GUILD

THE LICH-QUEEN'S BEGOTTEN



Journey to the astral plane on a quest to save the multiverse in this adventure for the world's greatest roleplaying game

THE LICH-QUEEN'S BEGOTTEN

An Adventure for Three to Seven 11th to 16th Level Characters

Optimized For: APL 13

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Introduction

Welcome to *The Lich-Queen's Begotten*, a D&D adventure.

This adventure is designed for three to seven 11th-15th level characters and is optimized for five characters with an average party level (APL) of 13. Characters outside this level range cannot participate in this adventure.

Adventure Overview

The adventure is broken down into five chapters:

Chapter 1: Body of Evil. The adventurers learn of a plot by the Lich-Queen that could threaten the multiverse.

Chapter 2: City of Death. They infiltrate Tu'narath and learn about Titans End.

Chapter 3: Voyage into the Void. The adventurers cross the astral void, facing great danger.

Chapter 4: Titans End. They arrive at Titans End and encounter difficult opposition.

Chapter 5: The Begotten. The adventurers find the Lich-Queen's Begotten and must make a difficult choice.

Adjusting This Adventure

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

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

Determining Party Strength

Party Composition	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

Please note that the strength of tier three parties can vary enormously depending upon the magic items they possess. If the party is finding the recommended combats too easy, increase the party strength by one or two degrees.



Chapter 1: Body of Evil

The proper use of power is to curb the improper use of power.

—The sayings of Menyar-Ag

Illithid Incursion

The adventure begins in any city in Faerûn. The party is out walking through the city streets.
Read the following:

> It is dusk, and the city is wet and murky. The sodden streets are quiet, with the evening shadows slowly creeping up the drab walls. Dark figures loom up ahead, wearing shiny black cloaks and deep, faceless cowls.
>
> *Tell us where the gith is, and you shall live.*
>
> The voice is low and toneless. It is heard with the mind rather than the ear.
>
> *Tell us where the gith is, and you shall live.*
>
> The voice is more insistent this time, and the cloaked figures shuffle in a way that is both impatient and menacing.
>
> What do you do?

Developments and Tactics

There are three **mind flayers** confronting the party, with their leader communicating via telepathy. Regardless of what the adventurers do, the mental voice next says:

Keep the weak one alive for interrogation. Kill the others.

Three halfling **veterans** emerge from the shadows. These poor wretches were members of the Kneehigh Knights mercenary company but have been mentally enslaved by the mind flayers.

The halflings charge and fight ferociously to the death. The mind flayers attack using their Mind Blast whenever possible. If they are losing the battle, they plane shift away.

Treasure. The mind flayers each have a purse; between them, they have 290 gp, 130 ep, and 170 sp. Divide this by however many mind flayers the party kills or captures. The veterans have no money.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- ***Very Weak:*** remove a **mind flayer** and a **veteran**.
- ***Weak:*** no adjustment.
- ***Strong:*** add a **veteran**.
- ***Very Strong:*** add a **mind flayer**.

The Lady from Limbo

A few moments after the fight ends, a **githzerai zerth** hurries toward the party. She has deep yellow skin, braided hair, and is wearing a brown leather surcoat over dark shirt and trousers.

She glances at the bodies, then says to the adventurers:

> "That was probably my fault. I think they've been tracking me since I shifted into your world. Nice work, though—what they say about you is clearly true!
>
> I suspect the city watch will be along soon. If we can find somewhere a little safer and more private, I will explain everything."

Background

The githzerai won't answer any questions until they have moved off the streets. Once they have done so, she introduces herself as Janara of Arsanith. She says, "First, what do you know of the githzerai/githyanki conflict?"

If the adventurers are not familiar with this story, Janara gives them a very brief overview (see chapter 4 of *Mordenkainen's Tome of Foes* for more details).

Roleplaying Janara

Janara is a **githzerai zerth** and a favored servant of Menyar-Ag. She comes from the strange monastery of Arsanith in Limbo.

- **Ideal:** Courage. I can face anything in the multiverse if I can master my fear.
- **Bond:** I am the chosen of Menyar-Ag, and he has my utter devotion.
- **Trait:** I often quote a saying of Menyar-Ag during a crisis.
- **Flaw:** I enjoy violence rather more than is appropriate for a githzerai monk.

In combat she avoids the front line, preferring to flank the enemy with her melee attacks. If a fight is going very poorly, she attempts to *plane shift* away the most dangerous foe.

The Sayings of Menyar-Ag

Menyar-Ag is the leader of the githzerai and reputed to be one of the wisest beings in the multiverse. He is often quoted by his followers, sometimes to the annoyance of their companions. Some of his most famous sayings are:

- Wisdom and understanding are better than gold and silver.
- Love all, but trust only a few.
- If a thing is worth doing, do it with all your heart.
- Be modest in speech but excel in actions.
- It is easy to hate, but it is difficult to love.
- There is nothing permanent except change.
- If you cannot do great things, do small things in a great way.
- Honesty is the first chapter in the book of wisdom.
- The enlightened speak because they have something to say; fools speak because they have to say something.
- What we achieve inwardly will change the outer reality.

The Mission

After any background information has been shared, Janara says:

> "The githyanki are led by the Lich-Queen, one of the most evil and powerful beings in the multiverse; she is responsible for untold misery across many worlds. But despite her great power, there are signs that her physical form is beginning to decay, and this has led to a diminishment of her arcane power.
>
> Through his arts, our leader Menyar-Ag learned that the Lich-Queen has devised a scheme to reverse this decline. She has prepared a vessel of flesh to transfer her spirit into. If she can take this new form, she will become more powerful than ever before.
>
> Menyar-Ag sent me to find you—your mighty deeds are spoken of even in distant Limbo. I need you to journey with me to the Astral Plane where we will find the vessel of flesh and destroy it, and so save the multiverse.
>
> Will you help?"

