Master.

Wherever they are initially stationed, the monks all gather together if a general alarm is sounded, or to witness an audience in the central abbey (area M3). Each monk is a **cultist** that carries a smaller version of a bone devil's hooked polearm (see the sidebar in the "Bone Devil" section in the *Monster Manual*), typically disguised as a staff or tool:

Hooked Polearm. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 10). Until this grapple ends, the monk cannot use its polearm on another target.

In addition, each group of five monks is led by an elder monk. These are **cult fanatics** that have outfitted their polearms with laser weapons secured from the monastery's stores of technology. These weapons are notoriously ineffective against polished metal armor and shields, which reflect their laser bolts:

Force Pike. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 40/100 ft., one creature. *Hit:* 7 (1d10 + 2) force damage. The attack has disadvantage against any target with polished metal armor or shield, and has its ranged halved when firing through smoke or fog.

TELEPORTATION-FIELD DEVICES

One of the more impressive bits of technology from the crashed planar craft, teleportation-field devices consist of two matched magical-mechanical rings. Both rings channel the power of teleportation and flight, and were originally used to undertake repairs on the outside of the craft, handle dangerous substances at a distance, and so forth.

When a creature passes an arm or other appendage into one ring, that appendage appears to emerge from the other ring, no matter how far apart the devices are. The second device has a flying speed of 40 feet, and can be flown remotely under the creature's control as part of its own movement. The remote device also grants the creature a sensory awareness of the area around it. This allows the appendage to be used normally, so that the creature can undertake any activity remotely that it could accomplish close up, including making physical ability checks and attacks.

Because they are linked to the planar craft, teleportation-field devices function only in the monastery and in Daoine Gloine (where Kwalish has used the magical-mechanical technology of the craft to set up his new lab). If the characters manage to secure a pair of such devices, you can let the players come up with novel ways to make use of them in those locations (assigning appropriate Intelligence checks if you want to make the process difficult). However, they can't be claimed as treasure.

A force pike uses an energy cell (see area M10), expending one charge for each successful attack. If claimed as treasure, a pike's cell holds 2d10 remaining charges. If you prefer not to have such weapons fall into the hands of the characters, then whenever an elder monk is defeated, its force pike automatically overheats and explodes.

ROLEPLAYING THE MONKS

The Monastery of the Distressed Body has been secretly drawing in outlaws for decades. As such, you might add to the ranks of the monks with any number of villainous NPCs the players have heard about, or even foes that slipped through their clutches in years past. Sir Bluto Sans Pite from White Plume Mountain in *Tales from the Yawning Portal* is a good candidate, as are Faroul and Gondolo from Port Nyanzaru in *Tomb of Annihilation*.

The monks do not interfere as the characters initially explore the monastery, and they keep their cowls down if they are approached. They say little about the workings of the place, but vaguely hint at how newcomers will be welcome to either join their "immured brothers" (the prisoners in area M6) or the "enlightened ones" (the brains in jars in the control room of area M8). They readily direct characters toward the Grand Master in the central abbey (area M3). If the monks are harassed, or if the characters spend too much time exploring on their own, Lean Meimbaol from area M1 arrives to personally escort them to the abbey.

If combat breaks out, the monks all reveal their true natures, and attempt to overwhelm and capture the characters.

PRISONERS OF THE MONASTERY

Some thirty humanoid prisoners (**commoners**) are held in the monastery. All have had their faces flayed to

make them barely distinguishable from the monks. Most work in the engine room (area M5) during the day, and are penned together at night in the cells of area M6. A smaller group of more dangerous humanoids has been permanently imprisoned in that same area.

Several of the prisoners are survivors from previous expeditions sent into the Barrier Peaks by the Cartophile. They recognize any of the hirelings with the characters, or any other signs of the Cartophile's patronage (maps, notebooks, and so forth). Once contact has been made, they look to help the characters—especially if this also leads to their own escape. However, most of the other prisoners are former monks that tried to leave or otherwise got into trouble, and they look to curry favor with their captors by reporting subversive activity.

LOCATIONS IN THE MONASTERY

The following locations are identified on the map on page 9.

M1. MONASTERY DOCK

The merrenoloth's ferry departs from and arrives at this metallic dock. As the characters arrive, an elder monk named Lean Meimbaol greets them.

A figure dressed as a hooded monk stands besides the dock, awaiting your arrival. Though he does not lower his cowl, he greets you warmly.

"Congratulations on your finding us! The Monastery of the Distressed Body remains ever open to new prospects. I am sure the Grand Master will find suitable use for your bodies . . . or your minds. May I take you to him now?"

If the characters agree, they are brought to the central abbey (area M3). If they demure or refuse, Lean Meimbaol does not interfere with their exploration of the monastery. However, he does issue a subtle warning.

"It makes no difference, really. All who come here find their way to the Grand Master . . . eventually."

M2. MONASTERY GROUNDS

At the surface level of the floating rock island, the monastery is laid out as a large campus composed of sharp-angled buildings. These jut out of the ground like massive metallic crystals, with scraggly gardens set between them and paths winding throughout. Five monks led by an elder can be found here, silently going about the business of gardening, observing prayers, scrubbing flagstones, and other mundane activities.

Dark Tidings. With a successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check made to quietly search or inspect the area, a character learns a number of things regarding the monastery's darker nature. Graffiti scratched into the walls in thieves' cant and Infernal reveals dire sentiments regarding

how the doubtful are punished, and how only service to the monastery can keep it aloft. In addition, the original metal of the structures here has been melted and reworked in many places into a preponderance of leering skulls.

With a successful check result of 16 or higher, characters note that strange wiring runs throughout the grounds, seeming to connect all the buildings together, and originating in area M8 (the control room).

Creatures. If the check result is 14 or higher, a character catches sight or warning of magically animated leather faces (from area M7, the leather works) lurking around the most shadowy corners of the grounds. These unnatural creatures flutter away if any characters approach them, but they attack if pressed. Treat any group of leather faces as a **swarm of bats**, and see the leather works (area M7) for more information.

M3. CENTRAL ABBEY

Visible from across the monastery grounds, the planar craft's former main conning tower rises several hundred feet into the air. It now serves as the monastery's central abbey.

A massive pair of cathedral doors open onto a long nave. Rows of balconies line the walls, occupied by a couple of dozen hooded monks seemingly come to watch the audience about to take place.

At the far end of the nave, a throne resembling a twisted metal captain's chair rises from a metallic dais backed by an ornate arch. There sits the Grand Master of the Distressed Body—a bone devil flanked by two massive bodyguards. The Grand Master wears a patchwork leather robe and a gleaming crown, and it carries a scepter set with odd crystal bumps and metal flanges. With its other hand, the devil taps the arm of the throne, showing off nails set with gleaming metallic shards.

"Welcome," the Grand Master says. "We get few supplicants here of your obvious experience and skill. You shall do well in service here at the monastery. But will that service be with the strength of your bodies or the strength of your minds?"

The Grand Master. As the characters draw closer to the Grand Master, anyone can see that the devil's horrid leather cloak is crafted from the faces of flayed monks and prisoners, the flesh cured to leather and roughly stitched together. The scepter and crown it bears appear almost mechanical in nature, and are crafted from repurposed magical-mechanical parts from the planar craft. Large rings seemingly crafted in the same way encircle the devil's arms and tail.

If a monk escorted the characters here, the Grand Master makes an example of that servitor for allowing weapons to be brought into its holy presence. Otherwise, the Grand Master is making an example of a random monk when the characters enter this area.

In either event, the devil's elder monk bodyguards (see below) are ordered to strike with their exotic weapons, executing the errant monk while the Grand Master welcomes the characters.

The bone devil is an arrogant bully, and assumes that the characters have come to join its cult. However, it also comes across as whiny and petulant, reliant on the protection of its bodyguards rather than making any physical threats. If asked about Kwalish, the Grand Master gladly recounts how it took over the floating island and drove Kwalish to a second location—some lost city farther into the Barrier Peaks.

The devil has seen Kwalish's notes (found in the treasury, area M10), which confirm that the inventor was intent on seeking the legendary city of Daoine Gloine. It offers to let the characters see them as well—in exchange for the “modest fee” of all the characters’ magic items, and one year of service from either the strongest or most intelligent character. (The devil is always in need of fresh servants to shovel fuel in the engine room, and fresh minds to replace the brains in the control room.) If the characters reject this offer, the Grand Master demands a year of service simply for the honor of the characters having visited the monastery, after which they are free to leave.

Any characters foolish enough to volunteer their service are taken to the leather works (area M7) to have their faces flayed. As soon as those characters are out of the abbey, the Grand Master orders the other adventurers to be murdered and looted. If it is attacked or its orders are openly defied, the bone devil orders the characters attacked at once. The Grand Master fights only if directly threatened, or if its bodyguards and monks appear to be losing the fight.

Creatures. The Grand Master is a **bone devil** with these changes:

- Shards of a *vorpal sword* once broken against the devil replace its claws. A successful DC 12 Intelligence (Arcana) or Wisdom (Perception) check identifies them as such. When the devil rolls a 20 on an attack roll with a claw, the target is decapitated. (At your option, the attack can instead deal an extra 6d8 slashing damage.) A target is immune to this effect if it is immune to slashing damage, has legendary actions, doesn’t have or need a head, or if you decide that the target is too large for its head to be cut off by the devil’s claws. If removed, the shards lose their magical powers.
- Local teleportation-field bracelets encircle the devil’s arms and tail. These devices allow the Grand Master to make its claw and sting attacks remotely, though still on the devil’s turn and using its actions.

Two half-orc monks named East Wind and West Wind protect the Grand Master at all times. Each is a **martial arts adept** with these changes:

- East Wind is armed with a longsword that is a *polymorph blade* (see appendix D), granting him the following attack:

Polymorph Blade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If East Wind rolls a 20 on the attack roll, the



THE GRAND MASTER

target must succeed on a DC 15 Wisdom saving throw or suffer the effects of a *polymorph* spell.

- West Wind is armed with a longsword that is a *blade of the medusa* (see appendix D), granting him the following attack:

Blade of the Medusa. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If West Wind rolls a 20 on the attack roll, the target must succeed on a DC 15 Constitution saving throw or suffer the effects of a *flesh to stone* spell.

The Grand Master makes for a difficult fight on its own, and the addition of bodyguards and monks targeting characters from the balconies could quickly overwhelm a party. You might opt to have the Grand Master reveal some of the workings of the monastery through its boasting—specifically, the existence of the treasury and the brains in jars guarding its access. Doing so might encourage characters to escape in that direction during the commotion of a fight.

If the characters are overwhelmed, the Grand Master looks to have them captured rather than killed, as the devil is ever in need of fresh servants. Captured characters are taken to the cells in area M6, where you can create escape scenarios for them of your own devising.

Death of the Grand Master. If the Grand Master is slain, the bone devil is revealed to be an advanced ruse—a war machine of Kwalish's design, piloted by a particularly ingenious **quasit** named Whazzit. The original bone devil met its demise after Kwalish's exile, when it was drawn into the laboratory's machinery while trying to convert the planar craft into the monastery. This rendered the devil into the treasury's brain in a jar. In the aftermath, the Grand Master's servant Whazzit discovered Kwalish's war machine designs and managed to construct it using the bone devil's exoskeleton. The tiny fiend has kept up this pretense for years, piloting this exoskeleton in the guise of the Grand Master. If the Grand Master's true nature is discovered, the quasit immediately surrenders and any remaining monks quickly and chaotically revolt. They'll begin looting, abandon work in the engine room, and eventually attempt to flee.

Throne Gate. The throne is an assemblage of magical-mechanical parts backed by a standing metallic arch set with complex filigree. The armrests of the throne are set with a complicated array of instruments, though many of the controls have been stripped away. (The throne was once the control center of the archway—the gate Kwalish opened to the Nine Hells, crafted from the technology of the crashed planar craft.)

A character who sits on the throne notes that many of its instruments are still operational, allowing them to track the comings and goings of the merrenoloth's ferry. If a creature seated in the throne wears the bone devil's crown and holds its scepter, that creature can attempt a DC 15 Intelligence (Arcana) check to reopen the archway. Treat a successful check as if the character had cast the *gate* spell to open a gate to the Nine Hells.

Treasure. The crown and scepter are crafted of rare metal alloys and set with jeweled crystalline buttons plundered from the planar craft's instrument panels. They have no magical power outside the monastery and the city of Daoine Gloine (see area O4), but if sold as art objects, the crown is worth 500 gp and the scepter is worth 750 gp.

M4. DORMITORIES

When not on duty, the monks reside in this series of ill-kept rooms.

Each of these dormitory cells contains only a bed, a trunk for personal effects, and a table. All are crafted of scrap parts from the complex mechanical detritus of the monastery, and feature residual buttons, dials, and meters that have no discernible purpose. The walls here are covered in graffiti, suggesting a steady series of new residents over long years.

Creatures. A group of five monks led by an elder monk can be found here at any time, sleeping, eating, and taking part in decidedly non-monastic activities (gambling, flinging chamber pots at one another, comparing dueling scars, plotting a way to rob the treasury, and so forth).

Treasure. Though anything of value brought to or found in the monastery is meant for the treasury, the monks have managed to hide away some personal treasure. A successful DC 13 Intelligence (Investigation) check discerns how the buttons and dials of the furnishings can be worked to access hidden compartments, revealing 10d10 gp worth of loose coins, three uncut sapphires (50 gp each), and a map showing the route to a cache of stolen goods hidden near a thieves guild in a city of your choice.

One cache also holds a Three-Dragon Ante deck with one card enchanted to appear as whatever specific card its owner commands. This magic works only 25 percent of the time, but the deck is worth 500 gp to any serious gambler who doesn't mind the risk—or who isn't told about it.

M5. ENGINE ROOM

This area contains the magical workings of the monastery's engines.

This massive chamber is filled with the deafening hum and roar of machinery. Piles of rough rock ore are spread throughout the area, around which a prisoner work gang toils in the sweltering heat. Smooth metallic columns rise to the ceiling, with open hatches set into their sides at ground level. Haggard prisoners frantically shovel ore into these hatches, which pulse with a deep-red glow.

As you watch, a prisoner collapses from exhaustion. Under orders from the overseeing monks, other workers toss his body out of the way into a corner for a quick and callous disposal.

The fuel originally carried by the planar craft has long been exhausted, and prisoners now shovel low-grade ore mined from the surrounding mountains into the furnaces beneath this area. The powerful fires of those furnaces keep the monastery in the air, and instantly destroy anything thrown into their open vents.

If ore ceases to be fed to the furnaces (most likely due to the characters freeing the prisoners here and breaking the Grand Master's power) the engines begin to fail over a 24-hour period. When the furnaces stop burning after that point, the monastery plunges into the valley to be destroyed, along with any creatures still inside it.

Creatures. Five monks led by an elder oversee a group of twenty prisoners toiling to keep the engines burning and the monastery aloft. If the monks are dealt with and the prisoners are freed, they can fill the characters in on the layout of the monastery. All the prisoners are desperate to escape the monastery before its engines fail. They can steal a skiff and follow the marked trails out of the Barrier Peaks if left to their own devices.

M6. PRISON CELLS

This area is lined with boxlike metal cells, all built of the same strange materials seen elsewhere in the monastery. Most of the cells are empty, but shouts and a sound of creatures hammering on locked doors are heard from a few.

Any prisoners not working in the engine room or mining the ore fed to the engines (see “Cavern Encounters” in appendix A) are kept here, as are any prisoners that are sick or injured but still able to move under their own power. As well, a group of prisoners deemed too dangerous to work but too valuable to kill have been designated “immured ones” and incarcerated here, where the monks attempt to break their wills and return them to servitude.

Cells. The cells are all repurposed metal containers from the planar craft, and are all locked. A character can pick a cell’s lock with a successful DC 15 Dexterity check using thieves’ tools. The metal of the cells is especially susceptible to the planar craft’s technology, allowing a lock to be automatically sliced open with an attack from an elder monk’s force pike.

Characters who fall to the valley floor (area C4) from area C1 or area M9 are picked up by a floating teleportation-field device (see the sidebar) and teleported into one of these locked cells.

Creatures. Five monks led by an elder monk guard the prisoners here. The elder monk carries keys to all the cells. The ten prisoners are humanoid **commoners**, most of which require healing in order to speak coherently or walk on their own. If the monks are dealt with, freed prisoners can fill the characters in on the layout of the monastery. If the engines are set to fail, all the prisoners will be desperate to escape the monastery before its fall. If freed in any event, they can steal a skiff and follow the marked trails out of the Barrier Peaks if left to their own devices.

