The Lost Triptych

The Lost Triptych

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The Lost Triptych

Introduction

Welcome to another Pacesetter Games™ adventure written for the BX line of products and presented here in 5E compatible form. *The Lost Triptych* was designed for five to eight characters of 8th to 12th level. There should be at least one cleric of good alignment in the party, as this adventure is centered on a stolen holy artifact and its rightful recovery. Also, it is highly recommended that you thoroughly read the appendices before running *The Lost Triptych* for players.

Notes for the Game Master

The Lost Triptych is a high-level adventure that pits seasoned adventurers against the dark forces of an evil god whose servants are willing to sacrifice themselves and others to bring about the end of peace and prosperity. The foes that the characters face are quite deadly — powerful spellcasters, ancient undead, and ruthless spies will challenge the group at every turn. This is no simple adventure by any means!

Although a party of five or six high-level characters could successfully complete the adventure, a full complement of classes and skills of seven or eight characters provides the best chance of success. One cleric of good alignment is needed for the story itself, but two characters with healing magic would greatly benefit the group as they work through three increasingly difficult chapters of this adventure. Combat-, magic-, and stealth-oriented characters are also needed to combat the horrors and challenges found within the story.

This adventure can be dropped into any world of your choosing. The only location-specific element of the story is the Mountain of Whispers, which can be placed in any mountain range within your campaign world. Characters start their journey at the bottom of the mountain and crawl through its dark depths, finally arriving at the fortress peak to confront the minions of the evil god and her thieving sycophants.

If none of the characters is good, especially a cleric, the story can be adjusted to fit the group's deities or alignments. The story plays out best if a conflict between good (the characters) and evil (followers of the rival goddess) exists. Also, the opposing deity can be adjusted to fit your world as needed. The story suggests using the evil goddess Egramish if you have no other viable antagonist in mind. If Egramish is used in this adventure, it is assumed that the central character or characters (those affiliated with a good deity) know of the goddess as a long-standing rival deity and of her constant attempts to overthrow their own god.

Detailed Background

A holy triptych (three-paneled artifact) has been stolen from the temple of the good deity of one or more characters of the adventuring group. This relic is extremely powerful and, when intact, offers power and great protection to followers of the triptych's creator. However, evil minions of a rival deity, Egramish, the Goddess of Whispers and Shadows, stole and disassembled the artifact. They hid the three panels in separate locations within their domain, the Mountain of Whispers. Priests of the character's god are desperate to retrieve the lost item and urge the chosen cleric of the group to undertake this great and holy quest to recover the ***Triptych of Transcendency***.

The evil priests disassembled the magical triptych to nullify its power and to make its retrieval considerably more difficult. The three parts have thus been hidden in three shrines in the mountain, each protected by a powerful priest of Egramish. After the triptych was separated into three pieces, Miltotok, the high priest of Egramish, learned that the triptych could be ritually reassembled as an evil artifact for the followers' own purposes. Miltotok is but weeks from discovering the steps and components needed for the divine ritual. Information of this transformation of the holy artifact into a relic of evil reached the ears of the good priests by way of spies within the Mountain of Whispers. Great urgency and immediate action are needed before the artifact is lost forever.

Each of the three chapters of this book culminates in the retrieval of a single piece of the triptych. Bypassing one or more sections of the mountain makes it impossible for the group to recover all three parts of the magical artifact. Of course, the pieces can be recovered in any order, with a bottom-up or a top-down approach. The story is best told from a bottom-up perspective, however. The topmost section of the mountain — where the training fortress, toughest adversary (Miltotok), and the final piece of the triptych are found — makes for an excellent end to the story, especially if the three pieces are assembled in the mountain peak shrine itself.

Characters receive a few pieces of important information to help them through the story:

Priests of Egramish stole the artifact while it was in transit between two temples. The triptych was being moved to a newly constructed temple that was to be the relic's permanent home.

A false acolyte at the former temple communicated with the priests of Egramish, informing them of the artifact's time and date of departure and the number of temple guardians accompanying the priests and relic in travel.

After "divine interrogation," the false acolyte divulged the initial plan for the triptych: the separation of the three panels to deactivate its holy power.

Each pane of the triptych was stored in a protected shrine somewhere within or on the mountain. Each shrine is protected by a trusted and powerful priest of Egramish.

Spies within the Mountain of Whispers just learned of a new plan to transform the artifact from a relic of good into an item to sow evil.

All who reside within the mountain are zealous in their service to the goddess. Few, if any, may be persuaded to assist the group.

A cleric of the good creator of the triptych is entrusted with the great quest to retrieve the artifact. If more than one character serves the same good deity, they are all included in the quest and receive rewards from the deity at the end of the adventure. Of course, other characters are handsomely compensated (monetarily) for assisting in the quest.

The Triptych of Transcendency

Each panel of the ***Triptych of Transcendency*** is made of three-inch-thick, sturdy marble. Each outer section is one foot wide, three feet tall, and held to the wider central panel by a pair of large, golden hinges. The central piece is two feet wide and matches the height of the outer panels. Although the outside portion of each panel appears plain and unadorned, a fine golden etching reveals two common prayers of the order on each panel when they are held up to the sun. The interior of each panel is ornately painted with images of good priests receiving blessings from a handsome and benevolent god.

The triptych weighs close to 40 pounds, with the central piece weighing 20 pounds by itself. Each panel of the triptych represents one part of the order's core faith: Love (central), Light (left), and Hope (right). More details can be found in **Appendix B: The Triptych**.

Recorded legends tell how the triptych was given to the first three clerics of the order by their deity. Each cleric was located far from the others, and when they were all to finally find each other, each would be blessed with divine power and spiritual awareness. After several years of searching and growing their followers, the three clerics finally came together and connected their respective panels. Each was blessed with new spells, experience, and protection from great evil.

For years, the artifact was stored safely in the order's main temple, protected by thousands of devout followers and soldiers of good. A new temple, under construction for nearly two decades, was finally finished, and plans to move the artifact to its new home were carefully designed. However, Egramish's minions learned of the plans to move the artifact of their rivals and made plans of their own. After stealing the triptych, they learned of the goddess's true intentions all along.

When the three panels of the triptych are assembled by one or more worthy followers, the devout are blessed with great and permanent power. The blessings of their deity vary based on the class of the devout follower:

Clerics: One level of experience instantly gained, newly available spells, and more spell slots.

Fighters, Rangers, and Paladins: One level of experience and one magical item receives a single, powerful enhancement.

Other Spellcasters: One level of experience and their spellcasting ability increased by 1.

Other Classes: One level of experience and one ability score (randomly determined) increased by 1.

The powers bestowed upon followers from reassembling the triptych are given only once per century. Note that the archpriests of the order are unaware that its reassembly bestows powers to those involved with its reconstitution.

Adventure Start

At least one character of the group, a follower of the good deity and creator of the ***Triptych of Transcendency***, has been urgently called to a nearby temple by the archpriests of their order. No reason has been given but the message scroll is sealed with the mark of the primary temple of their order.

Upon their arrival at the temple, acolytes quickly usher the group into rear chambers generally reserved for visiting high-ranking priests or for meetings of great importance.

High priests Dhormalus, Remborlo, and Tuhlatep — each a direct, divine descendant of the first three priests — sit in the chamber with worried and grim expressions.

Read the following after the group is seated and served goblets of wine:

Dhormalus the Wise, the tallest of the three priests, rises to speak. "We are blessed to have one of our own answer the call so quickly. For this, we are instilled with some hope."

The three priests raise their glasses of wine in your direction and nod their heads in thankful reverence. Dhormalus gestures to the two other seated priests. "Of course you know Remborlo and Tuhlatep, my brothers in the fight against evil. We have had a severe blow dealt to our order, and we need your help." He sips his wine before continuing. "As you know, our order is solidified by our holiest of artifacts, the ***Triptych of Transcendency***. It is what protects our followers and bestows our priests with divine power. It is essential to each one of us, serving as a symbol of our deity's great blessings."

After looking quickly to the other two priests, Dhormalus continues, "You may also know that the triptych was to move to its new home in the great temple we've just finished constructing. On its way to the temple, its guardians were besieged by evil minions of Egramish, the Goddess of Whispers and Shadows."

For the briefest of moments, a strange cold passes through the room, sending a slight shiver up each of your spines.

"Our blessed artifact has been stolen," grimaces Dhormalus, "snatched away by evil forces for nefarious purposes!"

Tuhlatep, known for deeply emotional outbursts and decisive actions, rises quickly. "It must be found and returned," he shouts, "before Egramish's minions find a way to use the relic for their own reasons!"

Remborlo places his hand on Tuhlatep's arm, calming him almost instantly. "Brother Tuhlatep, please center yourself. Let us not rile up our guests. Dhormalus, please continue."

As Tuhlatep returns to his seat, Dhormalus looks at your group. "We need stalwart and brave adventurers, with at least one being of our order, to infiltrate Egramish's domain in the Mountain of Whispers and retrieve the artifact. It is a dangerous quest, almost certainly impossible for all but the most devout and faithful servants of our deity, but one that must be taken … and one that must succeed." Turning to Remborlo, Dhormalus returns to his seat.

Remborlo leans forward in his chair and gazes at your group intensely. "Unfortunately, the relic has been separated into three pieces, with each section hidden in a different, well-protected place. We do not know where the pieces are exactly — our spies within the mountain know only of the artifact's separation but know not where they lie — only that they are guarded well."

Standing and moving to the wine decanter to refill his goblet, Remborlo continues. "To make things more desperate, we have heard that Miltotok, the high priest of Egramish, prepares a ritual that may transform the triptych into a relic of immense evil. This cannot be allowed to happen. We must retrieve it before it becomes our order's undoing."

Before Remborlo can continue, Tuhlatep bursts from his seat, his face red with anger and frustration. "It is your calling — *your duty* — to recover the triptych! You must assist your order in its time of great need and terrible desperation!" His fierce gaze is nearly too much to hold as he looks at each and every one of you for a response.

"So there it is," utters Dhormalus, rising again. "We have spoken of our need for immediate help. We cannot force you to take this quest, but our deity is watching and waiting for your response, undoubtedly ready to weigh your dedication of service to our order."

With that, the three great priests anxiously await your next few words.

Assuming the group commits to undertaking the quest, the priests are excited at the prospect of help and the recovery of their precious relic. A map is brought out and a clear path to the Mountain of Whispers is discussed and considered. Only one known entrance to the Mountain of Whispers exists, a guarded gate at the base of the mountain on its eastern side. From there, the group must walk through dark halls and lost tunnels to get to Whisperview, a hanging village on the side of the mountain. After passing through the village, they re-enter the mountain, again passing through catacombs and ancient sites to reach the mountain peak where the fortress and training facility of Egramish can be found. The priests agree that the panels are likely in one of the tunnel shrines, in a village temple, and the mountain fortress.

The order provides general supplies for the group, including rations, ammunition, and horses. Good clerics of the order each receive three ***spell scrolls*** containing ***mass cure wounds***. Any non-cleric characters of the order receive two ***potions of greater healing*** each.

A Private Conversation

Before the group leaves, Dhormalus asks any characters of the order to speak with him privately. He shares a few pieces of information not discussed during the plans. After urging the characters to consider keeping the conversation private between those of the order, he tells of two of their own acolytes who are masquerading as Egramish followers within the mountain.

Uuktah, a youth of questionable upbringing (but of devout faith), is hiding in plain sight in Whisperview. He wears a plain, tattered cloak with three brown patches on its right sleeve. He knows help is coming but does not know from where or whom. The phrase "Three panels for Good" will convince him to trust the group.

Cavalle pretends to be an acolyte of the fortress temple at the mountain's peak, hiding amid Egramish's many trainees. He is surprisingly versatile and exceptionally zealous in his dedication to the order of good. Cavalle has dark hair and is missing his left ear. His statement "The goddess is ready" should be answered with "Ready for the end of times."

Both are on the lookout for help from the order and are ready to assist in any way possible. Statistics for both acolytes are found in **Appendix C: NPCs and New Monsters**.

Additionally, Dhormalus warns the characters that the Mountain of Whispers is notorious for ripping the fabric of thought and testing the spirit of those who oppose the goddess. Due to the overwhelming presence of Egramish's evil within the mountain and near her vile temples, the characters' prayers to their deity may be strained — this may mean that the recovery of spells after a long rest may not always be successful. **Appendix D: Spells and Spellcasters** provides details for a cleric's spell recovery during the adventure.

When the characters are ready, they may begin their two-day journey west to the Mountain of Whispers.

Chapter 1: Entering the Mountain of Whispers

The two-day journey to the Mountain of Whispers takes the group along the southern edge of a great range of peaks before they reach the foothills of its southernmost spur. The Mountain of Whispers is a towering, near-vertical mountain that seems oddly out of place amid the smaller hills of the spur; the group will have no trouble identifying their target. However, accessing the eastern entrance proves challenging when the characters discover a newly erected military camp at the base of the mountain.

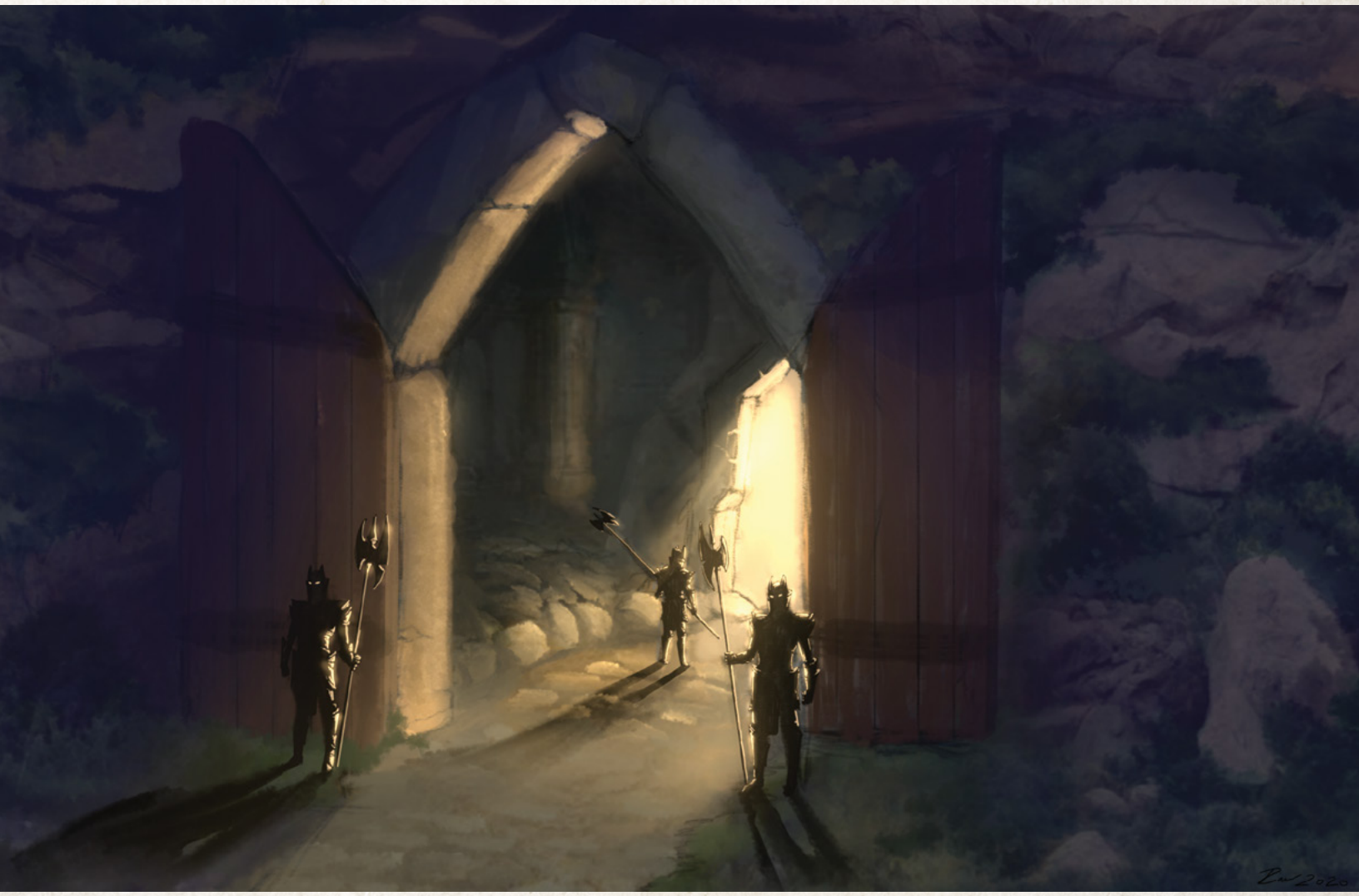
Guard Base Camp

After stealing the triptych from their rivals, the priests summoned several high-level devotees to the mountain to discuss plans for a new campaign against non-believers. Warlords, commanders, and priests — along with their most trusted advisors and bodyguards — arrived at the mountain and set up camp. They await word from the high priest Miltotok, who plans to summon them to a meeting once he transforms the relic into an item of great evil. Until they have been called to council, they rest leisurely at the mountain's base, ignorant of the approach of intruders.

