

CITADEL OF VLAAKITH



D&D
ADVENTURERS
LEAGUE™

A Four-Hour Adventure for 1st-4th Level Characters

CCC-GLIP-01-03

Ian Pace, William Beers, & William Murakami-Brundage



Citadel of Vlaakith

The adventurers are tasked with rescuing a group of heroes who vanished in the pearlescent fortress that manifested on the border between the Kroth Magg kingdom and the Varkonin empire in the Steppes of Thar.

Tier 1 CCC-GLIP-01-XX can be played in any order.

A Four-Hour Adventure for 1st-4th Level Characters



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Introduction

Welcome to *Citadel of Vlaakith*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place in the swamp near the ruins of Yûlash, on the Moonsea coast. A Githyanki citadel teleported into the Material Plane, and the adventurers are sent to recover a failed expedition.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making 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	Party Strength
3-4 characters, APL less than 3	Very Weak
3-4 characters, APL equivalent to 3	Weak
3-4 characters, APL greater than 3	Average
5 characters, APL less than 4	Weak
5 characters, APL equivalent to 4	Average
5 characters, APL greater than 4	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent to 5	Strong
6-7 characters, APL greater than 5	Very Strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

"The silver swords are a reflection of the Githyanki—deathly sharp, frighteningly quick, alien yet eerily familiar."

– Idris bryn Danin, *How I Became an Adventurer*

Adventure Background

The Kroth Magg have many rivals in Thar. Chief amongst them are the Varkonin, a would-be hobgoblin empire controlling large swaths of the eastern steppes and sections of the resource-rich Galena Mountains, where their numerous slaves mine bloodstone, silver, and even adamantine.

The Kroth Magg and Varkonin have been locked in a cold war, fighting through mercenary proxies while both clans prepare for all out conflict, consolidating their forces, stockpiling supplies, and seeking allies. However, something has occurred that may expedient the brutal war to come—a mysterious fortress wrought of smooth opalescent stone has suddenly appeared in a bog along their border, right inside Varkonin territory. Few things are known about the edifice, but one thing is certain—the structure is of another plane.

The Kroth Magg, unwilling to forfeit the fortress to the Varkonin, have reached out to the Harpers and the Order of the Gauntlet, offering to share the fortress' secrets with them if they help secure it from the Varkonin as the Kroth Magg can't afford to openly antagonize the larger kingdom by sending their own troops. The Kroth Magg will finance and supply agents during the window of the operation.

The Harpers and Order, while hesitant to work with the hobgoblins, view the Kroth Magg as the lesser of two evils, and the enigmatic white fortress is an intriguing find, one they prefer not to fall into the hands of the Varkonin. After all, the enemy of my enemy . . . makes for strange allies.

The Harpers and Order immediately dispatched agents supported in secret by the Kroth Magg. It has been several days, and they are overdue in reporting in. Fearing the worst, the Harpers and Order prepare to send a second force to the mysterious complex.

Unbeknownst to those seeking the fortress is its true origins—it is a Gith citadel, and like most Gith structures, it was made with war in mind. The whole of it is carved from a titanic molar from a long-forgotten creature of the Far Realm. The material of this tooth is psionically conductive and the Gith formed a network of control crystals throughout the interior allowing them to shift the whole complex between the planes, delivering Gith warriors with

surgical precision. During the citadel's last raid, the Gith seized a relic from an abandoned temple dedicated to an unknown entity. As the Gith prepared to leave, the relic awoke and corrupted the psionic network, forcing the temple into the Abyss. The citadel was soon besieged by demons. The last of the Gith managed to wrest control from the relic and shift back to their home realm where they died throwing the artifact into the Astral Sea.

The citadel has drifted quietly between the planes for centuries until it was recently caught in an astral storm and sent hurtling into the Prime material, crashing into Thar.

There the citadel quietly waits. In all this time, the Gith have not ceased searching for it and will claim what is theirs as they have always done.

Who are the Kroth Magg?

A decade ago, six hobgoblins adventurers discovered a Netherese ruin in the tip of the northern Troll Hills. What they found within caused a schism in the band. A brief battle ensued, resulting in the victors exiling two of their former comrades. The remaining four turned to the worship of the true hobgoblin deities. From there, they used treasure obtained through their explorations and sellswording to begin constructing a fort above the massive complex below.

This activity attracted Maelizarra, a curious blue dragon, who sought the secrets the ruins held. She saw potential in these hobgoblin adventurers and offered her wealth to back their endeavors if they swore fealty to her before their gods. They accepted and together they formed the Kroth Magg and built the fortress of Glip Dak to guard the ruins.

The Kroth Magg rose to prominence quickly, attracting many hobgoblins to their banner. With the dragon's clandestine guidance, they secured local resources and began to guard and tax the trade roads of the northern Moonsea.

Glip Dak is controlled by Maelizarra through her overlords, the remaining adventurers: Supreme General Korgoth Bayn, Iron Shadow Grand Master Kahl, Devastator Lord Balroth Sicar, and High Priestess Drakkla the Red. There are rumors of a fifth overlord, but such stories are refuted.

While powerful, the Kroth Magg have much to hide. They are apostates who have freed themselves from the leash of Maglubiyet and returned to the worship of Nomog-Geaya, their god of stoicism and conquest, and Bargrivyek, their god of duty and discipline. This they keep secret as such information would unite the goblinoids against them in a holy war, for Maglubiyet is ruthless and cruel and demands the same of his followers.

While the upper levels of the ruins have been opened to Glip Dak to serve as sewers and prisons, Maelizarra and her overlords continue to jealously guard the mysteries held deeper below, sealed by both gate and magic to all but themselves.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Varkonin (VAR-cone-in). A powerful hobgoblin kingdom in eastern Thar who controls rare and valuable resources within the Galena Mountains.

Kroth Magg (KAH-roth MA-gag). A relatively new hobgoblin kingdom risen to power within the northern Troll Hills. They control the valuable trade city of Glip Dak, the center of trade within Thar.

Citadel of Vlaakith (SIT-a-dell of VAH-lah-kith). A mobile barracks and temple of the Gith that can fly and shift through reality. It was thought lost many hundreds of years ago.

Adventure Overview

This adventure is part of a set of adventures located in the trade city of Glip Dak in the steppes of Thar. The Tier 1 GLIP adventures (CCC-GLIP-01-XX) are not part of a sequential storyline and can be played in any order.

Your players may recognize some of the NPCs or places from the other adventures. While that can give them a sense of familiarity with the locale, it won't spoil any surprises!

The adventure is broken down into four parts:

Part 1. The adventurers are recruited either by Kroth Magg or a representative of the Harpers and Order of the Gauntlet.

Part 2. The adventurers reach the strange complex and enter it, finding the bodies of the missing adventurers and uncovering the alien nature of the citadel.

Part 3. The adventurers move to recover the last bodies of the fallen heroes and battle the Varkonin vanguard when the Githyanki masters of the citadel appear.

Part 4. Conclusion.

Adventure Hooks

The Tier 1 GLIP adventures (CCC-GLIP-01-XX) are not part of a sequential storyline and can be played in any order.

Investigate the Citadel. The adventurers hear rumor of hobgoblin scouts and a magical temple that appeared out of thin air. The adventurers choose (or are asked) to investigate.

Hired by the Harpers and Order of the Gauntlet (Faction Assignment). The Harpers and the Order of the Gauntlet have been contacted by the Kroth Magg, asking for assistance in searching a recently arrived planar structure that has “crashed” on the

border between the Kroth Magg and the Varkonin kingdom on the Varkonin side. The Kroth Magg cannot risk antagonizing the larger kingdom by sending their troops so are asking the Harpers and the Order to search the strange complex. In return for sharing the discoveries, the Kroth Magg are supplying and financing the expedition.

Monstrosity Hunt (Faction Assignment). The local Emerald Enclave contact has spotted a nest of manticores. Preventing some or all of these monstrosities from establishing hunting domains will help preserve the natural order in the forest.

Zhentarim Spies (Faction Assignment). Zhentarim spies within Thar have uncovered information pertaining to the sudden arrival of a mysterious building. The Zhentarim are asking the adventurer to travel to this building by any means and gather information on it.

The Kroth Magg. If adventurers have been working for the Kroth Magg, this may be another mission offered to them by the hobgoblins.

Part 1. The Request

Story Beat

Here the adventurers are recruited and informed of the mission. After which, assuming the adventurers accepted, they are to travel deeper into Thar to the more untamed areas of the infamous steppes and cross the heavily patrolled border into Varkonin territory to the mysterious temple.