Immured Ones. These three unfortunate prisoners have been driven mad by their incarceration and abuse. If freed, each attacks the nearest target unless a character succeeds on a DC 12 Charisma (Persuasion) check. A successful check causes the immured ones to run off and attempt to escape.

Treat each immured one as a **berserker** with these changes:

- Its greataxe attack is replaced with a shackling chains attack, using the same modifiers but dealing bludgeoning damage.
- While in sunlight, an immured one has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

M7. LEATHER WORKS

The planar craft’s medical station has been repurposed into a torture chamber by the Grand Master. Here, new arrivals are flayed to take on the bone devil’s own ghastly image.

This chamber resembles some horrid combination of a tanner’s, an alchemist’s, and a butcher’s. Knives and other implements lie scattered about, razor sharp and streaked with blood and gore. Bottles and canisters of preserving chemicals are heaped up on tables and shelves, many of them leaking or spilled. Barrels identifiable by their sharp smell as powerful tanning acids stand open against the walls, beneath rows of hanging chains.

A limp, leather-clad figure is curled against the wall beneath the chains. Another figure lies strapped to a table, showing no sign of injury but surrounded by a group of monks that appear to be preparing for some horrid ceremony. Hanging on the walls around the table are a number of grotesque leather masks.

The leather masks that hang around the room are the flayed faces of monks and prisoners, recognizable as such with a successful DC 13 Wisdom (Perception) check or by any character who has seen the horrid leather robe worn by the Grand Master.

Creatures. Five monks led by an elder are all sharpening tools and preparing to flay the flesh from the face of a new recruit to the monastery. They attack at the first sign of intruders, with the magically animated leather faces detaching from the walls to attack alongside them. Treat all the faces as a **swarm of bats**.

Treasure. Any inspection or a successful DC 12 Wisdom (Perception) check reveals that the leather-clad figure on the floor is actually a suit of *leather golem armor*. See appendix D for more information.

Development. If any leather mask is placed on the face of a flayed prisoner while that prisoner is targeted by healing magic, the magic of the mask is undone and the prisoner’s original face is restored.

M8. CONTROL ROOM

This central area once served as the bridge of the planar craft.

This area is a maze of damaged controls and broken machinery. Countless wires twist their way across the walls, erupting from control panels that have been pulled apart to lay bare their internal components.

Five clear canisters connected by metal tubing and wires line the walls, each one filled with viscous fluid—and what appears to be a humanoid brain.

Any wires spotted by the characters in area M2 all eventually end up here. An inspection of the room and its control panels show that most of the magical-mechanical components once here have been stripped out. These were worked into Kwalish’s original experiments or otherwise repurposed.

Creatures. These horrid undead are the monastery’s so-called “enlightened ones.” Through the technology of the planar craft and Kwalish’s experimentation, each

brain in a jar has been chained to the others to form a hive-mind consciousness, even as each retains its individual voice. Working together, the brains maintain the monastery's technical operations. Each brain is also responsible for two of the floating disks that lead out to the treasury (see area M9, "Floating Bridge"), each of which is kept active by default.

Each brain speaks Common and another language of your choice, and is able to communicate from within its canister. Some identify themselves as members of Kwalish's original expedition, while others are wizards and other spellcasters enslaved by the monks.

Lore and Information. With respectful discussion and a successful DC 12 Charisma (Persuasion) check, a brain can be enticed to reveal its knowledge of Kwalish and his initial expedition. All of Kwalish's companions died at the hands of the sphinx, but the inventor managed to harvest their brains in order to return them to a semblance of life. Kwalish promised to research a means of finding new bodies for his fallen companions, but was driven away by the Grand Master before he could complete this task. The brains suspect that Kwalish traveled onward to Daoine Gloine, and though they don't know the route, they do know that Kwalish's journal from their original expedition can be found in the treasury (area M10).

If the check result is 14 or higher, the characters also learn that the brains have control over the floating disks leading to the treasury, and that they are ordered to deactivate the disks if anyone other than the Grand Master attempts to cross them. They also reveal the existence of the *antimagic field* surrounding the treasury (see area M10 for more information).

If the check result is 16 or higher, the characters learn of a final, more powerful brain sequestered within the treasury. However, the brains in this area can only speculate on who that brain once belonged to, its state of mind, and what it controls.

Negotiating with the Brains. The brains in their jars are currently engaged in running the monastery, and each deactivates the floating disks it controls in response to any attempt by the characters to enter the treasury. However, the brains can be charmed, intimidated, cajoled, or negotiated with to keep their floating disks active. If the characters negotiate poorly, or if any brains are destroyed, certain disks deactivate—and reaching the treasury becomes a greater challenge.

In order to persuade the brains to keep all the floating disks active, the characters must succeed on five DC 15 Charisma (Deception, Intimidation, or Persuasion) checks. Any character proficient in these skills can attempt a check or use the Help action to provide advantage on another character's check. For each failure, one brain deactivates both its disks.

If the players enjoy extended dialog and more social encounters, you can have them interact with each brain separately. With a successful DC 12 Intelligence (Investigation) or Wisdom (Insight) check, a character talking to a brain discovers its specific knowledge (see the table below), including which skill has the best chance to convince a brain to keep its disks active. If that check is subsequently failed, both of that specific brain's disks are deactivated.

If brain number 2 or any three other brains are destroyed or disconnected, the monastery's systems begin to fail over a 24-hour period. When those systems fail completely after that point, the monastery plunges into the valley to be destroyed, along with any creatures still inside it.

Gearbox to the Rescue. If Gearbox the modron is with the party, one character can attempt a DC 12 Dexterity check to connect the construct to the controls in this area. Successfully doing so overrides all the brains in jars and keeps all the floating disks active. However, doing so instills Gearbox with a greater sense of purpose, after which it refuses to disconnect. The modron thereafter integrates its consciousness

BRAINS IN JARS

Brain (Name)	Disks	Knowledge	Area of Control	Ability Check to Deal With
1 (Alton)	3 and 9	The true, evil nature of the monks and the Grand Master; the story of how the Grand Master first came to power	Dormitories; can lock and unlock the doors there	Charisma (Persuasion); the brain is eager to please
2 (Broderick)	2 and 7	The story of Kwalish's escape from the monastery; the existence of a second lab	Engine room; can overcharge the engines over a period of 1 hour to cause an explosion and crash the monastery	Charisma (Intimidation); the brain responds to shows of authority
3 (Corliss)	4 and 5	How the treasury is protected by an antimagic field	Control room; can activate a force field to seal off that area from the rest of the monastery	Charisma (Deception); the brain is openly antagonistic but easy to fool
4 (Dunstan)	8 and 10	The true nature of the monastery as a crashed planar craft	Central abbey; can activate/deactivate the Grand Master's teleportation field bracelets	Intelligence (Arcana); the brain seeks knowledgeable discussion of magical matters
5 (Editha)	1 and 6	The existence of a map to Kwalish's second lab, and its location in the treasury	Prison and leather works; can lock and unlock the doors there	Charisma (Performance); the brain demands entertainment to alleviate its tedium

into the monastery's, running its systems as its new integrated mind.

M9. FLOATING BRIDGE

The route to the treasury takes characters out across a series of ten magical floating disks—all of which are suspended hundreds of feet in the open air above the valley floor. All the disks are kept active by default, unless they are specifically deactivated by one of the brains in jars in area M8. Each disk is identical to the effect created by a *Tenser's floating disk* spell—a circular, horizontal plane of force 3 feet in diameter and 1 inch thick. The disks are set in a line and spaced 5 feet apart. If any disks are deactivated, a not-insignificant leap is required to cross the empty space between them.

Antimagic Field. As a defense against intruders simply flying or teleporting across the gap, the exterior of the treasury is surrounded by a massive antimagic field, identical to the effect of the spell of the same name. Its radius extends to between the ninth and tenth disks, which are immune to the field's effect.

Valley Floor. If any character is unfortunate enough to fall while crossing the disks, they are teleported into the prison cells at area M6. See area C4 for more information.

M10. TREASURY

This solitary building is set atop a small floating islet within an area of open space punched down through the main body of the monastery's island. It is held aloft on its own sputtering engine, and is largely filled with a heaping, tangled mass of wreckage. This consists of old machine parts from other areas of the monastery, broken relics of Kwalish's earliest experiments, dead energy cells, and the like.

The controls that operate the antimagic field are set into a wall and completely hidden behind a pile of junk. More piles of junk hide the monastery's treasure, including the journal from Kwalish's original expedition—and a final brain in a jar.

Creature. The brain in a jar in this area belongs to the bone devil that founded the monastery. It is in charge of the treasury engine, with its canister housed atop the actual engine mounting, rendering it immobile. While investigating the laboratory workings in this area, the devil inadvertently found its brain magically drawn into the jar, where it remains desperate to be reunited with its body.

As with the other brains in jars, this brain can be negotiated with. If a character succeeds on a DC 15

Charisma (Deception, Intimidation, or Persuasion) check, the brain warns them of the risks of tampering with the journal (see below). It then negotiates for the characters' aid, claiming that only it can safely release the journal—but offering to do so only in exchange for a body. Specifically, it demands that the body of the defeated Grand Master be brought to this area. If this is done, the brain can use the laboratory's equipment to return to its original body. Instead of being thankful, however, the devil turns against the characters at the first opportunity.

Kwalish's Journal. The cover of Kwalish's journal is set with all manner of gears. A successful DC 12 Wisdom (Perception) check confirms that these are not just decorative, but appear to be set in some sort of working order. The same check reveals that wires lead from the journal into another pile of junk, behind which stands the canister of the final brain in a jar.

If the journal is removed from this area, has its wires cut, or is opened, the gears on the cover deactivate the treasury engine, which begins to sputter. The characters have 3 rounds to flee this area before the treasury plunges down into the valley to be destroyed, along with any creatures still inside it.

The journal can be safely opened by the brain in a jar, or with a successful DC 18 Dexterity check using thieves' tools. Its pages detail how Kwalish continued his research into finding Daoine Gloine even after setting up his initial laboratory on the floating island. Using the notes and maps contained in the journal, the characters can find a route through the Barrier Peaks to Daoine Gloine. In addition, the journal provides plentiful evidence of Kwalish's fascination with extradimensional spaces, and talks about his hope of one day establishing a secure sanctum "beyond the bounds of the world."

Antimagic Controls. It takes a successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check to find the controls, which appear to have been constructed from an augmented beholder's or astral dreadnought's eye set within a mechanical socket. A successful DC 15 Intelligence (Arcana) check or Dexterity check made with thieves' tools or tinker's tools allows a character to deactivate the antimagic field.

Gearbox to the Rescue. As in the control room, if Gearbox the modron is with the party, a character can attempt a DC 12 Dexterity check to help the construct override the brain's control of the treasury engine. Successfully doing so keeps the engine running, but Gearbox is unable to disconnect as a result.



Treasure. All manner of goods and magic items collected by the monastery over long years can be found scattered throughout the junk in this area, including the following:

- Kwalish's journal, which has been promised to the Cartophile (but which is worth 750 gp if the characters decide to shop it elsewhere)
- 515 cp, 11,215 sp, 1,925 gp, and 85 pp stored in various containers and coffers
- 425 tiny gemstones worth 1 gp each, 44 small gemstones worth 10 gp each, 15 small gemstones worth 50 gp each, and a black pearl worth 500 gp
- Three *potions of healing*, one *elixir of health*, and a *manual of golems (flesh)*.
- An ornate wooden case carved with images of air and water elementals locked in furious battle, within which is a *Galder's bubble pipe* (see appendix D).
- A suit of *Heward's hireling armor* (see appendix D).
- Components of value to tinkers, inventors, or artificers, worth 1,500 gp
- Kwalish's lab notes, worth 2,000 gp from the Cartophile or any other sage

The components and notes left behind by Kwalish are also of potential value to the characters. These include instructions and raw materials for crafting artificial bodies for the brains in jars, constructing a flying craft useful for escaping the monastery and further exploration of the mountains, building an ambulatory craft capable of crawling up and down mountainous slopes to travel farther into the Barrier Peaks, and other tasks of your devising. Completing any such project requires a successful DC 18 Intelligence (Arcana) check or Dexterity check using thieves' tools or tinker's tools.

Alongside countless dead energy cells spread across this area, the characters find 1d6 + 4 charged cells, each holding 20 charges. These are useful for powering the elder monks' force pikes, or for temporarily powering a brain in a jar's canister so it can be detached from the monastery's power and moved elsewhere. Energy cells might also be used in devices the characters create (see above) or in the *powered armor* found in area O7. Energy cells cannot be recharged.

ONWARD JOURNEY

Kwalish's recovered journal and its notes on finding Daoine Gloine can be used to locate a series of mountain passes on the other side of the monastery's valley. These passes and trails lead to the legendary lost city after a journey of several weeks. Alternatively, the characters might want to use the technology found in the monastery to expedite the journey. A bit of bargaining—or theft—might gain the party the use of the merrenoloth's skiff. Or the characters could make use of Kwalish's notes to shape the components and energy cells of the treasury into a walking or flying vehicle. The use of a skiff or constructed vehicle cuts down the time it takes to reach Daoine Gloine, as you determine.

To reduce the travel time to the lost city to nothing, you might have Kwalish's notes provide instructions for reopening the planar archway in area M3. Instead of leading to the Nine Hells, the inventor's instructions open a gate directly to area O1 of Daoine Gloine.

FIRST THINGS LAST

As the characters enter the Barrier Peaks, the adventure has the Cartophile's notes and maps directing them initially to the monastery that was once Kwalish's first laboratory. Hidden in the treasury of the monastery are further notes and lore that let the characters push on to Daoine Gloine. But you can easily reverse that setup by having the Cartophile's lore lead the characters straight to Daoine Gloine—with the lost city set up as the site of Kwalish's first lab. Kwalish isn't there, but old lore and notes talk of how he was driven from the area by the ooze, and allow the characters to reach the monastery. There, Kwalish can be found as the final brain in a jar in the treasury (area M10).

Alternatively, the Cartophile's material might lead the characters to the monastery, but also reveal caverns that continue past and provide a route straight to Daoine Gloine. Taking that route to find Kwalish in the city, the characters are asked by the inventor to help purge the monastery of the Grand Master and finally reunite the brains in jars with new bodies.

PART 3: THE OOZE-FLOODED CITY

When Kwalish found it, the legendary lost city of Daoine Gloine was already an isolated mountain settlement. After he took over, the inventor set about closing off any and all routes to the site. As such, as the characters follow the notes found in Kwalish's journal, they find that the narrow mountain passes begin to tighten around them the closer they come to the location where the city is said to be. Many of the passes, tunnels, and trails the characters follow are deliberately blocked off with rockslides and other unexplained disasters. The need to circumnavigate such areas accounts for much of the travel time to the city, unless the characters have arranged an alternative method of travel.

No matter how the characters are traveling, you might consider a few encounters within the mountain passes of the Barrier Peaks as a prelude to arriving at Daoine Gloine. See appendix A for more information.

DAOINE GLOINE

The city of Daoine Gloine has long been thought of as mere legend—just another strange tale from the already-strange Barrier Peaks. Occasionally, travelers would return from the mountains with wild claims of having been lost in the peaks and visiting the city by accident. And though none of them could produce a full map showing the route they took, their stories all shared a common element—that Daoine Gloine was populated by creatures made of living glass, tended to by kenku in love with those creatures' shining beauty. These occasional tales drove more explorers—including Kwalish's own expedition—to seek out the route to Daoine Gloine and learn the truth of who dwelled there.

As is often the case, the common tales had more sinister origins. In ages past, the kenku that inhabited the city captured a unique medusa—Gloine Nathair-Nathair, whose gaze could transform victims into glass instead of stone. A cult of the medusa arose to worship the creature, which was effectively incarcerated within a central temple. Kenku priests brought regular sacrificial victims—both willing and unwilling—to stand before the

Daoine Gloine



medusa's gaze. And when Gloine Nathair-Nathair died, the kenu raised her in undeath to prolong their cult, continuing to fill their city with glass statuary.

After Kwalish fled his first laboratory, he used the initial research of his expedition to eventually make his way to Daoine Gloine. But instead of being welcomed and allowed to work in peace, Kwalish found the city's evil high priest threatening to transform him into Daoine Gloine's latest art installation. Desperate, Kwalish constructed another planar gateway while imprisoned in the temple, then opened a portal to the 222nd layer of the Abyss—Juiblex's Slime Pits. A flood of ooze issued forth, driving the kenu from Daoine Gloine and effectively sealing the city away from the rest of the world.

The entire site—including the entrance to Kwalish's second lab—now spreads beneath a deadly layer of clear gelatinous ooze—perfectly preserved, eerily staged, and utterly devoid of anything organic. The kenu that once occupied Daoine Gloine have all long been turned to glass or driven out. The city's only resident is Kwalish, but the inventor has developed potent defenses to defend the entrance to his lab.