Questions

Following are some of the questions the adventurers might ask, and Janara's answers:

- ***Why were the illithids looking for Janara?*** Janara doesn't know, but illithids hate and fear the gith.
- ***How did the illithids find them?*** She doesn't know for certain, but suspects that they used divination magic.
- ***How did Janara know where the adventurers would be?*** Menyar-Ag told her the exact place and time to meet them.
- ***Why should they help her?*** To save the multiverse!
- ***Where exactly is the "vessel of flesh"?*** Somewhere in the Astral Plane.
- ***What does the vessel of flesh look like?*** Menyar-Ag told her it was hideous and corrupt.
- ***How are they to find the vessel?*** Through his art, Menyar-Ag has found out that a creature called Yingyong can lead them to it. Yingyong lives in the District of Discards in Tu'narath, the Githyanki capital in the Astral Plane.
- ***How will they get to the Astral Plane?*** Janara can *plane shift* them there safely, as she knows the sigil sequence of a secret teleportation circle in Tu'narath.

To Chapter 2

If the adventurers agree to help, Janara tells everyone to hold hands, and a few moments later the world slips away. Go to **Chapter 2: City of Death**.





Chapter 2: City of Death

It does not matter how slowly you go as long as you do not stop.

—The sayings of Menyar-Ag

This chapter takes place in Tu'narath on the Astral Plane. The adventurers need to find the **berbalang** named Yingyong.

Astral Plane Features

The Astral Plane is an immense silver void full of wispy clouds, distant lights, and the occasional chunk of solid matter. There is no gravity in the Astral Plane, and creatures there propel themselves toward a destination merely by thinking about it. For more information about the Astral Plane, see chapter 2 of the *Dungeon Master's Guide*.

Tu'narath Features

Tu'narath is a great city constructed on the body of an unknown god. It serves as the githyanki capital.

Buildings. The buildings are a bizarre mishmash of structures torn from all over the multiverse. They tend to be in varying stages of disrepair, and many are abandoned. The streets are narrow and crooked in most parts of the city.

Gravity. The city has its own artificial gravity, meaning that residents move about the streets as they do on the Material Plane.

Illumination. The astral void provides natural illumination to the city, roughly equivalent to an overcast day in Faerûn. There is no concept of day or night.

Patrols. Astral skiffs soar across the city, looking for signs of trouble. Each skiff contains ten **githyanki warriors** and a **githyanki knight.**

For more information about Tu'narath, see chapter 4 of *Mordenkainen's Tome of Foes*.

District of Discards

The adventurers appear in the District of Discards, an area of the city that is part habitation, and part dumping ground; it is populated mostly by non-githyanki.

They find themselves in a small stone shed with a teleportation circle inscribed on the floor. Janara leads them out of the shed, and they see the following:

> A bizarre muddle of buildings lines either side of the narrow, crooked street. It is as if a few dozen styles of architecture have all been mashed together with no consideration for reason or form. Many of the buildings are rundown, and most look abandoned.

The street is full of debris and trash, and an enormous pile of junk rises behind one of the buildings. The sky above is a boundless silver void, dotted with motes of light and decorated by immense, wispy argent clouds.

"This is Tu'narath, the githyanki capital," says Janara in a hoarse whisper. "It is called the City of Death because it is built upon the body of a dead god. Although, some say the god is not dead, but merely slumbers."
The air is thick and sweet, with the tinge of rot beneath. It is very quiet, with the city hum seemingly far away.

Janara stays with the party throughout the adventure. While travelling in the city, she keeps her hood drawn tight about her head.

Finding Yingyong

Yingyong is in the Bonesaw Bunker (see below). If the adventurers don't have magic to direct them there, they most likely ask someone on the street (see "Random People" below).

Discard Piles

The district is full of enormous piles of discarded items, some of them more than 50' high. Most of the items are worthless, but there are some useful objects to be found.

If an adventurer spends one hour searching through a pile, roll on the following table to see what they find:

d20	Item
1-8	Nothing useful
9-12	Trinket
13-15	Equipment
16-17	Armor
18	Weapon
19	Vehicle
20	Treasure

For a non-treasure entry, select an item from the tables in chapter 5 of the *Player's Handbook*. For treasure, use the Individual treasure table for challenge rating 0-4 in chapter 7 of the *Dungeon Masters Guide*. After finding an item, subsequent searches take an additional hour, cumulative.

Random People

The District of Discards is lightly populated by non-githyanki who have created a life for themselves amongst the run-down buildings and piles of garbage. The streets are quiet, but the adventurers encounter someone every 10 minutes or so. Following are some typical residents:

- ***Krakuul***, an opportunistic hobgoblin brownsmith.
- ***Bor Greatcrow***, a weary human gambler.
- ***Silaqui Iathrana***, a frightened elf philologist.
- ***Random***, a restless tiefling brewer.

None of these people know Yingyong by name, but they direct the adventurers to a tavern called the Shattered Dream; the barkeep, Naivara, "knows everyone."

Githyanki Patrols

The githyanki do not care much what happens in the District of Discards, so it is only lightly patrolled. About once an hour, a githyanki skiff (see Tu'narath Features above) cruises over the area. The patrol does not stop unless the adventurers are really calling attention to themselves. However, you can build the tension by having the skiff slow down as it passes the party, then slowly swing around before shooting off in a new direction.

The Shattered Dream

The Shattered Dream is a small tavern in the basement of a crumbling brick tower. Although taverns are generally prohibited in Tu'narath, the githyanki don't concern themselves overly with what happens in the District of Discards. The adventurers most likely have been directed here by someone on the street (see "Random People", above).

Read the following when the adventurers enter down the narrow stone steps at the front of the building:

> The basement is narrow and long, with walls made of raw and dusty brick. Mismatched wooden benches and tables are scattered about the floor, and a solid wooden bar blocks off the far end. About fifty people are here, and they completely fill the small room.

The patrons are humans, elves, hobgoblins, and a few tieflings. Most of the people are either drinking copper-colored ale from ornate iron mugs or chewing an intoxicating brown weed called nightshadow.