More than a hundred tents have been erected around the base of the mountain entrance. Characters will not be able to enter the mountain without passing through the heavily populated camp.

Merchants and traders who have been temporarily prevented entry into the mountain and the hanging village above constructed a smaller camp nearby. Only a small number of merchants are allowed in each day after the entrance guards search their wares. Many of the merchants are tired of waiting and may entertain selling their wares to those willing to wait longer for their trip to the hanging village. Additionally, merchants are always in need of strong porters and guards to protect their wares in the long, arduous climb up to Whisperview. Several merchants may call out to adventurers as they pass through the camp, asking if they are for hire for either task.

Characters may be able to blend in by acquiring robes or religious paraphernalia or by masquerading as merchants on their way to Whisperview. Some information may be gained by speaking with merchants and traders. Very few high-level leaders discuss their arrival and plans, but members of their entourages may be persuaded with coin to provide a few tidbits of information:



Rumors

1d12	Rumor
1	"Whisperview is closed while they root out a spy." (False)
2	"The warlords and commanders have been summoned by High Priest Miltotok." (True)
3	"Something big is going to happen any day. Acolytes are preparing for something at the fortress soon." (True)
4	"Whisperview merchants have increased their prices recently." (True)
5	"Most of the soldiers here would rather just go home instead of waiting around." (True)
6	"I heard that one of the warlords is being crowned king." (False)
7	"An army of shadow-lords is returning!" (False)
8	"After the meeting with the high priest, the warlords and commanders will return to their provinces and castles." (True)
9	"The high priest secretly plans to sacrifice one of the warlords!" (False)
10	"The guards at the gate into the mountain can be bribed." (True)
11	"Rumor is that a meeting between fortress priests and warlords will happen any day." (True)
12	"The mountain catacombs are filled with traps and demons." (False)

The camps are useful for gaining information about the current situation and the strength of leadership of Egramish's most devoted followers. Characters foolish enough to engage in combat or cause problems in the camps are quickly killed or captured as dozens of seasoned soldiers and capable priests quickly eliminate threats this deep in their home territory.

The following list details the warlords and commanders in the camp. Note that all within the camp are of Lawful Evil alignment.

Ruksharl, Commander of the Burned Legion (see **Appendix C**)
Ruksharl commands 20 Burned Legionnaires (as **knights**).

Yungvel, Commander of the Shadow Legion
Yungvel commands 20 Shadow Legionnaires (as **bandits** with 20 hit points and Challenge Rating 1/2)

Corphus Krell, Commander of the Deathwalkers
Corphus Krell commands 10 Deathwalkers (as **veterans**)

Shuggeth Lrak, Warlord of the North
Shuggeth Lrak commands 20 personal guards (as **guards** with 20 hit points)

Farkalla Baral, Warlord of the West
Farkalla Baral commands 10 hunters (as **scouts**)

Aaltansor, Priest of Her Clenched Fist (see **Appendix C**)
Aaltansor commands 10 **acolytes** of the Clenched Fist

Ghroggle, Underpriest of Her Penetrating Gaze (see **Appendix C**)
Ghroggle commands 20 Brothers of Her Penetrating Gaze (as **acolytes**)

Jong-Ror, High Priest of Her Unwavering Faith (see **Appendix C**)
Jong-Ror commands 10 Acolytes of Her Unwavering Faith (**underpriests** [see **Appendix C**])

Dozens of shield-bearers, squires, cooks, and stable boys are spread throughout the camp, assisting the soldiers with everyday duties and running errands. The longer the soldiers await their meeting, the more they need supplies from the neighboring merchant camp.

Note that the spells for each priest can be determined at random, found in their appropriate temples at the top of the mountain, or selected from faction-favored lists in **Appendix D: Spells and Spellcasters**.

Merchant Camp

Merchants of food, wine, and basic goods wait their turn to sell their wares to shopkeepers in Whisperview and the priests of the fortress temple. All are common men and women doing business with the closest population near their small village and farms. Although some merchants worship Egramish, many do not and are only interested in selling their goods to the mountain's residents.

The camp comprises 20 tents of varying sizes, picketed mules, and dozens of wagons. The merchant's camp is 50 feet from the guard camp and is filled with dozens of porters and a handful of guards. Note that many porters hire themselves out to different merchants. After making the trip up to Whisperview, porters return to the camp to be hired by another merchant, sometimes several times per day.

Entrance to the Mountain of Whispers (Map A)

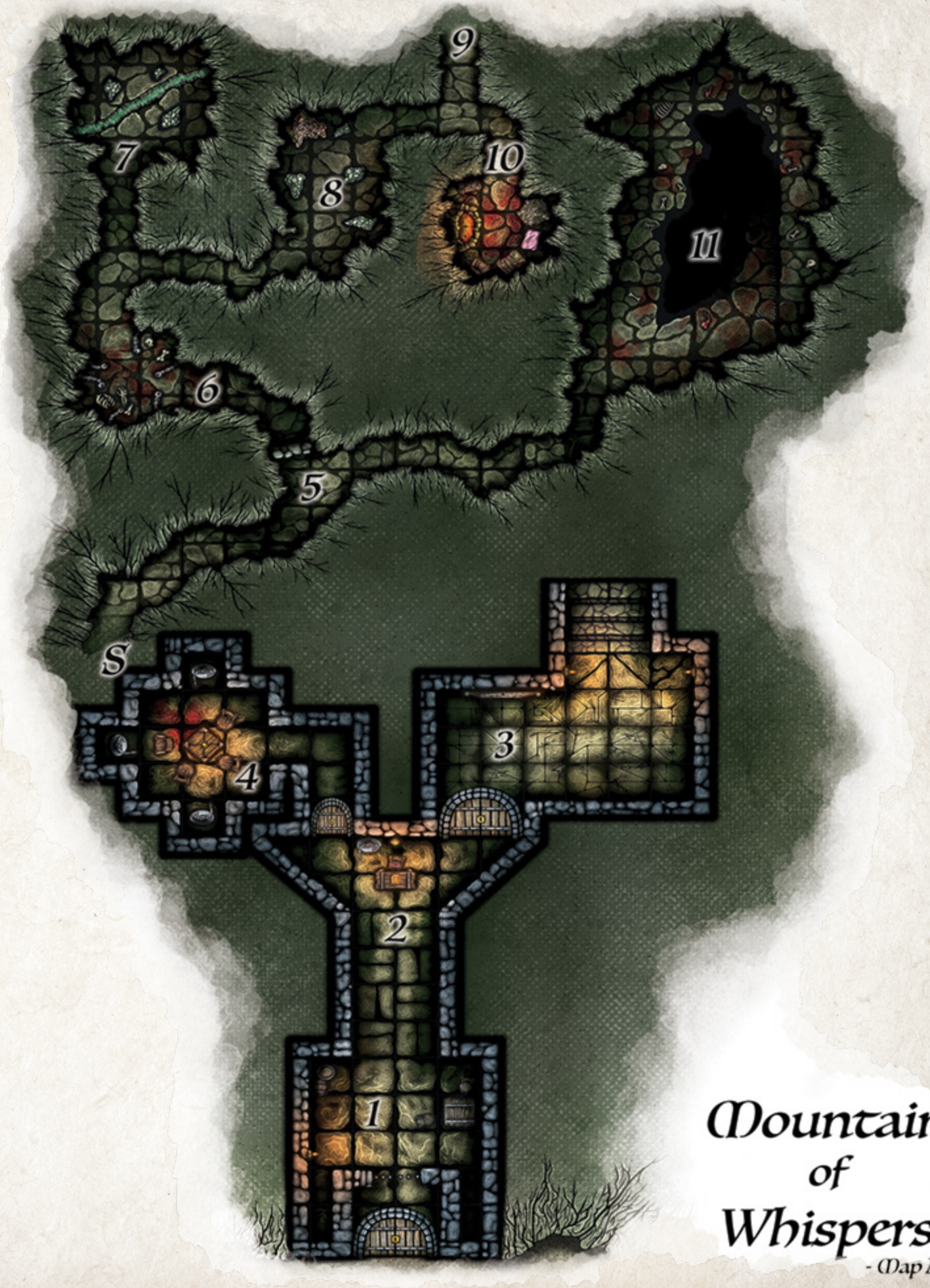
Four grim-faced **veterans** maintain a careful watch over the double-door entrance to the mountain. Two stand at the ready outside the gate while two stand within, prepared to quickly drop the portcullis if needed. Each guard wears black plate armor and carries a well-made polearm.

The guards allow entry only under two circumstances: if those approaching the gate bear a written summons with an Egramish priest's seal stating their business and destination, or if they are merchants doing business either in Whisperview or at the fortress at the mountain's peak. Merchants may have armed guards to protect them, but their goods must be searched by the entrance guards before they are allowed entry.

At night, the fortified wooden doors are double-locked (successful DC 15 Dexterity check with thieves' tools to unlock), and the inner portcullis dropped. A single guard maintains watch over the gate inside. However, the evening guard, unworried about invaders and trespassers, is asleep 50% of the time.

Any conflict at the gate between guards and characters is seen and overheard by dozens of soldiers in the camp nearby.

By day, merchants are lined up outside the door waiting for their turn to enter and sell their wares to shopkeepers in Whisperview. The merchants quietly complain to each other that they have never had to wait as long as they have in the last few days. Rumors surrounding the presence of commanders and warlords, coupled with the delay in entering the mountain, are found aplenty throughout the merchant camp and among those in line outside the main doors.



Mountain of Whispers

- Map A

1. Merchant Inspection Room

When merchants and visitors are allowed past the fortified doors, they are searched for contraband or religious symbols, totems, or materials that are unaffiliated with Egramish. While a simple bribe may allow a religious trinket to go "unnoticed" by the guards, obvious or predominant items of good deities are confiscated and brought to the Confiscated Goods Warehouse (see **Area 2**, **Map B**). Any character(s) that resist having their items taken are detained and questioned in **Area 4**. Those who do not resist or are found without any significant contraband are ushered along to **Area 2** to await clearance into the mountain.

Read the following text if the characters enter the mountain during the day by masquerading as merchants:

> As you enter the large hall beyond the wide doors, guards from the shadows approach you, signaling for you to remain still while they search your belongings. They ignore your weapons and armor and seem to be looking for something more specific …

There is a 25% chance that guards confiscate expensive wine or exotic food unless bribed. They will not outright steal coin or treasure from the characters but may consider a few items as "illegal" and remove them from carts, wagons, or packs. Confiscated goods are brought to the Confiscated Goods Warehouse (see **Area 2**, **Map B**) for later disposal (or resale). Fine wines and foodstuffs are not usually brought to the contraband warehouse but are instead kept by guards for their own personal use. Guards will not accept any less than 50 gp as a bribe to allow merchants and visitors to enter the mountain with contraband.

Read the following text if the characters secretly stole their way into the area by night:

> A lone torch flickers in its sconce to the left, casting dancing shadows upon the stone floor. Empty stools and weapon racks on the opposite wall hint at a deserted and unmanned post.

Of course, a single **heavy guard** (see Appendix C) maintains his post in the shadows beyond the torchlight. However, the lone guard may be asleep 50% of the time.

2. Declaration of Wares

During the day, a clerk writing in a massive tome sits upon a stool behind a tall, narrow desk. He records every item merchants bring for sale or trade, detailing counts and values in tiny print on vast, white pages of the leather book. A guard is usually within earshot in case of trouble. Merchants refusing to detail their wares are turned around and escorted out of the mountain.

> A scrawny, little man in an oversized robe scribbles furiously into a huge book. His wire-rimmed glasses continually slide down his crooked nose as he writes in a strange shorthand. He looks up and asks your group what you have as wares to declare.

At night, the stool and desk are bare, the records tome is removed and stored in some secret place within the mountain.

> The statue of an attractive yet cruel-faced woman stands near the wall between a pair of wooden doors on either side of the room. Her broad smile and narrowed eyes hint at both seductive and mischievous thoughts. This must be the goddess Egramish herself.

The single door at the southern end and the double doors at the northern end are locked both day and night (successful DC 14 Dexterity check with thieves' tools to unlock either). A lantern casts an eerie but bright light over the goddess's head.

3. Last Checkpoint

Two **heavy guards** (with AC 18 [plate]; see **Appendix C**) halt merchants in this area, forcing them to unload wagons and carts. Several staircases lie ahead and are impassable by horse or donkey. Surefooted goats can carry packages up the stairs, but larger beasts of burden are turned around to exit the mountain. Merchants without mountain goats often rely on porters and guards to safely transport their wares up to Whisperview.

> Two scarred, square-jawed guards pause merchants as they approach. They point to a sign over their shoulders, signaling for wagons and carts to be unloaded and wares to be carried upon the backs and shoulders of porters. The sign reads, "Several flights of stairs. No horses, donkeys, or oxen beyond this point."

The area is deserted at night. Two torches provide enough light to illuminate the staircase beyond.

4. Interrogation Room

> Four short stools and a small wooden table sit beneath a dirty oil lantern in the middle of the room. Three different statues of the cruel goddess Egramish can be seen in alcoves in the east, west, and south walls. A crimson stain on the table and nearby floor give the room an ominous feel.

This area is used by guards to question waylaid merchants and for priests to issue a final test to failed acolytes before determining their fate. Merchants caught smuggling religious contraband (that which goes against the goddess) are often fed to the trolls in **Areas 6** to **10**. Other contraband is confiscated and the merchants are barred from trading in Whisperview ever again.

Acolytes who fail in their studies, duties, or service to Egramish are given one last chance to show their value to the goddess (see the **Test of Faith** sidebar below). Failing their final test leads to the acolytes losing their hands and feet in this room before they are deposited in the great disposal pit in **Area 11**. The bloodstains on the table and floor leads to a secret door in the southwestern corner of the room.

The secret door is unusually challenging to open (succeed on a DC 19 Dexterity check). However, manipulating the three statues' heads by shifting them all to the corner of the room opens the hidden door. The southern statue's face appears seductive, the western face is obviously quite angered, and the eastern statue's visage is that of a stern disciplinarian.

Test of Faith

Acolytes deemed unworthy of their cause are brought before the three statues of Egramish to test their faith. When an acolyte is placed in the center of the room facing the southern statue, they are judged by the goddess with a series of rapid, mental images that either reinforce the acolyte's will or rip their sanity from them. The process lasts about five minutes. Unwilling acolytes are tied to a chair. The process does not begin until only one individual (the acolyte) occupies the room; guards must exit the room and wait outside. Upon the guards' return, the acolyte is either judged sane and returned to the fortress at the mountain peak, or ill-suited to service, whereupon they are maimed and disposed of in the great pit in the tunnels beyond the room.

5. Last Guard Post

Three human **veterans** are here to watch over the foul creatures in either direction beyond this area. Trolls live in the tunnels to the west beyond the temporary rock wall and dangerous flesh-eaters crawl along the disposal pit, seeking fresh victims. Occasionally, the trolls or creatures of the pit venture out beyond their areas. The seasoned guards here are tough enough to repel most wandering beasts.

> Three armor-clad soldiers stand across from a crude rock wall in the western part of the tunnel. A single torch provides enough light to see that the guards look ready for anything.

If the guards hear the characters coming, they charge and attack if they fail to identify themselves properly; only official personnel are allowed past the interrogation room (**Area 4**).

The wall is constructed in a manner that allows for a quick teardown to allow single entry through to the other side. Dwarves and others with knowledge of stone working easily recognize the meaning and purpose of the wall's construction. This simple access is used when guards want to feed lying merchants to the trolls. It takes but 15 minutes to stack or unstack the stones correctly. Any attempt to incorrectly unstack them results in a landslide of heavy stones that deal 3d6 bludgeoning damage to creatures within 10 feet.

6. Troll Offering

> Smooth, man-made walls quickly turn to a crudely constructed tunnel several steps beyond the rock wall near the guard post. The smell of rotting meat and offal fills your nostrils as you round a corner and find a large room ahead. The tunnel continues beyond the room opposite your location. Six chain manacles are staked to the floor in this area. Bones and stains surround each staked chain and manacle.

Closer inspection of the room reveals that human remains are near and around the manacles: blood, hair, bone, and remnants of flesh linger on the chains and manacles or on the rocky floor. Long and wide bloody footprints lead out of the room and into the opposite tunnel beyond.

There is a 25% chance that 1d4 **trolls** come to see if any "treats" have been left for them here. Thinking the adventurers a buffet, they attack the group on sight.

Each troll carries a pouch of shiny and valuable trinkets – 1d20 gp, 1d100 sp, and 1d4 small gems (25 gp value each).

7. Troll Wives and Children

> The sound of running water reaches your ears in this tunnel before you can actually see any. Distant grunts, growls, and groans in the dark beyond rise over the sounds of water just as you find the tunnel widening ahead.

Male trolls hide their wives, mistresses, and children in this area, away from rival clans and intruders from deeper within the mountain caves below this level (more details in **Area 9**). The trolls also hide a large chest of valuables in the northern end of the stream near where the water falls from the rock wall.

The female **trolls** (with 52 [5d10 + 25] hit points) fiercely protect their young from intruders. Although not as hearty as their male counterparts, the love of their offspring makes them desperate and ferocious foes.

