



# **D&D** **DEEP PURPLE**

**DUNGEONS & DRAGONS**

This adventure is for 4 - 6 characters of level 10  
Created by Dwayne Butcher



# DEEP PURPLE

**T**his adventure is created to challenge a small group of adventures who are seeking out the cause of dragon nightmares by many of the locals. This leads them to a dark unruly part of the forest that many in the area avoid due to people go missing at night within and around it. Adventures have tried in the past to solve this mystery but all that have entered never return, so the locals call it the forest of graves.

## ADVENTURE HOOKS

Roll a 1d4 or decide on one or use a mix of one or more of the below ideas if you need to

1: Players are just passing through the area and make camp for the night, during the night they have some disturbing nightmares but can't remember the details just waking in a cold sweat, images of a cave with gnashing teeth and slowly going insane. You somehow just know the direction of the cave, which is a bit unnerving in and of its self.

2: A destroyed cart and a bloody mess which looks like the driver was dragged deep into the woods, following the trail leads to a canceled muddy cave.

3: You stop in a small local town, the locals all seem very tired and on edge and tend to avoid you or are even a bit rude. One particularly grungy drunk is willing to tell you all about it and that the place is cursed by nightmares and sleep seems to be not the rest as it should be. If asked further about it he tells them the forest of graves and that the answer lays there in the damp muddy darkness of the caves of madness within.

4: You have been hearing rumors of a purple dragon, yeah right purple dragon; you have tracked the rumors back to a small area of thick forest that the locals call the forest of graves. After searching for a bit you notice no wild life or birds and the silence is very unnerving. At its center there is a small hill with ruins upon it's top, but the muddy tunnel under it seems to call to you.

## THE CAVE FOR THE DM ONLY

However you get the group here make sure that they have had a full rest and are at their max in hit points and abilities as they will need them. Also they should have gear and supply's for weeks or more because this adventure was made with encumbrance and skill difficulties in mind. There are areas that will posse difficult if they have no way to fly or climb or breathe water or cold. Make sure you the DM reads through the adventure first as some of the encounters have multiple areas and complex monsters and also environmental and natural hazards.

## INTRO FOR THE PLAYERS

The tunnel is very dark the smell of mold and decaying flesh hangs in the air as you enter. Once inside you can hear echos of the dripping of water and scurrying sounds. The walls of the passage look to have been dug out by thick fingered hands but the creature what ever it is might be a humanoid. You can also see old bones and bits of clothing in the muddy floor as you go deeper in. Shadows from your light source play tricks with your eyes as the uneven surface of the walls appear to ripple and move as the shadows dance upon them.

## ADVENTURE PARTS

- Cave encounters

This part has a few random encounters, Hidden guards, Those crazy eyeless things, and Awe Rats that might be encounters or to keep players from rest a long time in the caves. the awww rats should be used only once and the cave area as a prequel to things to come, as you can use it in later areas like don't mind me and the finial layer of the psycic dragon deep purple.

- Cave set encounter areas

This part of encounters are not tied to a particular order and can be mixed and matched how the DM wants. Or parts can be ignored entirely if the party is having a hard time, or if too easy be combined with others or with a cave encounter. The areas are the following: I Be magic, You die now, One big Mother, and Passage Down.

You can add other chambers to make this longer such as a throne room, sleeping chambers and a larder and a few other areas that can be put in where you want and in any order. But the Passage down area should be after 4 or more other areas so as the player do not get to it too fast.





## CAVE ENCOUNTERS

These can be set in any order or eliminated if the players are having a too difficult time, but at least two small skirmishes before the cave champion encounter or the shaman. If you

use both the champion and the shaman encounter or if they start to rest then use the cranium rats to cause sleepless nights encounter so they can't get a full rest. The brood mother encounter is an optional encounter to run if they do a short rest and you need to chip them down a bit more if they are having an easy time of things.

### HIDDEN GAURDS

- Player info** As you processed down into the caves further you can see faint glowing lights in the distance as they duck behind the cave walls and seem to be the source of the clicking sounds.
- DM info** There are 1d4+1 Normal grimlocks that stand guard at just within the entrance The DM can roll a stealth check for each if he wishes but would be best to use the standard base DC of 20 and players are at a disadvantage to spot the guards due to their camouflage ability. This i am using as a reverse of giving them an advantage to roll, as passive perception in this case is at a penalty of 13 if the players state they are not actively looking (10 + the stealth skill of +3 ). You should have at least two such encounters if the number are less than max (10 normal grimlocks are here total, and the brood mother, her 2 swarms of young, the champion, the shaman, and four berserkers.

*Note If the players are having an easy time with these encounters add a Grimlock Guard or two to the mix, but no more than that and have the weaker one hang back and throw javelins or flank the group in rooms or tunnels*

## GRIMLOCK

Medium humanoid (grimlock), neutral evil

**Armor Class** 11

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

**Skills** Athletics +5, Perception +3, Stealth +3

**Condition Immunities** blinded

**Senses** blindsight 3010 ft. (blind beyond this radius), passive Perception 13

**Languages** Undercommon

**Challenge** 1/4 (50 XP)

**Blind Senses.** The grimlock can't use its blindsight while deafened and unable to smell.

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

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

### ACTIONS

**Spiked Bone Club.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.





## THOSE CRAZY EYELESS THINGS

- **Player info** As you enter this chamber the smell is overwhelming as unwashed bodies and rotting meat hang thick in the air as bones crunch beneath your feet in the muddy floor.
- **DM info** The Guards here do not hide like the others and seek to attack the PC's directly as the lesser ones attack with surprise if they can, there are only 4 guards like this in the complex so roll a 1d4 or decide to use the number you feel the encounter needs. Basically in this i used one and have 2 others strike from the shadows from behind the group catching them in the middle if they don't spot the hidden ones. Remember they get advantage to hide vs the players as they heard them coming so didn't have time to prepare their hiding place like the first ones did at the beginning.

### CRANIUM RAT

*Tiny beast, Lawful Evil*

**Armor Class** 12  
**Hit Points** 2 (1d4)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

**Senses** darkvision 30 ft., passive Perception 10  
**Languages** telepathy 30 ft.  
**Challenge** 1 (200 XP)

**Illumination.** As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

**Telepathic Shroud.** The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

#### ACTIONS

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

### GRIMLOCK GUARD

*Medium humanoid (grimlock), neutral evil*

**Armor Class** 13 (studded leather)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

**Skills** Athletics +5, Perception +3, Stealth +3  
**Condition Immunities** blinded  
**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 13  
**Languages** Undercommon  
**Challenge** 1/2 (100 XP)

**Blind Senses.** The grimlock can't use its blindsight while deafened and unable to smell.

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

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

**Indomitable.** The berserker has advantage on saving throws against being frightened.

**You are coming with me.** When the berserker drops to 0 hit points he can try to make one melee weapon attack as a reaction to one enemy at 5ft of him.