The following locations are identified on the map on page 20.

O1. OVERLOOK

The mountain passes the characters follow eventually open onto the top edge of a deep valley. Characters who arrive at this overlook can gaze down on the city below.

The legendary lost city of Daoine Gloine spreads out within a narrow mountain vale. Ancient and intricate stone towers rise up from the valley floor, though many of those have toppled against one another to form dangerous-looking walkways extending between the ruins. The rooftops and upper levels of the towers are strewn with vines and foliage. But a strange gleam extends across the lower reaches of the city, resembling an almost-transparent barrier some thirty feet above the ground, visible only where it catches the light.

Below that strange barrier, the buildings of the city are unnaturally clean, showing no signs of vegetation or other life, and highlighting the glimmering glass statuary that stands everywhere. Even at a distance, many of the statues appear to be humanoids of different races.

Ooze Barrier. The gleaming barrier marks the upper edge of the ooze. Above the creature, the flora of the mountains grows in abundance. But from about the third-story level down to the streets, the city appears immaculately clean, with all organic matter consumed by the ooze. A number of the towers that have toppled from age are above the ooze, providing a means for characters to explore and take shelter safely above the city.

A successful DC 13 Wisdom (Perception) check made as the characters get closer to the city provides further clues as to the ooze's nature. The bones of animals that

have recently wandered into the city hang suspended within the ooze, appearing to be floating in midair. Likewise, bits of crumbling walls and broken statuary that have fallen hang suspended above the streets.

O2. TOWER LEVEL

As the characters draw closer to the city, they get a better view of the stone towers rising above the ooze.

Many of the glass statues set along the exteriors of the towers are, in fact, humanoids. They stand in alcoves or recesses along the towers' upper reaches—and are crafted in disturbingly lifelike fashion. Gargoyles and caryatid columns also abound, anchored to rooftops or extending outward to form massive arches supporting the stonework above.

Horrid Statues. The glass statues that fill Daoine Gloine are the city's sacrificial victims, forced into intricate poses and petrified (or, rather, vitrified) by the cult of the medusa. Many of the statues above the ooze show chips and cracks from long years of weathering. But below the ooze, most of the well-protected statues are perfectly intact and appear uncannily lifelike. Many are kenu (the last inhabitants of the city before Kwalish and the ooze arrived), but explorers and mountain folk of many other races have also been trapped forever in glass.

Creature. When any intruder climbs the upper towers or moves along the bridges created where towers have fallen, the vibration of their movement alerts the **clockwork kraken** at the apparatus garage (area O5). The construct's tentacles are outfitted with local teleportation-field devices (see the earlier sidebar), allowing them to move throughout the city with a flying speed of 40 feet. When the tentacles reach intruders, they attack in an attempt to shove those creatures into the gelatinous ooze. See "Shoving a Creature" under "Melee Attacks" in chapter 9 of the *Player's Handbook*.

O3. STREET LEVEL

Several trails lead down into the city, granting a better view of the tableau beneath the ooze.

Unlike the figures seen standing stolidly along the edges of the towers above, the hundreds of glass statues that fill Daoine Gloine have been arranged on the streets and in open courtyards as if staging scenes of city life—a market square, a royal personage holding court, and so forth. In addition to the statues, huge numbers of glassy baubles are spread throughout these scenes, serving as stand-ins for fruit in a market, as huge jewels worn at a ball, as a scepter and orb held by a statue noble, and so forth. Looking around, the legends appear almost true: here is a city inhabited entirely by folk of glass, and whose every possession is glass as well.

When the last of the kenku fled Daoine Gloine and the ooze had consumed all organic material within the abandoned city, Kwalish decided to redecorate. Traveling safely through the ooze in one of the apparatuses that bear his name, he arranged the statues throughout the city streets, creating a bizarre tableau of life within the city's dead zone.

Unless they brought a fully sealed vehicle with them from the monastery, there are no obvious ways for the characters to enter the ooze safely. However, the tower of the apparatus garage (area O5) holds an option for doing so. See that area for more information.

Creatures. The gelatinous ooze that protects the city is a single creature of incomprehensible size. It fills the valley to a depth of 30 feet, and cannot move beyond the valley or the city. Even though it has no ability to move, the ooze is aware of all activity around it, and has extensive experience with drawing prey into itself. Treat the ooze as a massive, immobile **gelatinous cube** with these changes:

- It is immune to all damage and conditions.
- Its reach is 10 feet.
- Each round, the ooze can make one attack against each creature within its reach: a pseudopod attack against any creature within 10 feet of its surface, or an Engulf attack against any creature in contact with its surface.

Alternatively, it can replace any of its pseudopod attacks with attempts to shove a creature within 5 feet of its surface into contact with its surface. See "Shoving a Creature" under "Melee Attacks" in chapter 9 of the *Player's Handbook*.

To guard the entrance to Kwalish's lab, a number of the glass statues have been imbued with mechanical-magical power—armatures of the inventor's own design that animate into **ooze-folk**. Once the characters enter the ooze to explore the streets of Daoine Gloine,

the ooze-folk are on guard. For every 10 minutes the characters spend exploring, or if any significant violence disturbs the gelatinous ooze, 1d4 armatures activate within 30 feet of the characters. Individual blobs of ooze congeal around these statue armatures as they erupt out of their staged scenes and attack. If a serious fight breaks out with ooze-folk, that fight attracts more ooze-folk in turn.

A total of twenty-five ooze-folk can activate in this way before their numbers are depleted.

O4. TOMB OF THE MEDUSA

The tallest tower in the city, this former temple once housed the cult of the medusa.

The top level of the city's tallest standing tower is ringed and covered by a dome of glass statues—all facing inward, and pressed so tightly together as to leave no space between them.

The statues that surround the top of the tower were sacrifices vitrified here to create a wall around the medusa. A successful DC 12 Wisdom (Perception)



GLOINE NATHAIR-NATHAIR



check reveals areas where the statues are in agitated defensive poses. (When the ooze began to flood the city, the high priests quickly forced these final sacrifices forward to seal the medusa away.) A successful DC 13 Dexterity (Sleight of Hand) check allows the statues to be carefully shifted apart to allow access inside. The statues can also be smashed through (AC 10, 15 hit points, immunity to poison and psychic damage).

Temple. If enough statues are moved or broken open, they reveal a pit beyond, where a sheer drop of 25 feet leads down into this former temple.

The space below the statues is a huge temple gone to ruin. A main hall lined with painted murals is abutted by many smaller side chambers once filled with fine furnishings and decorations. All of that has rotted away to nothing now, but a series of shackles bolted to the wall across from some sort of large glass device hints at the horrid rites that must once have taken place here.

The wall murals can be deciphered with a successful DC 12 Wisdom (Perception) check. These tell the story of the cult of the medusa, starting with the capture of Gloine Nathair-Nathair, long years of sacrificial victims brought before her, and the vitrified statues now found throughout the city.

Old shackles set along one wall show where victims were held. A space opposite that shows where other shackles have been removed from heavy bolts sunk into the stone. (The medusa's shackles were once set here, but were removed and used in the clockwork kraken's engine at area O5.)

Monitor. The window-like device hangs against the wall where the medusa's shackles were once set, and is framed by a complex mechanical filigree. This device is a two-way monitor that can be activated by a successful DC 16 Intelligence (Arcana) check. Doing so shows a silent view through the similar monitor in Kwalish's lab (area O7).

Creature. Once worshipped as a living goddess for her unique trait of transforming victims into glass instead of stone, Gloine Nathair-Nathair was kept a prisoner in the temple ever since the creature was captured by the long-gone kenku. The medusa still occupies the tower, but is now undead and in skeletal form, unfettered and thoroughly insane. It can be heard hissing about the priests and their inane babble (the kenku's mimicry), and ranting about how it can still sense the hated high priest's presence in the city. If the characters descend the pit, it attacks at once.

The medusa fights until destroyed unless distracted by any information regarding the high priest (see area O5) or any offer to help leave the temple. If the characters confirm the presence of the high priest in area O5 (truthfully or otherwise), the medusa ignores them, scales the pit to escape using the entrance they created, and hunts the priest down.

Gloine Nathair-Nathair is a **medusa** with the following changes:

- It is undead.
- It is immune to necrotic and poison damage.
- It is immune to exhaustion and the poisoned condition.
- Its Petrifying Gaze feature turns petrified creatures to glass instead of stone.

Temple Gate. On the ground floor of the temple tower, beneath the ooze where it fills the lower levels of the building, is a standing arch that is a match to the arch in the central abbey of the monastery (area M3), but without the throne. If the crown and scepter from that area are worn and held by a creature within 5 feet of the arch (including a creature within an *apparatus of Kwalish* or similar device), that creature can attempt a DC 15 Intelligence (Arcana) check to open the archway. Treat this as if the character had cast the *gate* spell to open a gate to the 222nd layer of the Abyss.

Treasure. If Gloine Nathair-Nathair is defeated, the medusa wears a gold necklace (1,200 gp), a pair of gold bracers (375 gp each), and ten gem-studded gold rings (50 gp each).

A thorough search of the levels of the temple above the ooze also turns up the following:

- Spell scrolls of *animate dead*, *flock of familiars* (see appendix E), and *greater restoration*.
- One of Kwalish's completed experiments—a set of clockwork-enhanced footwear that act as *boots of striding and springing*
- A collection of tiny glass statues of creatures, including a pseudodragon, an imp, and several will-o'-wisps, as well as several glass statues of hearts and brains—all vitrified creatures and once-living organs. The collection is worth 2,000 gp, but is very fragile.

O5. APPARATUS GARAGE

This tower once served Kwalish as a temporary workshop, and still contains crucial remnants of his experiments.

A large, squat tower dominates the surrounding buildings. Heaped around its base is a jumbled tangle of old machinery, clockwork parts, piles of broken glass shards, and numerous oddly shaped glass statues. Some of these statues appear stretched, as if still viscous when fashioned, and almost as though they elongated themselves trying to escape their fate.

The space within the tower is likewise cluttered with broken relics from Kwalish's earlier experiments, partial armatures, and the like. The remains of numerous alchemical furnaces can be seen, once used for shaping glass. Ancient notes and diagrams are also scattered about.

Creatures. A **clockwork kraken** has been installed in this area by Kwalish to protect the city. The main component of the construct's clockwork engine is a coffin-like structure that bears a strong resemblance to Ctenmiir's coffin. The engine housing can be opened with a successful DC 15 Intelligence (Arcana) check or Dexterity check made with thieves' tools or tinker's

tools. If Gearbox is with the party, a character can attempt a DC 12 Dexterity check to help the modron open and override the engine.

Within the coffin is the jellified remains of a former kenku high priest of Daoine Gloine. Her undead body now powers the kraken, though she does not control it. If still active, the kraken's tentacles work to defend its engine.

Kwalish developed a process of using living and undead creatures as a control module for powerful constructs, and placed the evil high priest here as punishment for her role in the countless sacrifices made to Gloine Nathair-Nathair. If the priest is attacked, treat her as a **vampire spawn** that cannot leave the coffin. But after endless years of undead incarceration, she sees the characters as potential servants, not foes.

Priestly Bargaining. The high priest attempts to engage the characters as soon as they enter the tower—but being a kenku, she communicates only through mimicry. Her pleas to be freed from the coffin might thus take the form of the last words of victims she brought before the medusa, or the rantings of Gloine Nathair-Nathair while the medusa lived and railed against her captivity.

In whatever way she can, the undead high priest begs the characters to open the coffin and free her. Her jellified undead body is slumped around an ornamental helmet and shackles. (These devices were once used to safely contain the medusa. See area O4.) A thin silver wire connects the helmet and shackles to the coffin, and can be recognized as a form of astral silver cord with a successful DC 15 Intelligence (Arcana) check.

If the high priest is disconnected (most easily by extracting the helmet and shackles from what's left of her), the clockwork kraken and all ooze-folk in the city deactivate. The priest knows that after Kwalish flooded the city, he eventually escaped into an extradimensional space hidden beneath the ooze. She can also inform the characters about the garage's *apparatus of Kwalish*, and its ability to connect with the glass baubles. She suspects

that one of the baubles leads to Kwalish's lab, though she does not know which one. If questioned about the city's countless sacrifices or the cult of the medusa, the evil priest falsely denies any knowledge of such things.

Development. A successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check made while searching the garage reveals the remains of a massive prototype *apparatus of Kwalish*, able to transport up to ten Medium or smaller creatures.

The scattered notes and diagrams in this area can be used to repair and operate the *apparatus of Kwalish*, but must first be deciphered with a successful DC 13 Intelligence (Arcana) check. They also describe Kwalish's desire to construct a final laboratory hidden within an extradimensional space, and how he experimented with the city's materials to construct such spaces within baubles of glass and crystal. These notes explain how the apparatus's biomechanical umbilicus (an atropal's augmented umbilical cord) can be used to connect with the baubles within the ooze. Doing so opens a magical portal within the apparatus that allows characters to enter the extradimensional space contained within a bauble.

If made operational, the apparatus can be used to safely dive into the gelatinous ooze in search of Kwalish's hidden lab. However, if the clockwork kraken and the ooze-folk are still active, they attempt to grab and puncture the apparatus while the characters use it. Use the statistics for the *apparatus of Kwalish* from chapter 7 of the *Dungeon Master's Guide*:

Armor Class: 20

Hit Points: 200

Speed: 30 ft., swim 30 ft. (or 0 ft. for both if the legs and tail aren't extended)

Damage Immunities: poison, psychic

APPARATUS OF KWALISH



If the apparatus suffers fatal damage, materials and notes from the garage can be used to construct a new one. Completing such a project requires sufficient time and a successful DC 18 Intelligence (Arcana) check or Dexterity check using thieves' tools or tinker's tools.

Treasure. A thorough search of the garage turns up a number of valuable components used in Kwalish's experiments, worth 1,500 gp to any tinker, inventor, or artificer.

O6. BAUBLES

Hundreds of baubles have been set throughout the tableau of the city streets. If any ooze-folk (see area O3) or the clockwork kraken (see area O2) become active in response to the characters' intrusion, those defenders do not touch or intentionally damage any of the baubles, instead actively protecting them from harm.

Most of the baubles are mere glass, and any inspection of them notes that light shines through them cleanly. A select few baubles are made of crystal, as noted by any light shining through them creating a rainbow pattern. A successful DC 15 Wisdom (Perception) check also spots this difference.

Dimensional Gateways. Touching a crystal bauble, or connecting with one by way of the *apparatus of Kwalish* from area O5, opens a magical connection to an extradimensional space within the bauble. Entering the correct bauble brings the characters into Kwalish's laboratory. But entering one of the many decoy crystal baubles scattered throughout the city leads to a pocket dimension where the characters face a number of fanciful and challenging encounters. Use the Sample Bauble Encounters table on the next page to randomly determine extradimensional encounters within decoy crystals, or as inspiration for making up your own.

You determine how many decoy crystal baubles the characters come across before finding the bauble that leads to Kwalish. If playing a shorter version of the adventure, you might have only one crystal bauble (see below) found among the city's glass baubles, with that crystal bauble leading directly to Kwalish's lab.

Kwalish's Bauble Gate. A glass workshop can be found by characters exploring the city. Its kiln remains magically lit even beneath the ooze, filling the immediate area with an eerie light. A glass statue of an artisan near the kiln's fire holds a crystal bauble as if shaping it. Accessing the extradimensional space within this bauble grants entrance to Kwalish's lab at area O7.

O7. KWALISH'S LAB

The crystal bauble found in the city's glass workshop opens a portal to the extradimensional space in which Kwalish maintains his personal laboratory.

The extradimensional space beyond the portal is filled with working laboratory equipment, similar to the ruined gear seen in the monastery and the city, but even more advanced.

At the center of the lab, an elaborate system of glass piping and alchemical equipment flows and bubbles. Banks of instrument panels are set against the walls, including a framed glass device resembling a window. In another area, five clear canisters hold what appear to be still-beating hearts. Across the room, a mind flayer appears trapped inside a glass tank.

All of the active equipment in the lab appears to connect to a suit of plate armor standing at the far end of room.

Glass Piping. Clear glass tubes connect flasks, funnels, columns, and other alchemical gear filled with strange components undergoing constant transformation. Some are boiling, others are condensing or solidifying into crumbling powder, and all this work is fueled by burners emitting strange-colored flames and powered by ten steam mephits trapped in retort flasks. A successful DC 15 Intelligence (Investigation) check grants a character enough insight into the instruments to gain basic control over the lab, such that the experiments here can be safely examined. However, if the check is failed by 5 or more, the **steam mephits** are released.