Estimated Duration: 15 minutes

Tip: Where to start

Depending on which (if any) Glip Dak story awards have been earned, this adventure can start in a number of ways;

- If any of the party have the story award **The Bronze**, go to **Part A**.
- If any of the party have the story award **Glip Dak Lawbreaker**, go to **Part B**.
- If any of the party is a member of the Harpers or Order of the Gauntlet, go to **Part C**.
- If the party is newly arrived at Glip Dak, **Part A** or **C** may be chosen.
- If none of the above fits your party, try to develop a narrative that will motivate them to take this work from the Kroth Magg.

General Features

Eastern Thar has the following general features.

Terrain. The land is cold, windswept steppes and grasslands that stretch to the horizon. To the east are the peaks of the Galena Mountains.

Weather. Clear but cold.

Light. Bright during the day. Dark during the night with Selûne's stars casting faint light.

Smells and Sounds. The howls and stretches of strange creatures can be heard across the steppes, hidden in the tall grass.

A. Recruited by the Kroth Magg

If any of the adventurers have The Bronze Story Award, this introduction may be used.

Hrogar, a captain of the city guard, and Valrath Kahn, a hobgoblin devastator captain, meet with the adventurers to explain the mission.

The Kroth Magg make a show of practicality and Spartan living. This chamber is no different. While sparingly furnished and only decorated with the Kroth Magg's banner and coat-of-arms—the silhouette of a dragon—what objects furnish the chamber are of high quality. The desk and chairs are imported blueleaf wood and the banners are woven from exotic silk and colored in expensive cobalt dye.

Hrogar sits behind the desk, which is clean and well-organized, waiting for you to seat yourselves in chairs before him. Beside the desk stands a second hobgoblin officer who wears a different uniform. He carries a metal-shod staff and an armored book swings from his belt by a heavy chain.

"Greetings, mercenaries and adventurers, I have a sensitive matter to discuss with you, a matter of security for the Kroth Magg and potentially the balance of power in Thar. Recently a curious fortress has 'crashed' just outside our borders but, unfortunately, within the lands of the Varkonin, our chief adversaries here in Thar. They are a rival kingdom controlled by my own kind. Tensions between us have been on the rise and open conflict is inevitable, but that is an issue for another day.

"This is Valrath Kahn, a devastator captain and practitioner of arcane magic. He will tell you of what we know of this strange structure, and why it is important."

Valrath nods at Hrogar and steps forward.

Hrogar offers two *potions of healing* to the party, and cold-weather gear for each adventurer, to assist them on their journey.

Proceed to **D. The Mission Details**.

B. Lawbreakers

If any of the adventurers have the Lawbreaker Glip Dak Story Award, this introduction should be used.

You have spent the last several days assigned to hard labor, breaking stone and hauling rocks. After an exhausting day, you are woken in the dark and called to the city watch barracks to stand before Captain Hrogar.

Adventurers with the Lawbreaker Story Award must make a DC 11 Constitution save or suffer a level of exhaustion that he or she starts the adventure with. This is from being forced into hard labor as part of the sentence for breaking the laws of the Kroth Magg.

Go to **A. Recruited by the Kroth Magg** but don't award the *healing potions* or the cold weather gear.

C. Recruited by Randyll Blackalbuck, Harper Liaison

Randyll Blackalbuck comes from a family of Harper agents who work out of the family's store, Blackalbuck's Swap Shop, in Melvaunt. The shop is a cover for buying and selling gear and resources to Harper agents throughout the Moonsea.

"Time is short, and the situation is urgent. A joint venture among the Kroth Magg hobgoblins, the Harpers, and the Order of the Gauntlet is underway to secure a planar structure from a mutual enemy, the Varkonin. While the Harpers aren't overly thrilled at the prospect of working with hobgoblins, the Varkonin pose a much greater threat to the Moonsea region." Randyll signs. "I am sure the Moonstars would laugh at us now for doing this, agreeing to work with hobgoblins, but the Kroth Magg have been surprisingly forthcoming. I would guess this is out of necessity as they are desperate to make sure the secrets of this strange complex do not fall into the hands of their chief opposition in Thar, the Varkonin hobgoblin kingdom."

The Harper liaison offers the adventurers a *potion of healing* and cold-weather gear to assist them on their journey. The cold-weather gear is for each adventurer.

Proceed to **D. The Mission Details**.

D. The Mission Details

No matter the method the adventurers are recruited by, both Valrath Kahn, the Kroth Magg devastator mage, and Randyll Blackalbuck, the Harpers' envoy, provide the following information.

"What we have gathered through long-range reconnaissance suggests this structure is a fortress of some kind made from a material unlike anything we've encountered. The entire complex radiates an unknown magic and is powerfully guarded against divinations.

From what we can ascertain, the fortress fell from the sky after shifting from an unknown plane. It crashed into a bog where it partially sunk. Despite the great distance it fell, it appears completely undamaged. Whatever this structure is, whatever it represents, or the power behind it, what is certain is that we can't allow it to be controlled by the Varkonin. And that is where you come in.

As the temple landed within Varkonin territory, the Kroth Magg can't send troops without risking immediate war with them, a war the Kroth Magg are not yet fully prepared for, so we would ask that you go and secure the structure.

"We've already sent one group of agents comprised of Harper and Order members. They have failed to report in and we fear the worse."

"Each of you will be paid 25 gold coins for *each* missing agent you bring back, living or dead, plus 75 gold for information on this structure. There is a bonus in it for you if you keep this fortress out of the hands of the Varkonin, even if you have to destroy it."

Allow the adventurers to ask questions or purchase supplies, including *potions of healing* for 50 gp each.

Can we get more money?

A successful DC 15 Charisma (Persuasion) check—those with Kroth Magg accolades have advantage on this check—can increase the award amount to 50 gp for each missing adventurer.

Who are the Varkonin?

"The Varkonin are a hobgoblin clan who controls a section of eastern Thar and the western Galena Mountains. They are the Kroth Magg's chief rival and greatest threat. Both groups have been preparing for open war for months. The Varkonin remain one of the mightiest kingdoms in Thar, if not all of the northern Moonsea."

What is our mission?

"Our goal is to learn its secrets, recover what items we can, and make contact with those who built the temple before the Varkonin do. Additionally, there is evidence that this structure is capable of moving itself, as fantastic as that sounds. Or maybe not if you're familiar with Netheril.

"Of secondary importance is finding the find of the first expedition."

If the structure is in enemy territory, won't the enemy simply take it back?

"The shallowest part of the bog faces us, which allows swifter and safer travel from Kroth Magg lands. The Varkonin must traverse the bog proper, a dreadful place of swallowing ground and hungry beasts."

What is this structure?

"We are uncertain, but it doesn't shed abyssal or infernal corruption, as far as we can tell. We fear it

may be from the Far Realm, and if that is true, we have no idea of what to expect, but none of it is good.”

Who is the other group sent before us?

“The group we lost contact with included Order members Yowen Kar and Darius Dawnguard and the Harper agents Vellona the Orphan and Lalitha Dae’Danin. They weren’t chosen for their experience or skills, but simply for their proximity to the target as speed was our advantage.

“Should you find their bodies, bring them back to us and we can raise them. I am sure they would be indebted to you, which might be useful. You never know.”

Additional details about this doomed adventuring group:

- Yowen Kar of Clan Vallahir is a hill dwarf warpriest who acts suspicious of elves. He hides his care for others behind a hard demeanor. His current companions complain of his surliness.
- Darius Dawnguard is a squire of the reborn Order of Dawnfire, a sect of Lathandar. He has made an oath to search for dangerous artifacts and dispose of them.
- Vellona the Orphan made a pact with a mysterious entity after she fled into a forest after the destruction of her village. She seeks to unlock the magic in her blood to sunder this bargain.
- Lalitha Dae’Danin is an elf noble and druid who dresses as a man to hide from an arranged marriage with a tyrannical and powerful high elf aristocrat.

The NPC providing the mission warns the adventurers that Thar can be quite cold this time of year, and to make sure to purchase cold-weather gear if they don’t already have some or if it hasn’t already been provided (see the **Extreme Cold** sidebar).

Extreme Cold

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like), and creatures naturally adapted to cold climates.

Travel to the citadel is not covered in this module because of the adventurer’s time restraints.

Tricks of the Trade

Travel: If handwaving travel runs against the style of game being played, travel may be a series of random encounters presented in *Xanathar’s Guide to Everything* in addition to dealing with the challenges of cold weather (see **Extreme Cold** sidebar).

Part 2. Citadel of Vlaakith

Story Beat

Here the adventurers come to the mysterious citadel and discover the fate of those who came before them. During their exploration, they face the Varkonin vanguard as well as the secrets and traps of the citadel. Within are fragments of the citadel's origins and the history of those who created it.

Estimated Duration: 150 minutes

General Features

The Githyanki citadel has the following features.