Offspring are noncombatants and flee to the safety of their mothers or their fathers in the tunnel beyond if able.

Troll Offspring have the statistics of **trolls** with the following changes:

- They have 21 (2d10 + 10) hit points
- They have AC 13 (natural armor)
- They have no Bite attack and their Claw attack is +4 to hit and does 5 (1d6 + 2) slashing damage.
- Their Multiattack is making two Claw attacks.

The large chest requires a total Strength of 32 to pull from the streambed. Although unlocked, a hidden trap in the hinges within the chest flicks out a sharp, poisoned blade as the lid is lifted. The trap can be detected with a successful DC 14 Intelligence (Investigation) check. If the trap is triggered, the creature opening the chest takes 1d6 piercing damage and must make a DC 15 Constitution saving throw. On a failure, the creature takes 8d8 poison damage or half as much on a success.

Silver and gold coins cover and hide the greatest treasure within the chest. Under the 790 sp and 444 gp, a magical and intelligent battle axe lies waiting for its next owner (see **Helmsplitter** sidebar or **Appendix E**).

New Magic Item

Helmsplitter

Weapon (battleaxe), legendary (requires attunement)

Helmsplitter is a magical and intelligent battle axe forged in a forgotten dwarven smithy of old.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This bonus does not function when attacking dwarves. You gain a +2 bonus to attack and damage rolls made against trolls, ogres, orcs, and goblins.

Sentience. *Helmsplitter* is a sentient neutral good weapon with an Intelligence of 12, a Wisdom of 9, and a Charisma of 12. The weapon telepathically communicates with its wielder and provides its owner with fluency in Dwarvish, but cannot itself speak.

Personality. Helmsplitter urges its wielder to always speak with dwarven flair. It convincingly requires its owner to drink more than they should and to hoard wealth every chance they get (a successful DC 10 Wisdom saving throw, as needed, fights the urges).

Note that Gorbakalg (**Area 10**), the clan's leader, has no knowledge of this chest or its contents.

8. Troll Warrior Lair

At the moment, **6 troll warriors** (as **trolls** with AC 16 and 94 [9d10 + 45] hit points) await their leader's latest orders in this dank, filthy cave. While they wait for instructions, they are slowly and sadistically torturing a merchant the temple guards recently left in **Area 6**.

> Hideous laughter emanates from the darkness beyond the end of the tunnel ahead. A faint cry for help in Common is met with more laughs and sickening crunching sounds.

While two large troll warriors rip at the merchant with their hideous claws, four others lounge on rocks or the ground nearby, each amused by the mistreatment of the human merchant. The poor man is near death, with much of his insides already spilling out onto the floor and his limbs crushed by stomping troll feet. The characters have a chance to surprise the occupied trolls if they approach quietly.

Although the troll warriors prefer to bite and claw their foes with incredible ferocity, one of the two larger specimens loves to use his "lucky spear." That troll warrior has the following additional action:

+1 Halberd. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 16 (2d10 + 5) slashing damage and the target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

There is a 50% chance that one of the trolls tries to escape to **Area 10** to alert the leader of their clan.

A pile of dirty clothes, discarded gear, and human bones hides a

ruby pendant (250 gp value), a ***ring of protection***, and a bag of gold coins (77 gp). It takes at least 10 minutes of searching to find one of the three valuables (a total of 30 minutes for all three). A hidden scroll tube matching the color and texture of the surrounding bones holds a secret message meant for evil agents outside the mountain. It reads, "Miltotok has separated the triptych, hiding the two smaller panels in lost shrines. We believe he guards the center panel himself. Send help immediately and have them hurry!"

9. Entry into the Mountain Depths

A narrow tunnel leads down into further levels and warrens of other dark-dwelling races. Goblins, orcs, and other hostile races battle each other for supremacy. There is a 25% chance that a single **troll** maintains a watch over the tunnel from 50 to 100 feet deeper within the passage. Note that this percentage changes to 75% if a different race holds the large chamber below.

> The tunnel begins to dip noticeably, its descent drastic at times. Markings on the walls in various tongues hint at a great number of creatures that lurk and fight in the vast depths below the mountain.

The rocky, sloping passage stretches on for a great distance (nearly a half mile) before leveling off at a vast cavern with nine other exiting passages. There is a 50% chance that **1d6 trolls** hold the chamber, keeping their dominance of the caverns below the mountain intact. At any time, the trolls could lose control of the chamber, giving in to one of the other warring races for a short period of time. You should populate the chamber with whichever race you feel should control the labyrinth of tunnels below the mountain this day.

10. Lair of Gorbakalg, the Armripper and Legstomper

A separate lair for the clan's violent leader, Gorbakalg, a **troll chieftain** (see **Appendix C**) of massive size and strength, lies at the rear of this part of the tunnel system. From his pile of skulls, the troll directs his minions in awful deeds and heartless violence.

Read the following if Gorbakalg has not been summoned to support the battle in **Area 8** (amend the room description if the large troll has already been dealt with):

> Three large, natural steps ascend before you, terminating at a large opening at their top. Flickering light from within the area dances upon the topmost step while an odor of cooked meat drifts down into the tunnel. Wisps of smoke meander along the ceiling of the tunnel above you, slowly making their way southward. A sound like sharpening knives is clearly heard from within the cave.

Gorbakalg is preparing for a meal of roasted goblin limbs and eyeball soup. His cookstove has several pots and pans, each filled with hideous concoctions and awful recipes. Day-old dishes filled with meats of dubious origin and cold soups of indeterminable mushy organs fill the rusted cookery. The large troll will be found sharpening a wide butcher knife before a side table near the stove when the characters enter his abode. Additionally, there is a 25% chance that one of the female trolls is present, either assisting with dinner preparations or relaxing in the clan leader's bed.

Gorbakalg is a fierce combatant who is unwilling to concede his position of power or his hold on the lower parts of this mountain (**Areas 6** through **10**). He prefers to rip limbs from his foes and stomp on the legs of any foes who are knocked down nearby to deal massive damage with his massive feet.

The group finds a large, luxurious lair outfitted with many comfortable chairs, ornate tables, and other manmade treasures. In stark contrast to the rest of the well-appointed room, the rear of the cavern contains a pile of hides and dirty rugs the large troll uses as a bed. Next to it, a great pile of skulls offers Gorbakalg a place to sit while he rules over his clan. Although mostly piled with goblinoid skulls and bones, dozens of human, dwarf, gnome, and elf skulls are prominently placed for all visitors to see.

Characters searching thoroughly find a small box secured under a dining table, a chest within the pile of hides and rugs, and a steel case tucked behind the cookstove. The small box is filled with tiny rubies and emeralds (1d100 + 3d10, 10 gp each). The chest holds the full wealth of the clan — it is filled with 2,657 sp and 1,245 gp. Gorbakalg hid what he feels is his greatest treasure behind the stove. Although he cannot use it, he hides a ***wand of lightning bolts*** within a special case, hopeful to use it in trade someday.

11. Pit of Fleshy Decay

A large chamber with a deep pit is used to dispose of unwanted visitors and followers. Guards from **Areas 3** and **5** often bring the injured or dead to the pit where a lair of hideous creatures wait for their next meal.

> Before the tunnel ends, the overbearing stench of decaying flesh and dung washes over you, the slow air current pulling the awful odors at you in waves. The tunnel ends in a large cavern, the depth and height of which cannot be seen beyond your light. A narrow ledge to your right continues around the edge of the pit, descending in a circular pattern. Crimson stains along the edge directly in front of you suggest that many bloody victims likely were tossed over the side here.

Fragments of organs and bone can be found along the lip of the pit's edge and on the narrow ledge that wraps around the cavern. Characters may safely walk along the ledge to its bottom if unencumbered and not engaged in combat or difficult activity.

Any activity at the tunnel's end or on the ledge brings forth 12 hungry **carrion crawlers** (see **Appendix C**), centipede-like creatures with paralyzing tendrils who are capable of traversing surfaces at any angle. They quickly climb up the slick walls to secure their next meal: the characters.

The pit below is filled with the bones, clothes, and fleshy remains of thousands of victims. Most of the bones are picked clean, but the carrion crawlers do not like the taste of dwarves and gnomes, and, as such, their bodies were ignored and deteriorated on their own.

Those wishing to search the vast pit are likely to find numerous coins, weapons, armor, and other valuables. However, for every 15 minutes spent in the vile hole, characters must succeed on a DC 10 Constitution saving throw to avoid catching a rare disease created

from the creatures' digestive juices. If infected, a creature's flesh begins to deteriorate and it takes 1 necrotic damage per hour until magically cured. There is a 1% cumulative chance per 15 minutes to find a magical item or a considerably valuable trinket within the pile (percentage chance resets to zero once something is found).

Ascent in the Mountain of Whispers (Map B)

1. Directional Board

A great board of instructions and directions is found straight ahead of approaching characters. Hundreds of lines of fine print in black ink on the white-painted board is near impossible to remember for most.

> As the hallway reaches a sharp left turn, you are faced with a floor-to-ceiling board of fine print. A quick glance at the board hints at hundreds, if not thousands, of important rules for behavior and religious practice while within Whisperview. You get the sense that you will have to watch your step in the hanging village above.

Although characters are not required to read it fully (as no guards are present to ensure that they do), a quick read is encouraged. Most of the rules, from minor infractions to the murder of villagers, are punishable by banishment or small fines for each occurrence. However, any infraction or impertinence toward religious personnel results in torture and gruesome death.

The rules are not listed here, but you are encouraged to make up as many silly infractions as possible to hint at the difficulty of staying out of trouble in the mountain village. A few examples are listed in **Table A12: Infractions** as a reference.

Table A12: Infractions

Crossing your eyes at villagers results in a 10 gp fine.
Loudly laughing outside establishments or private residences results in a 10 gp fine per occurrence.
Gesturing rudely at villagers results in a 10 gp fine.
Sticking your tongue out at guards results in permanent banishment from the mountain.
Crossing the path of guards results in permanent banishment from the mountain.
Openly discussing deities other than Egramish is punishable by death.
Excessive staring at acolytes, handmaidens, or priests of Egramish is punishable by death.
Killing a villager for any reason results in permanent banishment from the mountain.
Delaying the business or impeding the travel of a servant of Egramish is punishable by death.
Causing injury or harm to any of Egramish's devoted servants is punishable by death.

And many more rules, both ridiculous and severe!

Additionally, directions to temporary storehouses (**Areas 3** and **4**) and rates of use are listed at the bottom of the board. Merchants may rent a shelf of space for 1 gp per day and up to 10 shelves at a time per merchant. Each shelf holds approximately 10 backpacks or large sacks worth of supplies.

Note that from this point through to **Area 9**, the halls are well lit with torches and lanterns.

2. Confiscated Goods Warehouse

> A simple sign upon a pair of great wooden doors on the eastern wall reads, "Confiscated Goods." Three large chains, each with an intimidating padlock, secure the doors. Otherwise, the hallway appears empty.

Keys to the locks are found with the guards at **Area 9**. The locks may be picked with a successful DC 13 Dexterity check with thieves' tools. The interior of the large room is filled with shelves upon shelves of contraband and "illegal" goods. Most of the bags and chests on the shelves contain religious items for deities locally recognizable and of unknown origin. Thousands of different holy symbols, scrolls, and books of divine teachings, and symbol-stitched apparel have been stashed here for years. What the priests of Egramish plan to do with the confiscated items is anyone's guess.

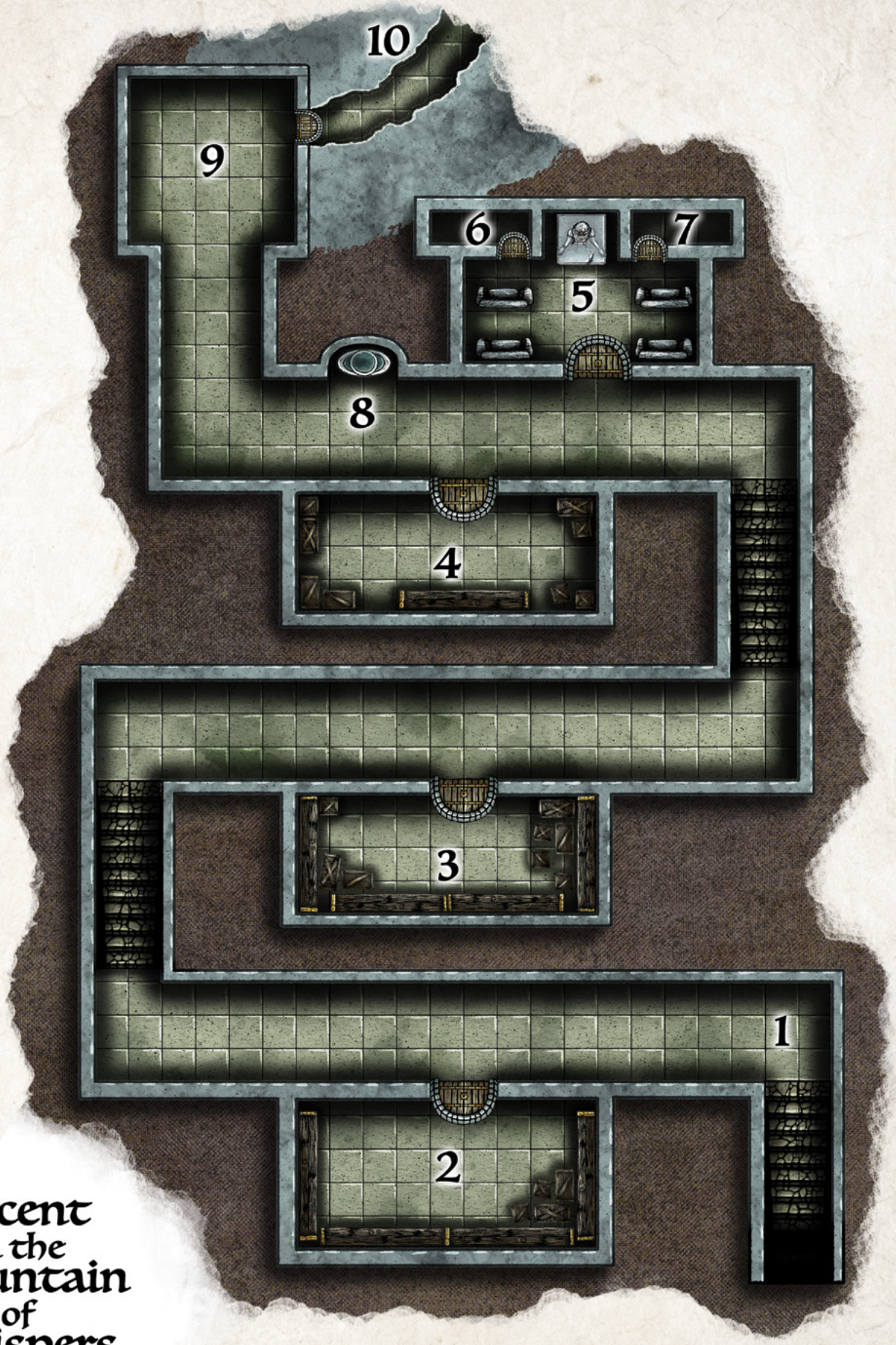
> Bags upon bags on countless shelves are spilling with holy symbols, totems, and parchments. It looks like many years of confiscated religious items have been stored here. Only a few shelves remain empty. Several crates in the back of the room look to contain old bottles and flasks.

Characters that take the time to search the room may find a few dozen expensive bottles of wine or containers of rare and valuable spices. Although there are thousands of holy symbols and religious devices, none are valuable. Confiscated religious materials of valuable metals (gold or silver) are melted down in the fortress at the top of the mountain.

Although no guards are present within this room, those passing by find the locks and chains disturbed and may enter to see if all is well. Guards from **Area 9** are suspicious as, generally, they are the few allowed in the area and often accompany guards from other areas when they leave confiscated goods.

3. Inbound Temporary Storehouse

Merchants wanting to store excess goods temporarily before they enter Whisperview may rent shelf space in this large warehouse. During the day, a single **heavy guard** (see **Appendix C**) stands outside the door, tasked with keeping an eye on travelers as they pass through the halls, secure shelf space, and retrieve their goods. An old **acolyte** sits upon a stool opposite the guard and is responsible for the monetary transactions for the warehouse. The warehouse is closed during the night.



Ascent in the Mountain of Whispers -Map B

Read the following if the characters approach this area by day:

> Wide, double doors are flanked by an armor-clad soldier and a white-haired, bent acolyte on a short stool. The old man has a large tome upon his lap and a feather quill in one hand. A sign on the door reads, "Inbound Storage. 1 gp per day per shelf. Ten shelf maximum."

By night, the doors are locked with a single chain and padlock, and both the guard and acolyte are gone. The padlock may be picked with a successful DC 13 Dexterity check with thieves' tools. Read the following:

> A thick chain runs through the door handles of a pair of wide doors and is firmly secured with a large padlock. A sign on the door reads, "Inbound Storage. 1 gp per day per shelf. Ten shelf maximum."