The barkeep is an elf named Naivara Caerdonel, and she happily serves the adventurers either ale (5cp) or nightshadow (1sp). If they ask about Yingyong, Naivara looks nervous and demands to know who they are and what their business is.

It should be quite easy for the adventurers to convince her they are not aligned with the githyanki, especially given the presence of Janara. Once she is satisfied, she tells them that Yingyong was arrested and is currently held at Bonesaw Bunker (see below) and will presumably be taken up soon to see "Her."

Naivara doesn't know why Yingyong was arrested, but she knows he had recently been trying to sell some "very valuable information" on the black market. Naivara gives the location of Bonesaw Bunker to the adventurers but won't accompany them or offer any more assistance.

Bonesaw Bunker

This small building lies on the boundary between the District of Discards and the adjacent Military District. It is used to house prisoners (on the rare occasions the githyanki take them). Yingyong is captive inside.

As the party approach, read the following:

> This squat brick structure looks grim and impenetrable. There are no windows, and the walls are reinforced by heavy, square buttresses. A single iron door faces the road.

Inside the bunker are six **githyanki warriors** and a **githyanki knight**. If the adventurers rap on the door, a small panel slides open, and a githyanki demands to know their business. The githyanki will listen to any credible reports of a threat, otherwise the panel slams shut before the adventurer finishes talking.

There are two githyanki warriors watching the bunker from nearby abandoned buildings. If the party begin to damage the bunker or attempt to enter via magic, the githyanki watchers blow a metal horn, and the githyanki

within the bunker emerge and attack. The watchers are changed every 10 hours. If the adventurers are still present when the guard is changed, the githyanki attack.

Inside the Bunker

Inside the bunker are several narrow cots, a crude bench and table, a weapons rack, and several wooden lockers with clothing. Hanging from the walls are an iron muzzle and a multi-pronged iron fork. There are three stone cells in the bunker, locked by sliding bolts. Yingyong is in one of the cells and is the only prisoner.

Treasure

The warriors carry purses, each containing 3d12 gp. The purse of the knight holds 80 pp and 121 gp. Hidden beneath the knight's bed is an *elixir of health*.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- ***Very Weak:*** remove four **githyanki warriors**.
- ***Weak:*** remove three **githyanki warriors**.
- ***Strong:*** add a **githyanki warrior**.
- ***Very Strong:*** add two **githyanki warriors**.

Meeting Yingyong

Yingyong is badly bruised from the mistreatment inflicted by the githyanki. It is very grateful for being rescued and willingly tells its story once they are all away from the bunker.

Yingyong's Story

Some months ago, Yingyong was scavenging around the city, looking for corpses to interrogate after the manner of its kind. Down near the dragon caves, it found the recently buried body of a sailor, who had clearly died by violence.

By speaking with the corpse, Yingyong learned that the sailor had been serving on an astral ship that transported cargo to and from a place called Titans End. Some of the details were hazy, but the sailor was sure that Titans End contained a great and secret treasure belonging to the Lich-Queen herself.

Yingyong believes it drew enough information from the sailor to find Titans End. It began shopping this information around Tu'narath but was apprehended by the githyanki before it could find a buyer.

Yingyong's Proposal

Yingyong is willing to guide the adventurers to Titans End, but it demands something in return. When it was captured, the githyanki cursed it so that it could no longer use its *plane shift* ability. Yingyong wants the curse lifted (this requires *remove curse* cast at 7th level). If that is not possible, Yingyong wants to be transported to the Material Plane, where it may be safer from the Lich-Queen's vengeance.

Assuming they come to an arrangement, Yingyong says they need to find a ship to transport them to Titans End. It suggests they go to the Port District and leads the way.

Roleplaying Yingyong

Yingyong is a **berbalang**, an astral scavenger that steals secrets from the dead.

- **Ideal:** I care most about gathering secrets.
- **Bond:** I will do anything to be free of the curse that afflicts me.
- **Trait:** I do not enjoy speaking to the living and do so as little as possible.
- **Flaw:** I am deeply untrustworthy.

Yingyong avoids combat at all costs, abandoning the party if they are facing defeat.

Port District

To reach the Port District, the adventurers need to cross one of Tu'narath's Military Districts. The same jumble of architecture is still present there, although the buildings tend to be in better repair. The streets are much busier, with githyanki in the majority. It takes a few hours to cross the Military District.





Military Maneuvers

Patrol skiffs are much more common here (see Tu'narath Features, above). If the adventurers have had an easy run so far, have one of the patrols stop and interrogate them about their business. The adventurers could claim to be sailors heading for the port, servants of a githyanki merchant, or something similar. If violence breaks out, a new patrol shows up to assist every 10 or so rounds.

To Steal a Skiff

When the adventurers arrive in the Port District, read the following:

> On one side of the street is an untidy collection of mismatched warehouses. On the opposite side stretches a long row of stone piers, each projecting out into the celestial void. Dozens of astral ships are moored here, ranging from small skiffs to imposing galleys.

Developments

The area is full of people, mostly githyanki, but with a smattering of others as well. Far above the port floats a menacing citadel of stone.

An astral patrol skiff swoops over the piers every twenty minutes or so. Anyone watching the floating citadel sees troops moving around it, and the occasional flare of red flame in a window.

Janara suggests the adventurers steal a skiff (which she is confident she can pilot). She is opposed to simply hiring a skiff since the githyanki crew is likely to cause trouble.

Any githyanki captain they approach is suspicious of the party but provides a charter for a few hundred gp. Stealing a skiff is also challenging as all of them are guarded by at least two **githyanki warriors** (for more information on Astral Ships, see "Terror from the Sky" in chapter 4 of *Mordenkainen's Tome of Foes*).

The larger ships (such as the galleys) are much better guarded, and it is unlikely the adventurers can steal one.

Githyanki ships of any size have martial-sounding names, such as *Crimson Scimitar, Fiery Crucible*, or *Battle Storm*.

