

PO-BK2-05



WEIRD TALES



**A 2-hour to 4-hour Border Kingdoms
adventure for characters of 5th - 10th level**

CCC-GHC-BK2-05

Adventure Tier: 2

Optimized For: APL 8

Version: 1.1



Weird Tales

An eldritch entity from the stars above corrupts the minds of all that gaze upon it; the corruption breeds an otherworldly invasion that befalls the village of Taermbold. Adventurers must traverse Wildspace to end a threat to all who live within the Border Kingdoms.

A Four-Hour Adventure for Characters of 5th – 10th Level



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WELCOME TO THE BORDER KINGDOMS!

According to the sage Meriadas of Westgate: “The Border Kingdoms are the most favored destination for adventurers who want to proudly and boldly conquer a realm or establish their own new kingdom. Lords, counts, dukes, kings and emperors rise, proclaim themselves, and are swept away with the speed and regularity of waves crashing upon a shore.”

This tumultuous land lies between the Lake of Steam and the Shaar in the Forgotten Realms. Gamehole Con has been granted exclusive rights to develop Adventurers League content in this region and our offerings include adventures, source material, and short stories. For more Border Kingdoms content, visit the DMs Guild!

[Border Kingdoms content at the DMs Guild](#)

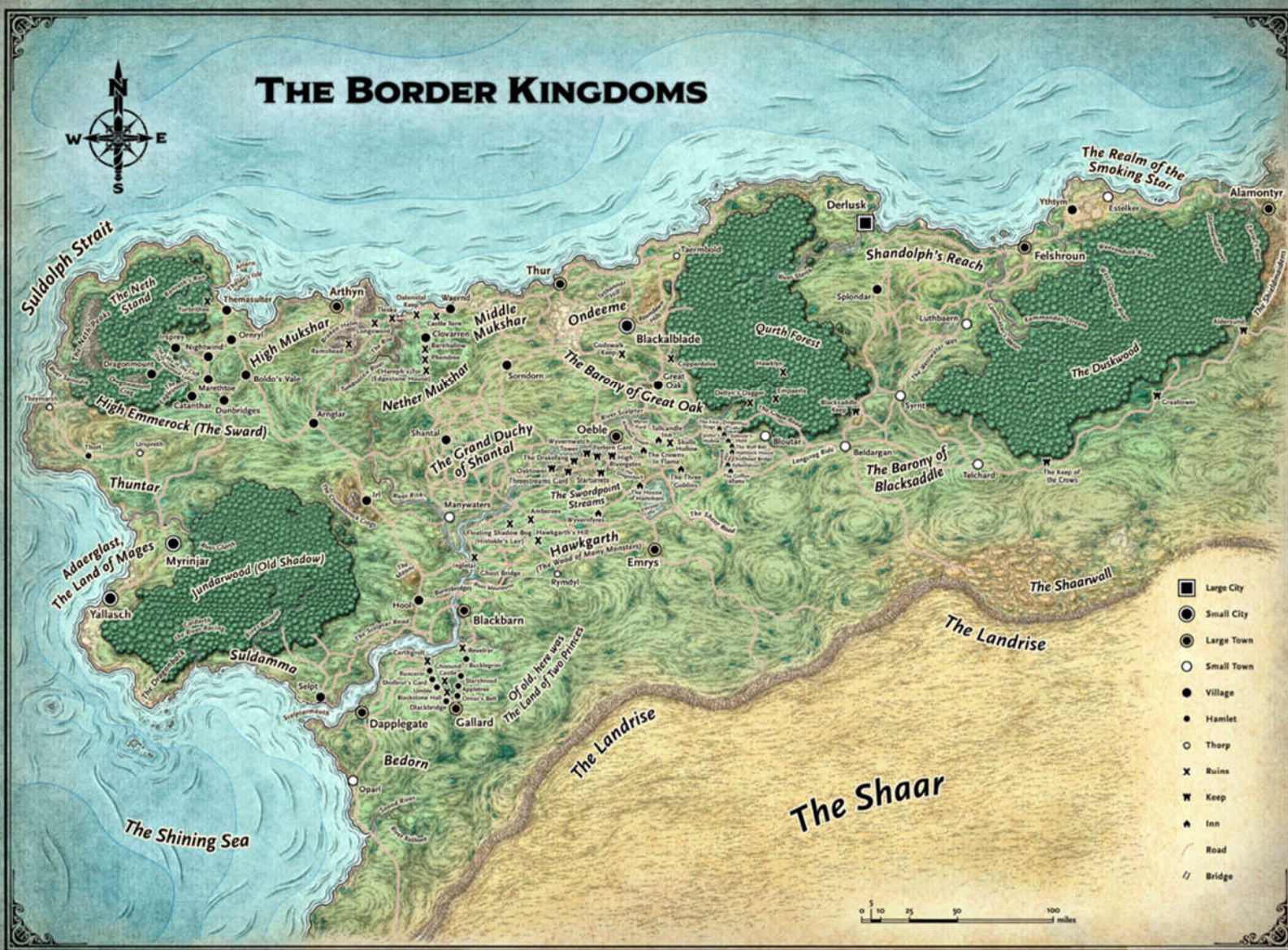
A NOTE ABOUT ENCOUNTER SCALING

This adventure is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance.

Players tend to bring their best and brightest to gatherings like Gamehole, and a group of seven optimized characters can easily overpower the recommended party strength. As a DM, you can—and should—adjust each encounter’s difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from average to strong, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps. Just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure’s spirit!



ADVENTURE PRIMER

WELCOME TO *WEIRD TALES*, a D&D Adventurers League™ adventure, that is part of the official D&D Adventurers League™ organized play system and the *Partner Organization* program.

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

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam. During the adventure, the characters go to the isolated thorp of Taermbold to investigate strange creatures prowling the roads and stalking the locals.

BACKGROUND

A few months prior to the start of the adventure, a **RED WIZARD OF THAY** named **DUTHIIR DAGAZ** fell under the sway of an Elder Evil named **GIBBETH**. At the bequest of his master, Dagaz acquired a piece of Far Realm technology from the Red Wizards and smuggled it to the thorp of **TAERMBOLD**. Taking residence within an abandoned manor on the fringes of the village, Dagaz began experimenting with the alien artifact. The device activated and opened an eldritch rift that linked his observatory to a rift facing the Green Star containing Gibbeth. Dagaz stared into **WILDSpace** directly at the baleful green orb which commanded him to assemble infrastructure at the tower to create more rifts in preparation for an invasion by Gibbeth's neogi forces.

Dagaz began to engineer arcane devices capable of harnessing eldritch energy directly from Gibbeth's star. He created a protective barrier around the manor to ensure no one would disrupt Gibbeth's plan of creating a neogi colony in Taermbold.

As Dagaz's sanity deteriorated, he began feeding the couriers and guests that arrived at the manor neogi eggs to use them as living hosts to spread their kind across the Border Kingdoms. One such creature hatched from a merchant that stopped at Gryphon's Head Inn. The emergence of the neogi alerted the wizard Rymdyl that something is amiss and the adventurers are called to investigate.

OVERVIEW

The adventure's story is spread over three **episodes** that take approximately four hours to play. These episodes contain three **story objectives** and are introduced by Part 1: Activation Sequence (Call to Action). The remaining story objectives are introduced in Part 2: The Horror in the Tavern, Part 3: To Infinity and Beyond, and Part 4: When Things Spin.

- **Part 1: Activation Sequence (Call to Action).** A citizen of Taermbold brings an odd looking spider to Mage Rymdyl. Alarmed there may be more Far Realm invaders in store, Rymdyl sends the adventurers to Taermbold to investigate.
- **Part 2: The Horror in the Tavern.** Arriving in Taermbold, the characters discover a wayside inn, Tuller's Rest, is swarming with spider-like aberrations. **Story Objective A.** Defeat the strange creatures and make contact with the locals.
- **Part 3: To Infinity and Beyond.** A Red Wizard of Thay named Koura tells the characters that a stolen piece of Far Realm technology is likely behind the rifts. A plasmoid outsider provides an opportunity to enter the manor if they can help him repair his derelict Spacejammer. **Story Objective B.** Make contact with the Red Wizard and find a way to enter the manor.
- **Part 4: When Things Spin.** The party enters the manor and must find and deactivate the cause of the rifts. **Story Objective C.** Discover the source of the bizarre creatures and neutralize it.

ADVENTURE HOOKS

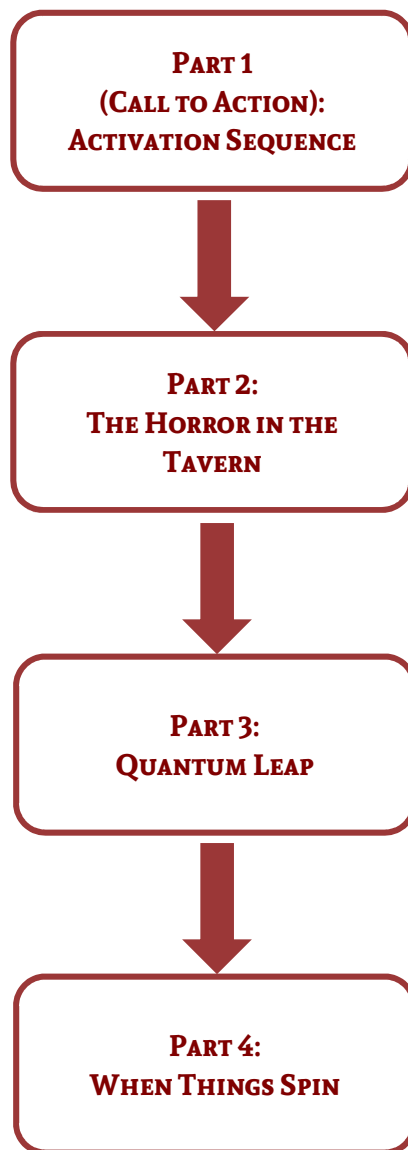
Special Delivery. The characters are transporting a piece of astrological equipment to Thaermbold to be delivered to a man named Duthiir Dagaz. The job seems simple, though a bit off the beaten trail, and is paying extraordinary wages.

Strange Device. After coming across a strange artifact in the possession of some enemy Red Wizards of Thay, it begins to speak saying "INITIATION SEQUENCE – COMMENCE ATTACK. RALLY POINT: TAERMBOLD, BORDER KINGDOMS."

Harpers on the Case (Faction Assignment). The Harpers have caught news that villagers in Taermbold are going missing and they fear it may have something to do with the old Netheril manor that stands on the edge of town. The Harpers employ the characters to investigate.

ADVENTURE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



PART 1: ACTIVATION SEQUENCE (CALL TO ACTION)

Estimated Duration: 20 minutes

AREA INFORMATION

The area has the following features.

Lighting. The area is well lit with light coming in from open windows that overlook the tiny village that has built up around the tower. Magical torches held in sconces light areas where natural light does not reach.

Ceilings, floors, and walls. The ceilings in most areas of the tower are 15 to 20 feet high. The walls and floors are dark hardwood, with fieldstone hearths containing small fires in most rooms.

Sounds and smells. The smell of lavender tea and the sounds of the crackling fire lick the air. Occasionally the sound of the wind whistles just outside the windows.

Furnishings. In front of the fireplace is a pair of armchairs and a low table. A few trophies of exotic creatures sit behind glass throughout the room.

Read the following to start the adventure:

You have been summoned by Mage Rymdyl, a half-elf wizard who has requested your presence at her tower, a beaming spire of pearlescent stone. You are escorted through its halls to a small parlor where Rymdyl stands in front of a glass enclosure that contains a horrific looking creature that resembles a spider with an elongated neck and face like an eel.

"Friends, I have made a very disturbing revelation that I fear may be related to the catastrophe foretold by the Wemics' prophecy. A courier that I oft use had stopped in town two days ago and stayed at the Gryphon's Head inn. The innkeeper grew concerned and went to check on him to find his body horrifically mutilated – and his chest burst open. It seemed his body had been incubating this alien creature." She points at the lifeless body of the aberration contained within the enclosure.

"I was called to deal with the matter and killed the spider-like aberration. Looking for an answer as to what may have happened to him, I searched through his personal journal and travel manifest. It seems he first reported signs of feeling ill after visiting with a man named Duthiir Dagaz in the village of Taermbold. He wrote a brief description of the man: bald covered in tattoos wearing robes of red. No doubt the Thayans are somehow tied to all of this."