#### ACTIONS

**Spiked Bone Club.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

**Javelin.** *Melee Weapon Attack:* +4 to hit, range 30/120ft, one target. *Hit:* 6 (1d6 + 3) piercing damage.

## AWW RATS

- **Player info** You see an unnerving sight what looks like a rat with a small glowing brain exposed its small beady eyes seem to have a spark of intelligence about them as it calmly watches you. It only lets you get brief glimpses of it before darting away into the darkness of the tunnels beyond.

- **DM info** These creatures do not attack in mass until later in the dragons layer encounter and are here to just poke and prod the players and make them uneasy. If one is attacked it will defend its self and try to escape back to its collective. If perused have it disappear into a small hole in the walls of the cave, only to appear later to keep a watchful eye for its master the deep dragon. They will not attack in a swarm until the layer level so if a few die here it is fine there are many in number later.





# I BE MAGIC

- **Player info** As you enter this large muddy chamber the decay smell is very pungent and your stomach churns a bit as you in hail its odor. You see before you a creature slightly larger than the others you have encountered who is covered in painted symbols and appears to be summoning magical energy for a spell. Some tables covered in body parts and a make shift shelves with jars line one wall and animal skins and what looks like stretched human flesh being stretched out on a couple of racks. There are two aggressive sightless beasts that seem to be in a frenzy coming at you as well.

- **DM info** The shaman is a sorcerer with a few druid and clerical spells for flavor, and if need be you can add a few normal Grimlocks into the mix but only if there are any left.

## GRIMLOCK SHAMAN

*Medium humanoid (grimlock), neutral evil*

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	9 (-1)	14 (+2)	16 (+3)

**Saving Throws** Cha +6

**Skills** Athletics +4, Perception +8, Stealth +4

**Condition Immunities** blinded

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 18

**Languages** Undercommon, telepathy 60 ft.

**Challenge** 5 (1,800 XP)

**Blind Senses.** The grimlock can't use its blindsight while deafened and unable to smell.

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

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

**Spellcasting.** the shaman is an 5th-level sorcerer/cleric. Its spellcasting ability is Charisma (spell save DC 14, to hit with spell attacks +6)

Cantrips (at will): thorn whip, Ray of Frost,  
1st level (4 slots): Chromatic Orb, Mage Armor,  
2nd level (3 slots): Shatter,  
3rd level (2 slots): Lightning Bolt,

## ACTIONS

**Spiked Bone Club.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.





# YOU DIE NOW

- **Player info** As you round the dark winding passage the wet smacking sounds of heavy feet in mud comes closer. As you brace for whatever it is suddenly from the shadows from behind more of the eyed beasts attack as a very large one charges your group from the front.

- **DM info** This encounter is set just outside the shaft chamber that goes down through the tentacle grick into the roper room and spectator.



## GRIMLOCK LEADER

Medium humanoid (grimlock), neutral evil

**Armor Class** 15 Elven Chain shirt +1 Magical

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	9 (-1)	8 (-1)	6 (-2)

**Saving Throws** Con +5

**Skills** Athletics +6, Perception +5, Stealth +4

**Condition Immunities** blinded

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 15

**Languages** Undercommon

**Challenge** 5 (1,800 XP)

**Blind Senses.** The grimlock can't use its blindsight while deafened and unable to smell.

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

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

**Indomitable.** The berserker has advantage on saving throws against being frightened.

**You are coming with me.** When the berserker drops to 0 hit points he can try to make one melee weapon attack as a reaction to one enemy at 5ft of him.

**Rage.** In battle, you fight with primal ferocity. On Your Turn, you can enter a rage as a Bonus Action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength Saving Throws.
- When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- You have Resistance to bludgeoning, piercing, and slashing damage.

## ACTIONS

**Multiattack.** The Berserker makes two weapon melee attacks or two ranged attacks.

**Stone Greataxe.** Melee Weapon Attack +6 to hit, reach 5 ft, one target. Hit: 8 (1d12 +3 normal ) or (raging 1d12 +5) slashing damage.

Properties: Heavy, Two-handed,

**Javelin.** Melee Weapon Attack +6 to hit, range 30/120ft, one target. Hit: 5 (1d6 +3 ) piercing damage.



# ONE BIG MOTHER

- **Player info** Faint chittering sounds draw your attending as a sour smell and that of offal fill your nostrils as you close in on what you think is a opening silence falls and all you can hear is a faint dripping sound.

- **DM info** This encounter is optional and is set in the berthing chamber with the brood mother and her young, who are treated as swarms of two. no other guards should come to her aid as they fear her as well so they will not come in unless the players are having an easy time of it. So if this is the case as a dm you can have two normal grimlocks join if the players are having an easy time and if any are left when this encounter is ran.

## GRIMLOCK SPAWN

*Tiny humanoid (grimlock), neutral evil*

**Armor Class** 12  
**Hit Points** 17 (7d4)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	9 (-1)	8 (-1)	6 (-2)

**Skills** Athletics +2, Perception +3, Stealth +4  
**Condition Immunities** blinded  
**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 13  
**Languages** Undercommon  
**Challenge** 1 (200 XP)

**Blind Senses.** The grimlock can't use its blindsight while deafened and unable to smell.

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

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

**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 rat. The swarm can't regain hit points or gain temporary hit points.

## ACTIONS

**bites.** Melee Weapon Attack: +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

## BROOD MOTHER

*Large humanoid (grimlock), neutral evil*

**Armor Class** 12 (leather armor)  
**Hit Points** 37 (5d10 + 10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	9 (-1)	8 (-1)	6 (-2)

**Saving Throws** Con +4  
**Skills** Athletics +5, Perception +3, Stealth +3  
**Condition Immunities** blinded  
**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 13  
**Languages** Undercommon  
**Challenge** 1/4 (50 XP)

**Blind Senses.** The grimlock can't use its blindsight while deafened and unable to smell.

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

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

**Indomitable.** The berserker has advantage on saving throws against being frightened.

**You are coming with me.** When the berserker drops to 0 hit points he can try to make one melee weapon attack as a reaction to one enemy at 5ft of him.

**Rage.** In battle, you fight with primal ferocity. On Your Turn, you can enter a rage as a Bonus Action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength Saving Throws.
- When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- You have Resistance to bludgeoning, piercing, and slashing damage.