Treasure

Whatever skiff the adventurers choose, the captain's cabin has a small wooden box containing 800 gp, 20 pp, and a *potion of heroism*.

To Chapter 3

Once the party have secured an astral skiff and disembarked, go to **Chapter 3: Voyage into the Void**.



Chapter 3: Voyage into the Void

Life is a dream for the wise, a game for the fool, a comedy for the rich, a tragedy for the poor.

—The sayings of Menyar-Ag

In this part, the adventurers cross the astral void searching for Titans End. Janara is at the helm controlling the ship with Yingyong next to her, providing guidance.

Dragon Rider

Soon after the adventurers depart Tu'narath, the githyanki discover either the escape of Yingyong or the theft of the skiff. If the party were particularly conspicuous when stealing the skiff, this might happen immediately. A **githyanki knight** (120 hp) named Zomm Tothkera, riding a **young red dragon** (220 hp) named Adramordax, leaves the floating citadel near the port in pursuit of them.

When Zomm catches the adventurers, he hovers above them and demands they return to Tu'narath. Should they refuse, Adramordax rakes the deck with her breath weapon, then Zomm leaps onto the deck to melee the party while the dragon attacks the flank with tooth and claw.

Treasure. Zomm has a purse containing 250 gp and is wearing a silver necklace with a gemstone pendant carved in the shape of a skull, worth 300 gp.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- ***Very Weak:*** Adramordax has 180 hp, Zomm has 90 hp.
- ***Weak:*** Adramordax has 200 hp, Zomm has 105 hp.
- ***Strong:*** Adramordax has 250 hp.
- ***Very Strong:*** Adramordax is an **adult red dragon.**

Choice of Ways

About three hours after the encounter with Zomm, Janara leaves the helm to speak with the party:

> "Yingyong says there are two ways we can go at this point. One way is through an area where the psychic winds blow strongly; these can have a devastating impact on mortal minds. The other way goes through a dream field, with the risk that we might collide with and get caught in someone's dream. Yingyong does not know if one of these ways is better than the other, so you will have to decide."

Depending on the players' decision, go to the appropriate heading below.

Movement in the Astral Plane

There is no gravity in most parts of the Astral Plane. Creatures propel themselves in any direction merely by willing it. Creatures move at their normal speed, so if an adventurer steps from the deck of the skiff, they are soon left behind.

Psychic Winds

If the adventurers chose to face the psychic winds, read the following:

> The eternal twilight of the astral plane grows dark, the air cools, and the skiff begins to shudder. In the distance, there is a dull roar which grows louder every moment.
>
> "It's the psychic wind!" screams Janara, above the roar. "I'm going to try and outrun it, but I need your help!"

Janara calls out sailing instructions to the adventurers, who must make a group DC 13 Dexterity check with vehicles (sea) (see "Group Checks" in chapter 7 of the *Player's Handbook*). If they succeed, they outrun the psychic wind.

If they fail, each adventurer must make a DC 15 Intelligence saving throw. On a failed save, roll a d20 twice and consult the Psychic Wind mental effects table in chapter 2 of the *Dungeon Master's Guide*.

Dream Field

If the adventurers chose to cross the dream field, read the following:

The skiff is surrounded by quivering, translucent bubbles full of twirling threads of sparkling light. Some are no bigger than marbles, while others are larger than buildings.

"This is what dreams look like," says Janara. "Every dream from every world in the multiverse takes place on the astral plane."

The skiff swings back and forth as Janara skillfully avoids the dream bubbles. Occasionally one collides with the side of the ship and shatters, with random images flashing up in the disintegrating shards.

A house-size dream bubble appears from the field, moving quickly and heading for the vessel.

"We're on a collision course!" cries Janara. "I need your help!"

Janara calls out sailing instructions to the adventurers, who must make a group DC 13 Dexterity check with vehicles (sea) (see "Group Checks" in chapter 7 of the *Player's Handbook*). If they are successful, they avoid the large dream bubble. If they fail, they enter the dream.

Snow Dreams

The adventurers find themselves transformed into barbarian warriors in a land of ice and snow. They somehow know that their quest is to find the golden torc, which their liege must possess to ascend the throne. The adventurers cannot leave the dream until they obtain the torc. The whole experience, of course, is highly surreal. As with all dreams, the participants do not have complete freedom, and sometimes unusual logic operates.

Assign a warrior to each player from the following list:



- Colbon the Sure-Footed
- Eric the Mighty
- Halvar the Frightening
- Ivar the Observant
- Leif the Wise
- Ulf the Silent

If you have less than six players, some players must control multiple warriors.

To get the torc, they must overcome several challenges, and *the only way to overcome a challenge is for the correct warrior to take the correct action*. If the warriors all die at any stage, they find themselves back at the start of the dream and must try again.

They begin the dream at the edge of a snow-covered forest, beyond which is a tower of ice. From the topmost window shines a golden light, which they believe to be the torc.

Challenge 1: Snow-Covered Forest. The warriors must cross the forest to get to the tower. The only way to do this successfully is if Ivar the Observant first looks for a trail—which is soon found. If the warriors enter the forest without doing this, they soon become hopelessly lost, and they all die terrible and varied deaths. Have each player describe the terrible death of their warrior, then go back to the start.

Challenge 2: Cave of the White Wyrm. Just beyond the forest edge is a dark cave with the entrance covered by a thick layer of ice. The warriors must pass the cave to get to the tower of ice. The White Wyrm lives here, and the only way to overcome the challenge is for Ulf the Silent to stealthily lead them past the cave mouth. Any other action causes the White Wyrm to burst forth and devour them alive.

Challenge 3: Gunborg the Frost Giant. Having passed the cave, the party comes to the tower of ice. It is guarded by a frost giant named Gunborg who demands they leave and never return. To overcome the giant, Halvar the Frightening must intimidate her, at which point she flees. If the warriors try anything else, Gunborg slays everyone.

Challenge 4: Tower Door. The tower door is heavily reinforced and locked. The warriors cannot climb the slippery outside wall. The only way to pass is for Eric the Mighty to break down the door.