I truly hope this is an isolated incident, but I can't help but fear that the Village of Taermbold may be the epicenter of something catastrophic if we don't investigate

"I task you with investigating Taermbold and learning what you can of these creatures and their origins. If this is somehow related to the Wemics' prophecy, I ask you do everything in your power to contain it before it spreads across the Border Kingdoms. Taermbold is quite a distance to the North; fortunately there is a Waystone near the village that I can send you to via my teleportation circle here in the tower."

WHAT RYMDYL KNOWS

Rymdyl (**archmage**) is a wizard who has been pulled into the present from the distant past. She takes it as her responsibility to protect the Border Kingdoms from threats both seen and unseen. Recently she has been briefed on a prophecy foretold by a group of Wemics (see the events of PO-BK-2-4 OUT OF THE SHAAR) and is hypervigilant about trying to identify the threat it refers to. The connection of this current problem to both a strange unknown creature and the Red Wizards of Thay has her extremely perturbed.

She shares the following information:

- The courier who was found dead was delivering arcane supplies to someone who had taken up residence in an old manor that sits on the edge of Taermbold. Rymdyl is aware of it as it was once the home of a Netheril arcanist.
- The deliveries had been placed by a man named Duthiir Dagaz. Rymdyl does not know who this is, but believes it is a Thayan name.
- When she examined the courier's body she took note that there didn't appear to be any bite marks or signs that the skin was broken. Dark lines that seemed to trace his veins across his body seemed to indicate there was a toxin in his bloodstream.
- Taermbold is very rundown and has been vacated by many of the locals over the years due to frequent goblinoid raids. Those few who still remain live cloistered in the center of town. Rymdyl would suggest gathering information at Tuller's Rest, a small inn.

THE DEAD NEOGI

Any character wishing to further inspect the dead **neogi hatchling** can make a DC 15 Intelligence (Nature) check. On a success, the character can deduce that it has an immature venom gland and fangs that appear that they would grow into being

capable of delivering the venom deep into the bloodstream of its victims.

CALL TO ACTION

Rymdyl would like the adventurers to go to Taermbold and investigate. She anticipates the villagers of Taermbold may be in peril and wishes for the characters to first check to ensure they are safe. This is **Story Objective A: Defeat the mysterious creatures and make contact with the locals.**

After ensuring that the townsfolk are not in immediate danger, Rymdyl asks that the adventurers look into the origins of the creatures and find a way to prevent them from spreading further.

When the adventurers are ready to leave, Rymdyl can use a teleportation circle within the tower to send them to a Waystone just outside of the village of Taermbold; proceed to **Part 2: The Horror in the Tavern.**

PART 2. THE HORROR IN THE TAVERN

Estimated Duration: 60 minutes

Rymdyl's teleportation circle sends the characters to a waystone (see sidebar) that sits at a crossroads a few miles away from Taermbold. Markings on the stone indicate the direction of Taermbold a bit further up the road. A DC 13 Intelligence (Investigation) check will reveal a message carved into the stone that reads in Common: "Danger ahead – once they take your mind your body will follow."

As the characters approach Taermbold, please read:

The road leading into Taermbold draws close to the wilds of the Qurth Forest to the east. The village ahead is a series of dilapidated hovels separated from each other by rows of hedges that mark property lines. Many of these buildings have clearly been abandoned for many seasons.

The main path leads through a meandering maze of hedgerows that lead toward the center of the village, where the state of disrepair seems less pronounced.

Use the information below as the party moves forward to the center of the village toward a two-story inn, Tuller's Rest.

AREA INFORMATION

The area has the following features.

Lighting. Bright light during the day; dim light if night.

Buildings. The buildings in the town square, other than Tuller's Rest, are all single story buildings. Most have suffered extreme structural damage and any attempt to climb onto their rooftops requires a DC 14 Dexterity saving throw to avoid falling through the crumbling topside; failure results in taking 2d6 bludgeoning damage and falling prone down below.

Windows and Doors. All of the doors and windows are boarded up with wooden planks (AC 15, 10 hp). A successful DC 13 Strength (Athletics) check can break through.

Dead Bodies. Scattered about the village square are a number of Neogi carcasses and the bodies of red robed wizards. A DC 13 Intelligence (Investigation) check will reveal that the two sides were fighting each other.

Sounds and smells. Villagers can be heard rallying inside the inn to hold the invaders at bay.

STORY OBJECTIVE A

Defeat the mysterious creatures and make contact with the locals.

WAYSTONES

Throughout the Border Kingdoms at various road crossings stand stone markers known as waystones. Their primary purpose is to direct individuals to the various villages and landmarks throughout the realm etched into its surface. Moving, removing or defacing a waystone is a crime punishable by death. However, there is no restriction against adding messages or carvings to a waystone and in fact it is a tradition to do so. Sometimes these are warnings or private messages meant for specific recipients who may wander by.

EVENT 1 – UNFRIENDLY NEIGHBORHOOD

SPIDERS

As the characters approach the center of Taermbold, read or summarize:

You hear shouting and muffled commotion coming from a two-story inn which stands in the village square where the maze of dirt roads converge. Crawling along the outer surfaces of the structure and upon the roof are a spider-like creatures that are clawing and biting at boarded up windows and doors.

There are **three neogi** and **one neogi master** which are trying to enter Tuller's Rest with intentions of capturing the villagers. When the characters arrive, the neogi's attention turns to them in hopes of taking some stronger captives. Just the presence of the characters is enough to get the neogi to leap to the street below.

Throughout the combat with the neogi, wild temporary eldritch rifts open up throughout the battlefield. On initiative count 10, roll on the Wild Eldritch Rifts table to see what occurs. If a Wild Eldritch Rift event is rolled twice, reroll so that two events are not repeated.

The neogi fight to the death. After three rounds of combat OR once all of the neogi have been defeated, move on to **Event 2: Friends in Low Places**.

Wild Eldritch Rifts

1d8	Event
1	A raspberry-colored slime oozes out from a portal overhead a randomly determined character. It pools to the ground, covering a 10-foot square space. Anyone in the space when the ooze appears must make a DC 13 Dexterity saving throw or become restrained. A creature restrained in this way can make a DC 15 Strength (Athletics) check to escape. Additionally, a creature who attempts to ingest the ooze gains 10 temporary hit points.

2	From an eldritch rift steps an adventuring party composed of identical twins of the existing group. The adventuring party promptly turns around and exits back through the rift; each character that sees this take place needs to make a DC 15 Wisdom saving throw to try and put the occurrence out of mind or suffer the effects of the <i>confusion</i> spell.
3	Two portals open up on opposite sides of the party, revealing the hulls of two large ships suspended in a sea of stars. Both ships fire arcane cannons at each other, catching all creatures between them in the crossfire. Each creature must make a DC 15 Dexterity saving throw or take 33 (6d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
4	An eldritch rift opens up and a beam of prismatic light from a celestial star shines down on each character. The light envelopes their body and coats their body in a brilliant aura that provides the effect of a <i>bless</i> spell for one minute.
5	Eldritch rifts open up beneath the feet of two characters that are within 60 feet of each other and they swap places on the battlefield. For the next minute, both creatures are mystically connected to each other as if under the effect of a <i>warding bond</i> spell.
6	An eldritch rift opens up high above one randomly determined character and a gigantic space whale falls to the ground. Any creature within 10 feet of the space where it falls must make a DC 15 Dexterity Saving Throw or take 8d10 bludgeoning damage and be knocked prone. If a creature is somehow able to save the space whale from a harsh landing, such as with a feather fall spell, the sentient space whale will provide a reward in the form of a vial of <i>oil of etherealness</i> before flying back up and leaving via the portal.
7	The head of a giant appears in a portal overhead and yells "Show me your moves! I want to see your dance moves!" Each character must dance for it or suffer its ire; a successful DC 15 Charisma (Performance) check will mollify the giant. If a character refuses or fails the check, the giant hurls a boulder at them and they must succeed a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone.
8	Out from a small eldritch rift emerges a flying galleon operated by six small chwinga astronauts . Each creature which can see the galleon must make a DC 15 Wisdom saving throw or be distracted and have disadvantage on their next attack roll.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove two **neogi**.
- **Weak party:** Remove one **neogi**.
- **Strong party:** Add one **neogi**.
- **Very strong party:** Add one **neogi** and one **neogi master**.

EVENT 2 – FRIENDS IN LOW PLACES

After three rounds of combat, a shocking escalation presents itself:

Suddenly a low tremor is felt and the entire structure of the roadhouse wobbles. From within you hear shouting and cries for help coming from the townsfolk inside.

Two **umber hulks** have emerged from an eldritch rift that has appeared in the taproom of Tuller's Rest. They immediately tunnel below the tavern and severely damage the foundation, putting it at risk of collapsing.

The characters have two rounds to help the townsfolk escape from the barricaded tavern. A character can help to free the commoners from the inn by breaking through the boarded up windows (AC 15, 10 hp) or breaking open the barricaded door with a successful Strength (Athletics) check of DC 14. As soon as a means of escape is created for them, the townsfolk flee out of the tavern. Any characters inside the building as it collapses take 55 (10d10) bludgeoning damage and are buried under the debris; a successful DC 15 Strength (Athletics) check is required to free oneself or another from the rubble.

The umber hulks will emerge and fight to the death. If the neogi master is still alive they will prioritize defending it over all else.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove one **umber hulk**.
- **Strong party:** Add one **umber hulk**.
- **Very strong party:** Add one **umber hulk** and one **neogi master**.

WHEN THE DUST SETTLES

Any survivors gather together to survey the damage. Much of the debris of the tavern has fallen into the eldritch rift the umber hulks emerged from, which has not closed. Elfrida Tuller (**commoner**), the proprietor of Tuller's Rest, will thank the characters and inquire whether they are working with those "tattooed strangers with the crimson robes." She can relay the following information:

- Recently, the strange creatures began appearing and attacking villagers. The surviving townsfolk gathered together to fortify themselves within Tuller's Rest.
- For the past few weeks there had been an uptick in traffic to Taermbold with a number

of traders and couriers looking for a man named Duthiir Dagaz to make deliveries to.

- The villagers do not know who Dagaz is, but they had heard a mysterious wizard had taken up residence at the abandoned manor on the edge of town.
- Two days ago, Red Wizards of Thay arrived and were staying at Tuller's Rest. They were led by a woman with an eye patch also searching for Dagaz. The Red Wizards helped fend off the neogi best they could. Just this morning they split up to search for Dagaz while some of them remained behind. Those that stayed to fight died in the battle just before the characters arrived.

DEVELOPMENT

If the characters managed to get the commoners out of the tavern before it collapsed, Elfrida Tuller will go into the wreckage of the wine cellar to grab two wine bottles of a blue liquid gifted to her by an adventurer who drifted through town long ago. These bottles hold two *potions of heroism*.

The characters have an opportunity to take a SHORT REST and make preparations before they investigate further. When the party is ready, move on to **Part 3: To Infinity and Beyond**.

PART 3. TO INFINITY AND BEYOND

Estimated Duration: 70 minutes

The characters are approached by a Red Wizard of Thay that offers a truce in order to stop the source of the eldritch invasion.

STORY OBJECTIVE B

Make contact with the Red Wizards and find a way to close the eldritch rifts.

AREA INFORMATION

The area has the following features.

Lighting. Bright light during the day; dim light if night.

Buildings. Tuller's Rest is a heap of rubble; a rift of purple and blue light has collected some of the debris which now floats above a galleon in Wildspace.

Eldritch Portal. A 10' wide eldritch rift has opened up in Tuller's Rest. Looking through the rift will allow a top-down view of the deck of a galleon. This is the deck of the Spelljammer ship the Phlogiston Star.

Sounds and smells. Townsfolk talk and provide comfort to one another in the aftermath of surviving the neogi. Distant sounds of spellcasting and battle between the neogi and Red Wizards in other parts of Taermbold echo through the village.

RED DEAD REDEMPTION

As the characters conclude their rest and conversation with the locals, please read or summarize:

From a distance you see a tall, lithe woman dressed in red robes approaching Tuller's Rest. Her bald head is covered with tattoos conventionally worn by the Thayans and she wears an eyepatch. She walks with a wounded gait and shows visible signs of injury. She holds her hands up non-threateningly as she moves closer.

"I do not approach as your enemy. Clearly the situation here threatens to overrun this insignificant thorp but it could spread havoc across the wider region. We have a mutual interest here to get this all straightened out; perhaps we could work together if you are amenable?"

The characters are being greeted by the leader of the contingent of Red Wizards, Koura Ozno (use **mage** statistics). She had been accompanied by other Red Wizards but they have split up to counter the neogi emerging from other rifts across Taermbold. Koura herself has endured a number of neogi encounters:

she has expended half of her spell slots (rounded down) and is at half of her hit point maximum.