Terrain. The citadel is sunken into the bog, tilting the entire structure. It is carved from a single, massive tooth. A DC 18 Intelligence (Arcana) check identifies that this molar-like tooth came from a titanic creature belonging to the Far Realm. *Detect magic* reveals that the tooth was shaped using immense psionic powers.

Weather. The inside of the citadel is dry and cold.

Light. All rooms (A-U) are brightly lit by red-hued orbs set into the ceiling. Occasionally the orbs flicker in unison, plunging the citadel into brief spasms of abject darkness and bright light.

Smells and Sounds. It smells like death throughout the citadel. Unless prevented, everyone within the citadel hears continuous telepathic whispering in Gith. The whispers are repeatedly telling the story of the citadel's final days (see the **Adventure Background**).

Tracks: There are numerous tracks, both humanoid and animal, throughout the area. They are fresh, within the last day or so (see **Tracks** below for more details).

A. The Mouth of Vlaakith

Traveling through the bog, you see a great white structure at least several stories, lodged in the mud. Muck is splattered high on the exterior.

The whole structure is made from a flawless, seamless alabaster material. All along the outside are circular, looping whorls. It is difficult to tell what they are, but certain patterns repeat, as though it were a language. Interspersed among the round sigils are engraved runes and carved striations.

The mud all around the building shows signs of heavy travel. Yet the structure, and all around it, is motionless and silent.

On the south-facing side of the structure is a circular entranceway. The doorway sits on the tip of a spiked protrusion from the otherwise smooth exterior. A door like a nautilus shell is open, giving a glimpse of the interior.



Tracks

If the areas south or west of the temple are searched, a successful DC 12 Wisdom (Survival) check finds four tracks of footprints leading four horses and two mules heading from the direction of Kroth Magg land towards the entrance of the temple.

If the north or eastern side of the temple are searched, anyone proficient in Survival or Investigation finds tracks of numerous humanoids coming from Varkonin territory heading into the temple. A successful DC 15 Wisdom (Survival) check reveals at least two dozen humanoids, maybe more.

The circular whorls are Gith *tir'su* (runic writing) that tell the story of Vlaakith the Gith Queen and the history of the Gith's enslavement to the illithid and subsequent liberation. Along with the story are warnings and threats to all who would interfere with the Gith's crusades against the illithid. The engraved runes are Draconic mirroring the Gith writing for less erudite readers.

Read or paraphrase the following once the adventurers find the entrance:

The great entrance hall is littered with corpses. There are seven dead hobgoblins as well as the bodies of four horses. Two mules stand huddled and terrified against a wall. Muddy tracks and blood coat the smooth, white floor.

At the center of this chamber is a statue of a strange humanoid. The statue is kneeling with its arms raised before it, offering a glowing orb. There is a muddy handprint on the orb.

The interior is the same as the exterior—faultless, smooth surfaces covered with circular, looping whorls. Interspersed among the round sigils are the same engraved runes.

The statue is marked with a star on the map. A closer inspection of the statue reveals the following: The statue is depicted wearing a robe. Its hair is tied in a topknot and its face is flat. It has a larger head and longer arms than that of a human. On a successful DC 13 Intelligence (Arcana) check, the statue is identified as a Githyanki gish.

If the adventurers choose to open the great doors manually, they require a combined Strength of 25 and 1 minute to wedge open. In this case, the mantichore in **Area D** is alerted to the adventurers' presence, and attacks with surprise (using its tail spikes) once the doors are opened.

A successful DC 13 Wisdom (Medicine) check reveals the following:

- The hobgoblins died from a collection of severe burns and stab wounds. Their uniforms are bloody and burnt but in passable condition.
- The horses are partially eaten by some large predator, their throats torn out.

Anyone inspecting the animals who is proficient in Medicine or Survival sees they were killed by tooth and claw. One of the horses has been partially eaten by some beast. Bloody pawprints nearby are like those of a large lion.

A successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check discovers a campsite. If searched, the adventurers find the contents of two explorer's packs spread around the camp, and a diary belonging to Vellona detailing her joining the Harpers and being sent into Thar. She talks about her excitement to meet her traveling companions. The rest is soaked with blood and illegible.

A successful DC 13 Wisdom (Survival) check discovers that the four missing adventurers were camping in this chamber when they were attacked. Blood and mud indicate a fighting retreat deeper

into the complex. The four were still alive and on their feet during this battle.

Treasure

The adventurers can gather content equivalent to two explorer's packs if they search the camp.

The Mouth of Vlaakith

While attuned and touching the statue's crystal, the controller can use an action to mentally command the crystal to shed light. A 60-foot-radius sphere of red light spreads out from the crystal. The sphere is bright light and sheds dim light for an additional 60 feet. The light effect stops if the controller moves more than 5 feet from the crystal.

Gith Crystals

The Githyanki citadel has numerous control crystals located throughout the structure. These crystals appear as clear, spherical orbs held by a statue of a Githyanki sage. They shed dim light in a 5-foot radius.

Anyone within 5 feet of a crystal sphere can touch it and attune to the crystal as an action. While touching a Gith crystal, the attuned creature can use an action to psychically strike one creature that they can see within 120 feet. The target must succeed on an DC 14 Intelligence saving throw or take 2d8 psychic damage, half as much on a successful save.

As well, each crystal has one or more specific functions that are also available while attuned and touching the crystal. Also, the repetitive telepathic Gith message (see **General Features** above), becomes obtrusive and loud.

The crystals require a successful DC 18 Strength (Athletics) check to remove. If removed, the crystal discharges a psionic pulse that does 9 (2d8) psychic damage to every creature within 10 feet and then crumbles to dust.

Adjusting the Crystals

These are not cumulative.

- **Very Weak:** DC is 12, damage is 4 (1d8) psychic.
- **Weak:** DC is 14, damage is 4 (1d8) psychic.
- **Average:** Use default.
- **Strong:** DC is 15, damage is 13 (3d8) psychic.
- **Very Strong:** DC is 16, damage is 13 (3d8) psychic.

B. Outside the Great Doors

There is a statue flanking a wide, circular doorway sealed by what appears to be a giant nautilus shell. The statue is of a tall, gaunt figure in robes. Its face is flat, and its head is larger than that of a human. It is unlike anything you've seen in Thar.

The statue holds a dimly glowing spherical crystal, which sheds a red light and has muddy handprints on it.

Outside the Great Door's Gith Crystal

The statue is marked with a star on the map. While attuned and touching the statue's crystal, the great doors at **Area B** can be mentally commanded to open or shut as an action.

C. Within the Great Doors

On the other side of the carved great doors is another statue. This statue also kneels in supplication and holds a crystal sphere. The interior of this space is brightly lit with a scarlet glow. The red light comes from dozens of orbs embedded in the ceiling.

Within the Great Door's Gith Crystal

This statue is also marked with a star on the map. While attuned and touching the statue's crystal, the great doors at **Area B** can be mentally commanded to open or shut as an action.

D. The Hall of Thought

Read or paraphrase the following:

This chamber is a massive octagon with eight circular doorways along the eight walls, including the one you've entered by. In each of the corner sections near a door stands a robed statue holding a crystal orb.

In the center of the grand hall is a tall plinth. The base of this altar holds dozens of empty alcoves. A few contain crystal spheres humming with some resonance. Atop the altar is a large sculpture made of intertwined stone filaments. At certain points the filaments form hands holding the same crystal spheres that are resting in the plinth's alcoves. Several of the hands are empty.

You suddenly hear a growl. A large beast with the body of a lion, dragon-like wings, and a humanoid head is perched in the central sculpture. Its long tail had a cluster of deadly spikes. Clenched in the monstrosity's mouth is the body of a half-elf woman.

The hobgoblin's ally, a **manticore**, is perched 20 feet up in the filament sculpture. The manticore only has six tail spikes left and refuses to drop the body of Vellona the Orphan, which it is planning to eat. The manticore speaks Common, and growls threats. It

can be conversed with but knows little of the temple. It knows the following:

- The Varkonin main force is only two days out. The force currently holding the complex is a vanguard led by Captain Garkin.
- The manticore became separated from the hobgoblins when it grew board with the exploration of the citadel.
- The hobgoblins killed the four adventurers who were exploring the citadel. This one looks the tastiest.
- It doesn't know what this chamber is for, but hobgoblins showed much interest in it.

It becomes quickly apparent that the dim-witted creature thinks the adventurers want the corpse for eating. Quick-thinking parties can speak with the monster (see **Tricks of the Trade**, below). Otherwise, the manticore will fire its tail spikes while perched in the sculpture.

After attacking with its tail spikes, the manticore attempts to fly out of the entrance doors carrying the body. If prevented, it will fight until an escape route is visible, and then flees. If cornered, it becomes a fearsome foe.

Adjusting the Fight

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

Very Weak: The **manticore** only has only three tail spikes remaining, has 45 hit points, and does not use its bite attack if forced into melee (it is holding the body in its maw).