Challenge 5: Missing Staircase. Inside the tower, a circular staircase of ice leads up to the top floor. The lower part of the staircase is missing. Colbon the Sure-Footed must climb up the inside wall (which is rougher than the outside wall) until attaining the top floor landing. At this point, Colbon can throw down a conveniently available rope.

Challenge 6: Magic Mirror. The topmost landing has a door leading to a chamber of ice, complete with an ice bed, an ice wardrobe, and an ice mirror. In the chamber's solitary window is the golden torc. If anyone tries to take the torc, however, they discover their hands pass right through it. Leif the Wise must examine the mirror, and determine it is magic. Upon learning this, Leif reaches into the mirror and takes hold of the reflected torc. When this happens, the dream ends.

To Chapter 4

Once the party has passed through either the Psychic Winds or the Dream Field, go to **Chapter 4: Titans End**.



Chapter 4: Titans End

The first blow is half the war.

—The sayings of Menyar-Ag

A few more hours travel brings the adventurers to Titans End. There is enough time for a short rest on the skiff, but Janara is unwilling to delay their voyage for a long rest. When they arrive, read the following:

> Hanging in the astral void is an enormous full-faced helmet, perhaps 200 feet tall. It is made from bronze or something similar, and its surface is pitted and scarred. Metallic wires trail from the base of the helmet, while two large, empty eye slits suggest a means of entry.

Titans End

Titans End is the head of a giant magical-mechanical construct, which was built and piloted by an ancient and forgotten race of beings. How the head was torn asunder, and where the rest of the body is, are both mysteries.

Titans End Features

The following applies to the interior of Titans End.

Illumination. The areas within Titans End are illuminated by magical glowing panels of bronze, set high on the walls.

Construction. Titans End is constructed from solid bronze.

Gravity. There is no artificial gravity in Titans End. Creatures may propel themselves with their mind, as in the astral void.

Chambers. All interior surfaces are made from bronze. Ceilings for the inhabitable areas are 20 feet high.

Forbiddance. The Lich-Queen is a sorceress without peer and has cast a very powerful *forbiddance* spell to protect the Begotten. The area of effect is a sphere that is 3000 yards in radius and centered on Titans End. She configured the spell to inflict damage on celestial and fey creatures that enter the area.

Resting. The party may take a single short rest while inside Titans End. If they delay longer, the guards in the Staterooms (see below) seek them out.

Map. Appendix B has a map of Titans End.

Yingyong's Demands

Having brought the party within sight of Titans End, Yingyong loudly insists that they fulfill their end of the bargain. It reluctantly agrees to wait on the skiff while the adventurers complete their business inside the construct.

Psychic Bolters

There are seven **psychic bolters** mounted around the eye slits. These are identical to **oaken bolters**, except:

- They are constructed from bronze and crystal.
- They have speed 0.
- The bolts (including explosive bolts) are made of psychic energy and inflict psychic damage.
- They have no harpoons.

A **githyanki warrior** from the Staterooms (see below) is keeping watch from one of the eye slits. As soon as the astral skiff comes in range, he activates the psychic bolters, and they begin strafing the deck, distributing the fire amongst the available targets. Yingyong immediately flees below decks (where it is safe from the fire). The githyanki returns to the Staterooms after activating the bolters.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- ***Very Weak:*** Remove three **psychic bolters**.
- ***Weak:*** Remove one **psychic bolter**.
- ***Strong:*** Add one **psychic bolter**.
- ***Very Strong:*** Add three **psychic bolters**.

Cargo Bay

The eye slits lead into the cargo bay. The slits are not large enough for the skiff to enter, but there are anchor points that allow the craft to be easily docked. When the adventurers enter, read the following:

> The floors, walls, and ceiling of this expansive, circular bay are all made from a dusky, textured bronze. About a dozen large boxes made of crystal lie scattered about the floor, along with many piles of crystal shards.



Developments

The original makers of Titans End used the crystal boxes to transport goods to the giant construct. Slinking at the back of the bay is a **steel predator**, which has been trained to attack any non-githyanki creature.

There is a 10' wide mechanical iris in both the floor and ceiling, toward the back of the bay. Touching either iris causes it to dilate open, allowing the adventurers to access either the Bridge or the Staterooms.

Treasure. The intact crystal boxes are empty, having been long since looted. Anyone searching among the shards and making a successful DC 15 Wisdom (Perception) check finds 500 gp and 90 pp.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- ***Very Weak:*** Reduce the hit points of the **steel predator** by 30.
- ***Weak:*** Reduce the hit points of the **steel predator** by 15.
- ***Strong:*** Increase the hit points of the **steel predator** by 15.
- ***Very Strong:*** Increase the hit points of the steel predator by 45.

Bridge

Read the following:

> Gleaming bronze tiles cover the walls and floor of this sparse, dome-shaped chamber. Near the center of the room is a throne-like chair, made entirely of bronze and mounted on a small dais. Three enormous crystal screens hang from one side of the chamber, and there are large rectangular indents on the walls behind and above.

Developments

This area controls the propulsion of the enormous construct. A successful DC 13 Intelligence (Arcana) check turns on the crystal screens, which give a panoramic view of the outside area. A successful DC 13 Intelligence (Arcana) check activates the pilot chair.

Once both screens and chair are functioning, someone sitting in the chair can move Titans End around, piloting it like an astral ship (see "Terror from the Sky" in chapter 4 of *Mordenkainen's Tome of Foes* for more information). The top speed of Titans End is 20 miles per hour.

The depressed panels provide maintenance access to the magical-mechanical propulsion unit. A panel may be opened with a successful DC 10 Intelligence (Arcana) check.

Note that other functions (such as weaponry) were controlled from a separate chamber in the construct's chest, back when Titans End was intact and fully operational.