Koura speaks with a careful and measured tone, relying on logic to carry the conversation. While a true believer in Thayan supremacy, she is a pragmatist and is willing to work alongside enemies of Thay if their objectives align. This invasion from Wildspace is a complication in the Border Kingdoms that does not serve Thayan interests and the recovery of the stolen artifact is a primary objective for her. She sees the characters as the only possibility left to retrieve the artifact and tries to persuade them that it must not be destroyed while offering a solution.

WHAT KOURA KNOWS

Koura makes no apologies for the recent activities of the Red Wizards in the Border Kingdoms but instead directs the conversation to "more productive areas of discussion." Koura can share the following information:

- A former student of hers, a traitorous Red Wizard named Duthiir Dagaz, stole a piece of Far Realm technology and brought it to this village. She believes it is the cause of the eldritch rifts and that Dagaz has the device with him inside a manor that he has fortified on the edge of the village.
- The Red Wizards are convinced that the manor is the epicenter of the rifts that are opening up throughout Taermbold. While some of these rifts are temporary, more permanent openings (such as the one currently left open inside Tuller's Rest) are allowing the spider-like aberrations to enter into Taermbold with great numbers.
- Dagaz has somehow activated an intense magical ward over the manor preventing teleportation or physical entry. Koura believes that paradoxically the ward is connected to the rifts themselves. She theorizes that there is at least one rift that exists within the manor, and that it may offer a way to enter to stop Dagaz. She proposes that exploration of the other side of one of the rifts might reveal a way to get inside.
- The Far Realm technology Dagaz is using is complicated and requires an understanding of the arcane and an obscure otherworldly language (Deep Speech), which Koura understands.

Koura wants to recapture the artifact and bring it safely back to her masters. Koura will emphasize that the device must not be damaged or it may unleash further eldritch rifts. Any character succeeding a DC 17 Wisdom (Insight) will get the sense that Koura's concern on this front is motivated more about ensuring the artifact survives than in how to stop it. If confronted, Koura will relent and admit destroying the device would probably stop the creation of further rifts.

CONCLUDING TALKS WITH KOURA

Koura will offer to accompany the characters so that she might assist them in getting into the manor and deactivating the device. If this offer is refused Koura will not push her luck, as she is in no position to force her hand. Either way, she leaves them with the thought that the eldritch rift they are searching for is likely in a central position in relation to the others.

Once the characters are ready, they need only leap into the eldritch rift at Tuller's Rest and proceed to the deck of the spelljamming ship.

ELDRITCH RIFTS

The tears in the fabric referred to here as eldritch rifts connect this world with Realmspace. These rifts are all opening within a band of asteroids that orbit the green star containing the Elder Evil, Gibbeth. Many of the asteroids are inhabited by neogi, covered in their grotesque egg pods, or serve as the homes for other strange beings attracted to Gibbeth's perverse glow.

The following properties are true of eldritch rifts:

- A creature may pass through an eldritch rift only once a turn.
- Creatures and objects are visible on the other side of a rift and can be targeted by spells and abilities, but are treated as having three-quarters cover
- If a creature passes through an eldritch rift and there is not an object which creates an air envelope on the other side, the creature begins to suffocate after 1 minute. Refer to the rules for suffocating in Chapter 8: Adventuring in the Player's Handbook.

AVAST, YE MATEYS

The characters step onto the deck of a Spelljammer ship called the Phlogiston Star. It has sustained damage during a recent encounter with neogi and umber hulks that will need to be repaired before it can be used to explore.

AREA INFORMATION

The area has the following features.

Lighting. Dim light radiates from tiny stars that dot an atmosphere of a purple and blue nebula.

Ship. The Phlogiston Star is an older galleon style Spelljammer. Its main deck is littered with the bodies of neogi and plasmoids wearing red suits. Wooden debris from both the ship and the tavern above lies scattered about.

Air Envelope and Gravity. There is an air envelope that exists on the Phlogiston Star and allows the characters to breathe. Gravity exists and adapts to the characters' needs; one may walk along the side of the ship with no issue.

Floating Wreckage. Debris that fell through the eldritch rift after the collapse of Tuller's Rift floats about. Much of this material could be repurposed to help repair and patch up the Phlogiston Star.

Eldritch Portal. A 10' wide eldritch rift is positioned over the deck of the Phlogiston Star. Similar portals can be seen encircling the asteroid field.

Asteroid Field. A floating rock debris field composed of boulders that range from 30 feet to 100 feet in diameter; each rotates slowly and a successful DC 15 Wisdom (Perception) check will see that many are covered in strange egg sacks.

Star of Gibbeth. A baleful green light radiates from a green star at the center of the asteroid field.

Once the characters have arrived on the ship's deck, read or summarize the following:

You step through the rift and drop down onto the deck of what appears to be a seafaring galleon except it is suspended by nothing; the ship floats weightlessly in the space of a blue and purple nebula. The ship is positioned relatively close to a field of slowly spinning pockmarked rocks that occasionally collide with one another. At the center of this field of debris is the dim light of a green orb; its baleful glow fills you with a strange feeling.

On the deck of the galleon are dead bodies of neogi and lifeless forms belonging to amorphous ooze-like creatures wearing red suits. The ship appears to have sustained some damage with a number of holes in its hull and a cracked gemstone embedded in a strange metal chair on the stern castle.

Once on the deck, the only surviving member of the plasmoid crew will call out for help. His suit is ripped and his amorphous form is nearly lifeless. A healing potion or magic such as cure wounds can rouse him, or a DC 15 Wisdom (Medicine) check could identify a method of accelerating its metabolism to help him heal.

The wounded plasmoid warrior is Captain Flan D. Queso. He thanks the characters for their help, referring to them as “dirtkickers” and explains that the Phlogiston Star is his ship. Shortly before the characters arrived, his ship had been attacked by the neogi which wiped out his entire crew.

The wounded **plasmoid warrior** is Captain Flan D. Queso. He thanks the characters for their help, referring to them as “dirtkickers” and explains that the Phlogiston Star is his ship. Shortly before the characters arrived, his ship had been attacked by the neogi which wiped out his entire crew.

WHAT CAPTAIN QUESO KNOWS

Captain Queso explains that his crew was seeking asteroids to mine for gems and minerals. The asteroid field surrounds a strange green star. The crew of the Phlogiston Star quickly realized that the entire asteroid belt was infested with neogi which they’d seen leaping from asteroids into eldritch portals that seem to surround the outside of the asteroid field. They were on their way to try and vacate when they were attacked.

Captain Queso shares that he believes the green star is responsible for a curse that befell his navigator, Pavlova Chakra. Chakra had been exhibiting odd behavior in the days prior by spending excessive amounts of time in the mess cabin feverishly eating and proclaiming “I devour for Gibbeth.” Captain Queso ordered him to be thrown into the storage hold until they could find a way to help him.

Queso offers that the Phlogiston Star could navigate the asteroid field and get them close to the eldritch rift at the center. With no crew he will need the characters to help with the repair work that needs doing to get the ship moving. He explains that the giant metal chair on the stern castle is a spelljamming helm which uses arcane magic to empower a spellcaster to steer the ship with their mind. The gemstone in the chair is broken, but a spare gem is located in the storage hold within a metal coffer. The other important element to fix is to get power generating to the ship again to allow it to move. Power to the spelljammer is provided by two giant space hamsters that run in wheels down in the steerage deck.

MAIN DECK

Damaged Hull. The hull can be repaired using some of the floating debris from the tavern and carpenter’s tools. Any character who has access to carpenter’s tools can spend an hour and make a DC 15 Strength check using carpenter’s tools to patch some of the

holes in the hull. Spells such as the *mending* cantrip can provide this check with advantage.

If it hasn’t been dealt with already, there are two **neogi void hunters** crawling around on the outside of the ship. While working on repairs, a character with a passive perception of 13 or higher will notice the neogi through one of the holes of the ship from the outside. They prefer to attack when they can get a character alone or a couple of characters separated from the others.

Damaged spelljammer helm. The gem in the Spelljammer helm is necessary to allow the ship to do maneuvers and generally navigate. Unfortunately, the gem has been cracked and its arcane spark no longer held within; it is beyond repair and a replacement is necessary. After the replacement gem from the cargo hold has been recovered, it can be used to fix the helm and allow the Phlogiston Star to move if it is being powered by the giant running wheels in the steerage deck.

CREW DECK

This level of the Phlogiston Star contains the crew’s living quarters, the mess hall, and captain’s cabin. There is little of interest to investigate here.

STEERAGE DECK

Once the characters have descended down to the ship’s steerage deck, read or summarize the following:

The ceilings here are 8 feet high and the width of the underdeck is 20 feet. In the middle of the floor up ahead you see two giant sized hamsters laying on their sides sleeping. Nearby, two floor-to-ceiling metal running wheels are positioned along the walls. Open crates around the perimeter of the hold contain straw and food pellets. At the back of the hold is a wide iron door that likely leads to the storage hold.

The two **giant space hamsters** are deep in slumber. The two neogi that remain on-board used their enslave ability to command the hamsters sleep and stop the ship’s power. Any attempt to rouse the space hamsters ultimately fails until this charm effect is dealt with or the neogi have been slain. Any character who succeeds a DC 14 Wisdom (Animal Handling) or (Medicine) check will understand their vitals to be normal but the behavior is unnatural and seems to be caused by something compelling them from waking. A DC 14 Intelligence (Arcana) check will identify signs of it being under the influence of a charm effect as the twinkle of a green aura can be seen within their eyes.

STORAGE HOLD

If the characters open the iron door to the storage hold, please read the following description:

The storage hold is adrift with debris that floats lightlessly on the air. A large hole in the back wall looks out into the cosmos with much of the contents of the room including crates, barrels and a large metal coffer floating out into wildspace. The metal coffer has engraved on its lid a symbol that depicts a large gemstone. It appears some strange liquids have leaked from some of the barrels—a streak of black oily fluid floats across the room.

This chamber is where the navigator, Pavlova Charka, was contained after his questionable behavior was identified by Captain Queso. Pavlova was suffering from a form of madness as a result of exposure to the Star of Gibbeth (see sidebar). The navigator developed an obsession with eating and started acting strangely. After Captain Queso ordered him be thrown in the cargo hold, Pavlova began mutating as a result of his exposure to the Star of Gibbeth and grew into a mindless gelatinous cube. After this happened, it continued to devour and ate right through the hull of the ship, the radiation from the Star of Gibbeth continued to alter its form and mutate further foul creations.

The gargantuan **gelatinous cube (giant ooze variant)** contains **two black puddings** that are floating around within its insides. There is a symbiotic relationship between the cube and puddings, and the cube allows for the puddings to dwell and survive within it. Because of the gelatinous cube's transparent feature, the black puddings appear as if they are floating without the benefit of gravity in the room. They exit the gelatinous cube shortly after combat begins to attack the characters.

Currently the gelatinous cube's form fills the hole in the hull. When the door to this room is opened, the gelatinous cube will move towards the characters to investigate if they are food. As this happens, a vacuum is created that will pull any creature large or smaller within 60 feet of the hole towards it. Any creature (including the giant space hamsters) in the area of effect as this happens can attempt a DC 15 Strength saving throw or be pulled towards it. Characters caught in this effect are pulled toward the gelatinous cube and are subjected to its Engulf ability.

If the iron door to the room is closed, the gelatinous cube and black puddings will be contained temporarily. The black puddings will begin to eat through the door using its corrosive form feature and emerge on the other side within one round. Once they deal with the oozes, the characters will be able to get ahold of the metal coffer floating just outside the hole in the hull. The coffer contains the replacement

gemstone needed to repair the spelljammer helm (a small spherical magenta stone). If they haven't been dealt with already, the **two neogi** that roam the ship attack from the outside of the hull just as a character grabs for the coffer.

FLYING THE PHLOGISTON STAR

Once the Spelljamming Helm is repaired and the giant wheels are generating power, the Phlogiston Star can be used to navigate the asteroid field and enter the manor in Taermbold. Further repair to the hull of the ship will increase chances of successful navigation. If the characters have not yet deduced that the eldritch rift they are looking for is at the center of the asteroid field, a quick flyby of the area will help them recognize that the rifts they are seeing all surround the rock cluster. The implication that Koura Ozno left them with is that a central portal is likely to exist near the green orb (the Star of Gibbeth).

Captain Queso will explain to the characters that they will need their help assuming positions as the crew. The following roles will need to be attended to:

Spelljammer Pilot (Mandatory – 1 character).

This individual will use the spelljamming helm to make Intelligence (Arcana) checks to safely navigate through the asteroid field. One must be a spellcaster to fill this role; if the party does not have a spellcaster they may be reliant on Koura Ozno to act as the pilot. If she is not with the party already, she can be recruited by going back through the eldritch rift and requesting her help.