Any character who succeeds on a DC 12 Wisdom (Medicine) check gets the disturbing impression that this glass piping is not manufactured, but rather resembles intestines. (The piping derives from the bodies of glass statues—former high priests partially revived by Kwalish so their glass intestines could be drawn out for his use. With a search of the lab, the rest of the priests' vivisected glass bodies can be found crumpled in terrible poses in a storage closet.)

Instrument Panels. These control panels are covered with buttons, dials, and gauges, as well as delicate machinery containing tiny clockwork devices reminiscent of ants performing intricate functions. A character who succeeds on a DC 14 Intelligence (Arcana) check determines that the workings of the panels derive from strange sources—some taken from the planar craft that became the monastery, but also from the bodies of modrons and inevitables (see *Mordenkainen's Tome of Foes*). Also set among the panels is a skull that has gems for its eyes and teeth (a magically modified demilich skull; see the “Meeting Kwalish” section below).

Monitor. The window-like device hanging against the wall is a two-way monitor that can be activated with a successful DC 16 Intelligence (Arcana) check. Doing so shows a silent view through the similar monitor in the tomb of the medusa (area O4). If Gloine Nathair-Nathair is still at that location, turning on this monitor brings her into view and allows her to use her Petrifying Gaze on any creature in the laboratory that she can see through the monitor.

Canisters. Five clear canisters line the walls, each one filled with fluid and the living, beating heart of some type of creature. With a successful DC 15 Intelligence (Nature) check, a character recognizes the hearts of three humanoids, a troll, and a dragon. Each canister

is connected by a thin silver wire to multiple pieces of the laboratory's equipment. The wire can be recognized as a form of astral silver cord with a successful DC 15 Intelligence (Arcana) check.

Notes scattered about the area detail how the hearts in jars are fueling something called "powered armor," and of Kwalish's attempts to fuel the advanced technologies of the crashed planar craft with sources other than energy cells.

Creatures. Kwalish's presence in the lab is left to your determination, and might depend on how much

more adventuring you want the characters to do. See the "Meeting Kwalish" section below for more information.

If the steam mephits are released, they might try to immediately escape (a 50 percent chance), but they otherwise attack everyone in the lab.

A **mind flayer arcanist** (a variant creature in the *Monster Manual*) is trapped within a glass-walled stasis chamber, kept on hand by Kwalish to be consulted for its magical knowledge. A successful DC 14 Intelligence (Arcana or Investigation) check can activate the stasis controls and awaken the mind flayer.

SAMPLE BAUBLE ENCOUNTERS

d12 Bauble Appearance	Extradimensional Space
1 A royal orb held by a seated king-like figure	A shadowy, royal pavilion is filled with phantom images of courtiers and revelers. The king who holds court here is a wraith .
2 Delicious-looking fruit being sold in a market	The characters enter an enclosed marketplace in some fantastic extradimensional city (perhaps Sigil). They cannot move beyond the marketplace, but they can buy, sell, and trade goods with a wide variety of races. (Kwalish might sometimes use this crystal to travel here and trade for needed materials, and creatures in the market might know or remember him.)
3 An ornate diadem worn by a great lady of court	A grand ball is attended by numerous glass armatures engaged in a never-ending dance. The armatures are not aggressive, but they defend themselves if attacked (use skeleton statistics). (Kwalish uses this space to stress test his armatures' operation and movement.)
4 An egg held in the talons of a statue of a large bird	The characters become bodiless entities inhabiting the mind of a roc soaring high above a world of your choice. A successful DC 12 Charisma check allows any character to mentally adjust the roc's course and observe the terrain below, but the great bird does not land or cease flying.
5 The head of a mace held by a gladiator in an arena	A fog-filled arena is populated by a group of shadowy warriors—all of them phantom duplicates mirroring the characters. Roll for initiative as the shadows attack, using the same weapons, spells, gear, and modifiers as the characters. If the shadows are identified as doubles with a successful DC 15 Wisdom (Insight) check, the characters can cease fighting to force their duplicates to do the same.
6 A ball in a children's playground	The characters enter an illusory version of the treasury seen in the Monastery of the Distressed Body, but filled with countless magic items. A group of twenty-five monks (cultists) are in the process of raiding the treasury, which the characters can defend using any magic item found in the <i>Dungeon Master's Guide</i> , making for a fun one-off fight. However, none of the items found in this version of the treasury can leave the extradimensional space.
7 One of the eyes in a statue of a devil	The characters find themselves inside a variant version of the <i>apparatus of Kwalish</i> abandoned within the Nine Hells. Characters cannot leave the apparatus, but they can pilot it and explore their surroundings. Every 10 minutes of exploration, there is a 20 percent chance that one or more randomly determined devils happens upon the apparatus and attacks it.
8 The lens of a telescope being looked through by an astronomer	The characters step into an illusory version of a city oddly familiar to them, and feel a compulsion to find the city's "heart." Use a map of the actual city or town where your game is played (or where you are based if you play your game online). The characters must reach your location to leave this extradimensional space.
9 A jewel spilling from a sack carried by a fleeing thief	A series of storerooms are connected together in what seems an endless arrangement. Use any set of dungeon maps or geomorphs to create this labyrinth. If Kwalish's body is scattered (see the "Meeting Kwalish" section), part of it can be found somewhere within.
10 The centerpiece in a complex mechanical clock in a central square	The characters find themselves inside a variant version of the <i>apparatus of Kwalish</i> , wandering the plane of Mechanus. Characters cannot leave the apparatus, but they can pilot it and explore their surroundings. Every 10 minutes of exploration, there is a 20 percent chance that one or more randomly determined modrons happens upon the apparatus and attacks it.
11 The eye of a squid set within an extensive aquarium	The characters find themselves inside a variant version of the <i>apparatus of Kwalish</i> at the bottom of a deep ocean. Characters cannot leave the apparatus, but they can pilot it and explore their surroundings. Every 10 minutes of exploration, there is a 20 percent chance that one or more randomly determined aquatic creatures happens upon the apparatus and attacks it.
12 A crystal ball held by a statue of a medusa	The characters appear in a version of the tomb of the medusa (area O4), in which Gloine Nathair-Nathair is still alive. (The medusa uses normal statistics, but its Petrifying Gaze feature transforms petrified victims to glass.) A ceremony is underway as the characters arrive, with phantom victims being led before the medusa. If the creature is allowed to vitrify those victims, the extradimensional gateway is breached and the illusory surroundings are flooded by ooze, with effects as you determine.

The mind flayer has no effective attacks while within the stasis chamber, as no spells or other effects can pass through the cylinder in either direction. However, if the check to activate the controls fails by 5 or more, the cylinder accidentally opens to free the mind flayer. The creature attempts to bargain for its safety with a large number of well-armed characters, but it betrays and attempts to slay them at the first opportunity.

Powered Armor. The suit of armor at the end of the room is clearly the focus of the lab's current experimentation, connected to various pieces of equipment by more silver wire recognizable as a form of astral cord. If the characters end the adventure on friendly terms with Kwalish, he indicates that although the *powered armor* is still being researched, it requires a test subject. He is thus willing to loan the armor to any character, provided they use it as their sole suit of armor and report back to him periodically so as to gauge its efficacy.

A character who accepts this offer automatically falls under the effect of a high-level *geas* spell, with instructions to report back to Kwalish at least once every three levels, and to return the *powered armor* to the inventor if they ever desire to wear some other armor instead.

If Kwalish is missing (see the “Meeting Kwalish” section below), a character can simply don the armor themselves. However, this might lead to its own complications. See appendix B and appendix D for more information.

Treasure. If Kwalish is defeated, or if the gnome is missing when the characters come to the lab, a thorough search of the area turns up the following:

- A collection of exotic materials especially valuable as spell components, worth 3,750 gp
- A pouch of diamond dust worth 1,750 gp
- Numerous rare books worth a total of 500 gp
- A *manual of golems (iron)*
- A *spell scroll of Galder's speedy courier* (see appendix E)
- Several of Kwalish's completed experiments whose mechanical effects reproduce the magic of certain magic items: a *folding boat*, *wings of flying*, and a *bag of tricks (tan)*
- Kwalish's *powered armor* (see appendix B and appendix D)

The “Alien Technology” section in chapter 9 of the *Dungeon Master's Guide* talks about how futuristic devices are often powered by energy cells. The force pikes found in the monastery, as well as the *powered armor* to be found in Kwalish's lab in part 3 of the adventure, are two such devices. Alongside countless dead energy cells spread across this area, the characters also find 1d6 charged cells, each holding 20 charges and useful for the *powered armor*.

If the characters loot Kwalish's lab, then rescue the gnome from stasis or a disembodied state (see below), their ability to blame the thefts on other creatures is left to your determination.

MEETING KWALISH

You have several options for having Kwalish appear to the characters, depending on how much time you wish to dedicate to the party's exploration of the city of Daoine Gloine.

QUICK CONTACT

The easiest approach is to have Kwalish in area O7 when the characters arrive—an elderly gnome arcane inventor (use the **evoker** stat block from *Volo's Guide to Monsters*) working on his latest experiments. Though surprised by visitors, Kwalish listens to the characters and might even be willing to bargain for whatever help they need to complete their quest. In exchange, he requires only a bit of special material to fuel his experiments and continue his work—a piece of the characters' souls, extracted by his machinery.

With a successful DC 15 Charisma (Persuasion) check made to negotiate with Kwalish, the gnome asks only for a single bit of soul energy from any one character. If unsuccessful, he demands one bit of soul from each character in exchange for his aid or information. The magically enhanced demilich skull built into the lab's instrumentation panels is used to channel a character's soul energy once the bargain is struck. A character who has a portion of their soul removed in this way falls under a curse. While so cursed, whenever the character drops to 0 hit points, they are treated as if they had already failed one death saving throw. This curse can be removed only by a *remove curse* spell cast by an 18th-level spellcaster, by defeating Kwalish and reversing the process using his machines, or by completing a separate task for the inventor.

JUST A BIT OF TROUBLE

Kwalish is missing, trapped in stasis inside his own *powered armor*. The characters must first discover him there by making a close-up investigation of the armor, then find a way to access its controls. This can be accomplished with a successful DC 16 Intelligence (Arcana) check or Dexterity check made with thieves' tools or tinker's tools. Alternatively, characters who experiment with tools found throughout the lab can access the armor's controls given enough time. Even after accessing the controls, though, no one can approach the armor without setting off its automatic defenses. See the “Powered Armor Options” sidebar in appendix D.

Once he is freed, Kwalish is as grateful as he is able to express, and willing to listen to the characters' requests. This has the same outcome as above, but assume that negotiations are automatically successful and only one character needs to offer up a piece of their soul.

KWALISH WHO?

Kwalish is missing, his physical body having been caught up within his laboratory equipment and rendered into various bodily components that now make their way through the glass piping in perpetuity. His mind, however, can still communicate through various means—clockwork ants forming signals and signs, messages drawn by mechanical hands, consultation

with the trapped mind flayer, and so on. As best he can, Kwalish tries to instruct characters in the methods that might reconstitute his body (with those methods determined by you). Unfortunately, some of his body parts have been installed elsewhere in the city (within other baubles, forming part of the kraken's engine, and so forth) and must be tracked down.

If the characters are successful, the regenerated Kwalish is grateful enough to help them with their quest even without payment. He then offers an additional boon to any interested character, granting the use of his laboratory to craft or summon any item or creature they desire (within any limits you set). However, the price for this service is one piece of the character's soul, as above.

ROLEPLAYING KWALISH

However he is met, Kwalish presents himself as a detached, single-minded researcher. In his mind, his work is more important than any other concerns, and he believes that the secrets of the technology found in the Barrier Peaks hold a vast potential to advance knowledge. If questioned, he proudly details his experiments (including with the *powered armor*), as well as the complete history of his time in the Barrier Peaks. If pressed, he talks of how he salvaged the minds of the members of his first expedition only after they were slain by the sphinx, and of how he buried Daoine Gloine in ooze only after discovering its inhabitants to be depraved cultists. In both cases, the inventor deemed his desperate actions as necessary measures to advance his research.

SPHINX'S CURSE

If the characters engage Kwalish successfully, or as an added reward if they rescue him, the inventor can use his skill to remove the curse imposed by the enhanced sphinx (whose machinery he created). This restores to normal any ability scores decreased by the sphinx (see area C2).

LABORATORY FIGHT

If negotiations break down, or if the characters take unkindly to Kwalish's cavalier attitude toward life, they might decide to confront and attack him. Kwalish first creates a distraction by releasing the mephits and the mind flayer in his lab as an action. He then turns on the monitor and ducks down to stay out of the medusa's field of view. During the subsequent chaos, the gnome attempts to don the *powered armor*, then wreak havoc.

CONCLUDING THE ADVENTURE

Depending on your specific adventure hook and how this adventure fits into your overall campaign, completing the adventure might have multiple ramifications.

LOOSE ENDS

If Kwalish's knowledge was needed to oppose threats in other lands, those threats might have been permanently quelled—or they might only have been temporarily

driven back. Moreover, Kwalish's aid could inadvertently create new threats, as might happen if opening the coffin-prison of the vampire, Ctenmiir, opens similar Kwalish-designed prisons across the world.

The power in the Barrier Peaks likely shifts dramatically if the Grand Master is defeated, and a new power struggle soon ensues for control of the monastery. If Ctenmiir escapes or is freed, he might return to the monastery to occupy it as his new lair. Mary Greymalkin joins him there, creating a sanctum of evil magic. If Gearbox has connected with the monastery, he might remain there as the pair's unwitting servant—or the modron might seek to overthrow this new set of evil lords in the name of establishing the monastery as a place of pure knowledge and balance.

KWALISH'S PLANS

Kwalish has long yearned to help the members of his former expedition trapped as brains in jars in the Monastery of the Distressed Body. Knowing that they still survive, he might provide instructions and materials for the characters to return to the monastery and provide the brains with new bodies. And in Daoine Gloine, the characters might entreat the inventor to discover a way to return the vitrified statues of the city to flesh. (If the characters haven't destroyed the undead medusa yet, such means might involve a side quest where they bring Kwalish her severed head.)

Ultimately, Kwalish might become a patron of sorts to the party, especially if the *powered armor* is loaned out. If any character has bestowed a bit of their soul to the inventor, he promises to return it in exchange for the completion of certain tasks he sets before them (including helping restore his friends). The place of such a valuable and powerful contact in the campaign is yours to determine.

NEW DISCOVERIES

The Cartophile possesses a good number of treasure maps in his extensive collections—some of which are even accurate. As an added reward for returning with maps and news of Kwalish's original expedition, he might gift one such map to the characters. He might also look to hire the characters for future mapping expeditions, or to undertake specific dangerous missions in exchange for a share of the knowledge or treasure to be found there.

KWALISH LIVES?

Since his expedition vanished ages ago, it's prudent to think about how it's possible for Kwalish to be found alive and well in his lab. If the gnome is found trapped inside the *powered armor* in stasis or scattered throughout his laboratory, the answer is easy. You might also consider that Kwalish's research into the planar craft's magical technology, astral cords, and similar topics might have allowed him to prolong his life indefinitely by magical means. Alternatively, given the inventor's ability to craft lifelike constructs, this version of Kwalish might not be the original gnome at all.

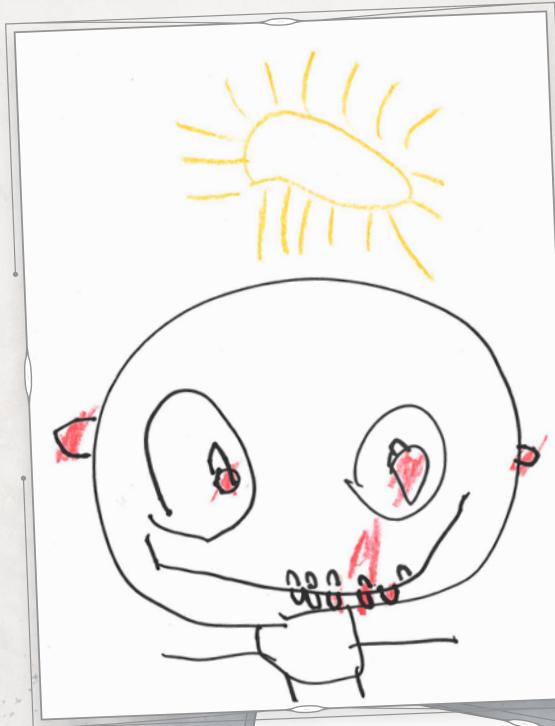
ACKNOWLEDGMENTS AND FINAL THANKS

To E. Gary Gygax, as author of the original *Expedition to the Barrier Peaks* (may chocolate and peanut butter forever collide into one another). To Kennedy O'Day, for playing one of her first games of D&D next to Bart at the 2017 Extra Life livestream in the Wizards of the Coast offices (it was awesome!).