Staterooms

Read the following:

> This circular chamber has ruddy bronze tiles on the floor and ceiling, and walls of bronze beaten into a rippling pattern. A sunken section of the floor accommodates two benches and a table. There are several bronze doors leading from this room, as well as a wide doorway filled with blotchy grey flesh, pulsing with greenish veins.



Developments

This area used to house the crew but is now quartering those charged with guarding the Begotten. Present are a **githyanki kith'rak** called Malastra Zanhkor, a **black abishai** called Sarcuxenik, and two **githyanki warriors**. Sarcuxenik is one of several abishai who serve the Lich-Queen as a result of her treaty with Tiamat.

Assuming her warrior observed the skiff approaching (see "Psychic Bolters" above), Malastra is waiting for the adventurers. She is a superb fighter and does not fear the party, but she is also cautious and knows that preserving the Begotten is her sole priority. If possible, she attempts to parlay with the adventurers and convince them to leave. Otherwise, she and her companions attack ferociously, spreading out around the party on all sides, using the lack of gravity to full effect. However, at least one of the antagonists positions themselves between the party and the pulsing mass of flesh at all times.

Treasure

The four regular staterooms only have beds and footlockers for furniture. Searching the footlockers locates 35 pp, 580 gp, and 1820 sp, as well as a *Tome of Clear Thought* and a *Potion of Vitality*.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- ***Very Weak:*** Remove the **abishai** and a **githyanki** warrior.
- ***Weak:*** Remove the **abishai**, add two **githyanki** warriors.
- ***Strong:*** Add two **githyanki warriors**.
- ***Very Strong:*** Add an **abishai** and a **githyanki warrior.**

Chrysalis Door

The mass of flesh bulging from the doorway is a chrysalis which houses the Begotten. Anyone examining it notices that there is a membranous slit through which someone might enter. The adventurers may also choose to attack the chrysalis, which has AC 12 and 40 hp. Destroying the chrysalis reveals the Begotten.

To Chapter 5

If the adventurers enter the chrysalis, they meet the Begotten inside. If they destroy the chrysalis, the Begotten is revealed, unharmed amidst the grey muck. In either case, go to **Chapter 5: The Begotten**.



Chapter 5: The Begotten

The great battle is the battle to know right from wrong.

—The sayings of Menyar-Ag

By this stage, the adventurers have either entered the chrysalis or destroyed it. If they enter the chrysalis, they meet the Begotten in a 20-foot-cube chamber with walls of blotchy gray flesh and pulsing green veins. It smells like a slaughterhouse.

If the adventurers destroy the chrysalis, the Begotten is left unharmed amidst a pile of quivering gray flesh.

About the Begotten

The Begotten is a sixteen-year-old female githyanki, with saffron skin, russet hair, and brown tattoos. She stares at the adventurers in astonishment and asks, "Who are you?"

With a small amount of coaxing, she talks to them. She has no name that she is aware of. She has spent her entire life in the chrysalis, and the only other person she has ever seen is her tutor, an elderly githyanki scholar who is currently on leave.

Despite never having left the chrysalis, the Begotten has a good understanding of history and natural philosophy. She is a skillful writer and a superb orator. She received no substantial moral education, but she retains a certain native empathy that the githyanki usually drill out of their young. From magically eavesdropping on conversations between her tutor and the captain of the guards, the Begotten has mistakenly concluded that she is the Lich-Queen's heir and she is destined to rule the githyanki empire. She does not understand the Lich-Queen's true scheme (see below).

The Begotten is fit and healthy and moves gracefully. The chrysalis was confined yet provided enough space for basic physical instruction. This was aided by the gray flesh, which could shape itself into gymnastic equipment (as well as furniture).

The Begotten has recently started to manifest magical abilities, probably because of her link with the Lich-Queen. She can barely understand or control these abilities, but they are very powerful.

Roleplaying the Begotten

The Begotten is a githyanki who believes herself to be heir to the Lich-Queen's empire.

- **Ideal:** Glory. I secretly long to be like the heroes I've only read about in books.
- **Bond:** I believe I am heir to the githyanki empire. Ruling it well is my sole purpose.
- **Trait:** Despite my extensive education, I've only ever spoken to my tutor. I'm likely to make embarrassing social blunders.
- **Flaw:** I believe virtually anything I'm told.

The Begotten has recently started to manifest magical abilities which she barely understands. In combat, she is likely to make rookie mistakes, such as casting *fireball* in an enclosed space. She has the statistics of a **mage**.

The Lich-Queen's Scheme

Some time ago, the Lich-Queen realized that her physical form was starting to decay, and she was expending an increasing amount of power simply to preserve it. She contrived several schemes to counteract this threat. One of the schemes involved taking a sliver of her own flesh and cultivating it into a baby. She called this child "the Begotten" and her plan is to transfer her consciousness into the child's body when it reaches a certain level of maturity.

The Lich-Queen created the chrysalis to help the child grow (which is usually impossible on the Astral Plane) and to prepare the body via certain eldritch infusions. She engaged a tutor to ensure the body had developed all the required motor skills prior to possession. The Lich-Queen had no interest in educating the child's mind; the tutor taught the Begotten history and natural philosophy merely because it provided convenient subject material for writing and oratorical exercises.

The Lich-Queen decided to house the chrysalis in Titans End, which only she knew the location of. Conducting such an audacious experiment in Tu'narath seemed too risky, as even the Palace of Whispers has its spies.

Hard Choices

The adventurers need to decide what to do with the Begotten. The main options are:

- ***Kill her.*** Janara forcefully urges them to do this and reminds them that this was the only goal of their mission. She tells the adventurers not to be blinded by sentimentality, that the Begotten was conceived in evil and is destined to bring ruin to the multiverse. If attacked, the Begotten defends herself as best she can, while begging the adventurers to stop.
- ***Leave her.*** Janara strongly opposes any attempt to leave the Begotten in the Astral Plane. She points out that the Lich-Queen will certainly find her and then complete her scheme. If the adventurers do attempt to leave the Begotten behind, Janara tries to assassinate her.
- ***Take her.*** Janara can be persuaded to take the Begotten back to the Material Plane, to continue the discussion about her fate. She agrees to this very reluctantly, and only as an alternative to leaving the Begotten behind.