Giant Space Hamster Handler (1 character) or Wheel Runners (2 characters). This individual will use Wisdom (Animal Handling) checks to motivate the giant hamsters to provide enough power to the Phlogiston Star. Alternatively, if the giant space hamsters died or were not freed of the neogi's charm, two characters can themselves power the giant space hamster wheels using Strength (Athletics) checks.

Shipmates (1 or more characters – optional). The shipmates help make sail and use the ship's rigging to help it maximize velocity using Strength (Athletics) checks or Dexterity (Acrobatics) checks.

NAVIGATING THE ASTEROID FIELD

Reaching the center of the asteroid field to get to the eldritch rift that leads into the manor in Taermbold will require successfully piloting the Phlogiston Star. Once the characters decide they are ready to make their way through the asteroid field, read the following:

The galleon begins to lurch forward and weave through the sea of floating boulders. Each rocky shape spins and moves slowly but in constant motion often in opposing directions from the others. It will certainly be a difficult challenge to arrive safely near the Green Star where the promise of an entry into the manor in Taermbold lies.

To determine success as the Phlogiston Star navigates the asteroid field, follow the process below:

1. If the hull of the ship was repaired, the actions of the **shipmates** can lessen the workload of the other crew members. **Shipmates** will all make a group Strength (athletics) or Dexterity (Acrobatics). If the result is a 15 or higher, the ability checks of the **Giant Space Hamster Handler**, **Giant Wheel Runners** and **Spelljammer Pilot** all get a +2 bonus to their checks. If the hull was not repaired, the actions of the shipmates provides no mechanical benefit.
2. Next, the **Giant Space Hamster handler** will make a Wisdom (Animal Handling) check OR the **Giant Wheel Runners** will make a group Strength (Athletics) check. On a 15 or higher, the **Spelljammer Pilot's** check is made with advantage. If the check is 10 or lower, the **Spelljammer Pilot's** check is made with disadvantage.
3. Finally, the **Spelljammer Pilot** makes an Intelligence (Arcana) check. If the result is a 15 or higher, they successfully navigate the Phlogiston Star ahead through a portion of the asteroid field. If it is a failure, the ship strikes an asteroid and is slowed to a halt momentarily. Roll on the Asteroid Field Complications table to see what occurs.

After **three rounds** of checks to navigate the asteroid field, the Phlogiston Star arrives at the Green Star of Gibbeth and the eldritch rift that leads to the manor. If the session is running short on time, this could be streamlined and resolved with one round of checks.

d6	Event
1	As the asteroid strikes the hull of the Phlogiston Star, a noxious gas is released. All characters must succeed a DC 14 Constitution saving throw or take 22 (5d8) poison damage and gain the poisoned condition for 1 hour. Characters who succeed take half damage and are not poisoned.
2	Glancing hit – Splinters of rock from the asteroid spread across the deck and pierce through the hull. Each character must make a DC 14 Dexterity saving throw. Anyone who fails the save takes 13 (3d8) piercing damage, or half as much damage on a successful one.
3	The ship scrapes against an asteroid that is incubating a spawn of Gibbeth. It awakens momentarily and rears its gruesome maw from the asteroid and screams; everyone aboard the Phlogiston Star that can hear must make a DC 14 Intelligence saving throw. Anyone who fails the save takes 16 (3d10) psychic damage and has disadvantage on its next saving throw, or half as much damage on a success.
4	The ship comes to a near halt as it clumsily avoids the asteroids; as it does an arc of flame comes directly from the Star of Gibbeth towards the Phlogiston Star. The strike hits the side of the Phlogiston Star and explodes; each character must make a DC 14 Dexterity saving throw. A creature takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.
5	The ship clumsily knocks into an asteroid and a giant tentacle emerges from a crevice to stare out at the ship and emit a telekinetic ray; All characters aboard the ship must make a DC 14 Strength saving throw as the tentacle rattles the ship around. On a failure, a character takes 22 (5d8) bludgeoning damage, or half as much damage on a success.
6	As the ship strikes one of the asteroids, a neogi master emerges and targets the pilot of the spelljammer with their enslave ability (DC 14 Wisdom saving throw). If they succeed, they command the spellcaster to use their most powerful spell to harm their comrades. After doing so it releases control and withdraws inside the asteroid.

DEVELOPMENT

Once the Phlogiston Star escapes from the threat of the asteroid field and arrives in the vicinity of the Star of Gibbeth, the characters will discover an eldritch rift larger than those previously encountered (20 feet in diameter). Stepping through brings the characters into the manor and the adventure moves on to **Part 4: When Things Spin**.

PART 4. WHEN THINGS SPIN

Estimated Duration: 80 minutes

The characters enter the arcane rift and enter the old manor to search for Duthiir Dagaz and the Far Realm device.

STORY OBJECTIVE C

Discover the source of the bizarre creatures and neutralize it.

AREA INFORMATION

The area has the following features.

Eldritch forcefield. A dome of sickly green light surrounds the exterior of the manor house. The forcefield is immune to all damage and cannot be dispelled in any way. Nothing can pass through the wall and it prevents magical teleportation and other similar effects from bypassing it. Any creature that comes in contact with the forcefield either by entering or trying to leave the manor through an open window or the main entrance takes 44 (10d10) lightning damage. If the power cells in **Area 1** are damaged the forcefield disappears.

Lighting. Dim light filters in from windows via the curtain of green light that forms the domed forcefield over the manor.

Windows and Doors. Windows looking outside are unobstructed and the doors within the manor are made of aged mahogany wood unless stated otherwise.

Sounds and smells. The manor is eerily quiet save for the crackling of eldritch energy that powers the observatory tower.

GIBBETH

The Far Realm-infected star of Gibbeth is a green orb that dots the sky and is best seen in the Savage North. It is surrounded by an asteroid field that is occupied by many foul creatures from across Realmspace that give allegiance to it. At its core, the star imprisons an Elder Evil which bides its time waiting to be freed from its prison by its followers. Among the most numerous of its underlings are the neogi who pledge to subjugate worlds in the name of their dark master. The Far Realm device that has fallen into Duthiir Dagaz's hands is an artifact of Gibbeth and is intended to open up the way for a neogi invasion. The eldritch rifts opened up on the Border Kingdoms if left open will allow the neogi to carry out a campaign of subjugation and sacrifice in Gibbeth's name.

1. OBSERVATORY

As the characters enter the manor, please read or summarize:

Stepping through the eldritch portal brings you into a chamber that appears to be an astronomical observatory. Various devices for charting the stars and making calculations lie scattered around the room. A circular metal staircase leads up to an oversized telescope which points upwards and extends through the domed ceiling.

On either side of the rift, you see that the walls appear covered by 10 foot by 10 foot sections of adamantine that holds dozens of small gemstones. Each panel is connected by a series of copper conduit that all comes together and exits the room through the floor.

At the southern end of the room is a closed wooden door.

Long ago, this chamber served the Netherese wizard who built the manor to observe the cosmos. Now, it has been repurposed and the open eldritch rift is allowing the star of Gibbeth to directly power the forcefield over the manor to safeguard the Far Realm device.

In Dagaz's final days, he obsessively remained in this chamber looking out at the Star of Gibbeth. Any character that succeeds on a DC 12 Intelligence (Investigation) check near the telescope will find repetitive messages carved into the stonework by Dagaz: *Gibbeth is my star. My perfect melody. I will devour the world for you.*

TELESCOPE

The centerpiece of the room is an enormous telescope with brass fittings and dials that exits up through the ceiling. Currently, the telescope is fixated on the Star of Gibbeth. A DC 13 Intelligence (Investigation) check will determine that many of the levers that would rotate the telescope have been broken.

Unlike observation with the naked eye, this telescope looks directly at the Elder Horror Gibbeth which is at the center of the green star and observable only by the use of this device. Any character that peers into the telescope sees a bizarre tentacled horror swimming within the green star and they must succeed a DC 16 Charisma saving throw; on a failure a character will take 13 (3d8) psychic damage and gains the long-term madness effect: "You are insatiably hungry and will consume anything edible within sight."

SOLAR BATTERY PANELS

The panels of adamantine are drawing energy from the direct proximity to the Star Gibbeth via the eldritch rift. The power is being pulled by the copper conduit that passes down through the floor into the lower vault. Disconnecting or damaging the power cells will disable the environmental hazard of the copper rods in **Area 6 - The Vault**.

A character may attempt to disconnect the power cells from the conduit using thieves' tools, tinker's tools or any other tool proficiency the DM feels is appropriate; succeeding on a DC 17 ability check with an appropriate tool proficiency will result in dismantling the conduit from the power cells; failure will result in releasing an immense charge of electrical energy that functions like a *chain lightning* spell (save DC 16). The electrical discharge bounces around the room and halls until it hits a target within 150 feet. Any attempt to damage the power cells will also bring this result.

2. BEDROOM

As the characters enter the bedroom, please read or summarize:

This oak paneled room appears to be a bedroom. A four-poster bed is positioned centrally along the wall. the centerpiece of the room with its curtains pulled closed. A standing mirror, a large chest and a bedside table with a journal resting upon it.

Most of the things in this room are personal affects of Duthiir Dagaz. The journal on the bedside table may reveal a bit of the degeneration of Dagaz's mind. If the characters check out the journal, provide them with **Handout 1 - Dagaz's Journal**

Inside the chest are a few personal affects and a set of robes. Underneath the robes are four adamantine plates with strange symbols that fit the adamantine gate in **Area 3 - Entry Hall**. When the characters find this, present them with the cutout pieces of **Handout 2 - Door Plates**

3. ENTRY HALL

As the characters enter the entry hall, please read or summarize:

The entry hall to the keep is dark and dingy. On either side of the hall are wooden doors and a set of double doors that presumably serve as the main entrance to the manor. At the far end of the hall is a large circular gate built into the wall with dilating metal doors. The framing of the door is constructed of adamantine and seems set with strange markings.

CONSTELLATION GATE

At the end of the hall is a large monolithic "gate" built into the wall. It is constructed of adamantine with dilating doors that serve as its door in the center. The outer frame of the door is composed of two rings: an outer ring made up of eight panels inlaid with indentations. A successful DC 13 Intelligence (Investigation) check will reveal that this ring can rotate. The inner ring appears to have four depressions that lock in alignment with the outer ring; currently these depressions would appear to be missing the components that should fit into them to unlock the door. These plates can be found in **Area 2 - Bedroom** inside the chest.

When the characters encounter the gate for the first time, provide for the players **Handout 3 - Constellation Door**. The door can safely be unlocked by correctly aligning the outer ring with the correct plates on the inner ring. A successful DC 13 Intelligence (nature) or Wisdom (Survival) check can successfully deduce that these star patterns represent the upper halves of constellations. The outer ring has impressed upon it the upper halves of eight constellations.

The puzzle is solved when the outer ring is correctly positioned with the constellation "Mystra's Circle" positioned at the top with the other constellations correctly aligned with their lower halves (see **Appendix A** for the solution).

The solution to this puzzle is easiest solved through a combination of obtaining the astrological chart found in **Area 4 - The Library** along with utilizing the telescope in **Area 1 - The Observatory**. Alternatively, if the players seem to hit a dead end with solving the puzzle, offer that each character who successfully passes a DC 15 Intelligence (nature) or Wisdom (Survival) check can learn where a plate should be positioned.

It is possible to open the gate without solving its riddle on a successful DC 25 thieves' tools check, but doing so will trigger the glyph of warding inscribed on a second set of retractable doors just behind the first. This second set of doors open in coordination with the outer doors but are designed to protect the glyph from magical detection. If the initial doors are forced open without solving the puzzle the glyph is triggered and releases a *cone of cold* spell (save DC 16).

Once the gate is opened it remains so for 1 minute before closing.

4. LIBRARY

The library of the manor is 20 feet by 30 feet and contains several floor-to-ceiling bookshelves affixed with ladders to reach the highest shelves. The center of the room contains a small writing table where a tome bound in green leather rests.

As the characters enter the room, a **cogwork archivist** will move forward to preempt the party, demanding that no more than one book may be removed from the library at a time. It demands that the missing book, *To Serve Man*, must be returned before further library access will be granted. If the characters attempt to move past, the cogwork archivist will use its grasping limb attack to grapple and remove them from the library and deposit them into **Area 3 - Entry Hall**.