Weak: The **manticore** only has six tail spikes remaining and does not use its bite attack if forced into melee.

Average: The **manticore** has all its tail spikes, and drops the corpse to engage with all melee attacks.

Strong or Very Strong: Add a **manticore**. Both have all their tail spikes, and the first manticore drops the corpse to engage with all melee attacks.

Tricks of the Trade

Battling the Manticore. The manticore will use its tail spikes and attempt to fly out of the chamber. If forced into combat, it can be a deadly opponent for weaker parties.

Feeding the Monster. The manticore speaks Common. If spoken with and given a decent quantity of meat (either dried or fresh), the monstrosity is willing to drop the corpse and leave the citadel without a fight. Award combat experience points as if the manticore was defeated.

Understanding the Map. The statues are marked in this specific chamber as circles while the plinth is the square at the room's center.

All War is Deception. If the adventurers took the uniforms from dead hobgoblins, they can deceive the manticore with a successful DC 16 Charisma (Deception) check. Only one adventurer need make the Deception check, but all the adventurers seen must be wearing a uniform unless they are acting as prisoners. If the adventurers resolve the encounter this way, award full combat experience.

The Psionic Library

Read after the manticore is dealt with:

With the manticore dealt with, you can take a moment to survey the chamber. The octagonal chamber has eight sealed doors, each with a station of a robed figure holding a red-lit glob. These human-sized statues depict the now-familiar skeletal, large-skulled figures you've seen elsewhere.

In the center of the hall is a large skein of stone threads. They weave in and out of each other, forming a dense mesh. The alabaster sculpture stands twenty feet tall and is holding a half-dozen orbs at different heights, including the top.

A dozen or so of the sculpture's arms have empty orb rests.

A DC 12 Intelligence (Arcana) check identifies the stone-skein sculpture as a stylized depiction of the Astral winds.

This chamber serves as a library and psionic training room. It is the heart of the citadel where the psionic network gains its power from the woven sculpture and imbued orbs. Each Gith is tasked with charging these orbs with psionic energy to work as batteries. This method also instills the orbs with thoughts, memories, and emotions, most related to the history and triumphs of the Gith.

Any sentient creature touching an orb must make a DC 12 Intelligence save or suffer 4 (1d8) psionic damage, taking no damage on a successful save. A successful save also reveals fragments of Gith culture. The orbs were attuned to the Gith who charged it, so the images and emotions contained within are distorted and disordered for others. The save need only be succeeded once to handle all the orbs.

The history and fate of the citadel may be gleaned from the orbs held by the Astral wind sculpture:

- The structure is carved from a massive tooth from a Far Realms void leviathan, a legendary creature who swallows whole worlds.
- This place was forged on the Astral Plane by psionic power. The natural psionic conductivity of the material makes it ideal for Gith purposes. The

material can be made to fly or teleport by an psionically capable mind.

- The Gith discovered a strange temple sealed and floating in the Astral Sea. They broke in and looted several relics, including a bizarre cylinder of melted glass containing a broken amethyst blade impaling a preserved hand.
- This relic awoke and forced the citadel into the Abyss, where the Gith were beset by demons. The siege lasted days until the Gith wrested control of the citadel and shifted back to the Astral where the few remaining Gith sacrificed themselves to hurl the relic from the temple.
- The Gith learned that the demons sought not to kill the Gith but destroy the relic. The relic knew this and used the demons to weaken the Gith so it could take the citadel. The relic belongs to an ancient entity known as the Harrowed King, a powerful titan who was betrayed by a god of the Upper Planes before being skinned, sealed in molten armor, and crucified to a throne, all the while being kept alive by his cursed prison.

Removing or Placings Orbs

When the adventurers remove orbs from the skein, the ceiling lights dim, flicker, and then wink out. If any orbs are removed, none of the lights, doors, or psychic effects of the citadel work. The whole complex is sunk into pitch blackness. In this case, doors must be manually opened with a combined Strength of 25 and 1 minute of effort. Replacing the orbs restores the ceiling light function.

Faction Assignments and Secret Mission

Taking any of these orbs counts as the faction assignment for the Harpers, Order of the Gauntlet and Zhentarim.

E. Empty Room

Read or paraphrase the following:

This chamber is empty save for large shelves, possibly bunks, carved into the walls. There is an unusual amount of dust. Red ceiling orbs illuminate this empty room.

Rooms marked as **Area E** are empty. They appear completely empty, dusty, or filled with debris or rubbish. Roll or choose from the table below:

Room Use

d6	Room Use
1-3	Dormitory
4	Cleansing chamber (bathroom/shower)
5	Training or study hall
6	Kitchen or larder

Tricks of the Trade

Nothing is Empty. Exploring empty chambers can be unsatisfactory, but because of time constraints, not all the rooms can contain interesting items. If time isn't an issue, objects telling of the Gith or evidence of the hobgoblins' ambush may be placed.

F. The Chamber of Time

Read or paraphrase the following:

Yellow-skinned, tusked goblinoids are exploring this room. In the far corner of the chamber is a gaunt, human-sized statue clenching a crystal sphere. The walls of the chamber are covered with a mural depicting cities drifting in a colorful expanse, as well as more circular runic whorls and straight-cut sigils.

A hobgoblin soldier is touching the statue's crystal sphere, which pulses under her touch.

There are four **hobgoblins** in the chamber. One hobgoblin has attuned to the crystal held by the statue. While the hobgoblin touches the crystal, she can use an action to psychically strike one creature that they can see within 120 feet. The target must succeed on an DC 14 Intelligence saving throw or take 2d8 psychic damage.

Adjusting the Crystals

These are not cumulative.

- **Very Weak:** DC is 12, damage is 1d8 psychic.
- **Weak:** DC is 14, damage is 1d8 psychic.
- **Average:** Use default.
- **Strong:** DC is 15, damage is 3d8 psychic.
- **Very Strong:** DC is 16, damage is 3d8 psychic.

The Chamber of Time's Gith Crystal

While attuned and touching the statue's crystal, the crystal's controller knows the number of hours left before the next sunrise or sunset, and the exact number of days until the next solstice or equinox.

This chamber serves as a sundial and calendar for orientation to the Material plane. If any adventurer

reads Gith or Draconic, this can be deduced by taking 10 minutes to study the circular runes and mural or 1 minute with a DC 14 Intelligence check.

Adjusting the Fight

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

Very Weak: There are **two** hobgoblins. One is touching the orb.

Weak: There are **three** hobgoblins. One is touching the orb.

Strong: There are **five** hobgoblins. One is touching the orb.

Very Strong: There are **four** hobgoblins and a **hobgoblin captain** (touching the crystal orb).

Interrogating the Hobgoblins

If sufficiently hurt, a successful DC 12 Charisma (Deception, Intimidation, or Persuasion) check may reveal the following:

- They are Varkonin soldiers sent here to secure and loot the structure. They are the vanguard of a much larger force due to arrive in a day or two. It numbers more than a hundred.
- Their scouting troop consisted of twenty hobgoblin soldiers, five Iron Shadow warriors, two captains, a devastator mage, and two manticores.
- They encountered four adventurers trespassing and meddling with Varkonin property. They were justly executed, but they gave quite a fight and slew half the hobgoblins, including the hobgoblin leader, the devastator mage.
- This structure is clearly magical, made from some kind of ivory, as far as the hobgoblins can tell. Based on the shape of the stairs and rooms, it was made and occupied by something human sized.

Treasure

The hobgoblin touching the statue's crystal wears a bloodstone pendant worth 50 gp.

Tricks of the Trade

All War is Deception. If the adventurers took the uniforms from dead hobgoblins, they can deceive these hobgoblins with a successful DC 16 Charisma (Deception) check. Only one adventurer need make the Deception check, but all the adventurers seen must be wearing a uniform unless they are acting as prisoners. If the adventurers resolve the encounter this way, award full combat experience.

G. The Hall of Cutting Swords

This is a Gith training hall. Read the following:

This hall is lit by the same red ceiling orbs. Ascending stairs fill the mid-point of the chamber, and the eastern half of the hall is ten feet higher than the western half. At the east end of the hall stands an ornate, gaunt statue holding a crystal orb.

All along the walls are statues of these gaunt warriors in different martial poses. Most of the effigies hold silvered greatswords while others have missing weapons. Several of the statues are bowing to each other. The swords are beautifully crafted with elegant looping sigils. Each is uniquely decorated.

There are two hobgoblin bodies near the orb, neatly split in half. Gore coats the floor. Beside one is a shattered and bloodied greatsword. The weapon resembles the blades held by the statues.

When a non-Gith touches the statue's orb, or if the swords are disturbed, three **flying swords** launch from the hands of the statues. These swords use the standard flying sword stat block, even though they are flying greatswords.