Astral Dreadnought

As soon as the adventurers decide what to do (and after they have killed the Begotten if they choose to), they hear a dreadful roar from outside. Checking the view screens in the bridge, or simply looking out the eye slits, shows that an **astral dreadnought** is heading directly for Titans End.

The adventurers have several options:

- ***Fight the dreadnought.*** Higher level parties might be able to destroy this fearsome creature.
- ***Hide in Titans End.*** If they do nothing and remain in Titans End, the dreadnought plows right through the enormous construct, destroying it and inflicting 5d10 bludgeoning damage on each adventurer (make a successful Dexterity saving throw for half damage). The dreadnought then attempts to pick off the survivors from amongst the debris.
- ***Flee in the astral skiff.*** The astral skiff is not quite fast enough to outrun the dreadnought. However, with some skill and luck, they can avoid the mighty creature long enough to sail 3000 feet away from Titans End, at which point Janara can *planeshift* them back to the Material Plane. See "Outrunning the Dreadnought" below.
- ***Flee in Titans End.*** If the adventurers have figured out how to control the propulsion unit in Titans End (see "Bridge" in chapter 4), they can use it to outrun the dreadnought. See "Outrunning the Dreadnought" below.

Outrunning the Dreadnought

If the adventurers try to outrun the **astral dreadnought**, Janara takes the helm and pilots the vessel. However, she needs help from the adventurers, who must draw on their unique mix of skills to assist her. This calls for a series of skill checks, which is handled as follows.

Have the players roll initiative. On their turn, each player must nominate which skill they are using, and describe how it helps them outrun the dreadnought. The player then makes a DC 15 skill check and adds it to a running tally of the results. This continues until the party meets the success or failure conditions (see below).

Restrictions. There are some restrictions on which skills can be chosen. A player cannot choose a skill that they chose last round, and they cannot choose a skill that the player immediately preceding them in the initiative order chose. This reflects the fact that a variety of skills is needed to overcome a heroic challenge.

Skill ideas. It may not be apparent at first to the players how they can assist Janara but encourage them to be creative and allow them to push the boundaries of a skill. For example, a character might use Perception to spot some floating debris they can dodge around, Athletics to secure some loose rigging on the astral skiff, Arcana to tinker with the propulsion unit, Persuasion to encourage Janara, Insight to predict the monster's next move, and so on. Don't be afraid to award inspiration for a particularly brilliant suggestion.

Success. If the party accrues 8 successes, they outrun the astral dreadnought. If they are in Titans End, this means they leave the dreadnought behind. If they are in the astral skiff, it means they clear the forbiddance zone, and Janara can planeshift them back to the Material Plane.

Failure. If they accrue 3 failures, the dreadnought catches them and tears their vessel apart, inflicting 5d10 bludgeoning damage on each adventurer (make a successful Dexterity saving throw for half damage). The dreadnought then either turns and searches for the adventurers amidst the debris or simply plow on into the void. Your call.

Conclusion

If the Begotten was killed, Janara thanks the adventurers profusely and tell them that Menyar-Ag (the leader of the githzerai) is in their debt. She then returns to Limbo but checks in on the party regularly and supplies help from time to time.

If the Begotten was left in Limbo, the Lich-Queen's scheme comes to fruition. With her new body requiring much less power to maintain, she shifts her energy to the ongoing githzerai conflict. Soon her warriors are besieging Limbo itself, and it's possible that Menyar-Ag reaches out to the adventurers for help.

If the Begotten returns to the Material Plane, she could join the party as either an NPC or a PC (Divine Soul Sorcerer would be an appropriate class and archetype). The Lich-Queen ignores the Begotten initially, simply treating her as a failed experiment. She slowly becomes aware of the Begotten's power and begins to see her as a potential ally to be secured or rival to be eliminated. Meanwhile, Janara is still committed to killing the Begotten and becomes a dangerous enemy of the party.

There are many other possibilities besides, some that are not obvious. As Menyar-Ag says, "Don't make predictions, especially about the future."

Appendix A. New Monsters

This appendix details new monsters that do not appear in the *Monster Manual*.

Berbalang

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 38 (11d8 - 11)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	9 (-1)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Dex +5, Int +5
Skills Arcana +5, History +5, Insight +2, Perception +2, Religion +5
Senses truesight 120 ft., passive Perception 12
Languages all, but rarely speaks
Challenge 2 (450 XP)

Spectral Duplication (Recharges after a Short or Long rest). As a bonus action, the berbalang creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, the berbalang is unconscious. A berbalang can have only one duplicate at a time. The duplicate disappears when it or the berbalang drops to 0 hit points or when the berbalang dismisses it (no action required). The duplicate has the same statistics and knowledge as the berbalang, and everything experienced by the duplicate is known by the berbalang. All damage dealt by the duplicate's attacks is psychic damage.

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

At will: *speak with dead*
1/day: *plane shift* (self only)

Actions

Multiattack. The berbalang makes two attacks: one with its bite and one with its claws.

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

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

Black Abishai

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 58 (9d8+ 18)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +6, Wis +6
Skills Perception +6, Stealth +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities acid, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Draconic, Infernal, telepathy 120 ft.
Challenge 7 (2,900 XP)

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

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

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

Shadow Stealth. While in dim light or darkness, the abishai can take the Hide action as a bonus action.

Actions

Multiattack. The abishai makes three attacks: two with its scimitar and one with its bite.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 9 (2d8) acid damage.

Creeping Darkness (Recharge 6). The abishai casts darkness at a point within 120 feet of it, requiring no components. Wisdom is its spellcasting ability for this spell. While the spell persists, the abishai can move the area of darkness up to 60 feet as a bonus action.