The untitled tome on the table is the unfinished work titled *The Book of Gibbeth* that Duthiir Dagaz began to pen before his recent transformation into a slaad. The book has few distinguishing features other than its green dyed leather that binds it. Any character who opens the tome and begins reading must make a DC 16 Charisma saving throw; on a failure a character will take 13 (3d8) psychic damage and gains the long-term madness effect: "You are insatiably hungry and will consume anything edible within sight." Any character that passes this check and continues reading will learn all of the information about Gibbeth, its command over the neogi, and desire to break free from its prison. The later writings towards the end of the tome become incomprehensible gibberish.

Another useful item that the characters may discover while in the library is an astrological chart that could prove effective to open the Constellation Gate in the hallway. Provide the players **Handout 4 - Astrological Knowledge** when this chart is discovered.

Constellation	Identifying Details
The Harp	<ul style="list-style-type: none">• Six stars• Adjacent to Mystra's Circle
Arrow of the Gods	<ul style="list-style-type: none">• Twelve stars• Only visible in autumn

Eyes of the Watching Woman	<ul style="list-style-type: none">• Six stars• Opposite the Arrow of the Gods
The Dragon of Dawn	<ul style="list-style-type: none">• Twelve stars• Only visible in spring
Jassa's Dagger	<ul style="list-style-type: none">• Nine stars• Only visible in winter
The Centaur	<ul style="list-style-type: none">• Nine stars• Only visible in summer
Amaunator's Belt	<ul style="list-style-type: none">• Five stars• Situated between a constellation visible only in summer and one only visible in winter.
Mystra's Circle	<ul style="list-style-type: none">• Nine stars• Brightest star is called Brow Star and dictates true north.

5. DINING HALL AND KITCHEN

As the characters approach the dining hall, please read or summarize:

A wide hall that contains a long mahogany table surrounded by eight highbacked chairs. The silver serving platters upon the table hold the remains of a foul meal: they are all covered with a strange slimy residue and chrysalis-like pods 1 foot in diameter.

A successful DC 13 Intelligence (Nature) check will identify that some of the egg sacks show signs of breakage and likely have hatched. Hiding underneath the table is a **neogi hatchling swarm** which does not attack the characters unless directly threatened.

A successful DC 13 Wisdom (Perception) check will hear some noise coming from behind a set of service doors at the back of the dining hall that leads to the kitchen. Here Duthiir Dagaz is stirring a large black pot with his *staff of swarming insects*. Dagaz has transformed into a **green slaad**, but is currently shapeshifted into his former human form. Open on the counter is a book coated with food stains titled *To Serve Man*. The book details strange recipes designed to preserve eggs and embryos of various alien species for the purpose of incubating them within a living host.

Dagaz's mind has completely been taken by the curse bestowed upon him by Gibbeth. When any creature enters the room, Dagaz telepathically messages a character he sees and commands them to eat from the soup boiling in the pot. Due to his connection with Gibbeth, he will recognize any

creature that is currently afflicted with Gibbeth's madness and offer them to eat. Any character that does must make a DC 14 Constitution saving throw; failure results in them being infected with a disease: a miniscule neogi egg. Over the next week, the egg gestates and forms a neogi hatchling. In the 24-hour period before it hatches, the host starts to feel unwell and suffers from the poisoned condition. At the end of the 24-hour period, the egg hatches from the host's chest, killing the host in the process. If the disease is cured before the hatchling's emergence, the unborn neogi egg is disintegrated.

If the characters refuse to taste his soup, Dagaz becomes angry and attacks in hopes of forcing them to taste it. If a character volunteers to taste his soup, Dagaz will cast *detect thoughts* to attempt to learn if they enjoyed his meal. A character succeeding a DC 14 Charisma (Persuasion) or (Deception) check can successfully convince Dagaz they found it enjoyable. If Dagaz believes they did not enjoy it, he will fly into a rage and cast *fireball* at the pot; disregarding his own safety. If Dagaz feels they did enjoy it he will reward them with the cookbook and his staff, communicating to them to "take these and cook for the masses; spread the brood of Gibbeth through your culinary creations!"

6. VAULT

After opening the Constellation Door, the characters descend the stairway into the vault. Read or summarize the following:

The 10' wide staircase winds down and leads into a pentagonal vault. The high ceilings here 30 feet tall; stonework throughout resembles black marble with striations of quartz that glisten in the magical light of sconces built into the walls. Around the perimeter of the hall are five columns of copper that visibly emit electrical discharge that is felt by your bodies even from a distance.

A skittering construct composed of metal blades and plates moves about the chamber. Arcs of electrical energy leap from the copper rods and catch on tiny antennae that extend from its body. Within the body of this clockwork creature, a spherical globe composed of interwoven copper rings begins to whirl and rotate. As this happens, the construct's focus seems fixed to the floor at the center of the room just as a 10 foot wide eldritch rift opens up into Wildspace.

The mechanical arms of the construct yield circular metal blades that spin with extraordinary velocity; it turns towards you as it prepares to attack.

The **clockwork horror** is the guardian of the Far Realm artifact that is creating the astral rifts. The

artifact is safely contained within its chassis and cannot be interacted with while the clockwork horror is operational. It immediately attacks the characters as they enter the room.

THE SCION OF GIBBETH

Lurking on the other side of the eldritch rift is a **balhannoth**, which starts the encounter invisible. In combat it will attempt to grapple any characters it can reach and bring them with it through the eldritch rift to separate the party and slay them in direct view of Gibbeth. For a review of the properties of astral rifts, see Chapter 3.

COPPER RODS

The five copper rods are powered by the solar panels drawing power from Gibbeth in the observatory above. If the power cells or the conduit was tampered with, the clockwork horror just used the last remaining charge to open the eldritch rift and they are no longer functional. If they are still active, on initiative count 10 the devices release a burst of electrical energy in a 10 foot radius. When this happens, creatures within the radius must make a DC 15 Dexterity saving throw or take 17 (5d6) lightning damage, half damage on a success. If the creature is a construct, it is stunned until the start of its next turn. Note that the clockwork horror is immune to lightning damage but can still be stunned.

Each rod has an AC 16 and 18 hit points. If destroyed the rod discharges its remaining electrical energy in a 10 foot radius and becomes nonfunctional.

SELF-DESTRUCT SEQUENCE

If the clockwork horror is reduced to 0 hit points, the globe of metal rings stop moving. As this happens, a repetitive high-pitched sound can be heard coming from the device. The device will self-destruct in three rounds if not deactivated. If the device self-destructs each creature within a 60 foot radius sphere centered on the device must succeed on a DC 16 Dexterity saving throw or suffer 35 (10d6) force damage and be knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone.

The self-destruct sequence can be deactivated with a DC 16 Intelligence (Arcana) check or a DC 16 Intelligence (Thieves' Tools) check. A savvy group may think to remove the device and throw it through the active rift. If the Far Realm device is destroyed (AC 19, 30 hit points) it immediately closes all active eldritch rifts including the one open in the chamber.

KOURA OZNO

If Koura Ozno happens to be with the party at this point in the adventure, she will do everything in her power to get her hands on the Far Realm device before it is destroyed. Once the clockwork horror is destroyed, Koura will attempt to deactivate it and subsequently take the device and use a spell slot to cast *dimension door* to escape.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** The **clockwork horror** does nothing but take the dodge action; the **balhannoth** does not have legendary actions.
- **Weak party:** The **balhannoth** does not have legendary actions.
- **Strong party:** Replace the **clockwork horror** with a **clay golem**.
- **Very strong party:** Replace the **clockwork horror** with a **clay golem** that has 196 hp and give the **balhannoth** 168 hp.

CONCLUSION

After the encounter, the characters are able to deactivate or destroy the Far Realm artifact which effectively closed all of the eldritch rifts in Taermbold and ends Gibbeth's invasion.

It is possible that characters could end up being trapped in Wildspace at the conclusion of the adventure if they are there and the Far Realm device is destroyed before they can return back through an eldritch rift. If this happens and Captain Queso is still alive, he picks them up with the Phlogiston Star before they suffocate and offers to fly them back home. If not, characters unable to breathe in Wildspace begin suffocating without an air envelope.

If the Far Realm device survives the manor, the Red Wizard Koura will demand it be returned to her. Should the characters refuse, she simply scowls and takes her leave of Taermbold.

The characters will be able to return to Mage Rymdyl and share what they learned of Gibbeth's attempted invasion and the continued use of Far Realm technology at the hands of the Red Wizards of Thay. She will comment that it is likely that much more than Gibbeth's neogi entered through the rifts and that they will need to remain vigilant for rumors of other oddities entering the Border Kingdoms from Wildspace. She offers the group a reward of 5,000 gp for successfully completing the adventure.

ADVENTURE REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

GOLD

Treasure (including items that have a monetary value but aren't equipment, such as art objects and gems) remaining at the end of the adventure is converted to gold pieces and divided equally among the characters.

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix B**:

- *Staff of Swarming Insects*
- *Potion of Heroism*
- *Oil of Slipperiness*

DUNGEON MASTER REWARDS

For running this adventure, you earn service awards. Refer to the *Adventurers League Forgotten Realms Service Awards* document for more information.

DRAMATIS PERSONAE & LOCALES

The following NPCs and locations feature prominently in this adventure.

NPCs

- **Rymdyl (RIM-duhl).** *LN half-elf archmage (she/her).* The renowned Mage of The Border Kingdoms acts as its guardian. She has been a leader in recovering alien technology abandoned after the Thayan invasion.
Personality: I am reflective of experiences I've had in the distant past that inform my thoughts on current crises.
Ideals: It is my duty to protect and care for the people of the Border Kingdoms.
Bonds: I protect those who cannot protect themselves.
Flaws: I sometimes overlook obvious solutions in favor of complicated ones.
- **Koura Ozno (KO-raa AHZ-nu).** *female, human mage (she/her).* She is a middle-aged woman with sharp features and her bald head bears tattoos of Thay. She is quite apt at concealing her emotions and carries herself with cold logical reasoning. She speaks without exhibiting much body language and a quiet confidence.
Personality: I dislike the company of other people and prefer to spend my time with my own thoughts. Occasionally I will tolerate another if I think they have the capacity to be my protégé.
Ideals: Logic. Emotions must not cloud our logical thinking.
Bonds: I will do anything to prove myself to my mentors and superiors.
Flaws: I judge others harshly and myself even more severely.
- **Captain Flan T. Queso (flan-TEE-kāsō).** *male, plasmoid boss (he/him).* He is an experienced Spelljammer captain with an aqua colored ooze-membrane. He is a firm but fair leader and treats his crew with the upmost respect. In dealing with folk that are not accustomed to spelljamming, he is fascinated and eager to teach them everything about his world.
Personality: I am confident and enjoy teaching others.
Ideals: (Responsibility) I do what I must to do right by my crew.

Bonds: Wildspace is expansive and I want to see every corner of it.

Flaws: I can come off as condescending when I am explaining things that are second-nature to me.

- **Duthiir Dagaz (DOO-theer Duh-gaz).** *male, formerly human, green salad (he/him).* Dagaz was an aspirant Red Wizard of Thay whose divergent studies brought him into contact with the Elder Evil of Gibbeth. Gibbeth's influence over him led him to engage in heinous activities at the manor at the edge of Taermbold, including the ingestion of a slaad egg which transformed him into his current state. He now only has memories of his former existence and lives only to spread Gibbeth's neogi progeny.

Personality: Nothing can shake my devotion to Gibbeth.

Ideals: I will never make the same creation twice.

Bonds: Gibbeth is my master and I will do anything that may lead to his freedom.

Flaws: I lack confidence, which sometimes causes me to act aggressively when I am feeling inadequate.

LOCATIONS

- **Taermbold.** The thorp of Taermbold has suffered greatly over the years from goblinoid raids and the downfall of its mining prospects. Still, a small community still eeks out an existence in the remote north of the Border Kingdoms. Its single inn, Tuller's Rest, serves the locals more than it does any true visitors that pass through. The rest of the inhabited part of town is a number of small homes with large gardens separated by hedges and narrow, muddy lanes.

All around Taermbold uninhabited buildings can be found, but none are more storied than the old manor on the edge of town rumored to have belonged to a Netheril mage in times long past. The manor's most prominent feature is an old telescope and astral observatory. Many of the locals share ghost stories about the place and it is only ever visited by children doing so at the urging of their peers.

CREATURE STATISTICS

ARCHMAGE

Medium humanoid (half-elf), Lawful Neutral

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws INT +9, WIS +6

Skills Arcana +13, History +13

Senses Passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*

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

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

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screaming*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BALHANNOTH

Large Aberration, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	6 (-2)	15 (+2)	8 (-1)

Saving Throws CON +8

Skills Perception +6

Condition Immunities Blinded

Senses Blindsight 500 ft. (blind beyond this radius), Passive Perception 16

Languages understands Deep Speech, telepathy 1 mile

Challenge 11 (7,200 XP)

Legendary Resistance (2/Day). If the balhannoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d10+3) bludgeoning damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage, and the target is grappled (escape DC 15) and is moved up to 5 feet toward the balhannoth. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. The balhannoth has four tentacles.