## ACTIONS

**large Spiked Bone Club.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (2dd6 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

**Multiattack.** The Berserker makes two weapon melee attacks or two ranged attacks.



## PASSAGE DOWN

This is a short second part of the adventure the way down is set in a large chamber with a center shaft that descends down 120 feet opening up into the third part of the adventure. The cave has much left over adventuring gear from others they have eaten mostly rotting packs and such. There should be enough hemp rope to tie together to descend down the

shaft. This will require a survival roll to tie the ropes together, but even so they are very old some of the pieces are. Each round of use of this rope runs the risk of breaking or knots coming undone due to rot.

### GRABBY GRABBY

#### GRICK

*Medium monstrosity, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft., climb 30 ft.

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

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

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

#### ACTIONS

**Multiattack.** The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

**Tentacles.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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

- **Player info** The dark shaft with muddy walls descends into damp darkness faint hissing sounds can be heard echoing from below. There appears to be ample hand holds and various alcoves in the sides as well that could be small tunnels, roughly 3 or so foot in diameter, from something.

- **DM info** They should make survival rolls to tie the rope together and don't let them know the roll DC they make. Each round they descend on the ropes roll a save for it on a 1 the rope breaks, on 2 to 5 the rope shifts requiring the players to make a survival roll to hold on. Also any noise from heavy armor, scraping against walls, or even a strong smell near a Grick hole can cause an attack. In this case the players are at a disadvantage to attack one handed and the creatures gain advantage to attack them.

As they descend they should make stealth checks to avoid the creature attacks the passive perception is 12 for them at the start if even one attacks a player this changes and needs to be re rolled with advantage as now the hive is on alert that there is food near by. This will make the Dc to avoid the attacks much harder and after 1d4 rounds it resets to passive.

### LOOK OUT BELOW

Once the players get to this point past the gricks they will be dangling above a large cavernous area with many stalactites and stalagmites and pools of still water with a sound of a small stream trickling down a wall in the darkness somewhere.

- **Player info** The bottom of the shaft seems to open up above a large cavernous area, the exact size cannot be determined due to your limited light source and vision. But at the extreme range of your vision you can see stalagmites rising from the floor like teeth from some great beast wanting to devour you and your companions.

- **DM info** The floor of the cavern is roughly 70 feet below and is home to a roper and a spectator. The ceiling of the chamber is also home to a colony of piercers that will wait until the player's descend to the floor below to drop on them as they move about. The spectator is a coward and will not attack the players until occupied by the roper or fending off a piercer attack. Once it gets below half its hit points it will retreat into its hidden hole in the ceiling.



**NOTE** This part links to the next area roped into it and provides a transition from the caves above to those below



## ROPED INTO IT

Once the players make it to the floor safely, or painfully, the roper may not notice them if they have been quiet. But if a player falls from the above tunnel impacting the floor it will move to attack to consume the food from above. He is always near the bottom of the tunnel as there is many scattered bones and other left overs scattered about the area. If the players search the area then roll on the creatures treasure table for its level and the players can find the stuff scattered around.

## ROPE-A-DOPE

### ROPER

Large monstrosity, neutral evil

**Armor Class** 20 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

**Skills** Perception +6, Stealth +5

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

**Languages** —

**Challenge** 5 (1,800 XP)

**False Appearance.** While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

**Grasping Tendrils.** The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

### ACTIONS

**Multiattack.** The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

**Tendril.** *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

**Reel.** The roper pulls each creature grappled by it up to 25 ft. straight toward it.

- **Player info** As you look about the chamber it is breath taking with massive out cropping of rock and cathedral like formations made of stone pools of shallow water scattered around intermixed with remains of creature's bones and other scraps of cloth and bits. You are a few feet from one of the largest of the stalagmites that appears to have many bones scattered around it.

- **DM info** The roper waits until the players are on the floor and start to move around once within reach of it and attacks. It is currently about 60 feet from the area of the dump site of the above tunnel due to it has moved to a deep pool of water to drink. As stated before if a player falls it causes it to act aggressively and the direction of the fallen player.

**NOTE** *The sections below The sky is falling and I see you are to all happen in this cave below the shaft the players descended. The Spectator will not attack the players first and the piercers will try an pick off those that are not in melee with the roper as they fear being eaten by it. they give it a wide berth so 60 foot around it should be a safe zone from them as they don't want to fall to the floor and get eaten from the roper. They are not very smart but the colony has learned over the years what the best place it is to drop on things to eat.*





## THE SKY IS FALLING

### PIERCER

Medium monstrosity, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 22 (3d8 + 9)

**Speed** 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

**Skills** Stealth +3

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

**False Appearance.** While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

### ACTIONS

**Drop.** Melee Weapon Attack: +3 to hit, one creature directly underneath the piercer. Hit: 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). Miss: The piercer takes half the normal falling damage for the distance fallen.

As the Roper attacks the players there is a 1 in 6 chance that a piercer will fall on a player each round they are not under the tunnels shaft. This can happen anywhere in this cavern that is not under the shaft dump site from above.

to add further complications the spectator will try and pick off ones that are not entangled with the roper staying to the shadows floating near the ceiling so as the piecers can't hit it all the while keeping the players at a distance. If the players defeat the roper and seem to not be too worn down it will retreat to its hidden tunnel high up on the far wall and wait.

If cornered or taken to half its hit points it will offer information and it's treasure for it's life (roll up the treasure hoard for it and only give the players half of the treasure and no permanent magic items only potions or scrolls and one shot magic only) If they push it and decide to attack it any way to kill it will defend its self all the while trying to escape past them and up the shaft behind them.

It will float up the shaft and alert the gricks in its wake to cover its escape by knocking rocks loose to fall below. this will cause noise and put them on alert increasing their perception by as the spectator is floating he does not need to make a check as he can easily go directly up the center of the shaft well away from the creatures.



Note There are over hundreds of these creatures living in here the roper survives off hunting them and eating them most times between them and the blind cave fish in the large pool in the room. So the players should not be able to eliminate all these creatures and will have to make a mad dash under the cave shaft and the lower parts of the chamber where they are not such as the short tunnel leading to the Mind Flayer's layer/old dragon temple complex.



## I SEE YOU

### SPECTATOR

Medium aberration, Lawful neutral

**Armor Class** 24 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

**Skills** Perception +4

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 14

**Languages** understands Deep Speech and Undercommon, telepathy 120 ft.

**Challenge** 3 (700 XP)

### ACTIONS

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

**Eye Rays.** The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Create Food and Water.** The spectator magically creates enough food and water to sustain itself for 24 hours.