We would also like to extend special acknowledgment of a designer for certain spells and magic items appearing within this adventure. To Laurence Withey—we hope this presentation of your material does justice to Galder, and we humbly thank you for allowing us to include it.



Final thanks to everyone who purchased this adventure—your donation is going to a truly great cause. On behalf of the entire Dungeons & Dragons team, we sincerely thank you for your contribution to Extra Life and the Children's Miracle Network Hospitals.



DAOLYNE

GLOOM

THE CITY BEneath THE OOZE

07: Kwalish's Laboratory

05: Apparatus Garage

04: Tomb of the Medusa

06. Glass Baubles (Dimensional Portals)

01. Overlook

02. Tower Level

03. Street Level

04. Tomb of the Medusa

05. Apparatus Garage

07. Kwalish's Lab (Kiln)

06. Devil Statue

06. Telescope Lens

06. Thief's Jewel

06. Ornate Diadem

06. Bird Statue

06. Gladiator's Mace

06. Ball in Playground

06. Squid's Eye

06. Medusa's Crystal

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DAOINE GLOINE

PLAYERS' HANDOUT



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APPENDIX A:

RANDOM ENCOUNTERS

Characters undertaking this adventure will spend a significant amount of game time on the journey to the Monastery of the Distressed Body and the lost city of Daoine Gloine. You can help bring those weeks of exploration to life with random encounters—some of which might increase or decrease the length of the characters' journey, as you decide.

Chapter 2 of *Xanathar's Guide to Everything* includes random forest encounters, Underdark encounters, and mountain encounters. Or you can roll for or select more detailed encounters using the following tables.

WILDERNESS ENCOUNTERS

Reaching the foothills of the Barrier Peaks takes the characters through a broad range of wild lands—including woods infused with the power of the Feywild.

WILDERNESS ENCOUNTERS

d10 Encounter

- 1 A pack of **sprites** pester the party, playing tricks and attempting to steal small items until the characters leave their territory. If they are treated with deference, the sprites might help the characters find the correct path and hurry them along. If assaulted in any way, fifteen **sprites** riding **stirges** attack. (The sprites' invisibility extends to the stirges as well while they are mounted.)
- 2 The path leads into a lonely grove that serves as the grave of a former dryad queen. If appropriate respects are paid, the characters have a 50 percent chance to receive a supernatural gift (see chapter 7 of the *Dungeon Master's Guide*)—a charm that allows a character to cast the *Galder's tower* spell (see appendix E) once as an action.
- 3 A **treant** and a **stone golem** were magically locked together during an ancient battle. Over the centuries since, fey gardeners have turned the two into a temple. Characters who explore the temple might inadvertently help the treant or the golem finally overcome its foe.
- 4 A leprechaun (use **quickling** statistics from *Volo's Guide to Monsters*) crosses the characters' path. If successfully caught without being killed, the creature negotiates its release with the location of its hidden treasure: 1,000 gp in brightly polished coins.
- 5 Gathering firewood results in a visit from an angered undead **treant**. (Use normal statistics, but the creature has the undead type and cannot use its Animate Trees feature). The treant collects all such fallen branches to take to a hidden graveyard of treant remains, and it angrily attacks any characters who get in its way.



d10 Encounter

- 6–7 Some strange creature has wandered down from the Monastery of the Distressed Body. Such creatures might include an ancient security construct gone mad (use **oaken bolter** statistics from *Mordenkainen's Tome of Foes*) or a **gibbering mawther** with a mechanical skull housing its central brain.
- 8–10 The characters come across a group of roving outlaws (five to ten **thugs** led by a **bandit captain**), who are heading to the monastery to join its ranks. They possess rumors and fragments of a map, and are keen to steal the characters' resources—especially if Gearbox the modron is present.

CAVERN ENCOUNTERS

The caverns and tunnels of the Barrier Peaks are a treacherous maze that has claimed more than one adventurer. This challenging route might involve cavern encounters that can help flesh out the characters' journey to the Monastery of the Distressed Body.

CAVERN ENCOUNTERS

d10 Encounter

- 1 A **xorn** and an **umber hulk** hunt as a team, with the umber hulk working to herd characters toward its partner. Alternatively, the xorn and the umber hulk are rivals, with the characters caught in the middle.
- 2 A small war machine built at the monastery has been claimed by three kobolds, which use it to attack any potential threats. Use the statistics for the **oaken bolter** (from *Mordenkainen's Tome of Foes*) and the **kobold inventor** (from *Volo's Guide to Monsters*).
- 3 The characters' tunnel route leads through the lair of a **froghemoth** or some other exotic monstrosity escaped from another planar craft that crashed into the Barrier Peaks long ago.
- 4 A **galeb duhr** serves as a kind of door between passageways. Negotiating with it successfully allows access to a secret tunnel that cuts days off the characters' journey.
- 5 Roving outlaws (five to ten **thugs** led by a **bandit captain**) heading to the monastery to join its ranks are hopelessly lost in the tunnels. In gratitude for being rescued, they offer to help the characters in their quest, but betray them at the first opportunity.
- 6–7 Six prisoners (**commoners**) escaping from the monastery look to the characters for aid. They are pursued by monks (five **cultists** led by a **cult fanatic**). If the prisoners are aided, they can supply some knowledge of the monastery before making their own way safely out of the mountains.
- 8–10 A monastery work party—six humanoid prisoners (**commoners**) watched by five **cultists** and a **cult fanatic**—is seen collecting ore to fuel the monastery's engines. If the prisoners are rescued, they can supply some knowledge of the monastery before fleeing the mountains.

MOUNTAIN ENCOUNTERS

The rocky trails and forbidding passes of the Barrier Peaks hold endless mysteries, and are ripe for random encounters as the characters make their way to Daoine Gloine.

MOUNTAIN ENCOUNTERS

d10 Encounter

- 1–2 A party of monks (five **cultists** led by a **cult fanatic**) either survived the characters' assault on the Monastery of the Distressed Body or were away from the monastery and returned to find it routed. They pursue the characters—to try to convince them to take on leadership of the monastery.
- 3 A party of surviving monks (five **cultists**) pursues the characters in revenge, led by an escaped **brain in a jar** using cobbled-together mechanical gear for mobility. (If the Grand Master was defeated and its brain survived any encounter in the treasury (area M10), that brain now leads this group.)
- 4 The characters discover signs of past expeditions to the Barrier Peaks—the remains of travelers crushed by fallen rocks. If searched, the bodies might still possess useful gear or fragmentary maps showing the layout of Daoine Gloine. But a close inspection shows that some bodies have had part of their flesh melted away (from encounters with wandering ooze-folk).
- 5 A **galeb duhr** (sibling to the one in the monastery tunnels) blocks a key route into the lost city of Daoine Gloine. A character must succeed on a DC 14 Charisma (Persuasion) check for the party to pass. But these galeb duhr have an instinctive knowledge of each other, granting advantage or disadvantage on the check depending on how the other galeb duhr was treated. If the other galeb duhr was killed, this one attacks as soon as the characters are recognized.
- 6–7 A wandering **ooze-folk** appears, having accidentally trekked out of the city.
- 8–10 An isolated village clings to the mountainside, populated by **kenku** descended from Daoine Gloine refugees who fled the city when it was flooded with ooze. The kenku still remember ancient legends their forebears told about a cult of the medusa, as well as Kwalish's arrival and the "plague of ooze." However, their ability to speak only in mimicry might make it challenging for the characters to communicate with them. In the course of the conversation, the kenku might mimic the sounds of destruction and screaming heard as the city was overwhelmed, relay the mad ranting of the medusa, and so forth. They might even repeat the words of Kwalish himself as he talks of his extradimensional experiments with glass baubles, and his efforts to hide his lab inside of one.

APPENDIX B: FURTHER OPTIONS

The wide-open nature of this adventure, the optional setups provided in the “Adventure Length” and “First Things Last” sidebars, and the options in the “Meeting Kwalish” section give you the opportunity to run *Lost Laboratory of Kwalish* in a number of different ways. But if you’d like to customize this scenario even further, consider any of the following options.

THE CARTOPHILE

The starting point for the adventure has a big impact on establishing the full identity of the Cartophile. In Waterdeep, Anaxi Zephries might be a member of that city’s Surveyors’, Map-, and Chart-makers’ Guild. But if the adventure is tied to Chult and *Tomb of Annihilation*, he might instead work as a merchant prince in Port Nyanzaru. And either way, no matter how genuinely you portray him, the Cartophile might fall under suspicion by the characters in the manner of so many too-helpful NPCs. You can opt to run with such suspicions by giving the Cartophile a secret agenda.

He might be a criminal agent working for the Monastery of the Distressed Body, sending party after adventuring party to become new prisoners of the Grand Master. He might even be a construct sent from the monastery for that purpose—or his body might be such a construct, and the brain in a jar from the monastery’s treasury is actually his. As such, the Cartophile wishes to have it returned at all costs, and any hirelings accompanying the party attempt to complete this secret agenda over any others.

Even if his goals are legitimate, the Cartophile’s desire to trace the original expedition of his ancestors might offer further connections to be developed. If one of the brains in jars belongs to one of those relatives and is provided with a new body (see below), it might return to civilization with the characters. The Cartophile will be keen to meet this ancestor, perhaps leading to a new family business. Or considering that they’re both gnomes, perhaps Kwalish is the ancestor the Cartophile sought all along!

MARY GREYMALKIN

A number of options present themselves for using the *deck of several things* within the adventure. As written, Mary already carries the deck, and no matter how many cards are drawn from it, the complete deck reappears magically in her possession at the conclusion of the adventure. But if she remains as an NPC in your campaign, or is first placed in an earlier adventure, consider modifying the cards’ effects to more broadly fit the campaign.

You might also decide that the cards’ effects are as closely tied to the adventure as they are because they are really a set of clockwork-controlling punch cards from the crashed planar craft. Whether Gearbox is with the party or not, the cards might be used to connect to any of the technology in the adventure that the modron

can interface with. You might also add additional possible effects, such as inserting the correct card into the sphinx’s enhanced brain in order to issue it commands. Even if used in these ways, though, a card must first be formally drawn so that its primary effect can play out.

Additionally (and especially if the characters don’t choose to take Mary as a hireling), the *deck of several things* might not be in her possession. Instead, characters can find the cards scattered in various locations throughout the adventure, allowing them to be collected, then used.

THE ENHANCED SPHINX

Plenty of additional options can be used during the process of resolving the sphinx’s riddle, including working with the idea that because the enhanced sphinx gains much new knowledge from outlaws crossing into the monastery, asking about good-aligned topics might negate its advantage on the Intelligence check it makes to answer. Alternatively, you might decide that the dock the sphinx sits on magically fuels its enhanced abilities, and that by tricking or forcing the creature off the dock, it has disadvantage on its Intelligence checks to answer.

Another obvious option is to allow the characters to trick the sphinx with a logical conundrum, perhaps along the lines of asking: *How can we cross to the monastery without paying the toll?* The answer to the question is to ask the question, pressing the sphinx into a strange loop of logic that forces her to let the characters pass. It’s also possible that the characters might wish to use the enhanced sphinx to ask a question they truly need to know the answer to, perhaps from some other mystery in your campaign. The sphinx always answers truly, and so can be used to provide rare knowledge or lore if the characters are willing to pay the price.

Seeker of Knowledge. As a custodian of rare knowledge, the sphinx might have long coveted the knowledge of the monastery’s brains in jars—all of them creatures with advanced intellect and a unique perspective on the world. She might strike a deal with the characters if they agree to find the brains and bring her one, allowing them to summon the ferry without paying her toll.

Restoring Old Debts. If the sphinx is slain, the mechanical items that circle around her (functioning as *Ioun stones*) might all be released. The life force they contain (in the form of decreases to ability scores) might then be usable by their original owners to reverse the decrease. If any of those owners are still alive, the stones might help guide the characters to them, allowing the party to gain favor by returning the sphinx’s toll to some of those who have paid it. If Mary is with the party, she might seek to keep all the mechanical *Ioun stones* for herself—and might stop at nothing to get them back if the other characters seize them.

THE GRAND MASTER

As the leader of the monastery, the Grand Master is meant to present a difficult but not impossible challenge. You might wish to modify his capabilities depending on the relative power of the characters.

Vorpal Shards. Even while keeping the idea that the grand master's claw shards are from a *vorpal sword*, you might wish to mitigate their threat of an instant kill by having them deal an extra 6d8 slashing damage instead. You might also have the shards be from a *polymorph blade*, a *blade of the medusa*, or some other type of weapon.

Another option is to allow decapitated characters to have their heads magically reattached and their life restored at the leather works, through the advice of the control room brains or Kwalish's notes. Similarly, you might have notes and technology found throughout the adventure that allow the characters to recreate the *vorpal sword* successfully if the shards are recovered.

Cloak of Faces. If an added threat is needed, you might have the Grand Master's cloak fly apart into its various faces during battle, attacking as a **swarm of bats**.

Throne Gate. The Grand Master might have long ago figured out how to activate this gate. If things go bad for it in combat, it might choose to do so in order to escape (if you wish to preserve the Grand Master as a future villain), or to summon an ally (if the fight against it proves too easy).

BRAINS IN JARS

Depending on your campaign, you might wish to identify some or all of the monastery's brains with other figures from D&D lore. Perhaps the monastery has long been home to obscure or lesser-known figures such as Quaal, Queen Ehlissa, Keoghtom, Nolzur, and Tuerny the Merciless—all of them known mostly for the magic items that bear their names. If you use Nolzur, the creator of *Nolzur's marvelous pigments* would be of special interest to Garret, while Tuerny (creator of the lost artifact *The Iron Flask of Tuerny the Merciless*) would be of special interest to Mary Greymalkin.

The New Body Problem. Every brain in a jar is desperate for a new body, and a brain immediately agrees to aid the characters any way it can if they promise to restore it to life. Any number of possible options might be available to characters wanting to achieve this end. Most easily, the brains can guide characters through the process of transferring their intellect into a host such as a slain monk, or a mechanical entity such as Ctenmiir's coffin or Gearbox. This process requires a successful DC 14 Wisdom (Medicine) check or Dexterity check with thieves' tools or tinker's tools. However, on a failed check, the brain is destroyed and any floating disks it controls in the treasury (area M10) are permanently deactivated.

The characters might also attempt to craft an entirely new mechanical body as a brain host—either individual bodies for each brain, or a single body that houses all the brains at once. Doing so requires a suitable amount of time, access to materials, and a successful DC 16 Intelligence (Arcana) check or Dexterity check with

thieves' tools or tinker's tools. Furthermore, each such body also requires a new energy cell from the treasury.

You could also establish that the process of returning a brain to a new body might require knowledge available only from Kwalish. In this scenario, one or more brains will secure a promise from the characters to return with this knowledge—or they might seek to accompany them onward. The brains can go mobile by attaching their canisters to Gearbox, Ctenmiir's coffin, the merrenoloth's skiff, one of the treasury floating disks made mobile—or even to the characters themselves.

Conflict with the Sphinx. If you work with the idea that the sphinx seeks the knowledge held by the brains in jars, the brains know this—and greatly fear that outcome. They might strike a deal with the characters to use their control over the monastery to aid the party—but only if they agree to first go back and slay the sphinx. Once the sphinx is slain—or if the characters killed it before coming to the monastery—any ability checks made to deal with the brains are made with advantage.

MORE MONASTERY

The original *Expedition to the Barrier Peaks* mapped out six levels of the adventure's crashed ship: "a large exploration-colonization expedition of human origin." This adventure focuses on only a cursory exploration of a similarly crashed planar craft, but you can easily expand the adventure by allowing characters to discover portals in the monastery that lead to lower levels of the vessel.

A secret entrance might be concealed behind the Grand Master's throne in area M3, opening to reveal a spidery contraption resembling an iron golem, and operating as a climbing elevator down into the lower decks. Another entrance might be concealed within one of the immured ones' cells at area M6. Opening the cell could reveal the entrance standing open, with the prisoner gone and residing somewhere below.

Any such entrance might need to be accessed with one of the *deck of several things'* clockwork control cards (see "Mary Greymalkin," above). But however they are reached, these lower levels might contain any number of threats and mysteries: escaped biological specimens, advanced technologies, or even the planar craft's original pilots trapped in stasis. The means to reignite the craft's engines might also be found there if the monastery is in imminent danger of dropping from the sky.

