

THE LICH-QUEEN'S BEGOTTEN



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

Optimized For: APL 13

CREDITS

Adventure Designer: M.T. Black

Editor: Ginny Loveday

Project Management: James Introcaso, Shawn Merwin

Special Thanks: Chris Lindsay, D&D Adventurer's League staff, and the DM's Guild Adepts

Layout and Graphic Design: Rich Lescouflair

Cover Art: Zoltan Boros

Interior Artists: Aleski Briclot, Sidharth Chaturvedi, Jon Hodgson, Daniel Landerman, Olly Lawson, Ben Wooten. Additional art provided by Wizards of the Coast and used with consent.



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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**.