Adjusting the Fight

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

Very Weak: The **flying swords** do only 4 (1d6+1) slashing damage and have disadvantage on attacks.

Weak: The **flying swords** have disadvantage on attacks.

Average: No changes.

Strong: Add two **flying swords**. They have advantage on attacks.

Very Strong: Add three **flying swords**. They have advantage on attacks.

The Hall of Cutting Swords Gith Crystal

While attuned and touching the statue's crystal, the crystal's controller can use an action to make a DC 15 Charisma ability check. On a success, the flying swords become inanimate and clatter to the ground. Award full combat experience in this case.

This hall is where Gith warriors practiced their combat skills (both physical and psionic). The adventurers do not have the training to safely animate the weapons.

Treasure

The statues hold two non-magical silver greatswords. The silver greatswords are worth 75 gp each.

H. Armory

Read or paraphrase the following:

This chamber also contains gaunt statues lining the walls save that they possess no weapons. These statues are much more rigid and many of them have tattered and rusted armor hanging from their alabaster frames, time having reduced the cloth and leather to scraps. One statue, however, bears a suit of gleaming silver-hued armor.

This was once a Githyanki armory. Time has turned most of the contents to dust. The Gith have a deep reverence for their weapons and armor, decorating them with fetishes symbolizing their victories. A successful DC 16 Wisdom (Perception) or DC 13 Intelligence (Investigation) check finds a number of valuable beads once decorating the armor within this chamber worth 100 gp.

Treasure

The armory contains a suit of *mithral half-plate* and 100 gp worth of baubles.

I. Healing Hall

The circular, shell-like door to this chamber is locked. It can be opened with a successful DC 15 thieves' tools check or forced open with a combined Strength of 25 and 1 minute of effort. Forcing it open alerts the hobgoblins in **Area G**, as well as other nearby sentient creatures.

Read or paraphrase the following:

This hall has shelves along the west wall. To the north is another statue. This tall, thin figure holds a dim-glowing crystal sphere above its head.

The Shelves

The shelves are labeled in circular Gith sigils indicating this was a place for mending and recovery. However, the centuries have rotten and spoiled the once impressive array of alchemical unguents and bandages. A successful DC 16 Wisdom (Perception) or DC 13 Intelligence (Investigation) check finds enough fragments to put together two healer's kits. It takes 10 minutes to assemble the two healer's kits from the contents of the room.

Healing Hall's Gith Crystal

The crystal has 10 charges. While attuned to and touching the statue's crystal, the controller can use an action to expend 1 or more of its charges to cast one of the following spells from it: *cure wounds* (1 charge) or *prayer of healing* (3 charges). The crystal

regains 1d6+4 expended charges daily at dawn. If the controller expends the last charge, roll a d20. On a 1, the Gith crystal blackens, crumbles into dust, and is destroyed.

Treasure

The rest hall contains enough materials to form two healer's kits.

J. The Moving Hall

Read or paraphrase the following:

The walls of this chamber are ornately carved, appearing as woven stone. It displays a similar design to the filament statue in the central hall.

Against the west wall is a chair made from woven stone. In front of the chair kneels another gaunt statue holding a crystal sphere.

Across the middle of the floor is a massive, silver mirror. However, the mirror does not reflect the room or its occupants. It looks to be depicting a strange ship sailing through a star-lit void. Islands float in the distance.

Anyone with a passive Perception of 12 or higher notices the ship shifts and twists, and purple lightning flashes in the distance. On a successful DC 15 Intelligence (Arcana) check, the mural's function is identified: it is an *arcane eye* showing an actual Githyanki ship sailing the Astral Plane.

The statue is marked with a star on the map.

The chair in this room overlooks the silver mirror and is the helmsman's station, moving the citadel through the void of the Astral Plane. Anyone sitting in the chair and attuned to the room's crystal (which is trapped, see below) hears a constant telepathic Gith message, which increases in intensity and fervor the longer one sits. The message is a repeating distress signal, telling of the citadel's fate and its location.

The Moving Hall's Gith Crystal

Attuning to this crystal also attunes a creature to the chair. While attuned and touching the statue's crystal or sitting in the chair, the crystal's controller can mentally command the second set of doors at **Area P** to open. If this is done, the doors stay open until commanded to shut using this crystal.

The controller of the crystal becomes aware of another ability: as a reaction, they can create a force bubble with a successful DC 12 Intelligence check. A sphere of transparent force encloses a 10-foot

sphere centered on the chair for 10 minutes. Only breathable air can pass through the sphere's wall. The psychic wind can be felt, but creatures are immune to the psychic wind's effects while within the force bubble.

Psychic Wind

The Gith aren't foolish and have safeguarded the citadel's helm controls from being taken by non-Gith. Any non-Githyanki attuning to the crystal activates a defense mechanism, which unleashes a psychic wind throughout all of **Area J**. The psychic wind is brief, but terrifyingly powerful.

The citadel is plunged into momentary darkness as all the ceiling orbs flicker off in unison. The area becomes as black as a moonless night. In the darkness, you feel buffeting and shaking, as if the chamber itself was rebelling against your presence. At the same time, the entire chamber is filled with a storm of thought that batters your minds.

Psychic Wind

Magical trap (level 1-4, dangerous threat)

The Githyanki protected the crystal sphere against non-Githyanki attempting to take command of the citadel.

Trigger. When a non-Githyanki touches the crystal sphere, a psychic wind spills out and fills all of **Area J**, then dissipates after 3 rounds.

Effect. Any creature in **Area J** and not protected by the crystal's force bubble must make an DC 14 Intelligence saving throw or take 11 (2d10) psychic damage and be knocked unconscious for 5 (1d10) minutes. On a successful save, the creature takes half as much damage and isn't rendered unconscious. Even though the psychic wind lasts for 3 rounds, the effect occurs only the first time a creature enters the affected area or starts its turn there.

Countermeasures. A creature attuned to the crystal can generate a protective force bubble.

Adjusting this Encounter

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

- **Very Weak:** DC is 12, damage is 5 (1d10) psychic.
- **Weak:** DC is 13, damage is 5 (1d10) psychic.
- **Average:** Use default.
- **Strong:** DC is 15, damage is 17 (3d10) psychic.
- **Very Strong:** DC is 16, damage is 22 (4d10) psychic.

The Helm's Controls

Once attuned to the crystal and sitting in the chair, an adventurer may control the *arcane eye* to look outside the citadel or within it, spying on the

hobgoblins or locating the missing adventurers' bodies.

The distress signal may also be changed or the Gith ship in the mirror contacted. The Gith will be quite surprised. A Githyanki **gish** aboard the Astral ship will cast *tongues* and converse with the adventurer, inquiring why they are in a Gith citadel. The Githyanki would very much like their property back.

Roleplay Opportunity

The Githyanki are by no means a friendly or hospitable race. They are vicious Astral raiders. However, they are not stupid nor rude. They pride themselves on their strict self-discipline and etiquette. The Gith would be willing to ally with the adventurers to fight the hobgoblins and liberate the citadel. Remind the adventurers that a Varkonin army is enroute if they have uncovered that information. They could also learn it with the *arcane eye*.

If an adventurer asks for a reward for returning the citadel, the Gith flatly states that the adventurers won't be hunted into oblivion. That is reward enough. However, the Gith will make a deal to provide enough information to fulfill faction assignment requirements.

K. Commander's Chamber

Read or paraphrase the following:

This chamber has several large alcoves carved into the wall with statues standing adjacent to them.

Along the east wall are smaller alcoves holding a half-dozen crystal orbs like those from the entrance chamber's sculpture.

This was the Githyanki commander's quarters.

The commander kept the batteries for the control chair in this room. The six crystal orbs are the same psionic batteries charged and used by the Gith (see **Area D** for details). They may be taken for faction assignment requirements.

L. The Hall of Perception

Read or paraphrase the following:

This grand hall is filled with bodies and rubble, chunks torn or blasted from the walls are scattered across the floor. The once smooth, white walls are marred with burns and cracks.

At the center of the chamber lies a dwarf in battered plate armor amid a circle of ten slain hobgoblins. In the dwarf's hand is a broken axe, the blade stuck in the head of a foe.

Against the western wall are four more bodies collapsed in an ashen pile, burnt beyond recognition.

For the room itself, numerous silver mirrors of different shapes and sizes dot the walls. Between them are faintly glowing letters.

The dwarf body clearly belongs to that of Yowen Kar, the dwarf warpriest. A successful DC 12 Wisdom (Medicine) check reveals the following:

- The dwarf died of numerous wounds, including some caused by a large beast or monstrosity. There is a spike stuck in him. A successful DC 15 Intelligence (Nature or Arcana) check identifies this spike as belonging to a manticores. His axe and plate armor are too damaged to be salvaged.
- The ten hobgoblins around the dwarf died from deep slashing wounds.
- The four burnt bodies are hobgoblins.