### REACTIONS

**Spell Reflection.** If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

The second part of the section is optional for making this bit harder if the players are having an easy time of it with the roper. But really delay the attack from it for at least 3 or 4 rounds or after the roper is half way down whichever happens first, as the noise will attack it from its sleep up in the small hiding place it has.

With its first attack (the Dc to notice an eye ray is 15) as the darkness and shadows tend to conceal the creature from view. But a player not grappled or in melee might catch a glimpse of a ray coming from the shadows or a player who is hit by one and saves would also know something is wrong as well no perception check needed in this case to notice either way read the below to the players if one makes a check or is hit and saves vs a ray attack.

- **Player info** You see a flash of magical energy from out of the darkness as it strikes its target and you know something else is lurking beyond your vision in the shadows.

- **DM Info** Once all the creatures have been dealt with, depending on if they talk to the eye or not this next part can be easy or hard.

1 Easy mode: the Spectator tells them about the concealed door entrance to the hidden temple of a lost god. It tells them that the thing that dwells within is the none other than a mind flayer that goes by the name phanczappa and his little pets and experiments a goblin named munkee.

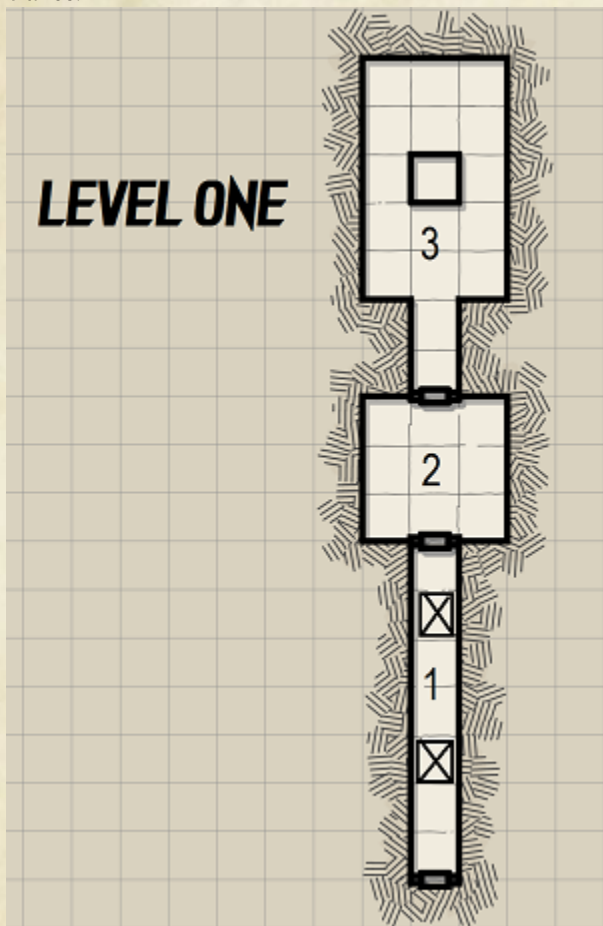
2 Hard mode: If the players kill the Spectator then the only way to find the door and the dragon's layer is a perception check which is very hard given the piercers are still lurking and the colony numbers in at just over 30 or so. If they kill 10 or more in an area they can establish a safe place for a sort rest and search the area Unaccounted. The Dc to find the Door is 20 if searching the entire room (perception check) A ranger can lower the Dc to 15 with tracking (survival check) either on his own or aiding someone in a search (perception





## DON'T MIND ME

the door to this area pivots easy once released it is trapped as well, which will release a toxic gas cloud to be released and the Shriekers on the other side of the door begin the scream. They are on small pots on each side of the door entrance.



The door opens into section one of level one and has two pit traps that dump players into an open cave below that have two Gibbering Mouthers that are the rejected experiments of the mind flayer. The only way back out of here is back the way you came or through the underground river which a small pool of water is fed by here.

### LEVEL ONE: THIS WAY TO DEATH (HALLWAY 1)

The stone hallway beyond the door is flanked by two pots with weird mushrooms that emit a loud screeching noise. Other than that the smell of wet stone and other foulness drifts about in this stagnated air of the chambers ahead. The entire hallway is set with floor tilting plates that dump players into the mother chambers below.

### SHRIEKER

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

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

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive

Perception 6

Languages —

Challenge 0 (10 XP)

**False Appearance.** While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

### ACTIONS

**Shriek.** When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

- **Player info** (Once the shriekers are dealt with) faint buzzing sounds can be heard and a low murmur of distant whispers muffled by the thick stone walls you suspect. the smell of wet stone and other foulness drifts about in this stagnated air of the hallway beyond.

- **DM info:** There are two pit traps that will dump the players into a large cavern some 60 feet below 6d6 fall damage DC to avoid fall 12 Dexterity save. To reset or disarm the trap requires a DC investigation skill check 20, 15 for rogue. Otherwise you fall below and have to contend with two Gibbering Mouthers.
- **Roleplay notes** Munkee will not fight the players and just cower in a Corner away from the fight and run away and hid if possible. I have not included stats as the creature is a deformed goblin that the mind flayer has mutated over the years so if they do attack he only has one HP and AC of 10, and will not fight them or defend him self he really is a wretched sight and if the players take pity on him the best he could do is hold a torch. His does have a good chance to find and disarm traps Investigation of +10 but that's the extent of his real abilities.
- **Description** He is 3 foot 5 inches tall two legs, one large central eye, his large mouth is on the back of his bald head. no ears, and has three arms one located in the center of his back he uses to feed himself.



## ROOM WITH A VIEW (ROOM 2)

This whole room is a trap door set to dump the players below same Dc as the small traps to find and disarm except that there is no Dexterity save to avoid. Once triggered the door slams down and the floor falls at the same time, once the trap dumps it resets in 3 rounds. And the door can be opened again but is locked

- **Player info** After you open the door to this area you see with carvings of dragons with humanoids bowing in worship of them. Scratch marks can be seen all along the floor as if made by claws blades or daggers.