LEGENDARY ACTIONS

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

Bite. The balhannoth makes one Bite attack against one creature it has grappled.

Teleport. The balhannoth teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Vanish. The balhannoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll.

BLACK PUDDING

Large Ooze, Unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities Acid, Cold, Lightning, Slashing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages --

Challenge 4 (1,100 XP)

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

Corrosive. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

CLAY GOLEM

Large Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

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

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

Senses Darkvision 60 ft., Passive Perception 9

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

Challenge 9 (5,000 XP)

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

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

CLOCKWORK HORROR

Small Construct, Lawful Evil

Armor Class 18

Hit Points 60 (8d6 + 32)

Speed 30 ft., climb 30 ft.

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

Saving Throws STR +4, WIS +4

Skills Perception +6

Damage Immunities Lightning, Poison

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

Senses Darkvision 120 ft., Passive Perception 16

Languages Thri-kreen, Ziklight

Challenge 2 (450 XP)

Shutdown. If targeted by *dispel* magic, the horror must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute or until it takes any damage.

Unusual Nature. The horror doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The horror makes one Bite attack and two Rotating Saw attacks, or it makes two Lightning Jolt attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Rotating Saw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) lightning damage.

Lightning Jolt. *Range Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 7 (1d10+2) lightning damage.

Spelljamming Helm Interface. The horror attaches to a *spelljamming helm* it can see within 5 feet of itself and attunes to the helm instantly. If another creature is already attuned to the helm, that creature's attunement to the helm ends when the horror's attunement begins. The horror can operate the helm even though it isn't a spellcaster. The horror can detach from the helm as a bonus action, which ends its attunement to the helm.

COGWORK ARCHIVIST

Large Construct, Typically Lawful Neutral

Armor Class 17

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	17 (+3)	11 (+0)	6 (-2)

Skills Arcana +5, History +5, Nature +5, Perception +2, Religion +5

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages All

Challenge 4 (1,100 XP)

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

ACTIONS

Multiattack. The archivist makes two Grasping Limb attacks.

Grasping Limb. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 14). The archivist can have no more than two targets grappled at a time.

Spellcasting. The archivist casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability:
At will: *dancing lights*, *prestidigitation*
2/day: *silence*

GELATINOUS CUBE (GIANT OOZE VARIANT)

Gargantuan 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., 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 up to nine Large creatures or up to thirty-six Medium or smaller creatures inside it at a time. When the cube shrinks back to normal size, any creatures that it can no longer contain are expelled into unoccupied spaces around it.

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. The cube makes Strength checks and Strength saving throws with advantage.

ACTIONS

Multiattack. The cube can make up to four Pseudopod attacks on its turn.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *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.

GIANT SPACE HAMSTER

Large Beast, Unaligned

Armor Class 11

Hit Points 22 (4d10)

Speed 30 ft., burrow 10 ft.

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

Senses Passive Perception 11

Languages --

Challenge 1/4 (50 XP)

ACTIONS

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

GREEN SLAAD

Large Aberration (Shapechanger), Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 30 ft., Darkvision 60 ft., Passive Perception 13

Languages Slaad, Telepathy 60 ft.

Challenge 8 (3,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 12). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *mage hand*

2/day each: *fear*, *invisibility* (self only)

1/day: *fireball*

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

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

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or staff. Alternatively, it uses its Hurl Flame twice.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Claw (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

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

5th level (1 slot): *cone of cold*

ACTIONS

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

MAGE STAT BLOCK MODIFICATIONS

This creature has the following modifications:

The mage starts with 20 hit points.

The mage has used one 5th level spell slot, two 4th level spell slots, and one 3rd level spell slot.

Instead of *greater invisibility*, the mage can cast *dimension door*.

NEOGI

Small Aberration, Typically Lawful Evil

Armor Class 15 (natural armor)

Hit Points 33 (6d6+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills Intimidation +4, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Deep Speech, Undercommon

Challenge 3 (700 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

Multiattack. The neogi makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.

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

BONUS ACTIONS

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

NEOGI HATCHLING

Tiny Aberration, Typically Lawful Evil

Armor Class 11

Hit Points 7 (3d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	9 (-1)

Senses Darkvision 60 ft., Passive Perception 13

Languages --

Challenge 1/8 (25 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned 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.

NEOGI HATCHLING SWARM

Medium swarm of Tiny aberrations, Typically Lawful Evil

Armor Class 11

Hit Points 52 (8d8+16)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	6 (-2)	10 (0)	9 (-1)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 3 (700 XP)

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

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 neogi hatchling. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm of Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 22 (6d6+1) poisoned damage, or 11 (3d6+1) poison damage if the swarm has half of its hit points or fewer, and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.

NEOGI MASTER

Medium Aberration (Warlock), Typically Lawful Evil

Armor Class 15 (natural armor)

Hit Points 71 (11d8+22)

Speed 30 ft., climb 30 ft.

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

Saving Throws WIS +3

Skills Arcana +5, Deception +6, Intimidation +6, Perception +3, Persuasion +6

Senses Darkvision 120 ft., Passive Perception 13

Languages Common, Deep Speech, Telepathy 30 ft., Undercommon

Challenge 4 (1,100 XP)

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

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

Multiattack. The neogi makes one Bite attack and one Claw attack, or it makes two Tentacle of Hadar attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.

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

Tentacle of Hadar. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 14 (3d6+4) necrotic damage, and the target can't take reactions until the end of the neogi's next turn, as a spectral tentacle clings to the target.

Spellcasting. The neogi casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 14):

At will: *guidance*, *mage hand*, *minor illusion*, *prestidigitation*

1/day each: *dimension door*, *hold person*, *hunger of Hadar*

BONUS ACTIONS

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the

target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

NEOGI VOID HUNTER

Medium Aberration (Warlock), Typically Lawful Evil

Armor Class 14 (natural armor)

Hit Points 58 (9d8+18)

Speed 30 ft., climb 30 ft.

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

Saving Throws WIS +3, CHA +6

Skills Arcana +5, Deception +6, Intimidation +6, Perception +3, Persuasion +6

Senses Darkvision 120 ft., Passive Perception 13

Languages Common, Deep Speech, Telepathy 30 ft., Undercommon

Challenge 4 (1,100 XP)

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

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

Multiattack. The neogi makes one Bite attack and two Claw attacks, or it makes two Eldritch Bolt attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.

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

Eldritch Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 20 (3d10+4) force damage.

Spellcasting. The neogi casts one of the following spells, using Charisma as the spellcasting ability: 1/day each: *dimension door*, *invisibility*

BONUS ACTIONS

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

PLASMOID WARRIOR

Medium Ooze, Lawful Neutral

Armor Class 16 (natural armor, shield)

Hit Points 71 (11d8+22)

Speed 30 ft.

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

Skills Athletics +5, Stealth +4

Damage Resistances Acid, Poison

Senses Darkvision 60 ft., Passive Perception 14

Languages Common

Challenge 3 (700 XP)

Amorphous. The plasmoid can squeeze through a space as narrow as 1 inch wide, provided it is wearing and carrying nothing. It has advantage on ability checks it makes to initiate or escape a grapple

Hold Breath. The plasmoid can hold its breath for 1 hour.

ACTIONS

Multiattack. The plasmoid makes three Pseudopod attacks. It can replace one of those attacks with a Spear or Pistol attack.

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

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage when used with two hands to make a melee attack.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

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.

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APPENDIX A: MAPS, HANDOUTS, ETC.

Handout 1 – Dagaz’s Journal

Three months ago

My master Gibbeth lives trapped among the stars and I have been chosen to help free him from his prison. Within the Green Star he slumbers, waiting with his servants, the neogi, who dwell among the asteroids. They hatch and multiply, preparing to join me in this world; it is my duty to provide them entry so that they can find more servants to carry out Gibbeth’s will. And when I have succeeded I will transform and become a servant in his image.

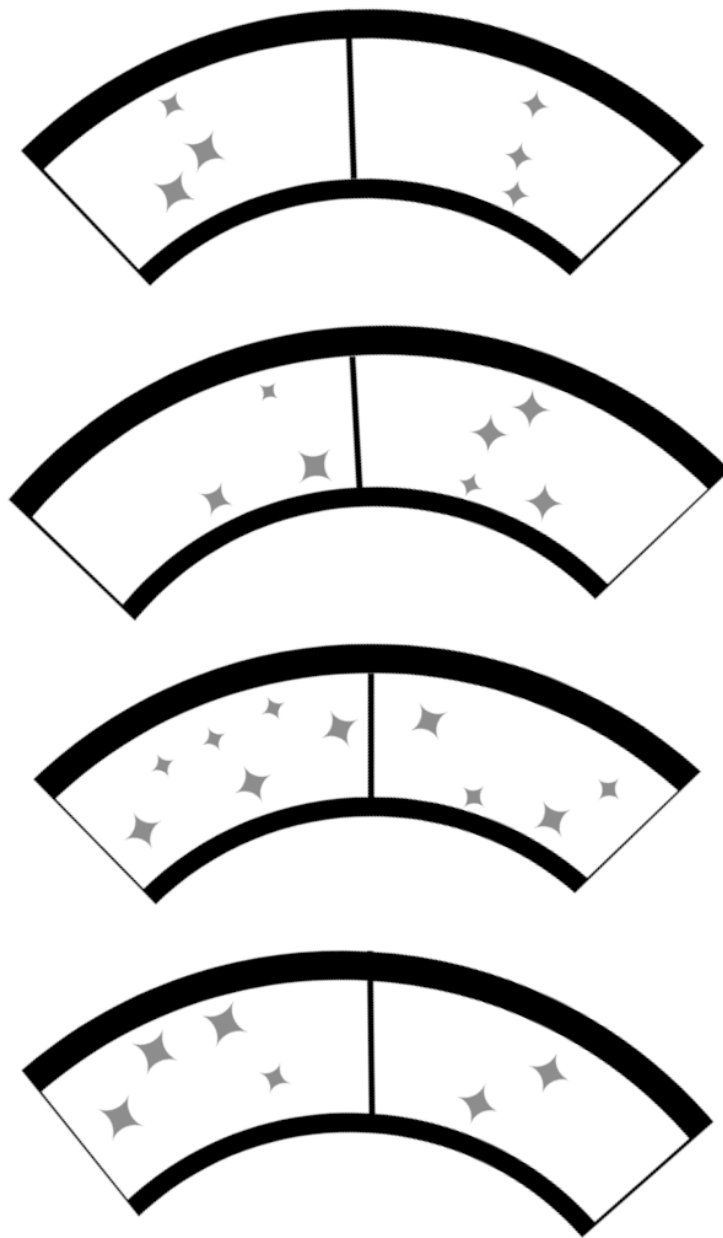
One month ago

Every day I look upon him; majestic and powerful. He feeds me knowledge that I can use to further spread his glory. I see now that my master brought me here because it once served him in the past; the library is stocked with a number of books that will be useful in the preparations. Soon more guests will arrive with the last of the materials I need to reinforce the manor’s defenses; I will feed them a special meal to give birth to my master’s servants. And I will eat; I will devour the world to satiate his hunger.