Hundreds of carefully arranged shelves are found beyond the doors. Most are filled with boxes, bags, sacks, and small chests. The warehouse is rarely full — at least 20 or more shelves are empty on most days. Inbound merchants who need to store their excess goods safely before their trip into Whisperview use this area. Merchants make numerous trips back and forth between this warehouse and the village during their stay to secure goods to sell to different vendors and shops.

By day, several youthful and old **acolytes** are here assisting merchants with their wares. Merchants must see the bookkeeper at the door to record deposits and withdrawals and to pay storage fees. By night, the area is dark and empty of workers.

The bookkeeper keeps a chain and key under his robes for the wall lockbox just inside the doors. When payments are made, the bookkeeper records the information and places coins in the wall lockbox through a coin slot between two large stones. At night, the bookkeeper retrieves the coins and deposits them in the temple coffers (**Area 5**). The lockbox may be picked open with a successful DC 14 Dexterity check with thieves' tools.

There is a cumulative 1% chance per half hour of searching of finding something of great value upon the shelves. Most items found here are foods, wines, and supplies for various shops in the village.

4. Outbound Temporary Storehouse

This area is designed much like **Area 3** and operates on the same day/night cycle. The difference is that the items stored here are goods *acquired* in Whisperview. The sign on the doors read, "Outbound Storage. 1 gp per day per shelf. Ten shelf maximum."

Shelves are not nearly as full in this warehouse as those in **Area 3**. There is less of a need to temporarily store items purchased in Whisperview as most goods sold are used by the villagers themselves. All but a handful of shelves are empty. Fewer workers are found here during the day as the demand is considerably less than the inbound warehouse.

At night, this warehouse is locked and empty (successful DC 12 Dexterity check with thieves' tools to unlock). However, there is a 10% chance that the warehouse is being searched by 2 **heavy guards** (see **Appendix C**) looking for smuggled goods or messages coming from dissidents in the village.

5. Temple of Her Unyielding Grasp

The first of the many faction temples of Egramish is found within this level of the mountain. Although mostly used by acolytes and guards who serve at the lowest level of the mountain, the temple is open to visitors during the day. A dozen stone benches face a great statue of Egramish in an open western alcove.

Read the following once the group enters the temple:

> Through the gilded doors, you enter a vast room filled with long stone benches all facing west. A curved ceiling painted with frescoes and murals of unworthy servants clutched by a beautiful yet angered goddess peaks at the centermost point. A large statue at the far end of the temple is that of a wondrous female form clutching two nude, wretched men by their necks in her outstretched hands. The statue, which you assume is created in the likeness of the goddess Egramish, is clothed in a simple, thin frock — the statue's creator leaving nothing to the observer's imagination. Simple wooden doors on both sides of the alcove stand closed.

The temple interior is clean, swept free of dust, dirt, and debris. During the day, **acolytes** scour the walls, benches, and idols, removing even the slightest blemishes. A small wooden table at the feet of the massive idol of Egramish holds simple items for the twice-a-day services (at dawn and dusk). No more than a dozen worshippers are found here at any time, and rarely any outside the service times.

Good characters feel dread and anxiety when they enter this and any other temple in the mountain. This should be an early sign of Egramish's evil hindrance to the divine channel of their own gods. If good characters even glimpse the face of Egramish (1-in-6 chance when looking at the statue, 1-in-20 while looking elsewhere), they feel as if something or someone is tightly grasping their neck and choking them, making it hard for them to breathe. The feeling passes if they succeed on a DC 10 Wisdom saving throw. However, a failed saving throw indicates that a spectral hand of Egramish continues to squeeze the throat of the character, reducing their movement by half until an hour passes after they leave the temple.

A gold and silver coffer under the table holds the coins from worshipper donations. At night, the coffer is emptied into a larger chest in the head priest's room (**Area 7**). Throughout the day, the coffer contains 1d100 sp and 1d20 gp. The coffer itself is worth 100 gp.

Makeshift cots are found in the northeast corner of the temple at night, placed here for travelers stuck in the tunnels after hours. A modest donation for their use is encouraged (but not required).

6. Acolyte Quarters

Eight **acolytes** of this temple faction aid the head priest of the faction in temple duties and assist with warehouse work as needed (**Areas 3** and **4**). At night, they rest in this small, rectangular room.

Eight simple beds in a line along the west wall provide a crude but functional bedchamber for temple staff. Several black and red robes hang from pegs near the door. Two small tables and 10 stools fill the other half of the rectangular space.

Also read the following the characters enter this area at night:

Each bed is filled with a sleeping form under ragged blankets and dirty sheets.

Unless the characters make a considerable racket, the overworked acolytes sleep the evening hours away. Each acolyte is trained to physically choke foes — each of their hands is strong enough to break wood planks. Acolytes gain a +1 to hit and +2 to damage when choking victims.

7. Head Priest of Her Unyielding Grasp

When not in service, **Agonizer Yol-kithil** (see **Appendix C**), the head priest of the temple, spends hours within his private chambers studying, plotting against other factions, or in reflective meditation. He is quite devoted to the goddess and worked diligently to achieve his current position. Unlike other priests who dream of expanding their temples to the mountain summit, Yol-kithil and his faction benefit from the constant flow of coins from the nearby warehouses. To give up the warehouses would be to give up incredible income for the temple.

You immediately notice a well-appointed room with comfortable furniture and large wall-hangings. A single bed at the far end of the room hints at a single occupant. A table with two high-backed chairs, a wardrobe, and an ornate writing desk piled with books completes the furnishings in the area.

Also read the following if the characters enter this area at night:

An old man in the bed looks up from his book, his face turning quickly from surprise to anger.

Yol-kithil's rank of Agonizer means that he has mastered one cantrip specific to his faction that he can cast at will every round. Upon springing from his bed, Yol-kithil targets the nearest foe with *gasping breath** while he draws a ***rod of spectral force**** from his side table. Although he is not wearing his plate armor, a ***medallion of Egramish's protection**** under his bedclothes is blessed by Egramish and provides an enhanced Armor Class. A magical mace hangs near his priestly robes on a hook near his bed. The red-handled, ebony weapon is a ***+1 mace***.

* See **New Magic Item and Spell** sidebar or **Appendices D & E**.

New Spell and Magic Items

Gasping Breath

Transmutation cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: 1 round

You summon an invisible, spectral hand to choke a creature. The creature must succeed on a Constitution saving throw or have disadvantage on attack rolls until the end of its next turn.

Rod of Spectral Force

Rod, very rare (requires attunement)

The rod is two feet long with an end made to look like a shimmering silver hand. While holding it, you can use an action to expend 1 or more of its charges to send a wave of telekinetic energy at 1 or more targets within 20 feet of you. You may use more than one charge per target and may expend up to 3 charges. Each target must make a DC 15 Dexterity saving throw. On a failed save, a target takes 3d6 force damage per charge used on it, is pushed 5d6 feet away from you, and is knocked prone. On a successful save, a target takes half as much force damage and is not pushed or knocked prone.

The rod has 12 charges and regains 2d6 expended charges daily at dawn.

Medallion of Egramish's Protection

Necklace, rare (requires attunement by a cleric of Egramish)

When you wear this medallion, your base AC is 16 plus your Dexterity modifier.

The priest takes 10 percent of his earnings from the temple and warehouses and invests it in ornate paintings, tapestries, and sculptures. The room is filled with 2d10 + 5 pieces of valuable artwork. The most expensive piece is a nude marble idol of Egramish that is rumored to have been touched by the goddess herself. Although its value seems minimal, other faction leaders would pay 10,000 gp for the idol. They cannot steal it themselves, but if stolen by non-believers, it can be purchased without gaining disfavor from the goddess.

A small silver box of gold coins hidden in his wardrobe is for emergencies or discreet payments to unsavory types in Whisperview. The box contains 200 gp and is worth 50 gp itself.

8. Fountain of the Broken Man

Clean, enchanted water flows from a fountain in a small alcove in the eastern wall of this hallway. When consumed by evil characters, it heals 1d8 + 1 hit points. It does not affect neutral characters and deals 1d8 + 1 poison damage to drinkers who follow a good god.

> If not for the sound of trickling water, you would have missed the small niche in the wall of the hallway. A sculpted fountain peeks out of the shadow of the alcove, with its thin stream of sparkling clean water barely visible. Closer inspection reveals a grotesque sight: An alluring female form rides upon the back of a crawling man who is in anguish and pain. His back and limbs are clearly broken and her wide smile hints at her role in his suffering.

The water spills into a marble bowl that drains to parts unknown below the mountain.

9. Last Guard Station

Soldiers stationed here are responsible for controlling entry and exit into the ancient and natural tunnels of the mountain. The guards halt merchants and their porters here until other groups leave or enter, sometimes holding groups up to 30 minutes before letting them continue. Four **heavy guards** (with AC 18 [plate]; see **Appendix C**) are present, day or night, always keeping the doors to the north locked (successful DC 13 Dexterity check with thieves' tools to unlock).

> Four veteran soldiers stand ready at their posts near the northern door. A set of large brass keys hangs from the belt of one of the guards.

Read the following if the area is entered at night:

> Seeing your approach, the soldiers jump into defensive positions, their long halberds readied. The soldier with the keys yells out, "How did you get in here at night? No one is allowed passage through here until morning!"

If the characters provide a plausible reason for their night travel, the guards relax their positions. The lead soldier recommends they return to the temple (**Area 5**) for the night until the doors are opened the next morning. Refusal to leave results in the characters' arrest (or death). However, as with many of the soldiers of the mountain, a simple bribe of 100 gp likely opens the doors for a moment.

10. Start of the Circular Mountain Trail to Whisperview

The area beyond the last guard post becomes a long, curved tunnel that circles its way up to the next level of the mountain, where it enters the lowest part of Whisperview. Stretching nearly six miles, the tunnel between **Area 9** of **Map B** here and **Area 8** of **Map C** is unpoliced. **Heavy guards** (see **Appendix C**) may be found moving between locations, but none are ever in fixed, assigned positions, except by chance or when on alert for trouble. Thieves, assassins, and scheming creatures from deeper tunnels hide in the shadows and darkened side passages, waiting to rob and murder small groups that appear weak or unprotected.

Torches and lanterns are rarely found and are spread far enough apart to be almost useless. Groups need their own light sources to spot trouble and treachery in the tunnels to Whisperview. Periodic signs let travelers know how close they are getting to the tunnel's end.

Each of the numbered locations between **Areas 1** and **8** of **Map C** is several hundred feet to a mile apart. See the map for details.

Characters have a chance of encountering other travelers in the tunnel every 30 minutes.

Tunnel Encounters

1d20	Encounter
1	2d4 + 1 Thieves (as **spies**) attempt to rob the group, starting with ranged attacks.
2	2d6 + 1 Fortress soldiers (as **heavy guards;** see **Appendix C**) moving to their next post. There is a 25% chance that they are looking to make trouble for travelers.
3	A merchant left alone with his wares. His porters either ran off scared or with stolen goods. He needs help!
4	A group of zealous **underpriests** is traveling to their temple and stop to ask the group about their faith in Egramish. Unbelievers are punished. (Each acolyte is a cleric of level 1d4+3.)
5–20	Nothing encountered.

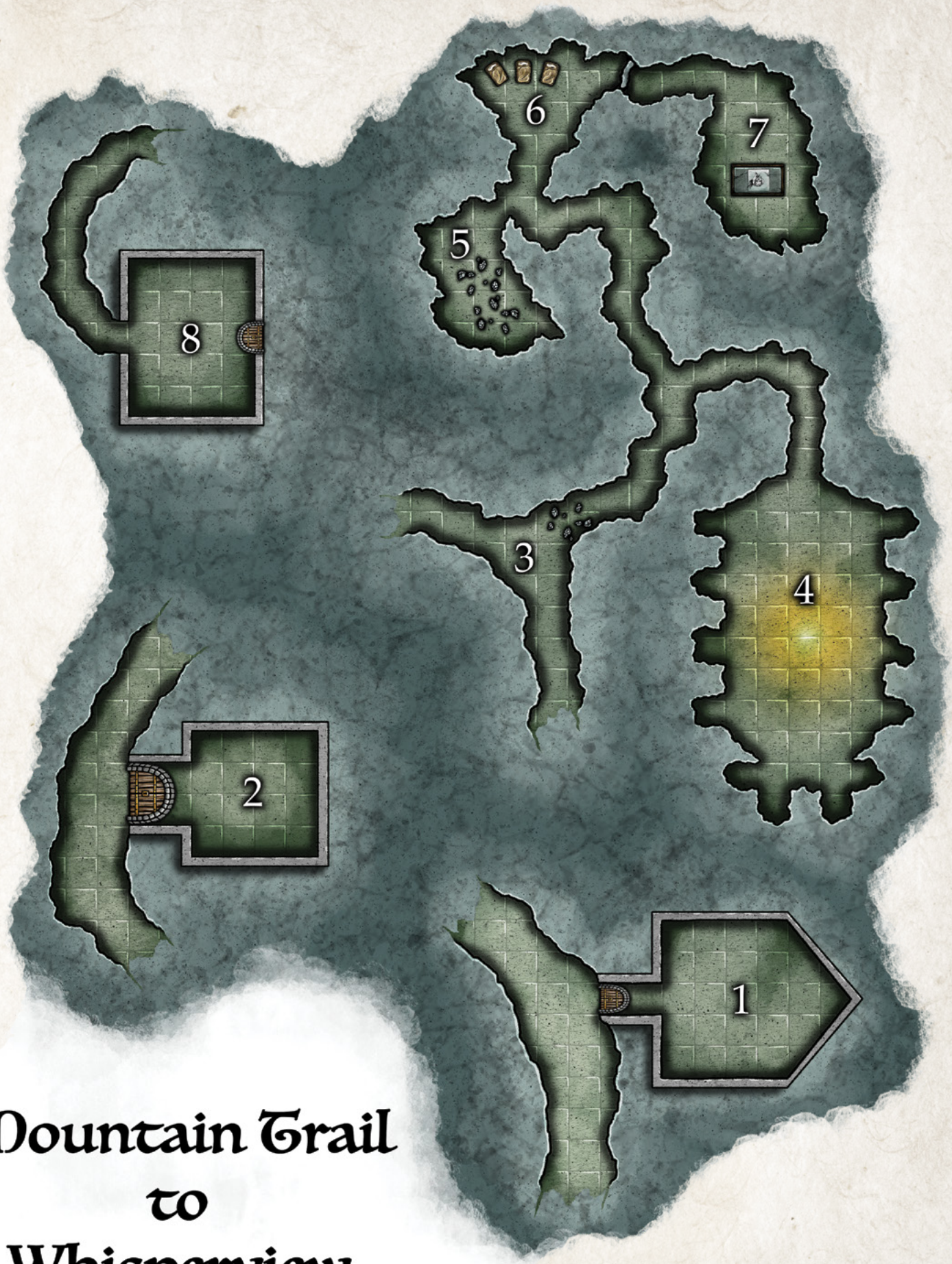
Circular Mountain Trail to Whisperview (Map C)

1. Temple of Her Clenched Fist

A relatively small temple faction, the priests and acolytes of Her Clenched Fist are combative and violent. They rarely speak to outsiders or even to other faction members. Their temple doors are always locked (successful DC 15 Dexterity check with thieves' tools to unlock) and guarded by warrior-acolytes who punish the inquisitive and murder the uninvited.

Read the following when characters arrive at the closed doors outside the temple:

> Gilded double doors are accented with a multitude of three-inch ebony spikes, and bloodstains are set into the tunnel wall. A large sign over the doors reads, "Temple of Her Clenched Fist." A stone wall relief just below the sign depicts an attractive warrior striking down much smaller humanoids with two great fists. The warrior appears to be a depiction of the goddess herself. A rope with a metal ring at its end hangs near the rightmost door.



Mountain Trail to Whisperview

- Map C

If the rope is pulled downward, a bell rings deep within the temple. Within a few seconds, the doors are flung wide and a pair of armor-clad **underpriests (**with AC 18 [plate] and special maces) burst forth through the portal. Their eyes and expressions are rage-filled and angry. The two acolytes set upon the characters as soon as they are seen.

Each underpriest is equipped with a special mace that can be used one- or two-handed. Each mace has a giant fist at the end made of blackened steel and has the statistics of a warhammer.

Other underpriests from within the temple run to the fray, eager to have the chance to crush uninvited visitors. An additional 1d6 + 2 underpriests arrive in 1d4 combat rounds.

Once the doors are open and the group can clearly see inside the temple, they find a wide, high-ceilinged space with a white-and-black marble statue of Egramish at the opposite end. Instead of benches or cushions for prayer, worshippers use a four-foot-deep central pit to demonstrate their prowess to the goddess. Each worshipper fights four underpriests and is only allowed out of the pit once one of the underpriests is knocked down.

Since the underpriests are constantly in battle with themselves, worshippers, and unwanted visitors, they appear badly bruised and bloodied. The most revered of the priests have purple and yellow blotchy skin from the numerous beatings received at the hands of other priests.

There is a small chance (10%) that **Agonizer Aaltansor** (see **Appendix C**), the head priest of the order, is present in the temple when the characters arrive. Note that he has been spending most of his time with the warlords and commanders in the camp at the base of the mountain. Many of his entourage are with him in camp; the temple is lightly populated with the rest of the acolytes of an already thin faction.