- **DM info** Door lock DC is 13 and locks every time on reset, fall damage from trap is 6d6, the walls are smooth and there are no hand holds. The opposite door is flush with the wall it is on as well. And is trapped too with poison trap gas DC 12 constitution save if within 10 feet of the door damage is 2d10 and suffer the effects of the poison condition for 24 hours of a failure otherwise only suffer half damage. There are also various old rusted spikes driven into spots in the floor of this room as well. So If when the floor dumps the players they can try and grasp one of the old iron rusty spikes to hold on and keep from falling. Doing this has causes tow things to happen one the trap will not reset as long as the weight is on the open doors of the floor. and two the spikes are not reliable due to rust and age and the shifting of weight put on them so there is a 1 in 6 chance each round of it breaking to coming loose the longer the player holds on to it. this in crease by one until it fails or until the player shifts to another spike which again 50% chance there is another with in reach or can be up to the DM.

## GIBBER GABBER

This area with two mouters is left up to the dm to map out like other cave sections before. It should have a large open area with stalagmites and stalactites and a pool of water between the two trap doors that leads to an underground river. The treasure here is typical for this creature so the dm can roll for it randomly if the players defeat them. The ceiling is around 30 ish feet high with the section under the small pits reaching to around 60 feet and higher over the large room pit trap.

## GIBBERING MOUTHER

*Medium aberration, neutral*

**Armor Class** 9

**Hit Points** 67 (9d8 + 27)

**Speed** 10 ft., swim 10 ft.

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

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 2 (450 XP)

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

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

## ACTIONS

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

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

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





## INSANE IN THE MEMBRANE (ROOM 3)

This 30 foot 50 foot long room with 30 foot ceilings is a nest for the mind flayers pet Intellect Devourers there are 4 here at any given time. They have a few trinkets scattered about but currently they are being watched by the mind flayer remotely from above. he will wait until the players try and come up the shaft to attack them with his mind blast other wise he just watches and waits. He always keeps two Intellect Devourers with him as watch dogs of a sort.

### INTELLECT DEVOURER

*Tiny aberration, lawful evil*

**Armor Class** 12

**Hit Points** 21 (6d4 + 6)

**Speed** 40 ft.

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

**Skills** Perception +2, Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded

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

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

**Challenge** 2 (450 XP)

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

### ACTIONS

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

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

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

**Body Thief.** The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything in g the creature knew, including spells and languages. If the host body drops to 0 hit points, the intellect devourer must leave it. A protection from evil and good spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a wish. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

- **player info** As you walk down the short hall of musty stone you smell something that is like unwashed dog mixed with feces. There is a large room with bits of broken shelves and tables and tapestries strewn about; it looks like a nest of some kind.

- **DM info** There should be 2 per player each each round of combat a 1ni 6 more come out of the nests and recesses in the room to join combat if so then roll a 1d4 each time until a total of 4 others have joined combat. You can add more if you wish but really these creatures are to freak out and scare the characters not really kill them.

### USTILAGOR

*Tiny aberration, neutral*

**Armor Class** 17

**Hit Points** 9 (2d4 + 4)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	25 (+7)	15 (+2)	1 (-5)	12 (+1)	14 (+2)

**Saving Throws** Dex +9

**Skills** Acrobatics +9, Perception +3

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, frightened, invisible, paralyzed, poisoned, stunned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 13

**Languages** telepathy 60 ft.

**Challenge** 1 (200 XP)

**Symbiotic Fungus.** An ustilagor is covered with a symbiotic fungal growth that keeps the creature from drying out. This fungus makes an ustilagor immune to special attacks from fungus creatures, such as poison, disease, and spore- or seed-based attacks.

**Psionic Abilities.** These abilities run off Charisma the DC 12 (8 + ability + proficiency bonus)

At will: Friends, It loses this ability at adulthood and is primarily as a defensive measure to protect its self and to get creatures close to attack with its melee attack.

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

### ACTIONS

**Proboscis.** Melee weapon attack +0 1d4 points of piercing damage. The target must succeed on a DC 10 Constitution save or be paralyzed for an hour; the creature can make a save again at the end of his turn. After 4 rounds if the creature has not been killed or removed from the victim, then they are permanently dead due to the creature has successfully eaten its brain. This effect can be countered by remove poison or lay on of hands and any other curative effect that would remove the poison condition.

NOTE The square marked on the map is a secret door hidden in the ceiling and is opened by a remote switch that is only accessible in the room above..



# MIND GAMES LEVEL UPPER LEVEL TWO

This part of the complex is the mind flayers lab and where he keeps his experiments in various iron cages. This whole area is are to access unless the players have good climb abilities or the ability to levitate. the walls are very smooth and the main chamber has very high ceilings 50 foot. the opening in the middle of the

chamber once had a iron wrought cage that would lower down to below through the trap door. It has since been dismantled and used to make cages for test subjects in the two large alcoves on each side of the room 30 feet up on the wall, each has a 10 foot ceiling in them.

The back center larger area is 40 foot up and its ceiling flush with the main room. This is his laboratory and holds his chemicals, books of research, and many tables and shelves of parts and other things of wonder. It is up to the DM to flesh this out as he sees fit as any magical items are ether further

son.



- **Player Info** As you enter this chamber you smell strong chemical smells and hear strange sounds like from some nightmarish dream. There is faint purple light in patches on the walls some type of luminescent fungus. The columns in the main hall are decorated with images of dragons devouring many humanoids and other beasts. The fine marble stone covers the floors and walls were at one time tapestries hung that now lay rotting on the floors in piles.

## MIND FLAYER

Medium aberration, lawful evil

**Armor Class** 16 Breast Plate, cloak of protection +1

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

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

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

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

**Damage Resistances** cold, lightning; +1 to all saving throws due to cloak of protection.

**Senses** darkvision 120 ft., passive Perception 16

**Languages** understands Deep Speech and Undercommon, telepathy 120 ft.

**Challenge** 8 (3,900 XP)

**Magic Resistance.** The mind flayer has an advantage on saving throws against spells and other magical effects.

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

At will: guidance, mage hand, vicious mockery, true strike  
1st-level (4 slots): charm person, command, shield, sanctuary  
2nd level (3 slots): crown of madness, phantasmal force, Hold person  
3rd level (3 slots): clairvoyance, fear, meld into stone  
4th level (3 slots): confusion, Arcan Eye  
5th level (2 slots): scrying, telekinesis

**Treasure worn or carried.** Cloak Of Protection: Ac +1, Saving Throws +1, Ring of Warmth: Resistance to cold damage, Ring of Mind Shielding, Breastplate of Lightning Resistance: Resistance to lightning damage