Githyanki Kith'rak

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

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

Saving Throws Con +7, Int +7, Wis +6
Skills Intimidation +7, Perception +6
Senses passive Perception 16
Languages Gith
Challenge 12 (8,400 XP)

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

At will: *mage hand* (the hand is invisible)
3/day each: *blur, jump, misty step, nondetection* (self only)
1/day each: *plane shift, telekinesis*

Rally the Troops. As a bonus action, the githyanki can magically end the charmed and frightened conditions on itself and each creature of its choice that it can see within 30 feet of it.

Actions

Multiattack. The githyanki makes three greatsword attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 17 (5d6) psychic damage.

Reactions

Parry. The githyanki adds 4 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

Oaken Bolter

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 58 (9d8+ 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands one language of its creator but can't speak
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The oaken bolter makes two lancing bolt attacks or one lancing bolt attack and one harpoon attack.

Scimitar. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 100/400 one target. *Hit:* 15 (2d10 + 4) piercing damage.

Harpoon. *Ranged Weapon Attack:* +7 to hit, range 50/200 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target is grappled (escape DC 12). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the oaken bolter. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the oaken bolter can pull a creature grappled by it 20 feet closer. The oaken bolter can grapple only one creature at a time.

Creeping Darkness (Recharge 5-6). The oaken bolter launches an explosive charge at a point within 120 feet. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Steel Predator

Large construct, lawful evil

Armor Class 20 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	4 (-3)	14 (+2)	6 (-2)

Skills Perception +7, Stealth +8, Survival +7
Damage Resistances cold, lightning, necrotic, thunder
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17
Languages understands Modron and the language of its owner but can't speak
Challenge 16 (15,000 XP)

Innate Spellcasting.The steel predator's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

3/day each: *dimension door* (self only), *plane shift* (self only)

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

Magic Weapons. The steel predator's weapon attacks are magical.

Actions

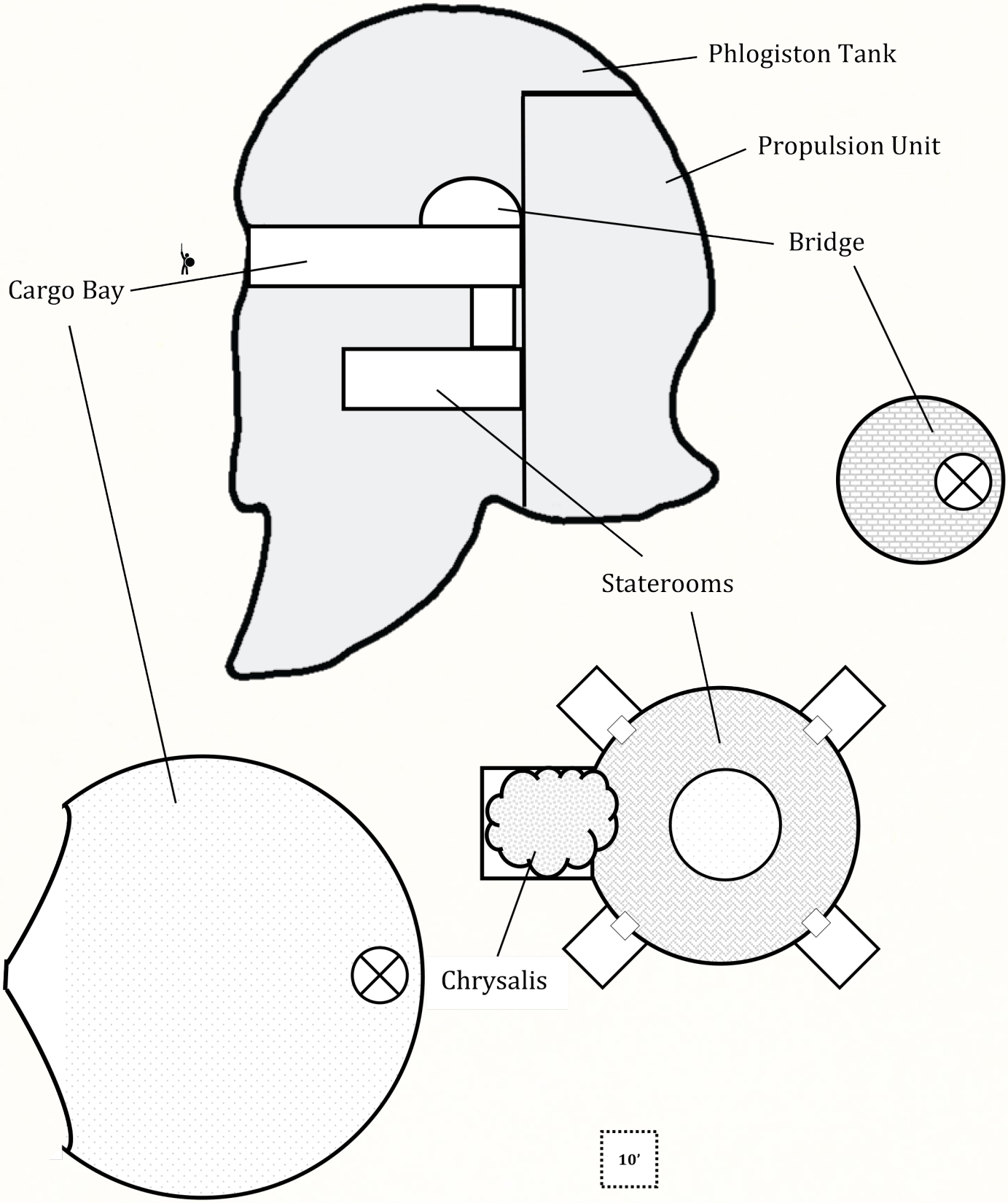
Multiattack. The steel predator makes three attacks: one with its bite and two with its claw.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 one target *Hit:* 14 (2d6 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Stunning Roar (Recharge 5-6). The steel predator emits a roar in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 27 (5d10) thunder damage, drops everything it's holding and is stunned for I minute. On a successful save, a creature takes half as much damage. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Appendix B. Map of Titans End



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