If Aaltansor is present, he joins in any frays that start between his acolytes and unbelievers. As the head of his faction, he is blessed by Egramish with a unique cantrip that he can cast at will. He casts *fist of the goddess* (see **New Cleric Spell** sidebar or **Appendix D**) on one target in range, usually on the closest adversary to himself.

New Cleric Spell

Fist of the Goddess

Transmutation cantrip

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 round

You summon an invisible spectral fist and place it squarely in front of a creature. That creature must succeed on a Strength saving throw or be unable to move closer to you until the end of your next turn.

Egramish's statue has been designed in a warrior's stance, the goddess's enlarged fists up and ready for sparring. She wears a thin coat of tight-fitting mail that clings to her athletic form. The goddess's hair has been carved as if strong winds were rushing directly at her face. Although most of the statue is of white marble, her fists are made purely of black stone. Any unbelievers gazing upon the statue for too long (30 seconds or more, or when searching) may suffer from an unseen punch being dealt to them, square in the chest. Those affected must succeed on a DC 14 Wisdom saving throw or take 3d6 psychic damage and be knocked prone. Onlookers see those attacked in this manner knocked backward from an invisible assault.

A secret niche in the heel of the right sandal of the statue holds a clay jar filled with gold coins, silver bars, and black diamonds. There are 375 gp, 10 silver bars worth 100 sp each, and 2d100 tiny black diamonds valued at 1d2 gp each.

2. The Welcomed Stop

Although an odd place for a tavern along the dark trail to Whisperview, a safe stop for travelers seeking a respite from the long walk may feel appropriate. Burly bouncers ensure no mayhem starts in the tavern, and the barkeep, a former gladiatrix, tolerates absolutely no misbehavior.

> As you trudge along the dark tunnel, winding ever upward and around, a bright light ahead comes into view. Flickering light streams from a wide door thrown open into the tunnel itself. Once closer, you see a crudely painted sign over the door that reads, "The Welcomed Stop." Two half-ogres grasping small clubs stand near the doors and suspiciously eye your approach. The sound of laughter, music, and clattering plates and cups emanates from within the well-lit establishment.

The 2 **half-ogre** bouncers will not prevent characters from entering. They strongly dislike acolytes, priests, and soldiers of the mountain, and likely try to prohibit their entry most days. Whisperview villagers, merchants, porters, and travelers of all sorts come to the Welcomed Stop for excellent beer, decent food, and enjoyable music.

Welcomed Stop Menu

Elfblood Wine (not really elf blood)	1 gp
Gilded Ale	1 sp
Flintberry Mead	5 sp
Grugg (weak ale)	2 for 1 sp
Cross-eyed Dwarf (strong whiskey, short glass)	1 gp
#1 Cruel Gruel	1 sp
#2 Loaf of Abbey Bread, Small Block of Green Cheese, Glass of Cursed Goat's Milk	10 sp
#3 Ox Steak and Taters	1 gp
#4 Baked Stirge, Stuffed with Mushrooms and Fried Grubbs	1 gp
Rest in the Common Room	1 gp per person per night

Two bards play dueling songs, each taking requests from the crowd to continue or to cancel the other's tune out with a new song. A silver coin starts a new song when tunes end, but a gold coin must be paid to cancel the opposing minstrel's current tune. At the end of the night (2 a.m.), the bards pay their fee to the barkeep, split the remaining coins with each other, and leave the tavern for their homes in Whisperview.

Ursnaga, the scarred ex-gladiatrix and veteran barkeep (as a **gladiator** with AC 15[+1 studded leather] and a +1 mace[+8 to hit, 2d6 + 5 bludgeoning]), and her crew of six barmaids serve food and drink to paying customers. Any travelers who linger too long without purchasing items from the menu are asked to leave. Two additional **half-ogre** bouncers patrol the tavern's interior, taking unquestioning direction from Ursnaga when trouble begins.

Travelers may rest in the rear of the common room during the tavern's "quiet time" between 2 a.m. and 8 a.m. after paying their fee to Ursnaga. The bouncers continue to patrol the interior and front door, and food and drink may still be purchased during the brief respite. Ursnaga retires to her private room behind the bar, but two barmaids are available to take orders from those wishing to eat and drink. The bouncers try to enforce a more subdued tone from patrons; those unwilling to follow their direction are ushered out of the establishment.

Any bad behavior (e.g., stealing, fighting) brings the wrath of the former gladiatrix and her dedicated thugs down upon wrongdoers. Ursnaga herself wades into frays, wielding her gleaming mace like a demon.

If violence in the tavern gets out of hand, Ursnaga uses her secret weapon: The ceiling of the tavern is rigged with a gas release mechanism that can be activated by a lever behind the bar. When the lever is pulled, gas globes drop into the room and burst, affecting all within. Every patron must succeed on a DC 18 Constitution saving throw or be paralyzed for 15 minutes. Paralyzed creatures may repeat the saving throw at the end of each of their turns. All of the tavern staff are immune to the effects of the gas. Paralyzed troublemakers are tossed out into the tunnel and denied re-entry.

The veteran barkeep is a useful source of information if properly paid. See the **Information Table** below for useful details. For each 10 gp she is given, she provides another bit of information.

Information Table

1d10	Information
1	The mountain fortress is buzzing with activity, and rumors of a powerful new acquisition have the acolytes and priests energized with renewed zealotry. (True)
2	The disappearance of a prominent Whisperview citizen has the interest of the village guard and the high temple priests. How unusual! (True)
3	Several spies were recently captured in Whisperview. Their public execution in the fortress temple was a spectacle to behold. (True, but the two the party is looking for were not among them.)
4	An ancient horror was inadvertently released from a buried tomb in the mountain and is loose in the tunnels. Beware! (False)
5	Dark denizens below the mountain have finally gathered in strength and plan to assault the village of Whisperview soon! (False)
6	One of the barmaids of the Welcomed Stop may be in league with outsiders who plan to rid the mountain of the goddess. (False)
7	Some say that the furious digging and unusual acolyte activity in the tunnel closer to Whisperview are parts of a secret plan to hide something. (True)
8	One of the high priests of Egramish is an unbeliever! (False)
9	One of the bouncers saw an armed group of fortress soldiers and priests carrying a small, covered item toward the high temple. (True)
10	Several shopkeepers in Whisperview run an underground smuggling ring that moves stolen temple artifacts out of the mountain. (False)

3. Recent Tunnel Work

Hidden in the dark shadows of the tunnel, this area may be missed if characters are not actively looking for anything out of the ordinary (passive Perception 14 required). The right side of the tunnel was recently reopened.

> You almost missed the rubble and strange crack in the wall to your right as you pass by. It appears that work was recently done to the wall, either to repair damage or to reopen an old passage. A quick look tells you that a long space is beyond the narrow opening.

Further searching discovers hundreds of footprints beyond the rubble-strewn entrance in an ancient tunnel. The stonework within the hidden passage appears old and crude, as if made by untrained hands of long ago. Four trusted temple soldiers (as **veterans**) keep watch over the area between here and the hidden passage split close to **Area 4**. They are tasked with keeping all but high priests and a handful of known acolytes from entering the tombs beyond the entrance. All others are considered trespassers, and orders are to detain or eliminate those who are not allowed entry. One of the soldiers may run to **Area 7** to fetch acolytes and the priest there (25% chance) if the characters overwhelm the guards.

4. Ancient Tomb of the Unborn

Ancient temple texts reveal that Egramish, before her ascension to a goddess, birthed many stillborn children. She was never able to bear living children during her days in this world. Each child was buried in this tomb, but the goddess's hatred and sorrow keep them from ever moving into the afterlife.

> Your skin crawls as you approach a crude, rectangular room lit by a single lantern hanging from the ceiling. Something evil and malevolent lurks here — you can feel it.

Read the additional text below if the characters enter:

> As you step into the area, your light sources (and enhanced vision) seem to fade to near ineffectiveness. The dimly lit lantern of the room provides little help with visibility. Your eyes barely pick out a total of 12 niches in three of the walls, each equidistant from the others. The interiors of the niches are drenched in shadow. You will have to move in farther to get a closer view of what is inside.

As hinted above, those with darkvision are temporarily stripped of their enhanced vision upon entering this area. As characters enter, they find that their own footsteps are the first to disturb the dust of the floor for some time. If any character moves within five feet of a wall niche, the occupants of all 12 tombs — deformed and grotesque unborn children — crawl from their holes. Each has continued to grow some after their birth, fed and nurtured by the hate of their evil mother. The children are 12 two-and-a-half-foot-tall **wights** (with 30 hit points each).

Although they pursue fleeing characters, the child-wights' power weakens considerably outside their tombs. They return to their wall niches within 1d4 rounds of pursuit. Egramish feels the pain of the final death of any of her children if they are destroyed and immediately communes with High Priest Miltotok. He sends soldiers from the fortress temple to investigate.

Each child was buried with a small fortune in gems and jewels. The tiny bed in each tomb is made from a silk sheet sewn with hundreds of rubies, emeralds, sapphires, topazes, and amethysts. Although the silken sheet has deteriorated over time, the gems remain in the shallow bowl of their resting place. Characters can find 3d6 x 10 small gems, each valued at 25 gp. Additionally, each child-wight wears a jeweled necklace of gold and larger gems. Each is worth 2,500 gp.

5. Excavation Debris

All the rock and dirt from the excavation of the ancient fane nearby has been piled in this area. Additionally, the acolytes use several wooden buckets behind the pile of rubble to do their business.

2020

A large pile of rock and dirt in the center of the room looks freshly added to the area. Several discarded shovels and pickaxes are to the left side of the pile. The mixed smell of excrement and urine inches toward your nostrils, coming from somewhere within the room.

Characters may surprise a single **underpriest** (see **Appendix C**) using one of the buckets behind the pile (10% chance). The group may also hear digging from the west (**Area 6**, 50% chance).

6. Temporary Camp

Acolytes and priests of the fortress temple are tasked with excavating one of many secret fanes of Egramish walled off and buried for centuries. Two weeks of digging finally opened the passage to the shrine. The acolytes remain here to make the way wider and clearer for priests to pass through more easily.

Ten **underpriests** (see **Appendix C**) of several factions take turns in pairs widening the tunnel and moving excess debris to **Area 5**. All 10 can be found asleep upon simple bedrolls only in the early morning hours. By sunrise, they are back to work after a short meditation and prayer break.

The entrance to **Area 7** remains purposely hidden in case unwanted visitors of rival factions arrive unannounced. Treat the entrance as a concealed door.

7. Ancient Fane of Her Unending Malevolence

The faction of Her Unending Malevolence once used this small shrine as their main temple before moving it up to the mountain peak centuries ago. Once the final move was completed, this crude and simple shrine was retired by walling off its entrance and hiding it from the main tunnel.

The natural, narrow tunnel opens into a small cavern with a high ceiling. The area is well-lit and appears old in age. Lines of crumbling stone benches, unused for many a year, are before a rough-hewn altar and worn statue of a younger-looking goddess. A tall, gaunt man utters strange words before the altar as a giant armored soldier in glowing black plate armor and a short, robed acolyte look on.

The head priest of the faction just arrived here with one panel of the triptych and is beginning a trial ritual to see if he can neutralize the panel's good essence. Miltotok will attempt a full transformation of the three pieces once each panel is made neutral by the priests. **Tormentor Chrallus** (see **Appendix C**), the high priest of his faction, is certain he can perform the ritual to convert the panel as needed.

Achieving the rank of Tormentor, Chrallus is blessed with two cantrips (*blistering pain* and *blinding malevolence*, see **New Cleric Spells** sidebar or **Appendix D**) that he can cast each combat round. Each round, the priest may choose one of these two spells to cast, in addition to any action he normally would perform (including casting a spell of level 1 or higher).

New Cleric Spells

Blinding Malevolence

Enchantment cantrip

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 round

One creature you see within range must succeed on a Wisdom saving throw or spend their next turn making one or more melee attacks against their nearest ally. If no ally is present, the creature makes one or more melee attacks against a randomly determined creature.

Blistering Pain

Evocation cantrip

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: instantaneous

You cause one creature to succeed on a Wisdom saving throw or suffer great pain and take 2d4 force damage.

In addition to his magical gear, the high priest wears a ***special holy symbol*** (see **Appendix E**) given to him by Miltotok for his long service to Egramish. Only the highest, most worthy priests are given such gifts. The symbol is in the shape of an angry mouth and is made of solid gold. It has a magical property that allows the wearer to summon an **invisible stalker** once per day. Only those faithful to Egramish may use the symbol's magical ability. The device is worth 15,000 gp.

Chrallus is always attended by his assistant Ghrizlan and his bodyguard Hellites. Both are watchful for interruptions while the priest methodically works through the steps to the unique ritual. Ghrizlan is an accomplished **priest** (with the additional prepared spell *warding bond*) himself, and Hellites is the **veteran** (with 71 hit points and AC 20 [plate, shield]) of many wars. Both willingly give their lives to save Chrallus.

Additionally, Chrallus and Hellites wear matching keys on chains around their necks. Either key opens the high priest's chambers in the Temple of Her Unending Malevolence (**Area 9**, **Map Q**).

The leftmost panel of the ***Triptych of Transcendency*** is on the crude altar before the crumbling statue of Egramish. The ritual to neutralize the panel was nearly completed — the panel is weakened but not yet transformed. The blood-drained body of a pseudodragon, diamond dust, and a finger bone of the mortal body of Egramish are found around the panel on the altar.

Having been cleansed of goodness, the original triptych artwork has been replaced with twisted, foul imagery. Dozens of robed

priests with darkened hoods and hidden faces look up at the beautiful and terrible eight-armed goddess that floats high above them at the outer-left portion of the panel. The robed priests look on as a golden armored priest offers the goddess a sacrifice of our protagonist: the armored, female cleric. The protagonist should appear deceased. The high priest is obviously Miltotok.

8. Whisperview Checkpoint

The final area before the tunnel exit is guarded by four soldiers and is supervised by a decrepit **acolyte** who carefully records the comings and goings of travelers in a thick book.

> A seated, bent acolyte in gray robes toils away at a book while four soldiers watch for travelers to approach. As you near, the old man lifts his lidded eyes to you and utters, "Names and destination?" He and the soldiers await your response.

The old man takes any name given and records it in the book. His job is not to ensure accuracy but to record all who pass through the area. The 4 **heavy guards (**see **Appendix C)** are obviously bored at their post and care little for the assignment. However, any obvious lies or indignation spur them into violent action.

As the characters pass through the area and beyond the short tunnel to the north, they get their first view of Whisperview:

> A wooden platform juts out into the mountain air, ending suddenly before you. Several carved steps and iron ladders lead away from the platform in various directions. Signage nearby directs first-time travelers to Whisperview locations, most of which lie above you in a hanging village on the side of the mountain. A few small buildings and platforms are below you, but much of the population of the village resides in shacks, shanties, and tents above.

Chapter 2: Entering Whisperview

Stairs, ladders, and bridges stretch between the wooden and stone platforms scattered across the northern side of the mountain. More than 20 platforms of various sizes and depths protrude from the near-vertical mountain. Most platforms have commercial and residential structures, with village inhabitants usually living above businesses in small apartments. Very few villagers are wealthy enough to have their own standalone home.

Nearly 750 residents live within Whisperview. Most inhabitants serve the priests by securing necessary supplies to the training facilities and temples or by making idols and religious trinkets for outbound merchants to sell in the lands beyond the mountain. Shopkeepers and businesses also cater to visitors by providing rooms, food and drink, and gear for travel.

Youths of the village must make a choice for their future when they reach the age of 9: either enter service to Egramish as an acolyte or soldier or work for their family business. Egramish sees no difference in gender regarding acolyte service. However, females are born in Whisperview at a rate of 1-in-10 to males. Priests say this is due to the goddess's jealousy of other females.

Soldiers are found in plentiful numbers in the village. Guard stations and roaming patrols are found on every platform. Soldiers keep a watchful eye on villagers and visitors. Suspicious behavior is dealt with quickly, and many who find themselves on the wrong side of the law are never seen again. The rules for acceptable behavior change almost daily. Most villagers are timid and unwilling to take unnecessary risks, aware that the soldiers and priests of Egramish enjoy their bloody business of sacrifices and public executions. Every soldier carries a horn that they can sound when trouble arises.

A small faction of dissidents hides in secret within Whisperview, made up mostly of the angered siblings and vengeful parents of villagers snatched up by soldiers and priests and whisked away to a fate unknown and unpleasant. Orgov Yulutt, an innkeeper of the Bearded Goat (**Area 1**, **Map E**), leads the dissidents. It is unlikely he makes himself known to the characters until the group contacts Uuktah, the acolyte spy, who is also a member of the innkeeper's secret group. A small network of hidden mountain tunnels behind the Bearded Goat links several cellars together, which the dissidents use to communicate and travel in secrecy as needed.

The Black Rats (Dissident Faction)

This growing faction of dissidents is fast approaching 50 in number and has members from almost every platform of the village. The group seeks to overthrow the oppression of Egramish and her merciless priests to return the village to a more prosperous and peaceful time. Several prominent villagers are members of the group, including Orgov Yulutt (innkeeper of the Bearded Goat), Hegsel Vort (librarian), and Evol Forrnot (supplier). Members identify themselves to others with a subtle wrinkling of the nose three times.