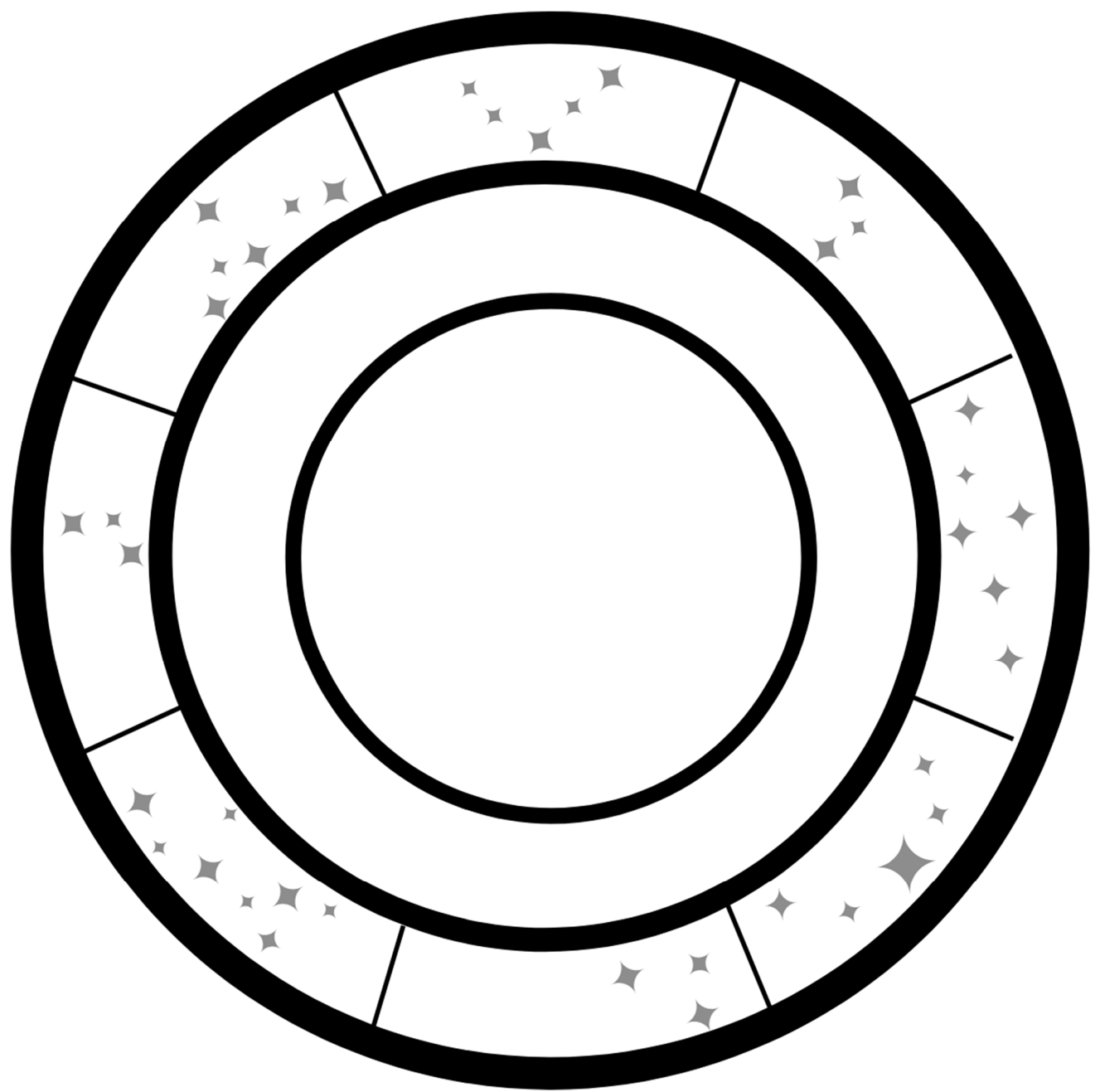
One week ago

The time is near – just a few more days and the Scion of Gibbeth will arrive with further instructions. I can feel the transformation within me; the master’s servant eating away inside of me. When it is over, I will be born anew. My life for Gibbeth, I will kneel before his Scion and I will obey. My hunger runs deep.

Handout 2 – Door Plates



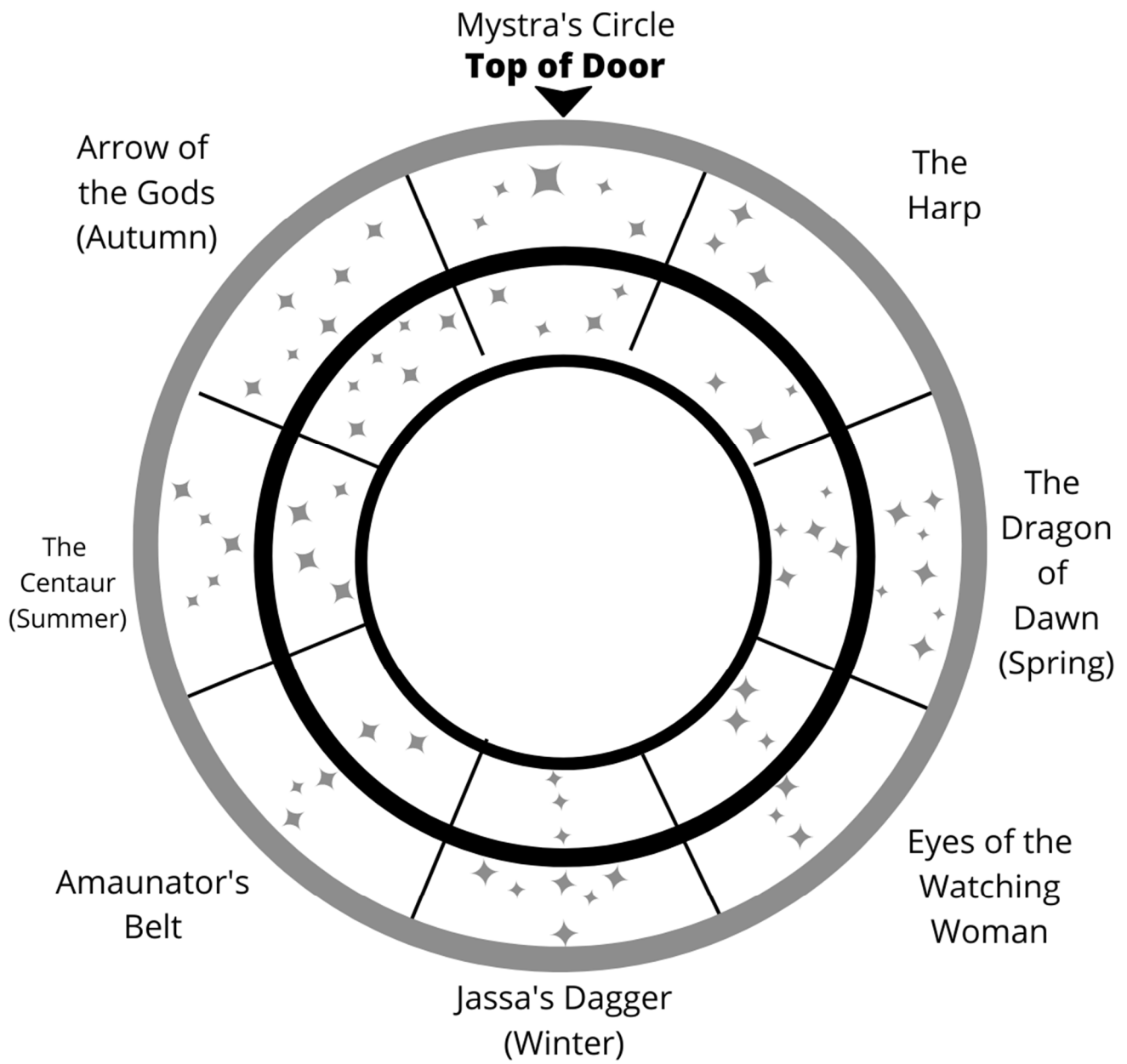
Handout 3 – Constellation Door



Handout 4: Astrological Knowledge

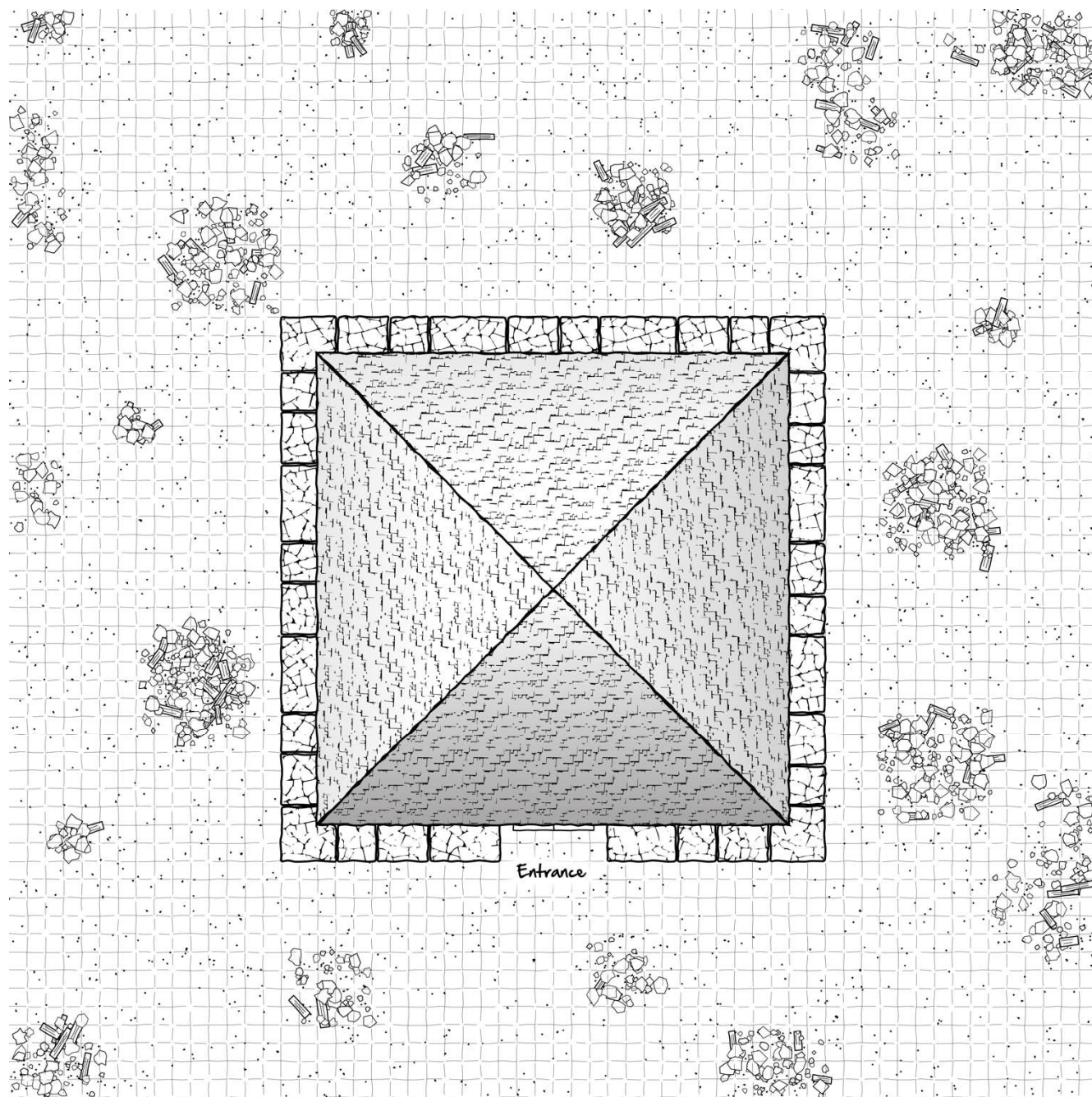
Constellation	Identifying Details
The Harp	Six stars Adjacent to Mystra's Circle
Arrow of the Gods	Twelve stars Only visible in autumn
Eyes of the Watching Woman	Six stars Opposite the Arrow of the Gods
The Dragon of Dawn	Twelve stars Only visible in spring
Jassa's Dagger	Nine stars Only visible in winter
The Centaur	Nine stars Only visible in summer
Amaunator's Belt	Five stars Situated between a constellation visible only in summer and one only visible in winter.
Mystra's Circle	Nine stars Contains the brightest star, named the Brow Star, which indicates true north.