Anyone proficient in Arcana recognizes the signs of a magical battle while a successful DC 16 Intelligence (Arcana) check discovers the writing acts as a scroll for the spell *comprehend languages*, which may be scribed into a spell book. If the writing is chiseled loose or removed, the spells are destroyed. Scribing the spells causes the stored magic to fade.

A statue marked with a star on the map opens and closes the doors for this chamber.

A successful DC 16 Wisdom (Perception) or DC 13 Intelligence (Investigation) check finds that the bodies have already been looted of most valuables save for a backup coin purse Yowen Kar keeps hidden on his person holding 10 gp of emergency drinking funds.

The Hall of Perception's Gith Crystal

The crystal has 10 charges. While attuned to and touching the statue's crystal, the controller can use an action to expend 1 or more of its charges to cast one of the following spells from it: *comprehend languages* (1 charge), *detect thoughts* (2 charges), or *tongues* (3 charges). *Detect thoughts* from the crystal, when used to detect the presence of thinking creatures, has a range of 300 feet (the entire citadel), and is not blocked by rock or metal.

The crystal regains 1d6+4 expended charges daily at dawn. If the controller expends the last charge, roll a d20. On a 1, the Gith crystal blackens, crumbles into dust, and is destroyed.

Treasure

The *comprehend languages* spell can be scribed from the wall, and 10 gp is found in the dwarf's pouch.

M. The Master of Travel's Chamber

Read or paraphrase the following:

In an alcove set into the north wall is another gaunt statue-figure. It is kneeling and holding forth a crystal orb. Standing before the orb are several hobgoblins, talking to each other.

Amongst the goblinoids is a hobgoblin wearing a dark steel helmet inset with curled horns. This goblinoid has glowing red eyes.

There are five **hobgoblins** in the chamber. One hobgoblin (wearing a *dread helm*) has attuned to the crystal held by the statue. While the hobgoblin touches the crystal, they can use an action to psychically strike one creature that they can see within 120 feet. The target must succeed on an DC 14 Intelligence saving throw or take 9 (2d8) psychic damage.

Adjusting the Fight

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

Very Weak: There are **two** hobgoblins.

Weak: There are **three** hobgoblins.

Strong: There are **four** hobgoblins and a **hobgoblin captain** (touching the crystal).

Very Strong: There are **five** hobgoblins and a **hobgoblin captain** (touching the crystal).

Adjusting the Crystals

These are not cumulative.

- **Very Weak:** DC is 12, damage is 1d8 psychic.
- **Weak:** DC is 14, damage is 1d8 psychic.
- **Average:** Use default.
- **Strong:** DC is 15, damage is 3d8 psychic.
- **Very Strong:** DC is 16, damage is 3d8 psychic.

Interrogating the Hobgoblins

If a hobgoblin is captured and interrogated, a successful DC 12 Charisma (Deception, Intimidation, or Persuasion) check may reveal the following:

- They are Varkonin soldiers sent here to secure and loot the structure. They are the vanguard of a much larger force due to arrive in one or two days. It numbers more than a hundred.

- Their force consisted of twenty hobgoblin soldiers, five Iron Shadow warriors, two captains, a devastator mage, and two manticores.
- They encountered four adventurers trespassing and meddling with Varkonin property. They were justly executed, but they gave quite a fight and slew half the hobgoblins' numbers including their leader, a devastator mage.
- This structure is clearly magical, made from some kind of ivory, as far as the hobgoblins can tell. Based on the shape of the stairs and rooms, it was made and occupied by something human sized.

The Master of Travel's Gith Crystal

While attuned and touching the statue's crystal, the crystal's controller can mentally command the first set of doors at **Area P** to open. If this is done, the doors stay open until commanded to shut using this crystal.

On a DC 15 Intelligence (Arcana) check, the adventurers realize this Gith crystal should allow a Githyanki to control the interior of the citadel, but it's mostly useless after the citadel's *plane shift*.

The hobgoblins have been stationed here to ensure that the hobgoblin strike force retains control of the citadel's shrine (**Area Q**) while they await reinforcements.

Treasure

The hobgoblin touching the statue's crystal wears a necklace with a bloodstone pendant worth 50 gp. This hobgoblin also wears a *dread helm*. This hobgoblin appears to have glowing red eyes because of the helm's power.

Tricks of the Trade

All War is Deception. If the adventurers took the uniforms from dead hobgoblins, they can deceive these hobgoblins with a successful DC 16 Charisma (Deception) check. Only one adventurer need make the Deception check, but all the adventurers seen must be wearing a uniform unless they are acting as prisoners. If the adventurers resolve the encounter this way, award full combat experience.

N. Chamber of Learning

Read or paraphrase the following:

The far wall is completely covered in the same spirals and whorls as the whole complex, but these are colored. Several of the symbols gently glow.

The Lessons

The wall's Gith writing contains instructions on how the citadel functions. This knowledge is guarded by a psychic trap, the Lesson of Madness.

The true instructions are psionically imprinted within the writing, and not the words themselves, which are a decoy.

Lesson of Madness

Magical trap (level 1-4, setback)

The lessons carved into the wall bear dangerous fruit for non-Gith.

Trigger. When a non-Gith attempts to read the wall or scribe the spell carved into the chamber wall, they risk madness.

Effect. When a non-Gith examines the Gith writing or scribes a spell from the wall, they must make a DC 13 Intelligence saving throw. On a failure, they suffer a bout of long-term madness ("The character experiences vivid hallucinations and has disadvantage on ability checks") for 1d10x10 hours.

Countermeasures. A *remove curse* spell will remove the madness. A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell can rid a character of a short-term or long-term madness.

What is Learned

When examined closely, the psychic power of the Chamber of Learning activates, transferring knowledge into the reader's mind. The full knowledge is unavailable, but information can be gleaned.

- The Githyanki have a rigid society. The Githyanki are psionic adepts who can shape psionically conductive material.
- Such material of this nature can be made with great effort and resources. These materials then can be empowered to perform various functions, such as flight, teleportation, or shifting between the planes.
- The Githyanki use crystal spheres capable of holding psionic energy as batteries. A consequence of the Gith's psionics charging these spheres results in the memories and emotions of the Gith doing the charging to be imbedded in the sphere.
- The Githyanki's techniques are primitive compared to the powers of the illithid, who created and enslaved the Gith.

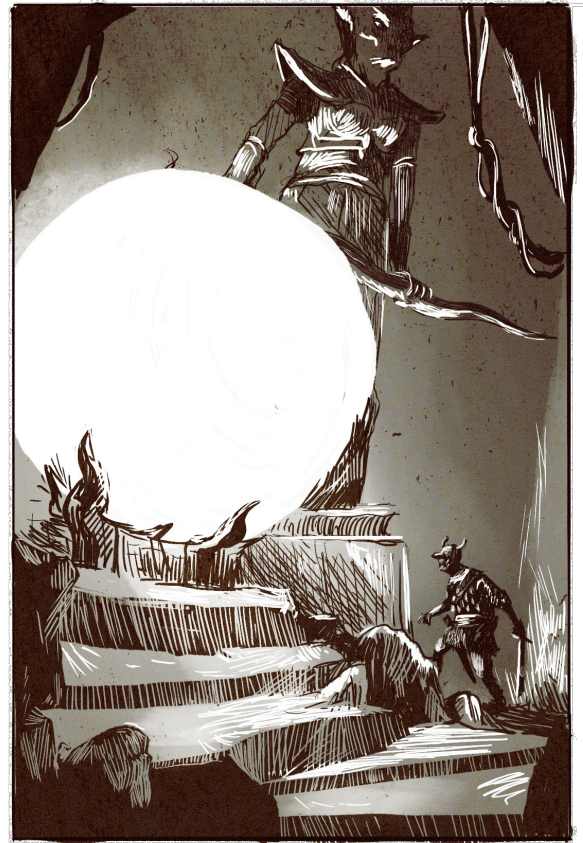
This information counts as fulfilling faction assignment requirements.

The Chamber's Magical Secret

The chamber's wall also acts as a scroll that contains the *mind spike* spell. If the whorls are chiseled loose or removed, the spell is destroyed. Scribing the spell causes the stored magic to fade, and triggers the **Lesson of Madness** trap, above.

Treasure

The *mind spike* spell can be scribed from the wall.



O. The Destroyed Chamber

Read or paraphrase the following:

This chamber is another battlefield. Blood and scorch marks are splashed across the whole room. There are four and a half hobgoblin bodies strewn around the floor.

The statue of a gaunt figure holding an orb was caught in the fighting and is now toppled and broken in two.

The orb no longer glows.