The stone staircases are carved into the mountain itself and are steep and often slippery. Longer staircases have crude, iron railings, but shorter stairs have no barrier between the climber and a deadly fall off the side of the mountain. At night, the staircases are lit with lanterns every 10 feet. There is no illumination at night near the ladders. Travelers using this method must provide their own light source. Visitors to the village are surprised at the surety of the feet of residents as they climb the stairs and ladders at seemingly reckless speeds. Locals rarely fall from the village platforms — falling deaths that occur are usually drunk or clumsy visitors.

The Village of Whisperview (Map D)

1. Lower Whisperview Platform

When characters exit the mountain tunnel, they find themselves on this lower platform below the village. Three sets of stairs and four ladders stretch away from the platform, providing the characters with many options to navigate the hanging village.

> A sign that reads "Whisperview Square" points upward and to the left. Other signs point in various directions, listing several services, important locations, and historical sights. A sign pointing downward reads, "Refuse." Several ropes, chains, and baskets of different sizes hang from platforms above and around the platform, obviously used to quickly move items between levels.

If characters try, they smell rotting vegetables, meat, and human waste from below this platform. Much of the refuse of the village is sent to the depths below (**Area 5**) to be incinerated or discarded. Porters are the most frequent visitors here, carrying organic waste from shops and homes above to platform baskets that are lowered to the refuse facility below.

As the only exit from Whisperview to the floor of the valley below, merchants, porters, acolytes, and soldiers regularly pass through this area. Locals rarely descend to this depth unless risking a trip into the tunnel to visit the Welcomed Stop (**Area 2**, **Map C**), an evening at Garger's Desperate Edge (**Area 3**), or to work in the refuse building below.

Whisperview Locations

Left (east) and right (west) while facing away from the tunnel.

Location	Direction	Area
Whisperview Square	left	**28**, several platforms away
Refuse and Waste	below	5
Bearded Goat, Inn	right	**1**, **Map E**
Faction District	right	**24**
Temple of Her Penetrating Gaze	left	**29**, several platforms away
Fornot's Supply	right	**9**
Inn of the Blind Sisters	right	**8**
Dahl's Tavern	left	**16**
Library of Knowledge	left	**21**
Garger's Desperate Edge	below	**3**
Idolmakers	right	**25**
Artisan Place	left	**13**

2. Garger's Platform

A single ladder stretches to this lower platform, which is accessible only from **Area 1**. Most residents avoid the thieves, cheating gamblers, and prostitutes at Garger's establishment, leaving the place to visitors to lose their wealth and virtues.

> Descending the iron ladder, you see various charcoal and etched scribblings along the mountain wall. Hundreds of names intermixed with desperate warnings can be read as you make your way down the sturdy ladder. The smell of thick perfume, spicy foods, and spilled grog waft up from below, and raucous laughter quickly reaches your ears by the midway mark.

Garger, a notorious rogue and proprietor of illegal goods, runs a tavern and house of ill repute on the lower platform. He can be bribed for information but is extremely untrustworthy, willing to sell out characters for a few gold coins. His annual contributions to the fortress temple are substantial — and the main reason soldiers rarely descend to this platform.

Garger has the statistics of a spy with the following changes:

- He has a Dexterity of 17 (+3)
- He has 49 (11d8) hit points
- He has AC 20 (***bracers of superior defense*** [see **Appendix E**])
- He has the following new actions:
- ***+1 Shortsword.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage.
- ***+1 Dagger.*** *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d4 + 4) piercing damage.
- His Challenge Rating is 3 (700 XP)

The Village of Whisperview

- Map D

3. Garger's Desperate Edge

The two-story structure offers visitors a chance to get a drink, gamble, mingle, and do business away from the prying eyes of temple priests and ever-watchful soldiers. Only streetwise and savvy visitors exit the establishment unscathed — many gullible patrons are robbed, cheated, or even murdered upon their first visit to the Desperate Edge.

> A commingled mixture of pleasant and unpleasant smells emanates from the entry of this two-story building. Doors may have once been in the entry, but it appears an opening suffices now. A sign over the door reads, "The Desperate Edge." As you approach, a grotesque, two-headed creature exits and throws a drunken patron onto the platform. "Be gone with ya," he snarls. He grins at you just before he returns inside.

The establishment was given its name for its seating arrangement around the outside edge of the bar. Many stools and chairs are precariously close to the edge of a platform that lacks any railing or safety rope. The cost of drinks is less for the riskiest of seats. Those able to survive a night of heavy drinking along the edge can etch their names into the wall above the bar. Unfortunately, falling patrons are almost a nightly event. Those who visit regularly secure seats in the interior to minimize the chance of an accidental and deadly fall. To make things interesting, regular patrons enjoy buying drinks for newcomers, hoping the inebriated provide some entertainment along the dangerous edge of the platform.

Independent and contracted thieves (as **spies** or **bandits**) work the rooms of the tavern, looking to rob drunk merchants and unprotected visitors. There is a 50% chance that a pickpocket attempt is made on a character every hour they are within the establishment. Any fighting between characters and would-be thieves results in the characters getting thrown out. The **ettin** and 6 thugs (as **bandit captains**) act as bouncers and are none too gentle. The thieves can remain; Garger takes a percentage of what they earn every night.

The establishment is known for its improper and risqué evening shows of singing and dancing ladies. Chaste and virtuous characters will be immediately uncomfortable when the shows begin and will likely want to leave before too long. The shows become more inappropriate as the night wears on. Those who remain at the end of the show are solicited by the entertainers themselves.

The food and drink on the menu are surprisingly good, surpassing even some of the more proper inns and taverns topside. Treating servers decently ensures that the food is handled properly and without the risk of spit, dirt, or worse.

Desperate Edge Menu

Gilded Ale	1 sp
Grugg (weak ale)	3 for 1 sp
Cross-eyed Dwarf (strong whiskey, short glass)	1 gp
Trollgrog	1 sp (2 sp, for chunky version)
Burbleberry Wine	1 gp
#1 Leg of Goat, Charred, and Mushroom Pie	1 gp
#2 Speckled Owl Eggs and Hard Crust Bread	1 gp
#3 Mystery Chowder, Potato Bread, and Cherry Tart	1 gp
#4 Third Breakfast (bacon, steak, eggs, potatoes, bread) and Goat's Milk	2 gp

There are no rooms to rent or places to sleep at the Desperate Edge. Patrons are directed to one of the two topside inns if they need a room for the evening.

Characters wishing to talk to Garger need to bribe the barkeep with at least 100 gp to get his attention. Garger answers questions carefully to avoid incrimination or to reveal too much about the temples and their loyal followers. If bribed well (250 gp or more), he may answer questions about the dissidents or the schedules of priests within the village. If Garger feels that the characters can assist him in some way, he may entertain future business dealings with the group.

4. Garger's Private Residence

Garger's home is a neat and tidy structure made of clay and straw. The old rogue lives within several lavishly furnished rooms overdone with gaudy decoupage and gilded trim. The wealthy Garger spends much of his time here, working his nearby tavern only a few hours each day.

Ten trusted **thugs**, paid handsomely to prevent break-ins and assassination attempts, guard the house inside and out.

No one thug is in charge; Garger gives each of them a chance to lead the group for a week at a time to ensure they all remain loyal to him and each other.

Garger hides the bulk of his wealth in a floor safe under his bed. A triple-locked and trapped chest in a secret compartment contains 20,000 gp and another 50,000 gp in gems and jewelry. A hinge trap may be detected with a successful DC 18 Intelligence (Investigation)

check and disarmed with a successful DC 16 Dexterity check with thieves' tools. If triggered, the trap releases five darts dipped in deadly poison; the character opening the chest must succeed on a DC 16 Dexterity saving throw or take 10d8 poison damage and be poisoned for 10 minutes. Three successful DC 16 Dexterity checks with thieves' tools are needed to open the three locks. An additional 10,000 gp of art and trinkets are found throughout his home.

5. Waste and Refuse Collection Platform

Mainly staffed by ingenious gnomes, this large structure is used to collect and store all the organic waste of the village before incinerating much of it for heat. The gnomes also create "burn blocks" from salvageable materials that they sell back to residents.

> The stench of organic waste is almost too much to bear as you lower yourself down the mountain ladder. Small humanoids on the platform below scurry about emptying lowered baskets of refuse into larger collection bins that are subsequently wheeled into a dismal- and dirty-looking structure. They pay you no attention as you reach the bottom of the ladder.

The gnomes developed a system of magical and mechanical devices that turn organic waste into heat for the village in two forms. First, heat is piped into the lower platforms (up to **Area 22**) through a series of small copper pipes and ductwork. Second, for the upper portion of the village, the gnomes manufacture "burn blocks" that are waste materials compressed into small bricks that burn strongly for hours. The bricks are sold in various shops or directly from their facility here (by special arrangement) to residents wishing to keep their homes warm in the cold mountain temperatures. Sold for a silver piece, the bricks burn for 4–6 hours and smell bad to those who are new to their use.

An overseer approaches the characters to ask them if they need help once they arrive at the platform. They prefer not to have too many visitors, especially inside their carefully constructed and somewhat secret facility. Any hostility is met with an alarm that summons soldiers from above and 25 armor-clad **gnome warriors**. A gnome warrior has the statistics of a **guard** (with AC 12 and Speed 20 ft.) and with the following actions instead of its usual:

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

Fiery Sewage Pot. *Ranged Weapon Attack*: +4 to hit, range 25 ft., one target. *Hit*: 5 (1d6 + 2) fire damage and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature may repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

6. Whisperview Slums

The downtrodden, poor, and infirm reside in this congested complex of small apartments and ramshackle shanties. Most born in this awful place rarely achieve a better life elsewhere in the village and often die in poverty and despair in the same room in which they were born. Village residents who fall on hard times or lose favor with priests of Egramish often must move to this infested platform, which is overrun with starving villagers and bold rodents.

> Four armed soldiers watch over the staircase down to a platform that teems with children and people. The area below seems much different than other platforms in Whisperview. The closest guard looks at your group and says, "You sure you want to go down there? You might not be able to leave."

The group of 4 **heavy guards** (with AC 18 [plate]; see **Appendix C**) prevents most from leaving the platform unless they have proof of work or official business within the village. Those entering the slums should have written documentation that allows them to leave, or they may be prevented from returning through the checkpoint. Soldiers and priests rarely enter the slums for fear of sickness or an attack by platform residents. Porters are often allowed to drop off meager supplies on occasion without the need for official documentation.

Children swarm the characters when they arrive at the bottom of the steps to the platform. They mean no harm but overwhelm the group in sheer numbers, all asking for help, food, or coin. A few sneaky children try to pickpocket characters if they can. Adults venture closer once they realize the characters mean no harm. If the group hands out food or coins to the children, adults usher them away to find out what the characters want.

If characters are just exploring the area and have no business with anyone here, they are asked to leave. Resistance to leaving results in a multitude of angry adults and children slinging stones, excrement, and dead rats at the characters. Of course, they avoid real combat with dangerous weapons, scattering to doorways, windows, and holes in walls to avoid being injured.

Several members of the dissident movement reside or visit here, sneaking in or out by using the rope systems from the soldier platform above (**Area 14**) in the early morning hours or during shift changes. Dissidents use their secret sign (see **The Black Rats [Dissident Faction]** sidebar)to see if characters are here to meet with faction members. The unofficial leader of the platform (and Black Rat faction member) is **Harles Gumfurt**, a thin, bald man in his mid to late 30s. Harles has the statistics of a **spy**. He rarely trusts anyone and is even suspicious of characters using the faction signs. Only upon reading a written note from one of the other faction members will he display any semblance of trust.

Side Mission for the Black Rats

Harles has little information about the triptych panels for the characters; he is unaware of the greater machinations of the temple and is more concerned about the day-to-day survival and advancement of the residents of the slums. He mentions that he needs assistance in getting messages to the upper platforms and wonders if the group could assist the faction.

> "Well, you could give us a hand if you're able. I need to get messages to the Bearded Goat Inn, the library, and the supply shop about a shipment of confiscated supplies that we could use down here in the Slums. The proprietors of those places know what to do. They just need to be given the message."

If the group agrees, Harles tells them to memorize the following phrase: "Eyes are up not down, and two eggs are left unattended by the basilisks." (Translation: The priests are unusually focused on the fortress temple and are not watching their stolen supplies. In two days, they need to steal the supplies from the priests at the Temple of Her Penetrating Gaze.)
In exchange for their service, Harles promises to have one his own dig deeper into any whispers of hidden artifacts or secretive priest behavior. He should be able to find out something by the time the characters return.

No one has ever been able to get an accurate count of the adults and children living within the slums. It is estimated that more than 150 people squeeze into its inhospitable and unsafe conditions.

7. Lower West Platform

The stairs up to this platform are busy during the day as porters and merchants move to and from the exit platform and two frequented places of business: the inn and supply shop. At night, the stairs are mostly empty save for the occasional pair of patrolling guards or a drunken merchant.

> Wide stairs provide ample room for two-way traffic as merchants, porters bearing huge loads, guards, and residents move between platforms. The short stairs end with a view of a large inn and connected supply shop. Several cold-hardy trees and plants grow along the outer edge of the platform, where a tall fence helps prevent accidental falls.

A three-story inn is at the very western edge of the platform. A two-story building has a busy supply shop at the ground level and several apartments on the top floor.

8. Inn of the Blind Sisters

Expensive yet reputed to have the best food in Whisperview, the Inn of the Blind Sister is only a single platform up from the entrance to the village below. Merchants favor this inn over the Bearded Goat due to its proximity to the supply shop right next door.

> An open doorway provides your first view into the Inn of the Blind Sister, a well-liked and busy place. A human guard smiles as you approach, waving a hand to the door and inviting you to step in. Fiddle music and melodious singing pour from the windows and doors of the ground level. It sounds as if many people are having a grand time.

Merchants, porters, travelers, and even a few acolytes are seated at tables and the bar enjoying drinks, food, and good music. The barkeep is a blindfolded woman who seems to have no trouble moving about the bar and backroom. Depending on the time of day or night, the woman is either Hrega, Bhrega, or Threga, one of the three blind sisters who run the inn. They are so close in appearance that even regular patrons at the bar have trouble telling them apart. The three sisters take orders for food and drink but allow kitchen staff and barmaids to deliver and cook orders to patrons at tables.

A charismatic minstrel sings songs of great adventure and bold legends while playing his fiddle or harp. Reborto is well-liked by regular patrons and rarely plays anywhere else. He is talented and seems to never play the same tune twice. For a small donation, he takes recommendations from the crowd. His tip cap is always full of coins, and each night, after he ends his performance, the sisters pay him handsomely.

Ghissa Tumblefeet handles all room accommodations for the sisters. The halfling is proficient at managing the rooms and strives to ensure everyone has a good stay at the inn. She is pleasant until mistreated or disrespected; she then becomes unwilling to help offenders seeking a room for the evening, recommending that they look elsewhere. Rooms are always available for respectful customers.

Three human **heavy guards** (see **Appendix C**) — one at the door and two mingling in the crowd — are pleasant but are veterans of many wars and battles. They are talented, fearless warriors capable of dismissing unruly patrons.

Inn of the Blind Sisters' Menu

Gilded Ale	1 sp
Winterberry Wine (white), served cold	1 gp
Cross-eyed Dwarf (strong whiskey, short glass)	1 gp
Wine of the Goddess, served in a faux skull goblet (award-winning red wine)	5 gp
#1 Fried Goblinfingers	5 sp
#2 Slice of Lichenberry Pie, Aged Cheese block, and two Fancy Farm apples	1 gp
#3 Giant Tatoe stuffed with mushrooms, leeks, and nuts, drizzled with winterberry glaze	1 gp
#4 Large Trollsteak, two large tatoes, and a basket of fried mushroom strips	2 gp
#5 Owlbear Egg Soup (served cold), hard bread, and goats' milk	2 gp
#6 Imported Lambsteak, Baked Golden Tatoe, and bowl of sugar-dipped Lichenberries	10 gp
Single Rooms, no fireplace	1 gp per night
Double Rooms, fireplace	2 gp per night
Four-bed Suite, fireplace, chest, wardrobe, writing desk	5 gp per night, 2-night max.

Bustling with patrons, the inn is filled with many talkative locals and visitors who may have news or rumors about Whisperview. Roll on the **Rumor Table** once when any extended conversations with patrons occur.

Rumor Table

1d8	Rumor
1	Priests have been more secretive than normal as of late. (True)
2	The three blind sisters share a single lover. (False)
3	One of the guards at the inn is a Black Rat. (False)
4	Confiscated goods are often brought to the temples. (True)
5	The previous minstrel disappeared after he pressed Ghissa for attention. (True and false*)
6	It seems fewer merchants have been selling and trading in Whisperview these last few months. (True)
7	The Black Rats are kidnapping and killing acolytes, replacing them with their own ranks. (False)
8	Each of the sisters can see, their blindness is a hoax. (False)

* The minstrel, unable to persuade Ghissa to return his affections, left the inn but nothing nefarious occurred.