As an added challenge to the task of rescuing characters captured by the monks (including those who fall to the valley floor below the monastery), such prisoners might be outfitted with teleportation-field devices around their necks, so that their bodies and heads are separated and imprisoned in two different locations. Characters are fully conscious and ambulatory while in such a state, their heads operating independently of their bodies until both are reunited. See the "Teleportation-Field Devices" sidebar for more information.

HIGH PRIEST

In the ooze-flooded city of Daoine Gloine, the high priest in area O5 might negotiate with the characters for a new physical body. She readily agrees to deactivate the clockwork kraken if the characters open her coffin and help her, suggesting that they drop her into the gelatinous ooze covering the city so that she can sink down and use one of Kwalish's armatures for a new body. However, you might decide that if this is done, the priest's still-potent magical power allows her to merge with the great ooze and control it—effectively using that titanic creature as the new body she seeks.

BAUBLES

As the characters search through the endless baubles of Daoine Gloine, you might want to distinguish the single bauble leading to Kwalish's lab from the other crystal baubles by having it composed of diamond. A successful DC 18 Wisdom (Perception) check spots the difference between the diamond bauble and the other crystal specimens.

In addition to crafting new options for the encounters inside the baubles, you can set up each bauble so that leaving its extradimensional space requires some sort of victory condition. Such conditions might include killing the wraith in bauble 1, finding a special item in the market in bauble 2, and so forth. You can also increase or decrease the number of decoy baubles throughout the city—or even have baubles taken from the city and hidden throughout the world!

ABYSSAL THRONE GATE

Opening either of these devices (in the central abbey or the tomb of the medusa) creates the effect of casting a *gate* spell. As per that spell, the characters might wish to name a specific creature from the plane the gate leads to, hoping to interact with it. Or you might have a creature Kwalish previously met through the gate arrive in response to it being opened. That creature might have knowledge to impart, a debt to repay, or a grudge to have righted. You could even have creatures from the two gates know of each other—and, as with the monastery's sphinx and brains in jars—attempt to work with the characters against one another.

Additionally, the extradimensional portal Kwalish used to open a gate to the Abyss from Daoine Gloine might be reversible. If the characters meet descendants of the city's original inhabitants, they might be asked to free the city of the ooze, perhaps in exchange for valuable lost lore. Kwalish might also ask for their aid in restoring the city to its former state.

If the undead medusa guarding area O4 is overcome, the crown and scepter recovered from the monastery can be used to open the temple gate, as noted in the adventure. A follow-up successful DC 15 Intelligence (Religion) check can then trigger ritual magic that reverses the flood of ooze and sends it back to the Slime Pits. However, if this check is failed by 5 or more, the botched ritual summons forth a new plague of acidic slime—so potent that it quickly melts the stone of the city away, destroying Daoine Gloine for all time.

To raise the stakes for characters attempting to activate or reverse the abyssal gate, you can also require that the character wearing the crown and holding the scepter must be in physical contact with the standing arch—making it impossible to activate the gate from inside the *apparatus of Kwalish* or any similar protective device.

KWALISH

The legendary arcane inventor is presented as an obsessed, distracted, but basically benign figure in the adventure. However, you might choose to present him as a much more sinister villain. Instead of preserving the brains of his fallen comrades in the hope of one day reviving them, Kwalish might have worked with the sphinx to arrange their deaths in order to harvest their brains for his research. Any of the brains in jars in the Monastery of the Distressed Body can detail those events.

Likewise, instead of flooding Daoine Gloine with ooze in order to save himself from the city's evil cultists, Kwalish might simply have wished to drive away the population and seal off the city for his own use. Descendants of Daoine Gloine's original inhabitants met on the way to the city (see appendix A) can detail these events, as can any revived statues, or even the medusa if the characters use *speak with dead* after ending her threat for good.

If used as a villain, Kwalish should be presented as a final opponent to overcome in his laboratory. Any knowledge required to complete the party's quest can then be found within his journals and personal notes.



APPENDIX C: MONSTERS AND NPCs

This section includes new monsters and nonplayer characters introduced in *Lost Laboratory of Kwalish*, as well as stat blocks from the *Monster Manual*, *Volo's Guide to Monsters*, and *Mordenkainen's Tome of Foes* that are referenced in the adventure.

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

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

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BRAIN IN A JAR

Medium undead, any alignment

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	15 (+2)	19 (+4)	10 (+0)	15 (+2)

Saving Throws Int +7, Cha +5

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 6 (2,300 XP)

Detect Sentience. The brain in a jar 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.

Magic Resistance. The brain in a jar has advantage on saving throws against spells and other magical effects.

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

At will: *detect thoughts*, *mage hand*, *zone of truth*

3/day each: *charm person*, *command*, *hold person*

1/day each: *compulsion*, *hold monster*, *sleep* (cast at 3rd level),

Tasha's hideous laughter

ACTIONS

Mind Blast (Recharge 5–6). The brain in a jar 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 13 (2d8 + 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.

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

Independent Tentacles. The clockwork kraken has eight tentacles, each of which is treated as a Medium creature, moves independently on the construct's turn, and has a flying speed of 40 feet. The clockwork kraken's senses operate through its tentacles as well as its main body. Each tentacle can be attacked independently, with damage dealt to tentacles applied to the clockwork kraken's hit point total. A tentacle is destroyed if it takes more than 20 damage.

Reducing the construct to three or fewer tentacles reduces its attacks accordingly. A clockwork kraken can regrow any destroyed tentacles at the end of a long rest.

ACTIONS

Multiattack. The clockwork kraken makes four tentacle slam attacks.

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

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

CLOCKWORK KRAKEN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

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

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt,* light,* prestidigitation, ray of frost**

1st level (4 slots): *burning hands,* mage armor, magic missile**

2nd level (3 slots): *mirror image, misty step, shatter**

3rd level (3 slots): *counterspell, fireball,* lightning bolt**

4th level (3 slots): *ice storm,* stoneskin*

5th level (2 slots): *Bigby's hand,* cone of cold**

6th level (1 slot): *chain lightning,* wall of ice**

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

FROGHEMOTH

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

GALEB DUHR

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d8 + 45)

Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, petrified

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Terran

Challenge 6 (2,300 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).



FROGHEMOTH

GARRET LEVISTUSSON

Medium humanoid (tiefling), chaotic neutral

Armor Class 14 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Cha +5

Skills Deception +7, Investigation +4, Performance +5, Persuasion +5

Damage Resistances cold, fire

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Infernal, thieves' cant

Challenge 2 (450 XP)

Special Equipment. Garret wears a *ring of warmth* (included in his statistics) and wields a *gambler's blade* longsword (see appendix D).

Bardic Inspiration (3/day). As a bonus action, Garret can give one chosen creature (other than him) a d6 inspiration die. The chosen creature must be within 60 feet of Garret and able to hear him. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can use the inspiration die after the roll is made but before the DM says whether it succeeds or fails. Once the inspiration die is rolled, it is lost. A creature can have only one inspiration die at a time.

Cunning Action. On each of his turns, Garret can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). Garret deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Garret that isn't incapacitated and Garret doesn't have disadvantage on the attack roll.

Spellcasting. Garret is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *blade ward*, *vicious mockery*

1st level (3 slots): *charm person*, *detect magic*, *disguise self*, *identify*, *Tasha's hideous laughter*

ACTIONS

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

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

GIBBERING MOUTHER

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the mouther is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The mouther babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouther and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering mouther makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther.

Blinding Spittle (Recharge 5–6). The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouther's next turn.

GYNOSPHEINX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

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

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, identify, shield*

2nd level (3 slots): *darkness, locate object, suggestion*

3rd level (3 slots): *dispel magic, remove curse, tongues*

4th level (3 slots): *banishment, greater invisibility*

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

KENKU

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

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 any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. Melee Weapon 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 additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be 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 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

MARY GREYMALKIN

Medium humanoid (eladrin), neutral

Armor Class 14 (*bracers of defense, ring of protection*)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Str +1, Dex +2, Con +1, Int +3, Wis +5, Cha +5

Skills Arcana +4, Medicine +4, Nature +4, Religion +4

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Celestial, Common, Elvish, Infernal, Sylvan

Challenge 2 (450 XP)

Special Equipment. Mary wears *bracers of defense* and a *ring of protection*, and carries a *deck of several things* (see appendix D).

Fey Presence (Recharges after a Short Rest). Mary can cause each creature within 10 feet of her to succeed on a DC 12 Wisdom saving throw or become charmed or frightened by her (Mary's choice) until the end of her next turn.

Fey Ancestry. Mary has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Mary is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips: *chill touch, eldritch blast, mage hand*
1st–3rd level (2 3rd-level slots): *darkness, hex, hypnotic pattern, misty step, phantasmal force, unseen servant*

ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

MEDUSA

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

MERRENOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Dex +5, Int +5

Skills History +5, Nature +5, Perception +4, Survival +4

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 3 (700 XP)

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

At will: *charm person*, *darkness*, *detect magic*, *dispel magic*, *gust of wind*

3/day: *control water*

1/day: *control weather*

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

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

Teleport. As a bonus action, the merrenoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ACTIONS

Multiattack. The merrenoloth uses Fear Gaze once and makes one oar attack.

Oar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) slashing damage.

Fear Gaze. The merrenoloth targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become frightened of the merrenoloth for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MONODRONE

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Senses truesight 120 ft., passive Perception 10

Languages Modron

Challenge 1/8 (25 XP)

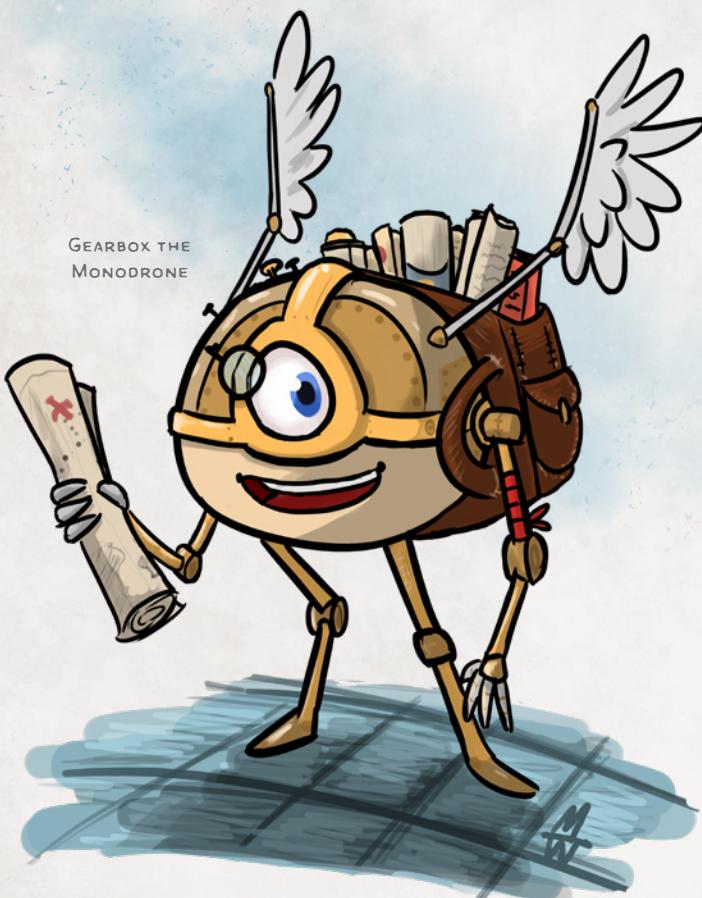
Axiomatic Mind. The monodrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the monodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

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

Javelin. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 3 (1d6) piercing damage.



MIND FLAYER ARCANIST

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

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

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

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

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, 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.

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

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

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

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

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

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

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

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

At will: *detect thoughts, levitate*

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

ACTIONS

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

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

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ooze-Folk

Medium ooze, unaligned

Armor Class 10 (natural armor)

Hit Points 19 (2d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Transparent. Even when an ooze-folk is in plain sight, it takes a DC 12 Wisdom (Perception) check to spot an ooze-folk that has neither moved nor attacked. A creature that tries to enter the ooze-folk's space while unaware of the ooze-folk is surprised by the ooze-folk.

Fragile Bones. For each 5 damage it takes, the ooze-folk's walking speed is reduced by 5 feet.

ACTIONS

Multiattack. The ooze folk makes one glass longsword attack and one pseudopod attack.

Glass Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage. If a 1 is rolled on an attack roll with a glass longsword, it shatters and can no longer be used.

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

QUASIT

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

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

QUICKLING

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Sleight of Hand +8, Stealth +8, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.



STONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

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

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:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

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

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages Umber Hulk

Challenge 5 (1,800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

VAMPIRE

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

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

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. **Hit:** 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

XORN

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical attacks not made with adamantine weapons

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (3d6 + 3) piercing damage.



XORN

APPENDIX D: MAGIC ITEMS

The unique magical-mechanical crafting techniques seen in the Monastery of the Distressed Body and the lost city of Daoine Gloine are the basis of a number of unique magic items found in the adventure. Because of their power and rarity, the items in this section (or at least those that aren't cursed) are best suited for characters in a high-magic campaign. Alternatively, treat each item as the equivalent of two or more magic items appropriate for characters of 5th to 10th level.

You can also treat this section as potential treasure for future play at higher levels. Some of these items might be experiments that Kwalish is working on, which can be made available to the characters if they return to the Barrier Peaks. Alternatively, if you'd like to make full use of these items during the adventure but don't want to make them part of your long-term campaign, some of them might function only in the monastery or Daoine Gloine, while others might be charge-dependent. When an item's charges run dry, its magic drains away—or the item might malfunction or explode, with effects determined by you.

The "Alien Technology" section in chapter 9 of the *Dungeon Master's Guide* offers useful general guidelines for dealing with strange devices of the sort found in this adventure. If Kwalish's notes can't be deciphered (or if the inventor doesn't show up when the characters need him), you might ask for successful Intelligence checks on the Figuring Out Alien Technology table from anyone trying to operate magical technology. It might take one success to operate a trinket, two successes to operate a force pike or a teleportation-field device, and four successes to operate Kwalish's *powered armor*.

BLADE OF THE MEDUSA

Weapon (any sword), very rare (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 15 Constitution saving throw in addition to suffering the attack's normal effects. On a failed save, the creature is restrained and must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for 1 hour.

A creature is immune to this effect if it is immune to damage of the weapon's type, does not have a body made of flesh, or has legendary actions.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with a *remove curse* spell or similar magic, you are unwilling to part with the weapon. Whenever you attack a creature with this weapon and roll a 1 on the attack roll, you must succeed on a DC 15 Constitution saving throw or be restrained and forced to make additional saves against being petrified, as above.

DECK OF SEVERAL THINGS

Wondrous item, legendary

Stored in a leather pouch, this unique deck contains twenty-two colored cards made of some strong but unknown metal, each of which features a design printed as a mosaic of raised dots. Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.

Playing Card	Card
Ace of diamonds	Vizier
King of diamonds	Sun
Queen of diamonds	Moon
Jack of diamonds	Star
Two of diamonds	Comet
Ace of hearts	The Fates
King of hearts	Throne
Queen of hearts	Key
Jack of hearts	Knight
Two of hearts	Gem
Ace of clubs	Talons
King of clubs	The Void
Queen of clubs	Flames
Jack of clubs	Skull
Two of clubs	Idiot
Ace of spades	Donjon
King of spades	Ruin
Queen of spades	Euryale
Jack of spades	Rogue
Two of spades	Balance
Joker (with TM)	Fool
Joker (without TM)	Jester

Balance. Your mind suffers a wrenching alteration, causing your alignment to change for the duration of the adventure. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.

Comet. If you single-handedly defeat the next hostile monster or group of monsters you encounter, you have advantage on ability checks made using one skill of your choice for the duration of the adventure. Otherwise, this card has no effect.

Donjon. You are instantly teleported to and confined within the prison of the Monastery of the Distressed Body (area M6). Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You draw no more cards.

Euryale. The card's medusa-like visage curses you. You take a -1 penalty on saving throws for the duration of the adventure.

The Fates. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other point during the adventure.

Flames. The Grand Master of the Monastery of the Distressed Body becomes your enemy. The bone devil seeks your ruin, savoring your suffering before attempting to slay you. If the Grand Master has already been defeated, you gain the enmity of Garret Levistusson's patron—a similarly powerful devil.

Fool. For the duration of the adventure, you lose proficiency with one skill or gain disadvantage on all checks made with one skill (with the skill and the penalty determined by the DM). Discard this card and draw from the deck again, counting both draws as one of your declared draws.

Gem. The 1,000 gp hoard of the leprechaun from the Wilderness Encounters table (see appendix A) appears at your feet. If that treasure has already been claimed, you gain an equivalent hoard.