Constellation Door Solution

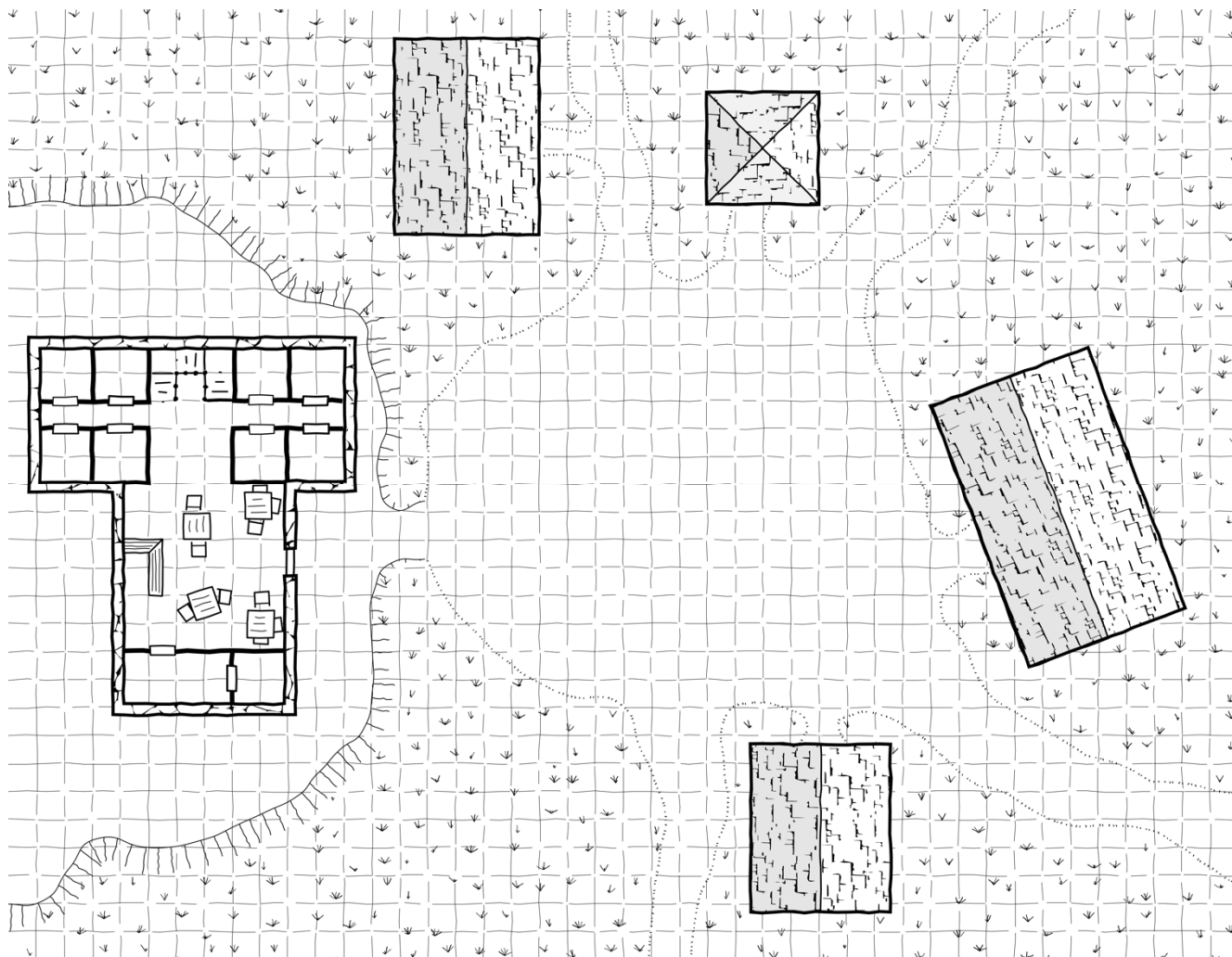


APPENDIX A: MAPS

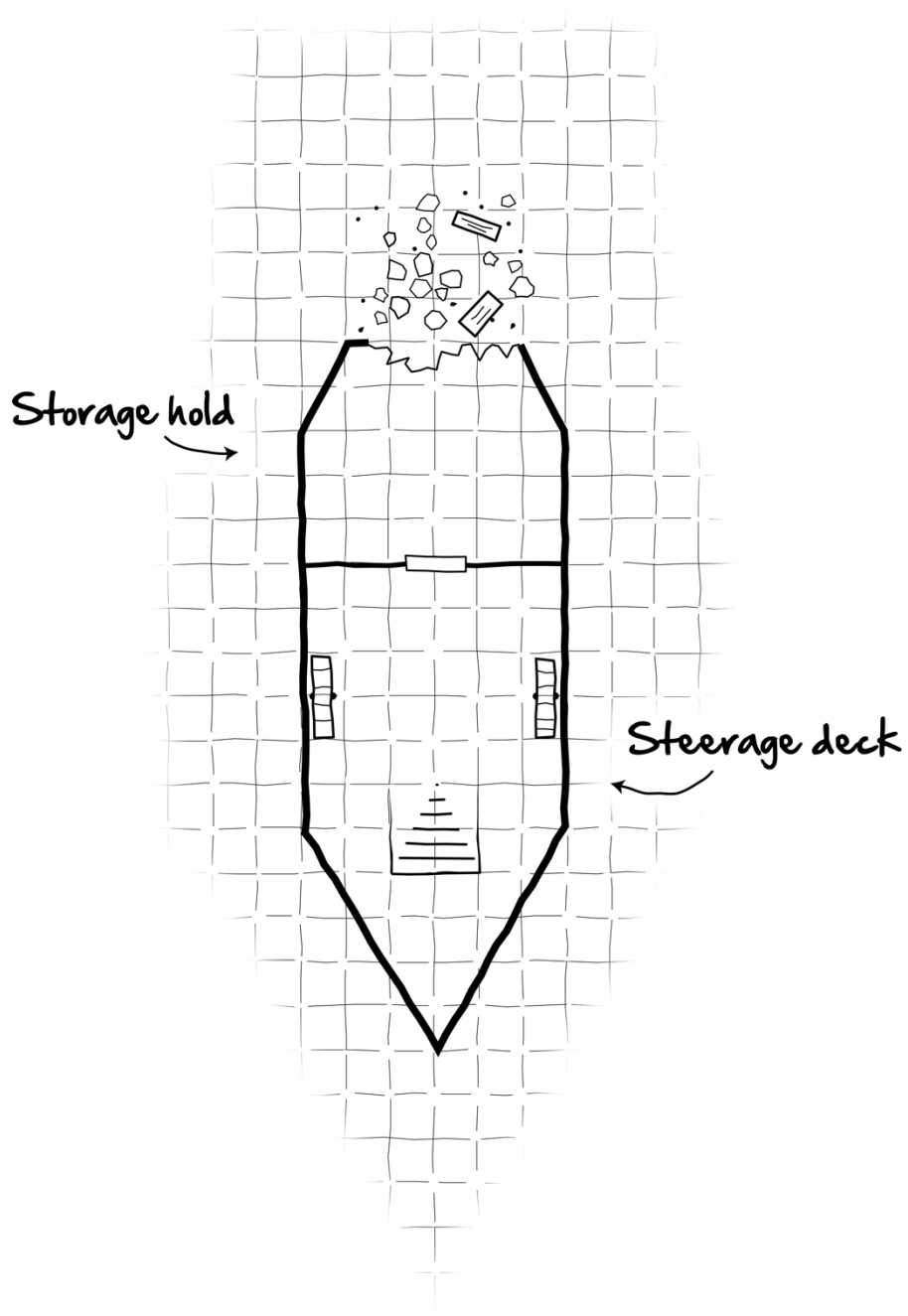
Tuller's Rest



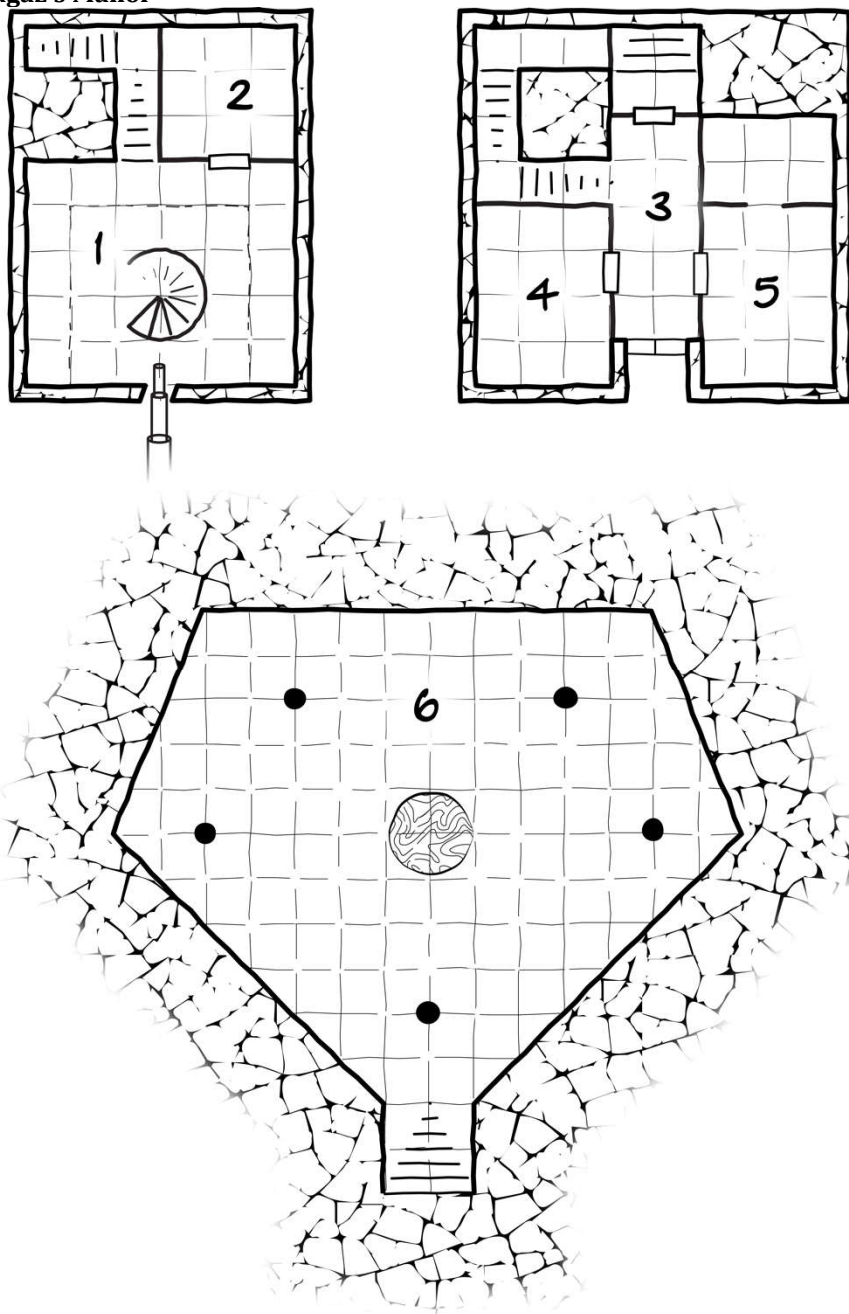
Tuller's Rest



The Phlogiston Star



Dagaz's Manor



APPENDIX B: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

MAGIC ITEMS

STAFF OF SWARMING INSECTS

Staff, rare (requires attunement by a Bard, Cleric, Druid, Sorcerer, Warlock or Wizard)

This staff has 10 charges and regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: **giant insect** (4 charges) or **insect plague** (5 charges).

Insect Cloud. While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

This item can be found in the *Dungeon Master's Guide*.

the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

CONSUMABLES

POTION OF HEROISM

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the **bless** spell (no concentration required). This blue potion bubbles and steams as if boiling.

This item can be found in the *Dungeon Master's Guide*.

OIL OF SLIPPERINESS

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with

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CCC-GHC-BK2-05 Adventure Weird Tales



APPENDIX C: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE BORDER KINGDOMS STORYLINE?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

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

Determining Party Strength

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

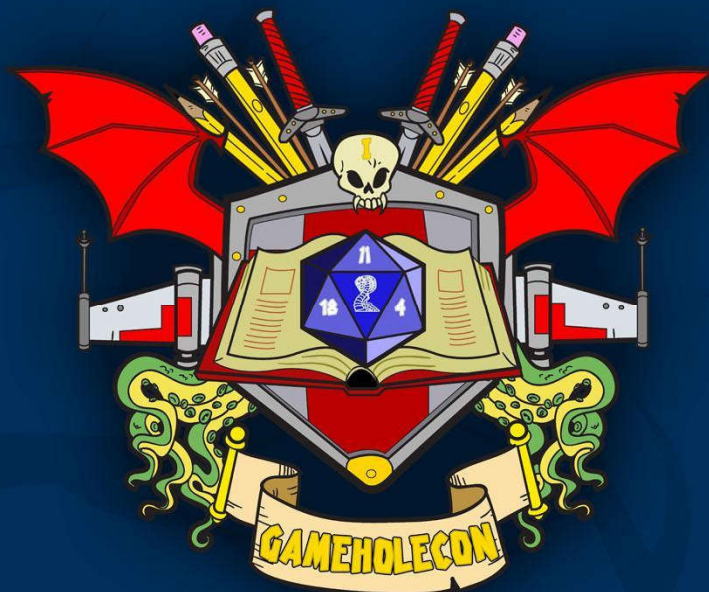


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Gamehole Con is the largest tabletop gaming convention in the upper Midwest. Tabletop gamers from around the country gather each November in Madison, WI for this carnival of gaming. The convention features role-playing games, board games, fantasy and historical miniature gaming, and collectible card games. Gamehole Con is for the fantasy and adventure tabletop gaming enthusiast. It features the best guests in the industry, an unbelievable Dealer Hall, and of course, lots and lots of gaming! If you are a tabletop gaming fan, do not miss Gamehole Con!