Most of the inn workers stay out of the politics and religious affairs within Whisperview. They have little to offer in the way of information outside the inn itself.

9. Forrnot's Supply

The most reputable supply shop in Whisperview, Forrnot's Supply frequently trades and buys merchants' goods to supply residents and temples with much-needed items. Most merchants deal with Evol Forrnot and his store rather than climb countless stairs to work with smaller and stingier shops in the upper and outer platforms.

A wooden placard lightly swings over the entrance to the business next to the inn. "Forrnot's Supply" is written under a simple line drawing of crates, barrels, and tools. Iron-barred windows suggest valuable items within. The place appears busy — several porters wait outside with empty or filled sacks, and wealthy merchants continually file in and out of the door.

Supplies of almost every type are plentiful in the shop, first and foremost focused on the village residents' needs. Customers find few weapons and no armor in the shop. However, items for homes and the most common adventuring gear fill the many shelves. Characters looking for items beyond rope, backpacks, oil, and sacks need to look elsewhere.

Evol Forrnot (statistics of a **thug** with a ***+1 dagger***) is an intense and focused negotiator, always pushing for the best deal to pass along to his regular customers, the residents of Whisperview. Profit is less important than helping the villagers with much-needed supplies at reasonable costs. He is assisted by two sons who work the counter and the floor of the shop. Axil Hammerbrow, a dwarven **veteran** with a ***+1 warhammer***, patrols the interior of the shop with an ever-watchful eye for thieves and less-reputable types. Axil deals with outsiders much more harshly than locals if any illegal activity occurs in the supply shop.

The shopkeeper quickly notices Black Rat signals from the characters if displayed within his sight. He ushers characters into a back room to introduce himself. He is extremely interested in the message from Harles Gumfurt (**Area 6**) if the characters relay it to him. He asks them to return the following phrase to Harles: "The pickaxe falls between the two stones." (Translation: He is ready to assist in two nights as planned.)

Additionally, Evol may have a challenging task for the group once he realizes they are on the side of the Black Rats. Frozl Kopo, a Whisperview resident and dissident faction member, has been detained by security in **Area 14** and awaits execution. The shopkeeper offers to trade a valuable magic item for his freedom — all the characters must do is outwit the guards and break him free from his cell. The guards at this particular security post (above the slums) are notoriously the worst of their kind. The group should be able to figure out a way to get Frozl out.

Evol stores a ***medallion of thoughts*** under a cabinet in his personal quarters behind locked doors at the back of the supply shop (successful DC 14 Dexterity check with thieves' tools to unlock). He saved it for special tasks or events but trades it to the characters if they free Frozl.

You should use the preferred materials of your choice for item prices and availability in this shop. Beyond simple hammers, daggers, axes, arrows, and bolts, no weapons or armors are for sale.

Ten small apartments are above the supply shop. Although small, these residences are considered luxurious due to their location away from other, larger platforms where many more people live in proximity. The 10 apartments are home to 51 adults and children.

10. Lower West Security Station

One of many small guard stations positioned on platforms throughout Whisperview, this building always holds 1d6 + 4 **heavy guards** (see **Appendix C**) who are ready to respond to any issues upon nearby platforms.

A secured weapons locker (successful DC 12 Dexterity check with thieves' tools to open) holds various polearms, swords, and axes of average quality. A few battered shields are at the bottom of the locker. Five prison cells in the back of the station can hold up to 20 prisoners if necessary.

11. Grandpark Apartments

This entire platform with several modest buildings is home to nearly a third of the village's population. A cluster of five two- and three-story apartment buildings fills the outer edges of the platform, leaving a wide walkway through its center for those traveling to the next platform.

> The stairs end at the start of a carefully manicured courtyard filled with laurel bushes and stunted trees. The walkway travels straight through the heart of a busy complex of plain buildings. A quick look tells you that several families reside on this platform.

Each building provides a barrier between the central, open space and the dangerous edges of the platform. Unless residents have an outer apartment, they are unable to see beyond the buildings to the platforms below. The interior space of the platform is often filled with playing children and groups of parents discussing village gossip. Soldiers (**heavy guards;** see **Appendix C**) pass through the platform frequently but rarely stay longer than an hour unless they are told of Black Rat faction activity in the complex.

Living within the 50 tiny apartments are 250 adults and children. Those living in this complex must be employed, and many work within the village or one of the many temples. Adults who lose their jobs are required to move out, to either the lower-end apartments nearby (**Area 12**) or the Slums below (**Area 6**).

12. Breakback Apartments

Accessible only by inconvenient ladders, these lower-end apartment buildings are rarely occupied by older adults or families with small children.

> After the arduous and somewhat perilous ladder climb finally ends, you emerge on a platform covered in dozens of small shanties that surround two three-story buildings. The area is generally dirty and lacks vegetation, but the larger buildings appear well-maintained. Young and middle-aged adults move about the platform with purpose, most talking with other residents or ascending or descending the two ladder exits. The place appears less than ideal but not poverty-stricken.

Adults who are in between work assignments or have newly arrived often find themselves assigned a small, single-room apartment in one of the large buildings in the center of the platform. Those not looking to better themselves too much eventually move into one of the private shanties along the outer edge of the platform. A crude and flimsy fence weaves its way around shanties to provide a barrier along the platform's edge. It appears even the gentlest contact would likely break the old fencing.

Characters notice few children and almost no aged adults on this platform. Without stairs, the repetitive climb of the rusty ladders becomes too challenging and dangerous for most elderly residents. Soldiers seldom visit the platform, as they are too lazy to climb the ladders several times each day. In emergencies, soldiers from **Area 14** are the first to arrive.

Several Black Rat faction members live within the apartments here and have regular meetings with members from other platforms. Without many soldiers passing through, it is an ideal place for clandestine visits and illegal deals. This also leads to many problems in the apartment complex. Many murders, thefts, and beatings occur each week without much notice and investigation by the authorities. The residents of the "Breakbacks" police themselves.

Living within the two buildings and sprawl of the shanties are 125 adults and a few children. Most outgrow the platform to start families or get too old to navigate the ladders each day and eventually move out. A few apartments are always available.

13. Artisan Place

Many artists, tradesmen, and small shopkeepers are found in this bustling platform. Visitors can find blacksmiths, jewelers, fletchers, potters, sculptors, painters, and more along the narrow lanes and paths that weave through tiny buildings and tents throughout.

> From the moment you arrive here, your senses are alerted to a multitude of pleasant sounds, smells, and sights not often found in villages of this size. Dozens of small paths and lanes meander through stalls, tents, and carts set up by artisans and craftsmen. You can see painters, sculptors, leatherworkers, and other talented tradesmen everywhere you turn, each trying desperately to sell their wares to platform visitors.

Too many shopkeepers and tradesmen exist to list here, but a few of importance stand out to the group as they move through the crowds and small paths of the platform. Most shops are open from dawn until dark.

13a. The Icy Anvil

A painted silver anvil on a dark wooden sign hangs over the entrance of one of the few permanent structures of the platform. Fhral Bunkinn (statistics of a **thug** with a ***+1 war pick*** instead of a mace) is a talented blacksmith who creates decent quality arms and armor for paying customers. He charges a little more than the standard rate for his work since he is one of the few blacksmiths not commissioned exclusively by the temple priests. Characters will be generally pleased with his repair work and any commissioned items he creates.

A few magical blades and axes he received in trade over the years hang from hooks on the wall. A ***+1 shortsword*** (500 gp), a ***+1 handaxe*** (750 gp), and a ***+1 longsword, +2 vs. plants*** (see **Appendix E**)(1,000 gp) are for sale. A few suits of fine leather armor and a suit of old chainmail armor are tucked away in a corner of the shop. The chainmail appears old, worn, and a bit rusty in the straps but is magical — it is a suit of ***+1 chainmail***. Fhral sells it for 50 gp, not knowing its true value.

13b. The Taught Bowstring

A human with strangely pointed ears, fair skin, and bright eyes runs this small outdoor stall. **Elabel Relastad** is a quarter elven and a terrific hunter and marksman. He is neutral and has the statistics of a **spy** with a ***+1 shortbow***. He sells shortbows, longbows, and quivers of arrows from a stand within an open-front shop. Only two customers can fit at a time within the open stall. Elabel has but a few items, but they are mostly of fine quality. A ***shortbow +1*** (1,000 gp), a ***longbow +1, +2 vs. lizards*** (see **Appendix E**)(2,000 gp), and three nonmagical but ornately carved and polished shortbows are on display. He will not negotiate much with the prices. All the arrows are nonmagical, but 12 elven arrows in a quiver tucked behind a pile add 1 extra point of damage on successful strikes.

Elabel is a member of the Black Rat faction and quickly recognizes signals made by characters. If asked, he shares that members of the faction are tracking excessive acolyte and soldier movements in the upper tunnels between Whisperview and the fortress. The dissidents have yet to discover anything else except an increase in the numbers of Egramish's order.

13c. All That's Glittery

A crowd often gathers in front of the glass-covered cart near the eastern part of the platform, awed by the glittering gems and shiny jewels that **Yemma Deltara** (see **Appendix C**) displays. Thousands of sparkling rubies, sapphires, diamonds, emeralds, and topazes of various sizes and clarity fill the tiny trays under the thick, locked glass panels (successful DC 16 Dexterity check with thieves' tools to unlock). Yemma does a brisk business selling high-end gems and jewels to traveling merchants and the occasional priest, but she is mostly interested in buying stones and jewelry from those eager to part with their ill-gotten gains. She works with every thief and cutpurse in the village to maintain her channel of exclusivity. Several of the soldiers in nearby security stations are in on the action and ensure she stays out of trouble. Much of her intake of stolen gems and jewelry is sold outside the mountain, distributed by her thieves posing as merchants.

Her selling prices are 10% more than standard, and she buys at 25% of the going appraisal rate (or appraises items at 35% of their real value). She is a fierce negotiator and rarely changes her mind once a price is given. If characters refuse to sell her an item she desires, she may send up to 12 low-level thieves (as **spies**) to obtain

it however they can. These thieves are hardly ever far from her stall during operating hours, lurking in nearby shadows and crowds. They flock to her aid if trouble erupts. Additionally, a large warrior lingers close by to keep an eye on the cart. **Dag Kol** (as a **veteran**) is paid a considerable fee to handle problems in a way that suits his violent style.

Yemma has a strong hatred of Garger, the owner of the Desperate Edge (**Areas 3** and **4**), who once tried to forcefully make her one of his dancing girls. After she escaped his lurid advances, she vowed to someday get back at him in some manner. If she builds a level of trust with the characters over time, she may see if they are interested in robbing and assassinating the despicable thief.

Yemma parks her cart in a secret location somewhere within the platform at night, using her thieves to watch for suspicious followers while Dag pushes the cart through the dark streets. She seldom uses the same place twice in a row and is sure to lock and trap the location well.

13d. Money Changer

Giffle Scrubblebutt, a gnomish mathematician (**commoner**) of great renown, just recently set up a money-changing shop in the village. He makes change for patrons for a small fee and buys small gems for 50% of their actual value. He converts bars of silver and gold into coins, and lesser coins into greater coins (e.g., silver to gold pieces) for a fee of 5%. Giffle's stall also displays various coins from around the realm, which he sells for a fee of 10% over their actual value in their metal. There are nearly 100 different silver and gold coins from many distant regions and realms of the world.

Four dwarven **heavy guards** (with battleaxes instead of spears; see **Appendix C**) watch over the stall, providing private security for a fee. The dwarves are battle-tested and quick to deal out punishment to thieves and disrespectful customers. They also assist Giffle by carrying the wares out of the platform each evening to his private home (an area nearby on this platform).

Yemma (from **Area 13c**) just learned that Giffle is starting to buy gems. This makes the gnome a rival and a direct competitor of her business. She is waiting to see how much business he steals before she deals with the newcomer.

13e. Wondrous Exotica

In the central section of the platform, nestled amid the heaviest section of congested shops and stalls, is a fantastic tent filled with exotic items from many lands far from Whisperview. **Hana Jharlis** and her band of 4 motley hirelings (all **commoners**) buy and trade unique or rare trinkets from all over the realms. Some of her items are magical, but most are mainly beautiful and masterfully crafted. Hana's prices are reasonable but generally too expensive for common residents of the village. The table below lists some of the rarer items for sale.

Her group consists of a grumpy halfling, a narcissistic dwarf, a drunken elf, and a scholarly goblin. Each brings the expertise of identification of item types and vast knowledge of general realm craftsmanship. The group can identify most items, both magical and nonmagical, from nearly all parts of the realms for a small fee. They charge 50 gp to identify items and collect their fee only if they truly know what the item is after looking at it. They may offer to buy items they have never seen before. Prices range wildly based on their excitement at finding something new.

Items for Sale

Nonmagical Items	
Flute of Dragon Bone	100 gp
Ivory Comb, made from the tusk of a wereboar	75 gp
Mirror-Mask, shiny and mirror-like surface	50 gp
Prayer Rug of the Ancients, made from the hair of old gods	1,000 gp
Magical Items	
Animated Parrot*:	2,500 gp
Ghreznal's Clay Pot*:	2,500 gp
Invisible Bowstring*:	1,500 gp
Wrist-Ring of Hrunkpax*:	1,000 gp

* see **Appendix E: New Magic Items**

Final Notes on Areas 13a–13e

There are dozens of shops like those detailed in this section, each with unique shopkeepers with distinct personalities and interesting items and services. You are urged to detail the additional shops as needed.

14. Slumview, Eastern Security Station

One of the smallest security platforms in the village, the eastern security station is mainly responsible for responding to issues in the slums below and checking baskets and crates being lowered for contraband. Older or recently demoted soldiers are often stuck with positions at this, the least appealing station. There is a 50% chance that the 1d4 + 3 **heavy guards** (see **Appendix C**) are not keeping a diligent watch on the platform but are instead inside the building gambling or napping.

Like others, this station has several small cells for prisoners, bunks for sleeping soldiers, and a weapon locker for spare polearms, swords, and shields. Note that one prisoner here is Frozl Kopo (see **Area 9**). A rope bridge extends to the Lower Platform (**Area 1**) for quick travel to the slums when problems arise. When not in use, the bridge can be turned sideways and locked on this side, making it impassable. The bridge is often accidentally left in the position that allows two-way travel to and from the platform.

Three rope pulley systems allow for buckets and nets to be swung out over the edge of the platform and lowered to the slums below. At least once per week, acolytes send food scraps and old clothing down to the awaiting residents. On especially dark or misty nights, Black Rat dissenters quietly lower ropes down to the platform below to help their fellow faction members escape the slums for a time. Dissidents often stage an emergency in the apartments in **Area 12** to distract soldiers from their illegal activity up and down the ropes.

15. Mid-Eastern Platform

Somewhat small but bustling with activity, this easternmost platform is a welcome stop along the main thoroughfare climb to the central faction district (**Area 24**). Travelers frequently stop at Dahl's Tavern for a beer or to schedule an appointment with Shadizal, the all-knowing mystic, before making the final push to their upward destination.

Read the following if the characters arrive at the platform during the day:

> Two large buildings stand side by side at the rear of the platform while trees, bushes, and small merchant carts fill in the space near where the two sets of stairs stretch upward and downward. Many residents and visitors mill about the merchants, and a steady stream of jovial and boisterous people pass through the doors of Dahl's Tavern. A line of people waits patiently under a sign that reads, "Shadizal, the All-Knowing Mystic."

At night, people can be found entering and leaving the tavern, but the rest of the platform is unoccupied and mostly quiet. The platform is relatively safe due to the many off-duty soldiers who frequent the tavern and the quick arrival of on-duty soldiers from just a platform away (**Area 18**).

Most of the merchant carts on the platform sell various foods and snacks, capitalizing on the heavy foot traffic to Dahl's Tavern. The tavern serves no meals, but the owner handpicks food merchants to sell common and exotic food out front.

Vendor Carts

Garvel's Rock-lizard on a Stick	1 sp
Hrona's Fried Grubbs	1 sp
Mushroom Soup by Yipp-see	1 sp
Day-Olds, A Bread Cart	2 sp per day-old bread loaf
Urflode's Cups of Water	1 sp mostly clean water, 2 sp clean water
Zanzical's Wondrous Cakes, sweet and salty, fried cakes	5 sp

Both buildings support several levels of apartments and are filled with tiny to modest-sized residences for nearly 75 people.

16. Dahl's Tavern

Well known for its Unending Mug beer special, this tavern is a favorite of soldiers, porters, and merchants. The owner is a **commoner** named **Dahl Greatgirth**, who lives up to his surname and appears as wide around as he is tall. The place is always busy except when it is closed (from 2 a.m. to 10 a.m. each day).

> Bright light pours from the building's large, front-facing windows and its main entrance. Light music drifts on a warm breeze as it cascades out of this comfortable-looking tavern. An empty stool out front hints at the possibility of a doorman. A few young men in porter's clothes recline on the ground in the shadows of the building nearby, seemingly drunk or asleep.

Four tavern bouncers (as **thugs**) keep an eye out for troublesome guests and drunken patrons, and help them to the exit when necessary. All four are loyal sons or nephews of the tavern owner. Different minstrels work each night, each hoping to land a permanent job here or elsewhere in the village. Several barmaids take and serve orders under the watchful eye of the owner and barkeep, Dahl. The tavern's menu is lean — they do not serve food at all — but their beer special keeps patrons coming back.