Idiot. Reduce your Intelligence by $1d4 + 1$ (to a minimum score of 1) for the duration of the adventure. You can draw one additional card beyond your declared draws.

Jester. You gain proficiency in a skill of your choice for the duration of the adventure, or you can draw two additional cards beyond your declared draws.

Key. A common or uncommon magic weapon with which you are proficient, or a *spell scroll* featuring a spell of a level you can cast, appears in your hands. The DM chooses the weapon or spell, which you possess for the duration of this adventure.

Knight. You gain the service of any of the NPCs in the "Hirelings" section not currently with the party, who appears in a space you choose within 30 feet of you. The NPC serves you loyally for the duration of the adventure, believing that the fates have drawn them to you. You control this character.

Moon. You are granted the ability to cast any spell of 5th level or lower, and can use that ability $1d3$ times for the duration of the adventure.

Rogue. An NPC of the DM's choice becomes secretly hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Any enchantment spell cast on the NPC at 6th level or higher can end the NPC's hostility toward you.

Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you. This wealth can be recovered either in the treasury of the Monastery of the Distressed Body (area M10) or Kwalish's lab in Daoine Gloine (area O7), whichever comes later in the adventure.

Skull. You summon an avatar of death—a mechanical skeleton (use **bone naga** statistics) clad in a tattered black robe. It appears in a space of the DM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights

USING THE DECK OF SEVERAL THINGS

The special nature of this deck (carried by Mary Greymalkin if she is used as an NPC) means that many of its effects operate only within and with respect to this specific adventure. This typically covers any time the characters spend between setting out for the Barrier Peaks and the resolution of whatever events transpire in Kwalish's lab (area O7).

For cards that effectively remove a character from play for a period of time (Donjon and the Void), you can allow a player to take on the role of one of the party's NPC hirelings, or introduce a temporary character as an NPC met during the party's journey. Alternatively, you can decide that only some aspect of the character's will disappears and is imprisoned, leaving the character to operate in a robotic state until freed.

until you die or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.

Star. Increase one of your ability scores by 1 for the duration of the adventure. The score can exceed 20 but can't exceed 24.

Sun. You gain proficiency in the skill of your choice for the duration of the adventure. In addition, a common or uncommon wondrous item appears in your hands. The DM chooses the item, which you possess for the duration of this adventure.

Talons. Every magic item you wear or carry is lost to you. These items can be recovered either in the treasury of the Monastery of the Distressed Body (area M10) or Kwalish's lab in Daoine Gloine (area O7), whichever comes later in the adventure.

Throne. You gain proficiency in the Persuasion skill and you double your proficiency bonus on checks made with that skill for the duration of the adventure. In addition, the Monastery of the Distressed Body's brains in jars regard you thereafter as the monastery's rightful master. You must defeat or otherwise clear out the Grand Master and its servants before you can claim the monastery as yours.

Vizier. At any one time you choose within the duration of the adventure, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it.

The Void. This black card spells disaster. Your soul is drawn from your body and held within machinery in either the control room of the Monastery of the Distressed Body (area M8) or Kwalish's lab in Daoine Gloine (area O7), whichever comes later in the adventure. While your soul is trapped in this way, your body is incapacitated. *Divination*, *contact other plane*, or a similar spell of 4th level or higher reveals the location of the machinery that holds your soul. You draw no more cards.

GALDER'S BUBBLE PIPE

Wondrous item, rare (requires attunement)

This finely carved pipe blows odorless bubbles instead of smoke when used. The pipe has 3 charges, and it regains all spent charges daily at dawn. While you hold the pipe, you can expend charges to gain access to the following properties:

- You can cast *fog cloud* as an action (1 charge).
- You can cast *misty step* as a bonus action (2 charges).
- You can summon a steam mephit as an action (3 charges). The mephit is friendly to you, obeys your verbal commands, and acts on its own turn in the initiative order. It disappears in a harmless puff of steam after 1 minute or if it ends its turn more than 60 feet from the pipe.

GAMBLER'S BLADE

Weapon (any sword), rare (requires attunement)

Choose a magical bonus of +1 to +3. This sword gains that bonus to its attack and damage rolls. For each point of bonus you choose for the sword, you take a corresponding penalty (-1 to -3) to your death saving throws. You can change this magical bonus each day at dawn.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with a *remove curse* spell or similar magic, you are unwilling to part with the weapon.

HEWARD'S HIRELING ARMOR

Armor (leather), very rare (requires attunement)

A number of Kwalish's experiments were attempts to research the works of the legendary mage Heward, who first crafted what he named *hireling armor*. While wearing this armor, you gain a +1 bonus to AC. In addition, the armor's animated straps can assist with the drawing and sheathing of weapons, such that you can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

This armor also has six pockets, each of which is an extradimensional space. Each pocket can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The armor always weighs 10 pounds, regardless of its pockets' contents. Placing an object into one of the armor's pockets follows the normal rules for interacting with objects. Retrieving an item from a pocket of the armor requires you to use an action. When you reach into a pocket for a specific item, the item is always magically on top.

Placing the armor inside an extradimensional space created by a *bag of holding*, a *Heward's handy haversack*, or a similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

IOUN STONE

Wondrous item, rarity varies (requires attunement)

Ioun stones (detailed in chapter 7 of the *Dungeon Master's Guide*) are named after Ioun, a god of knowledge and prophecy. In addition to the stones presented in the *Dungeon Master's Guide*, the following new *Ioun stones* can play a part in this adventure.

Supreme Intellect (Rare). You gain a +1 bonus to Intelligence checks while this faceted sphere orbits your head.

Historical Knowledge (Rare). You gain proficiency in the History skill, or a +1 bonus to checks with that skill if already proficient, while this polished, steely sphere orbits your head.

Natural Knowledge (Rare). You gain proficiency in the Nature skill, or a +1 bonus to checks with that skill if already proficient, while this burnished, brassy stone orbits your head.

Religious Knowledge (Rare). You gain proficiency in the Religion skill, or a +1 bonus to checks with that skill if already proficient, while this tiny golden gem orbits your head.

Language Knowledge (Rare). You are fluent in one additional language while this pulsating bit of red jeweled crystal orbits your head. The DM chooses the language bestowed by the stone.

Self-Preservation (Rare). You gain a +1 bonus to Intelligence saving throws while this silvery gem orbits your head.

LEATHER GOLEM ARMOR

Armor (leather), rare (requires attunement)

Strange rituals have repurposed the body of a flesh golem into this partially sentient suit of leather armor. While wearing this armor, you gain a +1 bonus to AC and to saving throws against spells and other magical effects. In addition, you gain the following properties:

- **Immutable Form.** You are immune to any spell or effect that would alter your form.
- **Lightning Absorption.** You gain resistance to lightning damage. Whenever you take lightning damage, you gain 5 temporary hit points.

Curse. This armor is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with a *remove curse* spell or similar magic, you are unwilling to part with the armor. In addition, while you wear the cursed armor, you gain the following properties:

- **Aversion of Fire.** If you take fire damage, you have disadvantage on attack rolls and ability checks until the end of your next turn.
- **Berserk.** Whenever a critical hit is made against you, roll a d6. On a 6, the armor causes you to go berserk. On each of your turns while berserk, you attack the nearest creature you can see. If no creature is near enough to move to and attack, you attack an object, with preference for an object smaller than yourself. Once the armor causes you to go berserk, it cannot be removed. You continue to attack until you are incapacitated or until another creature is able to calm you with appropriate magic (such as a *calm emotions* spell) or a successful DC 15 Charisma (Persuasion) check.

POLYMORPH BLADE

Weapon (any sword), very rare (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 15 Wisdom saving throw in addition to suffering the attack's normal effects. On a failed save, the creature also suffers the effects of a *polymorph* spell. Roll a d20 and consult the following table to determine the form the target creature is transformed into.

d20	New Form	d20	New Form
1	Tyrannosaurus	11	Wolf
2	Giant ape	12	Horse
3	Elephant	13	Ox
4	Giant scorpion	14	Giant frog
5	Rhinoceros	15	Poisonous snake
6	Polar bear	16	Hawk
7	Giant toad	17	Octopus
8	Giant eagle	18	Cat
9	Black bear	19	Rat
10	Crocodile	20	Rabbit

A creature is immune to this effect if it is immune to damage of the weapon's type, is a shapeshifter, or has legendary actions.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with a *remove curse* spell or similar magic, you are unwilling to part with the weapon. Whenever you attack a creature with this weapon and roll a 1 on the attack roll, you suffer the effect of a *polymorph* spell for 1 hour, rolling on the table to determine your new form.

POWERED ARMOR

Armor (plate), legendary (requires attunement)

Powered armor resembles a suit of unusual plate armor, with finely articulated joints connected by an oily, black, leather-like material. The armor has been worked to create the appearance of a heavily muscled warrior, and its great helm is unusual in that it has no openings—only a broad glass plate in the front with a second piece of glass above it. Strange plates, tubing, and large metal bosses adorn the armor in seemingly random fashion. On the back of the armor's left gauntlet is a rectangular metal box, from which projects a short rod tipped with a cone-shaped red crystal.

While wearing this armor, you gain the following benefits:

- You have a +1 bonus to AC.
- Your Strength score is 18 (this has no effect if your Strength is already 18 or higher).
- You have advantage on death saving throws.

The armor has further capabilities that can be powered either by energy cells or by your own life energy. You can use a bonus action to draw power from an energy cell or sacrifice hit points to gain one of the following benefits:

- Emit a force field to gain $2d6 + 5$ temporary hit points (1 charge or 5 hit points).

POWERED ARMOR OPTIONS

Depending on where and how it appears in the adventure, you might wish to modify the features of Kwalish's legendary powered armor.

Automatic Defenses. Unless Kwalish deactivates the suit's automatic defenses, no one can approach the armor without setting those defenses off. Treat the armor as a **shield guardian** that has stored a *magic missile* spell cast using a 4th-level spell slot. When the armor is reduced to 0 hit points, its defenses are rendered inert and it can be safely approached.

Battle of Wills. When donned by a new user, the armor deems itself superior and attempts to take possession of that user. The user must succeed on a DC 13 Charisma saving throw or be possessed by the armor. While possessed, the user is incapacitated and loses control of its body but retains its awareness. The armor uses the possessed user's statistics (as adjusted by the armor), but doesn't gain access to the user's knowledge, features, or proficiencies.

Freeing a creature trapped inside the armor first requires defeating the armor's automatic defenses (as above). The trapped creature can also attempt a DC 20 Charisma saving throw each day at dawn. On a successful save, the armor no longer controls the creature and can be safely donned by that creature at any time.

Stasis. Whenever a creature wearing the armor drops to 0 hit points, the armor places that creature into a state of stasis. While in this state, the creature is stable and does not make death saving throws, but the armor takes control of the creature (as above). Additionally, the armor attempts to assume the identity of the user, assuring their allies that nothing is amiss. Freeing the user first requires defeating the armor's automatic defenses (as above). A creature in stasis does not make Charisma saving throws to break the armor's control.

Alternative Power. Powered armor originally required energy cells to fuel it, but was adapted by Kwalish to be fueled by the life energy of the creature wearing it. You might decide that the armor can also draw power from additional sources, or that energy cells can be recharged with the aid of a tinker, inventor, or artificer. It might also be possible for allies to connect to the armor through the use of magic that generates a conduit something like an astral silver cord. While so connected, a willing ally can give up hit points as a reaction to fuel the armor's abilities.

- Activate boosters to gain a flying speed of 15 feet for 1 minute (1 charge or 5 hit points).
- Fire arm-mounted laser: *Ranged Weapon Attack*: +8 to hit, range 120 feet, one target. *Hit*: 2d6 radiant damage (1 charge or 5 hit points).
- Translate any writing you can see in any nonmagical language, to a total of one thousand words over 1 minute (1 charge or 5 hit points).
- Fill the armor with air, allowing you to breathe normally in any environment for up to 1 hour (1 charge or 5 hit points).
- Gain darkvision to a range of 60 feet for up to 1 hour (1 charge or 5 hit points).

The armor can accept only one energy cell at a time. It is found with one energy cell attached, containing 2d10 charges.

APPENDIX E: NEW SPELLS

The following new spells can be found as *spell scrolls* and supernatural charms in this adventure.

FLOCK OF FAMILIARS

2nd-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Warlock, wizard

You temporarily summon three familiars—spirits that take animal forms of your choice. Each familiar uses the same rules and options for a familiar conjured by the *find familiar* spell. All the familiars conjured by this spell must be the same type of creature (celestials, fey, or fiends; your choice). If you already have a familiar conjured by the *find familiar* spell or similar means, then one fewer familiars are conjured by this spell.

Familiars summoned by this spell can telepathically communicate with you and share their visual or auditory senses while they are within 1 mile of you.

When you cast a spell with a range of touch, one of the familiars conjured by this spell can deliver the spell, as normal. However, you can cast a touch spell through only one familiar per turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you conjure an additional familiar for each slot level above 2nd.

GALDER'S SPEEDY COURIER

4th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (25 gold pieces, or mineral goods of equivalent value, which the spell consumes)

Duration: 10 minutes

Classes: Warlock, wizard

You summon a Small air elemental to a spot within range. The air elemental is formless, nearly transparent, immune to all damage, and cannot interact with other creatures or objects. It carries an open, empty chest whose interior dimensions are 3 feet on each side. While the spell lasts, you can deposit as many items inside the chest as will fit. You can then name a living creature you have met and seen at least once before, or any creature for which you possess a body part, lock of hair, clipping from a nail, or similar portion of the creature's body.

As soon as the lid of the chest is closed, the elemental and the chest disappear, then reappear adjacent to the target creature. If the target creature is on another plane, or if it is proofed against magical detection or location, the contents of the chest reappear on the ground at your feet.

The target creature is made aware of the chest's contents before it chooses whether or not to open it, and knows how much of the spell's duration remains in which it can retrieve them. No other creature can open the chest and retrieve its contents. When the spell expires or when all the contents of the chest have

been removed, the elemental and the chest disappear. The elemental also disappears if the target creature orders it to return the items to you. When the elemental disappears, any items not taken from the chest reappear on the ground at your feet.

At Higher Levels. When you cast this spell using an 8th-level spell slot, you can send the chest to a creature on a different plane of existence from you.

GALDER'S TOWER

3rd-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a fragment of stone, wood, or other building material)

Duration: 24 hours

Classes: Wizard

You conjure a two-story tower made of stone, wood, or similar suitably sturdy materials. The tower can be round or square in shape. Each level of the tower is 10 feet tall and has an area of up to 100 square feet. Access between levels consists of a simple ladder and hatch. Each level takes one of the following forms, chosen by you when you cast the spell:

- A bedroom with a bed, chairs, chest, and magical fireplace
- A study with desks, books, bookshelves, parchments, ink, and ink pens
- A dining space with a table, chairs, magical fireplace, containers, and cooking utensils
- A lounge with couches, armchairs, side tables and footstools
- A washroom with toilets, washtubs, a magical brazier, and sauna benches
- An observatory with a telescope and maps of the night sky
- An unfurnished, empty room

The interior of the tower is warm and dry, regardless of conditions outside. Any equipment or furnishings conjured with the tower dissipate into smoke if removed from it. At the end of the spell's duration, all creatures and objects within the tower that were not created by the spell appear safely outside on the ground, and all traces of the tower and its furnishings disappear.

You can cast this spell again while it is active to maintain the tower's existence for another 24 hours. You can create a permanent tower by casting this spell in the same location and with the same configuration every day for one year.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the tower can have one additional story for each slot level beyond 3rd.

APPENDIX F: ADDITIONAL RUMORS

Tales of the legendary Barrier Peaks have circulated for centuries, passing from person to person and town to town across the length and breadth of the land—and the only one who knows the full truth of those tales is you. None of the following rumors connect directly to this adventure. But you can use them as alternative false rumors for the “Rumors and Legends” section, or as true inspiration for side treks and new adventures.