## ACTIONS

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

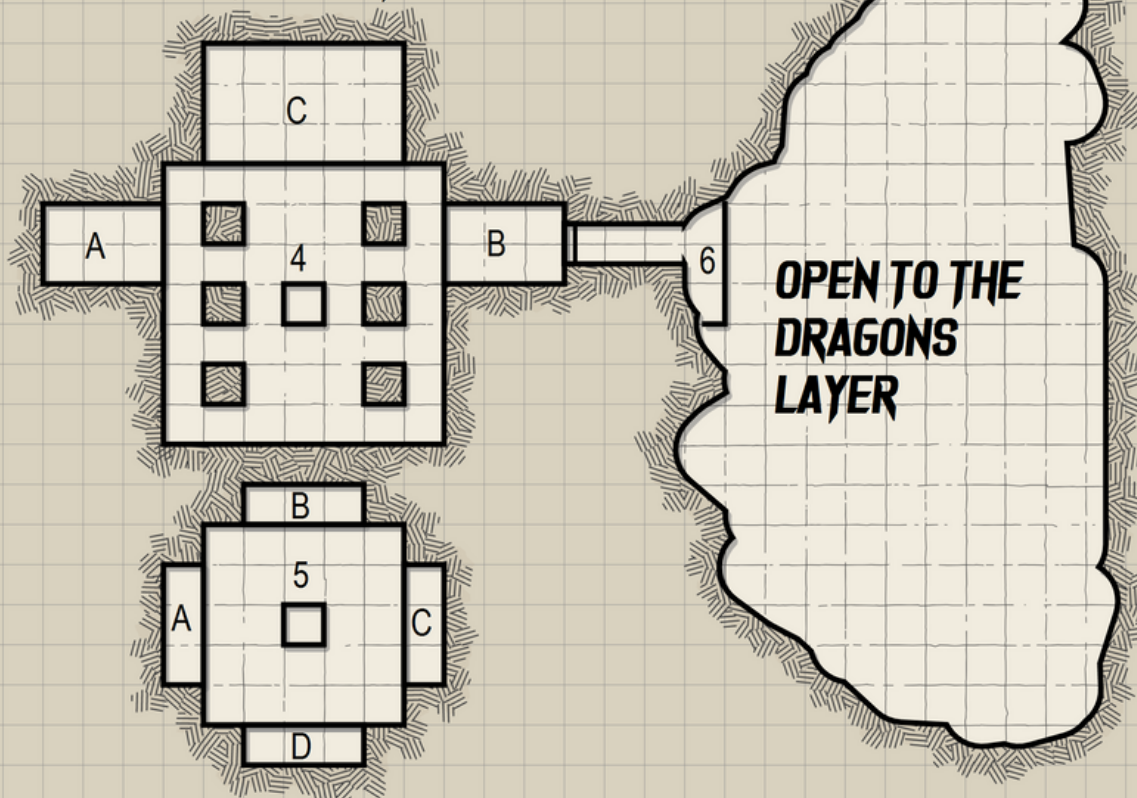
**Extract Brain.** Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

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

- **DM Note** He always keep two Intellect Devourers with him at all times as both guards and pets. If he feels the fight is going south,he will use mage hand to release the creatures from the cages and in the confusing retreat to a safe place. Possibly attacking later when the players are busy with the dragon or if he thinks the players are weak enough from the fight of the cage creatures.



## UPPER LEVEL TWO



## UPPER LEVEL THREE



## ITS A MAD HOUSE

- **Area A:** This location holds Two star Star Spawn Manglers, that if released will attack anything in the room that is not star spawn.
- **Area B** Has Two smaller cage areas on each side of the chamber that hold star spawn Grue, That is released will aid the mangler in feasting upon any living thing in the room. there is a hidden door here DC 20 to (investigation) find and open, it will not stay open and will close after a minute but can be opened easy from the other side.
- **Area C** This is the lab area and is trapped to release toxic mind altering gas, the DC is 13 to save the effects last an hour. Has same effects as per the confusion spell, but this is poison gas and is non-magical in nature.
- **Area 4** Carved into the 6 large columns in draconic is a story of the conflict of the order of the claw and the Holy order of Night. Read the player info below if anyone can read and understand Draconic.
- **Area 6** This short hall way is lined with small dragon statues carved from a faint glowing purple stone, the craftsman ship is very good and if you could sell them they might fetch 100 gp each to the right buyer. The hall seems to be carved from solid stone and ends in a rail less balcony that over looks a vast cavernous lake of dark water faint light can be seen to one side where there appears to be glint of something metallic a shimmering pile of it in fact mostly blocked by a dark shape with a deep purple hue to it.

- **Player Info** Behold the last refuge of The Holy Order of the Night, defenders of all that that is good foe to the evils of dragon kind. May the Twilight Goddess watch over and protect those that find the sanctum of the 10, as only the worthy many seek entrance up their domain. For we are the first of our kind born of dragon and that of dwarf, halfling, gnome, elf, and those of human. We are the first of our race the Dragonborn, but we are not all in agreement as Tiamat has also given the secret of our creation to her evil dragons and with it war came. We fear that all is lost so the 10 will seal them selves away and us few that remain will in act the final hammer and banish her influence from those that her kind created. Forgive us fro what we do as it is the last attempt at saving a world ravaged by war of dragons.

The Island that is lost follow the dragons head with the device of the stars the map you find with it the locations of the tools you will need.

### STAR SPAWN GRUE

*Small aberration, neutral Evil*

**Armor Class** 11

**Hit Points** 17 (5d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	6 (-2)

**Damage Immunities** psychic

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Deep Speech

**Challenge** 1/4 (50 XP)

**Aura of Madness.** Creatures within 20 feet of the grue that aren't aberrations have a disadvantage on saving throws, as well as on attack rolls against creatures other than a star spawn grue.

#### ACTIONS

**Confounding Bite.** Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 6 (2d4+1) piercing damage, and the target must succeed on a DC 10 Wisdom saving throw or attack rolls against it have advantage until the start of the grue's next turn.

### STAR SPAWN MANGLER

*Medium aberration, neutral Evil*

**Armor Class** 14

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	7 (-2)

**Saving Throws** Dex +7, Con +4

**Skills** Stealth +7

**Damage Resistances** cold

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened, prone

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

**Languages** Deep Speech

**Challenge** 5 (1,800 XP)

**Ambush.** On the first round of each combat, the mangler has advantage on attack rolls against a creature that hasn't taken a turn yet.

**shadow Stealth.** While in dim light or darkness, the mangler can take the Hide action as a bonus action.

#### ACTIONS

**Multiattack.** The mangler makes two claw attacks.

**Claw.** Melee Weapon Attack: +7 to hit, to hit, reach 5ft., one target. Hit: 8 (1d8 + 4) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.

**Flurry of Claws (Recharge 4 -6).** The mangler makes six claw attacks against one target. Either before or after these attacks, it can move up to its speed as a bonus action without provoking opportunity attacks.