Whatever purpose this room served has been lost. There are several smashed and exploded alabaster objects, but they are too fragmented to make sense of.

The doors leading from this room to chamber **D. The Hall of Thought** are now stuck closed. A combined Strength of 25 and 1 minute of effort open it.

The equipment of the hobgoblins has been too damaged to be used or salvaged.

P. Doors to the Shrine of Vlaakith

If both sets of the shrine's doors haven't been opened using the crystals in **Area F** and **Area M**, read or paraphrase the following:

This door is unlike any in the citadel you have seen so far. While it is still circular, it is smooth and the whole surface is engraved with a fierce warrior the same species of that of the statues. However, this figure is clearly female.

Otherwise, if both doors have been commanded to open, read or paraphrase the following:

These doors are wide open, and you see within the chamber an altar and an ornate sculpture of a gaunt, female warrior.

Beyond the doors is **Area Q**, the shrine of the Githyanki Queen.

Part 3. The Showdown

Story Beat

Here the adventurers can recover the last two bodies of the missing adventurers as well as confront the leadership of the Varkonin vanguard. Also, a third faction comes into play as the Githyanki finally return to their wayward citadel.

Estimated Duration: 60 minutes

Q. Shrine of Queen Vlaakith

Read or paraphrase the following:

The view into this chamber is partially blocked by a massive gleaming white altar in the center of the hall. Upon the stone altar is a giant crystal sphere, ten times the size of any other orb you've seen here.

On a low dais to the south is a giant-sized statue of a fearsome, gaunt female warrior. The sculpture holds a two-handed sword aloft.

In the northwest and northeast corners stand human-sized ornate statues holding glowing orbs. These statues are in the likeness of the same strange humanoids.

Hobgoblins stand on the dais next to the pulsing orb. At the stairs ascending the dais are the bodies of an elf in green leather and a half-elf in chainmail. Beside them are half-a-dozen dead hobgoblins, including two in ornamental uniforms denoting higher-ranking soldiers.

When the adventurers open this chamber's doors, it alerts the current occupants, three **hobgoblins** and their **hobgoblin Iron Shadow** leader.

Adjusting the Fight (Hobgoblins)

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

Very Weak: Remove one **hobgoblin**, and remove the **hobgoblin Iron Shadow**

Weak: Remove the **hobgoblin Iron Shadow**

Strong: Add one **hobgoblin**

Very Strong: Add one **hobgoblin Iron Shadow**

The Portal

The Iron Shadow is attuned to the shrine's queen crystal (the altar orb). Unfortunately, during her attempts to control the shrine's queen crystal, the Iron Shadow activated the shrine's Astral portal.

On initiative 20 on round two, the center of the room is engulfed by an iridescent mist, and several **Githyanki warriors** step out of the yawning Astral portal. They immediately shout "For the glory of

slaying the defilers of the citadel of Vlaakith" in Draconic and Gith and begin combat against the nearest targets.

If the adventurers made a pact with the Githyanki with the helmsman's chair, the Githyanki battle on the side of the adventurers. In this case, double the number of hobgoblins.

Adjusting the Fight (Githyanki)

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

Very Weak: The adventurers have to fight one **Githyanki warrior**, who flees back through the Astral portal after three rounds of combat

Weak: The adventurers have to fight one **Githyanki warrior**, who flees back through the Astral portal after four rounds of combat

Average: The adventurers have to fight two **Githyanki warriors**

Strong or Very Strong: The adventurers have to fight three **Githyanki warriors**



The Githyanki Recall the Shrine

The first action at least one Githyanki warrior takes is to activate the shrine's return sequence. This requires a Githyanki warrior to touch the altar orb and use their action activating the shrine's Astral plane shift.

As the strange, gaunt warrior touches the altar orb, the sphere shifts color and begins glowing a bright cerulean. The ceiling orbs also shift from red to blue.

In your mind, you hear a chanting sequence begin. It is reminiscent of a crowd's count-down before the hangman pulls the lever.

Within 5 minutes of the return sequence activating, the shrine is affected by *plane shift*. The entire shrine is transported to the Astral Plane, near a Githyanki fortress.

If any adventurer is still inside the shrine when it shifts into the Astral Plane, they receive the **Lost in Space Story Award**.

Siding with the Githyanki

Siding with the Githyanki at this point should be difficult. The Gith don't differentiate among non-Gith except for elves, who they have encountered in Astral space in elvish ships and who they view with annoyance instead of abject disdain.

A successful DC 18 Charisma (Deception, Intimidation, or Persuasion) check can make a case for a temporary alliance. Good roleplaying may grant advantage to this check.

Siding with the Varkonin Hobgoblins

This citadel is now Varkonin property and they will do nearly anything to keep it, including siding with the adventurers.

A successful DC 14 Charisma (Deception, Intimidation, or Persuasion) check can make a case for a temporary alliance. Good roleplaying may grant advantage to this check.

Delaying the Countdown Sequence

An adventurer must touch and attune to the control orb and succeed on a DC 18 Intelligence check as an action to increase the countdown sequence by 5 minutes. This check may be attempted once per adventurer. The countdown cannot be stopped, only delayed.

After the Battle

If a truce was proposed, a few allies survive the battle. They either flee or congratulate the adventurers on their valor (depending on the ally, combat events, and party play style).

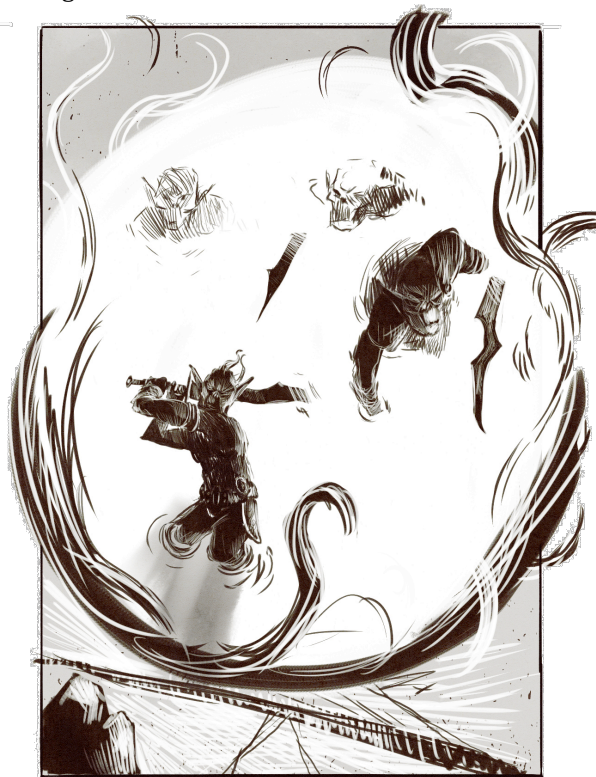
If a truce wasn't forged, the enemies are deceased after the adventurers defeat the Githyanki and/or hobgoblins.

The citadel's return sequence cannot be stopped. All that remains after the citadel vanishes in a glowing mist are scars and memories of the bizarre, alien structure.

Treasure

If the adventurers haven't already found the *mithral half plate* and *dread helm*, they can be found on the enemies defeated in this room. These treasures can only be awarded once, so if the *mithral half plate* or *dread helm* is found elsewhere in the citadel, it isn't found here.

The adventurers also find 55 gp in various coinage.



Part 4. Conclusion

The citadel is out of the hands of the Varkonin, and whatever mysteries or power the strange complex held, are now gone to all but the Githyanki, that enigmatic race of zealot warriors.

If the adventurers managed to retrieve the bodies of the adventurers, they can be brought back and raised from the dead by the factions. If all four adventurers are rescued, give the **Story Award in Your Debt**.

The Harpers and Order of the Gauntlet: Randyll Blackalbuck is sad to hear of the structure's disappearance, but such couldn't be helped. The Varkonin had a massive force arriving to secure it. As a Harper, he seeks to safeguard the Realms, gather knowledge, and make inroads to any and all cultures. When such an opportunity is lost, he can't help but feel melancholy.

The Kroth Magg: Hrogar and Valrath Kahn are not disappointed with the outcome. The Varkonin do not hold the citadel and what power it might have possessed. They consider the mission a fine success and congratulate the heroes. Award each adventurer the hobgoblin accolade **Vadd Narkoz** (see Decorations in Hobgoblin Society below for details).

If an adventurer already possesses **Vadd Narkoz**, they are awarded **Lozz Nying**. **Lozz Nying** may be earned multiple times.

The adventurers earn 75 gp for recovering information on the citadel as well as 25 gp for missing adventurer recovered, 50 per missing adventurer if the adventurers successfully haggled.