ADDITIONAL BARRIER PEAKS RUMORS

d100 Rumor

- 1 An ancient castle lies buried in the foothills of the Barrier Peaks. Hidden somewhere in its vaults are a *suit of invisibility* and a *ring of teleportation*!
- 2 A group of charitable drow who worship Bahamut have taken refuge in the Barrier Peaks. They are said to help travelers in need.
- 3 Legend tells of a cave inhabited by minotaur shamans that have fled the command of Baphomet, and that seek to free all their people from the demon lord's control. Those that bring them the knowledge and supplies they require are rewarded with gold and gemstones.
- 4 They say shadar-kai appear from time to time in those mountains, kidnapping aloof adventurers for the Raven Queen.
- 5 The Tharguard dwarves of the Barrier Peaks were powerful smiths. Channeling magic within their forges, they crafted the finest weapons in the land—until they vanished centuries ago. Recently, though, the clamor of hammer on anvil has been heard in remote chasms in the peaks once again. The Tharguard have returned, but no one knows why.
- 6 A dead god was buried beneath the Barrier Peaks eons ago. The blood of this god permeates the stone of the mountains, and its magic is channeled by the flora and fauna of the peaks.
- 7 Hunters have found wildlife in the Barrier Peaks slain by the precise burn marks of magic. Whatever creature is killing these beasts, it has no need for food or trophies, as the carcasses are simply left to rot.
- 8 On nights of the full moon, airships piloted by lycanthropes roam the mountain passes of the peaks, looking for travelers to infect and add to their savage crews.
- 9 Folk foraging for truffles near the base of the Barrier Peaks swear they saw three metal golems marching abreast, set with glowing red eyes that shot fire, and levitating over any obstacle in their path.
- 10 There ain't nothing good in them mountains, I can tell you that much. I've heard that magic works wrong up there, and every few weeks, some unseen cave belches out a new monstrosity hungering for flesh.

d100 Rumor

- 11 Lightning struck one of the Barrier Peaks, bringing it to life. Though it's still rooted in the soil, a maw-like cave entrance now howls in frustration in the Primordial tongue.
- 12 It's claimed that one of the Barrier Peaks rises so high, it tore a hole in the sky, allowing elemental creatures of air to enter this world.
- 13 The Barrier Peaks are said to house a vile laboratory, capable of reanimating undead that are immune to a cleric's holy power.
- 14 A family of space harasters is looking for their long-lost child up in those mountains. Those otherworldly creatures won't rest until they're reunited.
- 15 I've heard tell of a terrible warrior who roams the Barrier Peaks—a beast of a man trapped in a suit of armor with gleaming golden eyes, and which spits fire and lightning from strange metallic wands. The only way to escape him is to put a body of water between the two of you, as he won't cross it.
- 16 Children speak of a ten-fingered raven that flies down from the peaks to open doors and whisper nightmares into the dark.
- 17 The owlbears that prowl the slopes of the Barrier Peaks are not what they seem.
- 18 A glowing dragon has crawled out from the roots of the Barrier Peaks. It searches now for an artifact that might save the creatures that live off its light.
- 19 Deep within the valleys of the Barrier Peaks grows an ancient fungus sought by a sect of mad druids. If they find it, they believe it will help them destroy the cities of the civilized races.
- 20 The tarrasque slumbers beneath the Barrier Peaks, and none know when the great beast might stir.
- 21 I've heard tell of an order of knights running a way station up in the Barrier Peaks. They promise rest and respite to anyone trying to cross the mountains. But most folks never make it to the other side.
- 22 There's a town of civilized mice somewhere in the peaks, where you can get a magic sword in trade for a cup of milk. Of course, the sword is the size of a needle, but any tailor will pay you good coin for it.
- 23 An old kenku who can interpret dreams and has knowledge of the future hides out in a cavern in the foothills of the peaks.
- 24 On some nights, a burst of yellow-white light flashes up above the peaks, visible for miles. Once in a while, a beam of emerald green descends from the heavens to the same spot.
- 25 There's something peculiar about a pool a few days' trek into the mountains. Magical trinkets and treasures have their effects amplified if submerged in it even a little while, but nothing good seems to come to anyone who wields that magic.

d100	Rumor	d100	Rumor
26	A large, finely crafted metal elk roams the Barrier Peaks. It's a phylactery gone rogue, and the souls consumed by the lich that crafted it can converse with those that stumble across it.	39	Some say those peaks are so sharp that the gods cut their feet on them. That's why the rivers of the mountains run red every few years.
27	Beneath the Barrier Peaks lies a vast maze patrolled by undead minotaurs.	40	Some fool claimed that goblins kidnapped him and his cattle from the foothills of the Barrier Peaks, dragged them high up into the mountains—and then let them all go back home again like nothing had happened.
28	They say there's a cave in one of the high passes that even the gods can't see inside. But if you leave a silver piece at the entrance every sunset for a year and a day, you'll be granted a wish.	41	Strange metallic constructs haunt the Barrier Peaks, and only one wizard is said to have discovered the secret of controlling them.
29	There's a strange curse or hex up in those peaks, and people who wander there should be wary. First, they get real tired and can't keep food down to save them. After a fortnight at the most, any cuts or scrapes don't mend right. It's not long after that they fall into a sleep and never wake up.	42	A metal-walled cave in the mountains is sealed behind a magic door that opens and closes whenever a worthy traveler draws near. But who judges those travelers' worthiness, none can say.
30	There's an ancient book hidden in a library in the peaks. Anything you write in that book, no matter how big or small, comes true in this world in the end.	43	A horrible whispering can be heard up in the mountains. Folks claim it's the ghosts of ancient explorers, trying to entice others into joining them in death.
31	One adventurer I heard of came back safe from an expedition to the Barrier Peaks—then promptly grew extra arms, turned purple, and lost his ability to speak. Folks say that the monsters in the peaks are all made that way. Adventurers transformed into beasts from the other realms by a curse that not even the most devoted clerics can heal.	44	The Barrier Peaks are home to an ancient league of aboleths, whose members conspire to punch a hole to the Far Realm in the fabric of reality.
32	In ages past, a star fell from the heavens and crashed within the Barrier Peaks. The first expedition to reach the site of this fallen star died inside a strange maze made of metal and light, guarded by golems with unnatural cunning.	45	A mysterious armored beholder roams the caverns of the Barrier Peaks, silent in its execution of all who intrude into its realm. Its eyestalks send forth rays of light that shine out suddenly in the darkness—and turn creatures they catch into dust!
33	A bizarre combination of beholder and flumph is said to float through the caves of the mountains, its eye rays inducing laughter and generosity . . . or turning one into a squirrel. What mad wizard would create such a thing?	46	A mysterious order of monks guards a lone keep high in the Barrier Peaks, said to imprison an immortal knight.
34	Silent metal spheres lurk in the subterranean depths of the mountains, following adventurers who explore those depths.	47	Old Otus came through town the other day, needing fresh supplies. He said huge frogs with tentacles ate his camp! Can ye believe that?
35	Within a cave in a secluded valley, time twists and distorts. Travelers have returned from that place with stories of their companions frozen motionless for long minutes, or of repeating the same actions many times over before managing to escape.	48	Beneath the Barrier Peaks is an ancient iron god once worshiped by the gnomes. Inside its metal form reside nightmarish creatures without souls.
36	In a mysterious village in the Barrier Peaks foothills, the inhabitants slaughter one another to the last each night. Yet the next day dawns with all the villagers alive, as if nothing had happened.	49	Adventurers that have returned recently from the Barrier Peaks have lost the ability to talk about their emotions. Whenever they attempt to, they are simply struck dumb.
37	A beholder is trapped within a cavern of the mountains, as the result of some strange draw from a <i>deck of many things</i> . To pass the time, the creature stages plays with the monsters and prisoners it keeps.	50	A group of rats that once belonged to a demented wizard have formed a tiny village within one of the lower crags of the Barrier Peaks. If you hear singing and the clinking of tiny mugs on a windless night, you'll know you're close.
38	The strangest noises come rumbling down from the Barrier Peaks at times. Screeches and howls, and enormous echoing thumps. It's enough to give a person the shudders.	51	Folk dwelling in the foothills of the peaks have been caught wandering as if in a trance into the mountains. When rescued, all reported the same thing: a long, bony finger beckoned them into the darkness, where writhing tendrils waited to snatch them up.
		52	In more than one spot within the peaks, a strange hum emits from the earth without warning, and anything smaller than a fist begins to float a few inches off the ground.

d100 Rumor

- 53 My brother's best friend's uncle got lost up in the high trails of the peaks, swearing up and down that he'd fallen through a wall of wind and found a garden behind it full of strange plants. We all thought he was half mad, but he had the weirdest blue vine growing through the soles of his boots. We had to burn it off, and I tell you, that plant screamed.
- 54 A rare type of creature escaped a wizard's tower in the Barrier Peaks, resembling tiny plant people. Their bodies have begun washing up in the foothill rivers, still clutching little spears.
- 55 Somewhere deep within the peaks lies the lost tower of Mundar, named after a gnome wizard who loved children and created many magnificent magical toys. Those who claim to have found the tower tell tales of giant teddy bears and toy soldiers that guard against those who would ransack its workshop.
- 56 Even the best trackers are afraid of those mountains. They'll tell you that if you count the number of peaks before dark and make the same count the next morning, you'll never get the same number.
- 57 The Barrier Peaks house a guild of cunning gnomes, who love to test their creations on the settlements in the foothills below.
- 58 A sage dwelling in the foothills of the peaks was found dead, the top of her head cut off and her brain cleanly removed. Then a hunter returned from the high mountains says he saw a scuttling, crab-like monster there, with a brain floating in a transparent blister atop its head.
- 59 A farmer says he saw a metal humanoid wandering through the foothills while he was tending his sheep. The thing was screaming at the top of its lungs, babbling in some language he couldn't make out. It threw fire from its fingertips when it spotted him, and he says he was lucky to get away alive.
- 60 Folks say that when the spring warmth melts the snow on the Barrier Peaks, strange metal objects are washed downriver and eaten by fish. The halflings call this season "Fisher's Fortune" in their small river villages in the foothills.
- 61 It's said that the spirits of twin children haunt the Barrier Peaks—poor tykes who froze to death looking to pick flowers for their mother. Each seeks the other now, lost forever and begging strangers for aid. Tales talk of how one spirit will lead explorers to safety, while the other guarantees malicious calamity.
- 62 A few folks have reported seeing strange lights just above the peaks. Some claim they're the work of occultists performing diabolical rituals, while others say they're lost souls trying to lure folks to their doom.
- 63 The tarrasque dwells within the deepest caverns of the Barrier Peaks—but the creature is undead, held in a perpetual state of decay.

d100 Rumor

- 64 Rumors tell of an iron fortress nestled deep within the Barrier Peaks. No one knows how it got there, but some histories tell of how it appeared about the same time that a comet crashed into the mountains. The gods delivered this fortress, some say, and no mortal can enter without their permission.
- 65 A small group of humans and dwarves went into the Barrier Peaks seeking archeological finds. News was promising at first, including reports of a cave that held artifacts from ages long past, and the remains of creatures unlike anything ever discovered before. Then all word from the expedition suddenly ceased . . .
- 66 Symbols appear in the Barrier Peaks, scribed into the deepest caves and on the highest mountains alike. These glyphs glow and pulse, and come from no language ever spoken by mortals.
- 67 An old roc's nest clings to one of the higher slopes of the Barrier Peaks, with an old iron footlocker hidden within it. A reclusive mystic is said to have stored secretive writings in that chest, behind powerful magic wards.
- 68 Some sort of frog-god fell from the skies an aeon ago, and it waits now for one worthy enough to carry its religion to the world. Whoever finds this being and bows before it will become a demigod, leading the world into a new age of prosperity and order.
- 69 One of the highest of the Barrier Peaks has mysteriously lost its snowpack. No snow clings to its crags now, even in the middle of winter.
- 70 A trading caravan traveling through the Barrier Peaks returned without any of its merchants. All the pack animals and supplies were accounted for, none the worse for wear—except the caravan had lost every trace it carried of silk or cloth.
- 71 I've heard tales of a haunted monastery up in the peaks. Something about vengeful dead coming down to steal corpses, and taking them back to their forsaken abode.
- 72 No, it's not all woe and misery in the Barrier Peaks. There's a lost tavern up there, filled with perfectly preserved dwarven ale from the past millennia.
- 73 I've heard an old woman sometimes appears on the trails of the peaks, staring at you with huge black eyes. She might offer you some berries to eat, but those who take one are never heard from again!
- 74 A swarm of rust monsters wanders up in those mountains. Hundreds of them. Maybe thousands. What kind of metal they're finding up there to let them sustain those numbers, no one knows.
- 75 All this talk about yetis in the Barrier Peaks is just a rumor. I say there's a pack of wizards pretending to be yetis, trying to scare folks away from the peaks' real secret!

d100 Rumor

- 76 In ages past, the gods cast a flaming star down upon the Barrier Peaks. And all the time since, the peaks have been infected with horrors too shocking to fathom.
- 77 A mummy lord resides in an ancient tomb of the Barrier Peaks, guarding a huge treasure that once belonged to a family of vampire slayers.
- 78 Most kobolds are mere nuisances. But the members of the Brightclaw Clan of the Barrier Peaks wield strange metal crossbows that hum and glow with esoteric symbols. I saw my dwarf guide disintegrated by a red beam emitted from one of those unnatural magical things!
- 79 An ancient deity dwells within the Barrier Peaks, and speaks to its followers only in dreams. Those who meet this deity become blessed with eyes that glow in different colors, depending on who they speak to and what they say.
- 80 Somewhere within the Barrier Peaks, a massive city built into the cliffs is populated by a society of aarakocra and genasi. These creatures guard a passage into the Elemental Plane of Air, aided by tamed elementals.
- 81 A vault full of strange flying devices is hidden within the Barrier Peaks—and rumors say that a dragon has recently claimed the place.
- 82 A lost temple of the storm god is said to be hidden in the Barrier Peaks, and is home to a magical gem that can control the weather. Countless of the god's faithful have made expeditions to seek the site—and none have ever returned.
- 83 A sheer wall of ice at the height of the Barrier Peaks has a surface that is marred by peculiar shapes. Tales tell that those shapes are magical molds through which creatures of elemental cold are spawned.
- 84 The top of one of the Barrier Peaks is fake. An illusion! Tales tell of a village up there, populated by halflings who love the cold.
- 85 I heard there be rabbit-men in the peaks, with spears that throw fire.
- 86 Caverns abound in the Barrier Peaks that are filled with rubies—all of them crystallized out of the blood of innocents and cursed to bring an early death to those that carry them.
- 87 The entire range of the Barrier Peaks is actually the ribs of some great, sleeping skeletal beast. Those quakes that tremble through the mountains from time to time? That's it starting to wake up. It's coming.
- 88 People know the Barrier Peaks but often forget what it is they were named for. Those mountains make a protective wall guarding civilized lands from the nightmares and dark magic that spawn on their far side. And every time some explorer cuts a new trail across the peaks, that barrier weakens.

d100 Rumor

- 89 Folk talk about the Barrier Peaks as home to wraiths and other apparitions, but I say those mountains are a laboratory for the mind flyers. I've walked those trails. I've heard the blood-curdling screams that come from deep within those mountains. And I've seen the empty look in those that survive the journey to the peaks and back.
- 90 On a stormy day, elemental power surges in the Barrier Peaks, and the clouds between the mountains become thick enough to walk on.
- 91 A cabal of gnome mages built an arcane engine in the Barrier Peaks meant to open up a gate to another world.
- 92 Metal creatures up in the higher passes of the peaks make strange musical sounds. But most of those who investigate that music never return to talk of it.
- 93 The higher reaches of the Barrier Peaks stay frozen even into summer. Digging in these spots can turn up the corpses of explorers who died there, along with all their gear—and the spirits of those angry dead.
- 94 I once heard a loudmouth explorer show off what they called a "power coin" in an adventurer's tavern. It looked like blue glass to me, but they swore it could charge up magical devices.
- 95 Somewhere deep in a cave in the Barrier Peaks flows a waterfall of molten gold.
- 96 A deranged transmuter had a secret lab somewhere in the Barrier Peaks, folk say. No one's found it yet—but adventurers have spotted a creature in the mountains partway between a sloth and a porcupine, attacking with razor sharp claws and poisoned quills.
- 97 Many of the stones in the Barrier Peaks are hollow, and those stones sing their secret knowledge during storms. Those songs can lead discerning listeners to hidden treasures . . . or unseen dangers.
- 98 A hidden glade of petrified trees in the Barrier Peaks is tended by a stone giant dreamwalker.
- 99 Some say the paths and tunnels of the Barrier Peaks take weeks or months to traverse, while others claim to navigate the same routes in mere days. Stranger still, charting your route in the peaks is most unreliable. Many's the explorer that's used stars and compass to plot a course, only to find themselves back at the beginning edge of the place where the trip began.
- 100 The Soul Catcher, they call it. Its victims stagger out of the Barrier Peaks with nary a scratch on their bodies, but their hearts aren't right anymore. The lucky ones are caught by the healers and confined to places where they can't hurt anyone. The ones who aren't so lucky . . . Well, you tell me. What would you call an adventurer who can't feel the slightest tinge of remorse or guilt or fear?