# THE HIDDEN LIBRARY UPPER LEVEL THREE

**T**his section holds four sections one on each wall that at one time held large volumes of books. But they have long since have been taken and all is left are the rotting wooden shelves, which hold many ingredients and other curiosities that the mind flayer has accumulated over the years. One of the sections holds trophies and still another many items that defy description as they move and pulse as if alive each in their own containers.

**Player info** As you enter this chamber you can see a odd bed, if that is what it is as the organic nature of it almost looks like a living thing. You think the creature rests in an up right position on this contraption. The rest of the room holds other odd organic like devices that make your flesh crawl just viewing them. Some roam freely about on the shelves and still others are in various containers with labels written in their bazaar language, you think its a language. Really it just looks more like chaotic crawling of a mad man, and have very little structure to the patterns.

**DM info** This area holds many very dangerous things, all of which are contained in jars and other containers. If players start to open one of these things, roll on the below chart and decide on what their gruesome fate befalls them. There is a symbol here that moves around on one shelf, it is not comparable with the mind flayer and he keeps it as a sort of pet to torture when bored. If a player gets to close to it it will attach its self to that player instantly bonding with them, a wish spell is the only way to remove it from the host or the hostess death that could possibly kill it as well.

The symbiote is very weak and once bonded can not be removed, It will boost the constitution by +1 (this can increase beyond max if at max already at the time of bonding not later). It will also boost the weakest ability by one as well, granting the host immunity from all natural diseases and effectively doubling your life span as well. the side affect is you will have splotchy skin and and odd discoloration there of a veiny purple pattern much like varicose veins but all over your body, even the face. This will cause you to be at disadvantage on all charisma skill checks but intimidation of which you would gain advantage on due to your new look.

As to treasure roll on the appropriate tables for CR 8 layer creature and put it in here, if the players defeat the mind flayer or it runs All but the most valuable item.

## CONTAINERS OF DEATH

Roll a 1d10 and to decide the fate of the fools that open these things. only one of each of the 1 through 9 after each is roll there are only 5 random potions left. So if any are rolled twice the second time it is just as if a 10 is rolled.

1 Save vs reflex of be consumed by a million small insects DC 15, they have 20 hp and only affected by area of affect spells. Each round they target a random character of they fail to eat the first.

2 Save vs constitution DC 15 as a thick mist fills your lungs and eats you from the inside out, this slow death will cause 1d6 damage per round increasing by 1d6 each round

until the character is a pile of goo.

3 Save vs Wisdom Dc 15 fail the container appears empty, but make the save and you see a small spider like spiny thing that jumps at your face Reflex DC 10 to avoid. If misses it tries to escape the room and will not attack the players unless

cornered. Failing the wisdom the creature attaches to your head and slowly starts to eat your mental energy.

Consuming one point of wisdom, intelligence, or charisma per round. Others can see it but from your perspective they look as if they have turned against you as it whispers to your mind. You are under the affects of a confusion spell like affect until the creature is killed or one of the mental stats reach 0. The only way to restore the damage is a restoration spell.

4 A jar of eye balls, this is a shrunk gibbering mother, if opened it will pop to full size and attack the opener, it has double the hit points of a normal one and is very hungry.

5 This contains a thick green liquid, if open it has the same affects as green slim, spraying on to the opener, Dexterity save Dc 13 or be covered in slim.

6 This contains a deep red substance, This is a vampiric mist, it is starving and will attack all in the room.

7 This covered container is glowing and sheds an eerie green purplish pattered light, any who look at this jar must make wisdom save DC 15 or have a compulsion to open it. Doing so the character is affected as if hit by a disintegration spell as the light consumes him then fades away to a dissipating smoke leaving only his dust behind.

8 This clear jar has a black mass inside that is in constant movement upon deeper look it is as if composed of small stars like the night sky. Open this and all within 30 feet are force to make a reflex save DC 15 or be sucked into the void as if affected by a sphere of annihilation device.

9 This container is metallic and sealed with clamps of some type that are locked 4 in total, DC 20 to open each, or to break. It is setting on a cushion and if touched will deal 3d10 electrical damage requiring a strength or dexterity check to let go or take this damage each round until dead. Opening this

container releases a very pissed of lightning elemental

10 This small container has a random potion, roll 1d10 for potion 1-5 uncommon 6-8 rare, 9-10 very rare.



## LIGHTNING ELEMENTAL

Medium elemental, neutral

Armor Class 15

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	4 (-3)	11 (+0)	11 (+0)

Saving Throws Dex +8

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

**Damage Immunities** lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Auran

**Challenge** 6 (2,300 XP)

**Lightning.** A creature that touches the lightning elemental or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

**Water Susceptibility.** For every 5 feet that the lightning elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### ACTIONS

**Multiattack.** The lightning elemental makes two slam attacks.

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

**Lightning Bolt.** Ranged Spell Attack: +8 to hit, range 20/60 ft., one target. Hit: 36 (7d8 + 5) lightning damage.

**Globe Lightning.** (1/short or long rest). The lightning elemental discharges 3 globes of electricity that hover in its space for 1 minute. Whenever a creature enters or starts its turn within 5 feet of the elemental, one of the globes discharges. The target must make a DC 15 Dexterity saving throw, taking 9 (1d8 + 5) lightning damage on a failed saving throw, or half as much damage on a successful one. As each globe discharges, it disappears.

- **Green slime** is corrosive, slick, and adhesive, sticking to anything it comes into contact with. Metal, flesh, organic material is especially vulnerable to the corrosive properties of the slime. It is often found in warm, humid caverns and ruins, and will be noticeable as it clings to ceilings, walls, and covers floors, usually in 5-foot squares.

Green slime can detect movement within 30 feet and will drop on unsuspecting victims when they are below it; it is unable to move so much depend on unwitting prey. If a creature is aware of the presence of the slime, they can attempt to avoid the hazard by succeeding on a DC 10 Dexterity saving throw.

Green slime secretes acid and does 5 (1d10) acid damage to any creature it comes into contact with. This damage continues on each of the creature's turns until it uses an action to remove or destroy the slime. Much like its more evolved ooze relatives, the green slime is doubly caustic to non magical wood and metal, doing 11 (2d10) acid damage against objects of these types.