Decorations in Hobgoblin Society

- **Vadd Narkoz**, "Strong Warrior". In this public proclamation, the hobgoblins of Glip Dak acknowledge outsiders as worthy allies.
- **Lozz Nying**, "Pony Gift". In this public ceremony, a pony, bridle, and riding saddle are bestowed upon those that earned Lozz Nying.
- **Fezik Melko**, "Worthy Accord". A parade occurs, and those given the Fezik Melko are rewarded with a silver dagger.
- **Pakk Vit**, "Shield Bearer". Saving the life of a hobgoblin creates a blood debt. Until that debt is repaid, the hobgoblin that owes the debt is known as the Pakk Vit (shield bearer) to their rescuer.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of foe	XP Per foe
Flying sword	50
Githyanki warrior	700
Hobgoblin	100
Hobgoblin Captain	700
Hobgoblin Iron Shadow	450
Manticore	700

The **minimum** total award for each character participating in this adventure is 450 **experience points**.

The **maximum** total award for each character participating in this adventure is 600 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
F. Bloodstone pendant	50
G. Silver greatswords (2)	150
H. Baubles	100
L. Dwarf's drinking money	10
M. Bloodstone pendant	50
Q. Coinage	55
Discovering Gith lore	75
Rescuing the adventurers (4)	25 (50) per body

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Dread Helm

Wondrous Item, common

This fearsome steel helm makes your eyes glow red while you wear it. This item can be found in **Player Handout 3**.

Mithral Half-Plate

Armor (half-plate), uncommon

This armor is obviously Githyanki in design. It is ornamented with tassels, ribbons, and bone fragments.

Mithral is a light, flexible metal. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

This item can be found in **Player Handout 4**.

Potion of Healing

Potion, common

This item can be found in the *Player's Handbook*.

Story Awards

During the course of this adventure, the characters may earn the following story award:

Lost in Space. You were inside when the Shrine of Vlaakith shifted into the Astral Plane. More information can be found in **Player Handout 1**.

In Your Debt. You have successfully brought back the entire missing adventuring party. All four swear to repay their debt to you. More information can be found in **Player Handout 2**.

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of the Emerald Enclave that defeat or drive off the manticore earn **one additional renown**.

Members of the Harpers or Order of the Gauntlet that succeed in recovering Githyanki lore earn **one additional renown**.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Monster/NPC Statistics

Flying Sword

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Actions

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

Githyanki Warrior

Medium humanoid, lawful evil

Armor Class 17 (half plate)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4, Int +3, Wis +3

Senses passive Perception 11

Languages Gith

Challenge 3 (700 XP)

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

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

Actions

Multiattack. The githyanki makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two greatsword attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Hobgoblin Iron Shadow

Medium humanoid (goblinoid), lawful evil

Armor Class 15

Hit Points 32 (5d8 + 10)

Speed 40 ft.

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

Skills Acrobatics +5, Athletics +4, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. The hobgoblin is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): minor illusion, prestidigitation, true strike

1st level (3 slots): charm person, disguise self, expeditious retreat, silent image

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

Actions

Multiattack. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

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

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Manticore

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

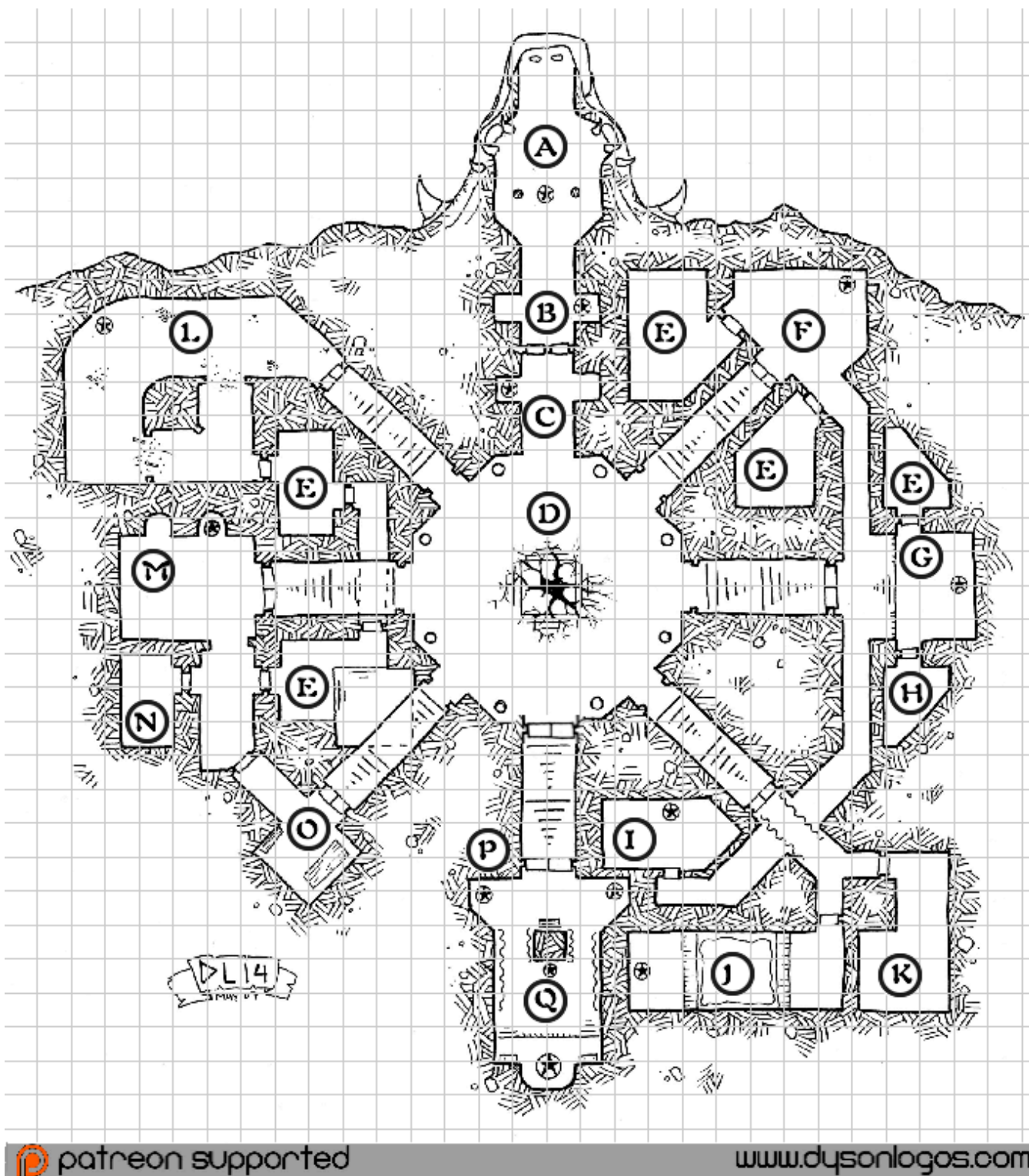
Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Appendix. Citadel Map



Player Handout 1. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Lost in Space

You were inside when the Citadel of Vlaakith shifted into the Astral Plane. The Astral Plane is a bizarre realm, timeless and devoid of gravity and direction.

You wander randomly throughout this surreal place, experiencing life beyond the Material Plane. Finally, you're able to find a way back to Faerûn—but you're required to spend 50 downtime days in the process.

Player Handout 2. Story Award

In Your Debt

You have successfully rescued the bodies of four unfortunate adventurers:

- Yowen Kar of Clan Vallahir is a hill dwarf warpriest who acts suspicious of elves. He hides his care for others behind a hard demeanor. His current companions complain of his surliness.
- Darius Dawnguard is a squire of the reborn Order of Dawnfire, a sect of Lathandar. He has made an oath to search for dangerous artifacts and dispose of them.
- Vellona the Orphan made a pact with a mysterious entity after she fled into a forest after the destruction of her village. She seeks to unlock the magic in her blood to sunder this bargain.
- Lalitha Dae'Danin is an elf noble and druid who dresses as a man to hide from an arranged marriage with a tyrannical and powerful high elf aristocrat.

They express their enduring gratitude to you, some with tears and hugs, others (the grumpy dwarf) with a practical, gruff thank you of a job well done.

Should you die during any Glip Dak adventure, these heroes will tirelessly search for you and have *raise dead* cast upon your body. You pay only the material component cost (as per the acolyte background). Once you are rescued once, the debt is paid, but the friendship remains.

Player Handout 3. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Dread Helm

Wondrous Item, common

This fearsome steel helm makes your eyes glow red while you wear it.

This item can be found in *Xanathar's Guide to Everything*.

Player Handout 4. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Mithral Half-Plate

Armor (half-plate), uncommon

This armor is obviously Githyanki in design. It is ornamented with tassels, ribbons, and bone fragments.

Mithral is a light, flexible metal. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

This item can be found in the *Dungeon Masters Guide*.