Green slime is vulnerable to and will be destroyed by fire, cold, radiant damage, sunlight or any disease curing magic

## VAMPIRIC MIST

Medium undead, chaotic Evil

Armor Class 13

Hit Points 30 (4d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Wis +3

**Damage Resistances** acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

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

**Languages** —

**Challenge** 3 (700 XP)

**Life Sense.** The mist can sense the location of any creature within 60 feet of it, unless that creature's type is construct or undead

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

**Misty Form.** The mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The mist can't manipulate objects in any way that requires fingers or manual dexterity.

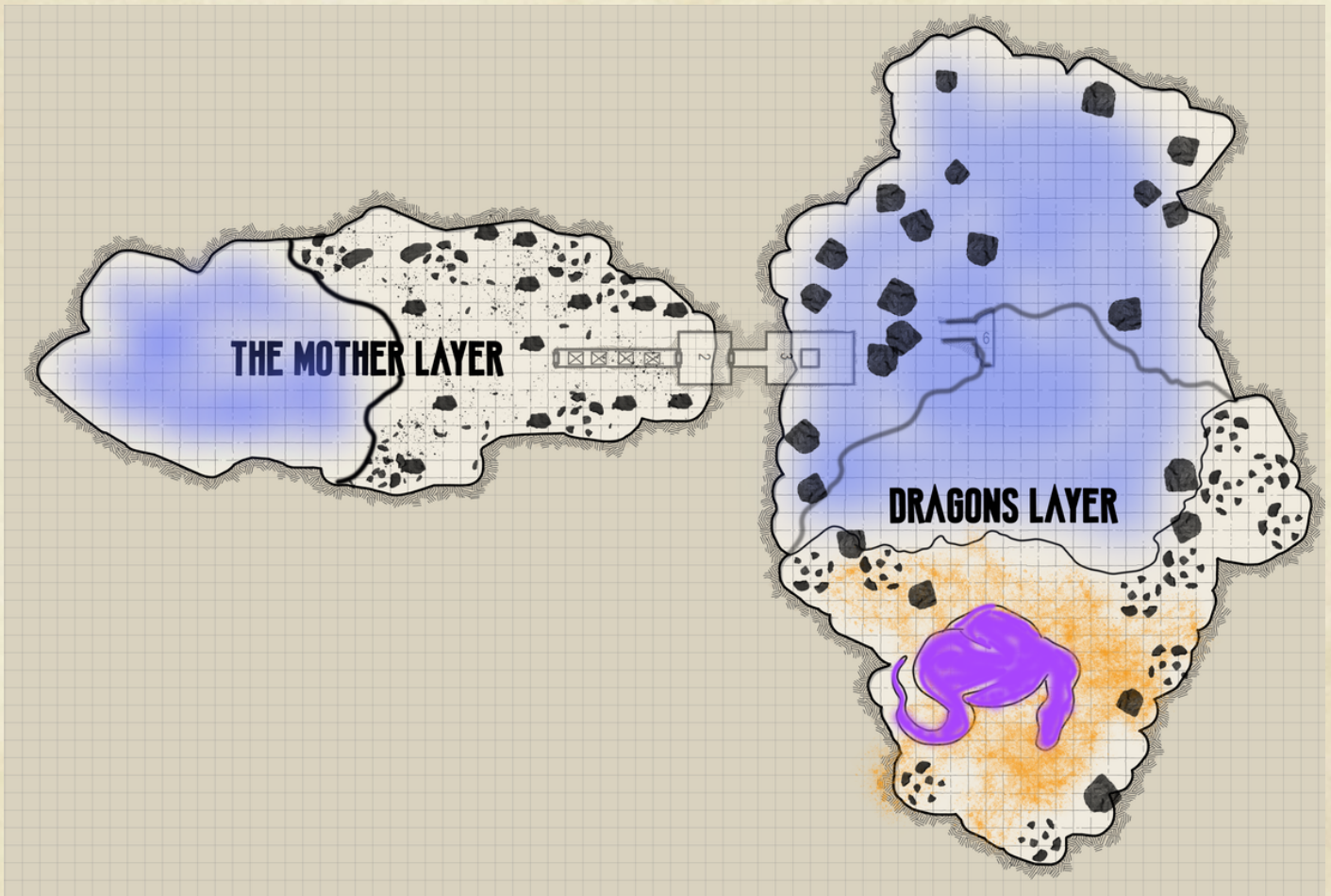
**Sunlight Hypersensitivity.** The mist takes 10 radiant damage whenever it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks.

### ACTIONS

**Life Drain.** The mist touches one creature in its space. The target must succeed on a DC 13 Constitution saving throw (undead and constructs automatically succeed), or it takes 10 (2d6 + 3) necrotic damage, the mist regains 10 hit points, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.



# HIS ROYAL PURPLE BADNESS (DRAGON LAYER)



The cave is open to an underground river that also feeds other parts of the cave system as well. The dragon will be in the lake when the players enter, and pop up while they contend with the mimic in the false treasure area. He has seeded a few cursed items here and else where with the cave people above so if they make it down here he will know which players have said items.

He gives the mimic on round as the statue is the mimic not the chest, and once the players notice the stone dragon is not him he breaths and uses his move action to duck into the depths of the lake until he can breath again with the light in the cave he has great view of the area. The water is very clear, but the light is from the bank and makes the water dark unless a light is shown directly on it's surface.

If reduced to half it's hit points the dragon retreats via the underground river, its real hoard is buried on the floor of the lake bed.



## MIMIC

Medium monstrosity (shapechanger), neutral

**Armor Class** 12 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

**Skills** Stealth +5

**Damage Immunities** acid

**Condition Immunities** prone

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

**Languages** —

**Challenge** 2 (450 XP)

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

## ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

## YOUNG PURPLE DRAGON

Large dragon, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 138 (12d10 + 72)

**Speed** 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	22 (+6)	23 (+6)	19 (+4)	18 (+4)

**Saving Throws** Dex +6, Con +8, Wis +6, Cha +6

**Skills** Persuasion +6, Stealth +6

**Damage Immunities** psychic

**Senses** blindsight 30 ft., darkvision 180 ft., passive Perception 14

**Languages** understands Common, Draconic, and

Undercommon

**Challenge** 1 (200 XP)

## ACTIONS

**Multi-attack.** The dragon makes three attacks, one with its Bite two with its Claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) Piercing Damage plus 5 (1d10) psychic damage if the target is a creature that can see the Dragon.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) Slashing Damage plus 3 (1d6) if the target is a creature that can see the Dragon.

**Psychic Assault (Recharge 5-6).** The Dragon exhales spores which attack the mind in a 20 ft cone. Each creature in the area must make a DC 16 Intelligence Saving Throw 27 (6d8) psychic damage on a failed save or half as much on a successful one.