Several off-duty soldiers (**heavy guards** [see **Appendix C**]) visit the bar regularly and, on many nights, may make up half the patrons of the tavern. They are quick to assist in sorting out problems for Dahl, even dragging one of their own out for the sake of keeping peace and favor with the tavern owner.

Rumors in the Tavern

1d10	Rumors
1	Dahl gets his beer from the fortress temple, where acolytes brew in secrecy! (False)
2	Dahl had a daughter who gave herself to the temple over 20 years ago. (True)
3	More soldiers are getting trained and moved up to the temple fortress this week. (True)
4	A strange creature has been seen climbing the ropes between platforms at night. (True and false*)
5	Dahl will refund your money if you can drink 12 mugs of his special beer! (False)
6	Acolytes who once visited the taverns have recently been prohibited from drinking. (True)
7	A soldier pretending to be a Black Rat recruit infiltrated the slums. (True and false**)
8	The mountain will be closed to all outsiders, including merchants, in the coming weeks. (True)
9	The temple factions seem to be fighting with each other more than usual. (True)
10	The blind sisters at the inn were once dancing girls at the Desperate Edge. (False)

* Someone has been climbing the ropes, but it is not a "creature" but one of the Black Rats sneaking between platforms.

** A soldier did infiltrate the slums but was quickly discovered and eliminated.

When patrons purchase the Unending Mug, they get a specially carved wooden mug that can be brought back to Dahl for free refills. The beer is watered down slightly and of average quality, but those with vast constitutions get their money's worth by night's end. Each mug is stamped with a number from 1 to 30 to signify the evening it was used. Each night the mug number changes to prevent people from returning with the mug from the previous day to get free beer. The beer comes from special, unmarked barrels. Dahl stores unopened barrels in the back of the tavern, always keeping them from prying eyes. This beer is purchased from a merchant who arrives once per month to sell between 50 and 100 barrels exclusively to Dahl.

This beer is not made by dwarves and gnomes from faraway lands, as many suggest, but by goblins in a city deep underground. The beer gets its special flavoring from its unsafe and unhealthy brewing processes, during which vile and disgusting ingredients are introduced. Only Dahl knows of the beer's origin and its unrefined process and ingredients.

Dahl's Tavern Menu

Unending Mug, Imported Beer	2 gp for all-night drinking
Dahl's Standard, a gilded ale	1 sp
The Vampire's Kiss, potent red port, high quality and rare	10 gp
Cross-eyed Dwarf (strong whiskey, short glass)	1 gp

17. Shadizal, the All-Knowing Mystic

Residents and travelers flock to this business to hear the all-knowing mystic predict their future or to offer advice to troubled patrons. Appointments are necessary but can usually be made for the same day if arranged early enough. Guests wait in line in case appointments are skipped or canceled.

Read the following if characters approach the business during the day:

> The strong scent of incense wafts past your nostrils, which thankfully overpowers the smell of body odor and sweat of the people in line out front of the small business. You can detect nervous energy among the crowd as if the hopes, dreams, and concerns of all those who wait are piling up together. A skinny man stands at the door in front of the building, holding a long scroll, eyeing the crowd with displeasure and disgust.

Of course, **Shadizal** (a **mage** with a ***+1 dagger*** whose spellcasting ability is not functioning) is mainly a fraud who deceives customers with false prophecies and bad advice. He currently charges 1 sp to 1 gp for a half-hour reading of his crystal ball and a few tosses of his mystical bones. He is an outstanding reader of expressions and is perceptive of people's needs. He can usually steer his advice and foretelling toward the desires of his customer. The characters likely see through his ruse (a roll under half Wisdom hints to the deceptive nature of the "mystic").

Jiflar, the seer's assistant, is a **commoner** who works the door, takes appointments, and calls the names of the next customers. A trio of ruffians (**thugs**) lounge in the main area within shouting distance and are paid well to handle rowdy guests. If things get dangerous, Jiflar locks himself in the shop until the area outside is safe.

Shadizal once had the ability to see events before they happened and was a reliable seer to kings in faraway lands. His greed clouded his view and blocked the mystical channels to past and future events. He now has plenty of money and has found that his desperate need for wealth has waned. He wishes he had his old power back and has recently been trying to investigate the future for himself. If characters persuade Shadizal to help them and the seer can be made to see the virtuous efforts of their mission, he may experience a breakthrough and be able to see glimpses of several futures.

Possible Futures Seen in the Bones

1d6	Vision
1	Evil triumphs, and Egramish's minions spread their poison and hatred through the lands, eradicating good completely.
2	A triptych panel is smashed upon a great altar, prompting a violent war between gods and men.
3	Brave heroes strike down an evil priest, stopping evil from advancing.
4	A hero sacrifices themselves for the safety of their group, proving that good will always bests evil.
5	Dead swarm the heroes, their broken claws ripping flesh from the heroes' bones.
6	A man in golden armor shirks off magic and rushes at the group while wielding a great, two-handed mace.

Characters should feel that these future images are possibly real. Shadizal, excited by the prospect of his abilities returning, will not charge the group a fee for his efforts. Additionally, he mentions that Feznif, his former assistant and nephew, plays the part of a beggar in the faction district (**Area 24**) and can be relied upon for good information for a small fee. The young boy can be identified by a missing left hand and a bald head covered in sores.

18. Mid-Eastern Security Station

A fully staffed security station below the mid-eastern platform helps to keep the surrounding areas free of serious trouble. Stationed at this platform are 1d4 + 5 **heavy guards** (with AC 18 [plate]; see **Appendix C**) who are ready to address problems that erupt on nearby platforms. Many transferring soldiers find this post highly desirable as it is far from the busier platforms and is close to Dahl's Tavern (**Area 16**), a favorite establishment among the soldiers of Whisperview.

Six single-occupant prison cells can temporarily hold criminals and undesirables until their transfer to the main security station (**Area 23**). A fully stocked weapons locker provides extra gear for soldiers. Ten bunks on the second floor of the structure are used by permanently stationed soldiers.

19. Platform for Learning

As travelers pass through this platform on the way to the main sections of Whisperview above, they find two buildings dedicated to learning — the Library of Knowledge and the First Order, a factionless temple for pre-acolytes.

> You arrive at a small platform that has but two buildings off to one side. The main path between staircases stays clear of the structures that are separate from each other. A sign in front of the taller building reads "Library of Knowledge." The smaller, wider building has the words "First Order of Truth" carved into the stone foundation. Young acolytes and wizened old men appear to fiercely debate their points of view before their buildings.

Each of the buildings provides resources for greater learning and enlightenment for residents and visitors. Whereas the library provides knowledge about the world, science, magic, and mathematics, the smaller temple steers newly assigned acolytes toward the central faiths of Egramish and her many factions. Acolytes choose their faction after their training here.

20. The First Order of Truth

Once young acolytes decide to travel the religious path, they are sent to this factionless temple to find which faction best suits their interests and personalities. Mentor priests, mainly responsible for teaching religious truths at the temple, help steer acolytes toward factions based on the students' strengths and weaknesses. The First Order of Truth instructors are the only priests who can be factionless within the Egramish faith. Acolytes spend from four weeks to three months at the temple learning about their roles in the religious hierarchy, the truths of Egramish, and all eight factions that serve the goddess. Acolytes leave once they choose their faction, and they begin their service to Egramish with that faction almost immediately.

> A wide structure of black marble and dark red mortar stands amid the boughs of green trees and bushes. Bald acolytes sit in small groups or alone on benches and the ground, loudly discussing their faith in the goddess or reading from old scrolls. Occasionally, acolytes near this temple jeer and tease the patrons of the building nearby. The words "First Order of Truth" are carved into the marble to one side of the building's wide entrance.

The bottom floor of the two-story structure has a large central room instructors and students use to openly and freely discuss all aspects of their religious journey. By day, the room is full of small clusters of discussion groups and one-on-one tutelage. By night, a few acolytes can be found in prayer or deep study. A dozen smaller rooms, connected by a single door, surround the main chamber. These rooms are for private study, concentrated teachings, and research. None of the doors to these rooms can be locked.

An altar and eight-foot idol of Egramish occupies the northernmost part of the great room. Blood-dipped flowers, dried gizzards, and the ears of unbelievers are heaped within the central, concave bowl of the stone altar. The black marble likeness of the goddess is masterfully carved and adorned with 10 necklaces of gold and silver coins (10 of each on each strand). Her ruby eyes peer down into the room as if judging its occupants, and her devilish grin hints at her mischievous desires. If any necklaces are lifted over the head of the idol, a mystical gong rings somewhere within the facility, and priests and acolytes rush into the area with maces and cudgels. If either of the two gems is removed from the idol, all creatures within 10 feet must succeed on a DC 14 Wisdom saving throw or be blinded for one hour.

A second floor is divided into 30 private sleeping quarters for priests and acolytes. Although acolytes are not required to stay overnight, most choose to remain here to fully immerse themselves in study and dedication to their learning. Acolytes who leave each day and return to their homes at night are often less favored by instructors. Each tiny acolyte room consists of a simple sleeping mat and prayer altar. Priests have slightly larger rooms and have a small writing desk in addition to their sleeping mats and altars. Acolytes are not allowed in priest chambers.

Eight **priests** and 24 **acolytes** currently reside in the facility.

Visitors who show an interest in Egramish are welcomed into the central area and directed to join one of the many small groups currently discussing the finer points of each faction. Visitors arriving at night are asked to return during daylight hours. Those entering the temple who are unwilling to stay to learn about Egramish or who act in a hostile way toward priests and acolytes are asked to leave or attacked without mercy.

21. Library of Knowledge

> A three-story structure rises from the back of the platform, towering over the shorter, wider temple nearby. The library appears grand in design. Large, stained-glass windows depict great learned men studying from massive tomes, ornate and intricate carvings along the corner edges of the building are the work of master woodworkers, and a wide, double door of petrified wood and gilded steel gives the building a feeling of a small fortress.

Residents and visitors whose interests side not with religion and factions find this building to be a wonderful stop in their travels through Whisperview. Ancient texts, tomes, and scrolls provide general lore of the world and interesting details of the hanging village itself. Residents may study as many of the books and scrolls as they wish, but visitors can examine one item at a time after they leave a returnable fee with the librarian on duty. The library is open only during daylight hours.

The lower floor has two parts: an inner section where the librarians work and assist visitors and an outer section of shelves behind bars to prevent the loss of rare and valuable texts.

> Upon entry, you notice that the large room before you is split into two vastly different sections. Shelves of books and scrolls line the outer four sides of the chamber, all behind a barrier of steel bars and padlocks. Between these secured shelves, in the central portion of the room, are several tables and many chairs, with guests examining tomes and parchments. Librarians hustle about, returning and delivering items to and from the secured areas. A total of 10 armored warriors patrol the inner portion of the room, each keeping an intent eye on the entry and the patrons' movements within. A circular staircase in the middle of the room leads upward to the floor above this one.

Hegsel Vort, the head librarian, is a human **mage** with a ***+1 dagger*** and a ***wand of magic missiles*** who also has prepared the *polymorph* spell. He and his dozen assistants help residents and visitors find texts on various subjects of interest. He enjoys the challenge of locating seldom requested or unusual topics within his library and is eager to satisfy the requests of important guests. When items are requested by seated guests, they must first pay a retainer of good faith of 100 gp to ensure items are treated with care and do not leave the building. No texts may be withdrawn from their locked shelves until the fee is paid. Under no circumstances is an item allowed to be removed from the library. Even the high

priests are not permitted to "borrow" books and scrolls. The 10 **heavy guards** use deadly force to prevent patrons from leaving with items, if necessary.

If Hegsel Vort sees the characters make the sign of the Black Rats, he request that the group enter a private study chamber on the second floor. Once there, he discusses matters of importance with the dissident movement, including news from the slums and Harles Gumfurt. If the characters relay Harles' message, he asks the group to return his message. "Two quills write on opposite sides of the page." [Translation: He will have two groups ready, each positioned on opposite sides of the temple.]

Characters may request texts and scrolls from the locked shelves, one item at a time. They must still pay the retainer fee of 100 gp but may be able to view the materials from a private room on the second floor if the librarian is aware of their assistance to the dissident faction. Most of the items in the library are mundane, covering topics of weather, mathematics, science, farming, and other common subjects. However, requests for topics relating to Egramish, her enemies, and her factions provide interesting reading from the old texts on hand. Characters may learn about the individual factions, her immortal enemies (which includes one of the characters' deities, of course), and the beginnings of the goddess and her rise to immortality (see **Appendix A: Story Background**). Five critical concepts from the readings include:

1	Egramish's rise to goddesshood was based on a promise still unfulfilled today.
2	Her hatred for one of the characters' deities is the strongest of all hatreds.
3	Each faction represents one of her eight arms, with two, Her Penetrating Gaze and Her Unwavering Faith, being the strongest of all of them.
4	The greatest reward of every high priest is to die in servitude of their goddess, which results in their ascension to her side as a chief servant among those who have fallen before them.
5	Her strength is tied to each temple at the top of the mountain.

Characters can request to see any book or scroll of their chosen topic if they pay their retainer fee once per sitting (they are not paying 100 gp for each item to view). Once they are done looking at the items they requested, they receive their retainer fee at the door as they depart.

The second floor has 10 private viewing areas, each with a table and four chairs. Only trusted guests and librarians may use the small rooms. The top floor has two sections — a large storeroom of old and donated books and scrolls that have either been rotated out of the shelves or await cataloging, and several small bedchambers for the librarians.

22. Mid-Western Platform

The far western platform midway between the top and bottom of the village has several closely nestled, one- and two-story buildings around its edge. Considered a safe thoroughfare between platforms because of the main security office (**Area 23**), the stairs are often filled with residents and visitors heading up to the faction district or down to the apartments.

> Several closely clustered buildings fill the outer edge of the platform, encircling a tiled courtyard of stone benches, short conifers, and berry bushes. By the look of the buildings and the people of the platform, this seems like a residential area. One building stands apart from the rest at the westernmost edge of the platform. Soldiers mill about the entrance of the wide, two-story building.

Although they are glad to have security close by, residents tend to stay far from the soldiers and their business at the other end of the platform. Soldiers are constantly marching through the platform, with criminals, dissidents, and drunken visitors. A path close to the southern edge of the platform (the edge farthest away from the mountain) leads directly from the stairs to the security building and is restricted to soldiers or those on security business. Residents are warned to stay off this path to avoid being arrested.

23. Main Security Station

Twenty permanently stationed soldiers (as **heavy guards** with AC 20 [plate, shield]; see **Appendix C**) work and reside in the main security station of the village. Another 1d6 + 4 assigned here daily wait to be assigned as extra transport guards and runners to other platforms. The core group is composed of battle-scarred veterans who make up some of the toughest troops in Whisperview.

Fifty single-occupant cells are just below ground level, carved into the stone platform beneath the building's foundations. Soldiers patrol the cells from walkways above and between the single cells. Prisoners are lowered down into their cells from above. The most wanted and worst residents are brought here to await final judgment by the priests each week. Criminals rarely are transported away from this facility; most are brought in from the smaller stations on the other platforms.

Several high-profile prisoners await the final decision of the temple priests. A few of the cell occupants have been waiting for two to three weeks.

1	Yrell Guteater, murderer and cannibal. Arrested after 10 older residents went missing.
2	Threnn Biselborth, suspected Black Rat dissident (True), baker by trade.
3	Gip Korvo, cutpurse, smuggler, liar. Just graduated to amateur assassin.
4	Crumbo Horff, drunken fool, treasonously outspoken against the goddess.
5	Tal Kessat, suspected Black Rat dissident (True), gardener and farmer.
6	Fromm Dhar, suspected Black Rat dissident (False), temple soldier.
7	Optional*: Uuktah Bolnas, suspected false acolyte (True).

* You may optionally have Uuktah Bolnas, the characters' Whisperview contact, be found imprisoned in the cells within this security station. Otherwise, the acolyte is found in the Town Square (Area 28) or Faction District (Area 24), where he is anxiously waiting for the characters' arrival.

Note that the main security station here is not the largest; the Rotting Trap (**Area 26**) has that distinction, with more than 100 prison cells.

24. Faction District

Those residents and visitors seeking a faction that suits their personality are directed to this area, the second-largest platform in Whisperview. Each of the eight factions has small temples here, spread out equidistantly throughout the wide stone platform. Priests, acolytes, and soldiers have heavy presences on this platform, each supporting their factions any way they can. The center of the platform is open to allow traffic to pass from one side to the other. Of course, it is heavily congested as travelers move along to their destinations. Acolytes dart in and out of the throng, urging or berating those passing through. Priests refrain from any contact with travelers but perform the short conversion ceremonies of new followers.

> A steady stream of travelers ascend and descend the four staircases of this platform, passing through its busy center of arguing priests, brawling acolytes, milling soldiers, and pleading beggars. An overwhelming cacophony of voices attacks your senses as you arrive, shoulder to shoulder with hundreds of other residents and visitors. This place is chaotic.

Although less busy at night, this platform still finds itself flooded with **priests** and **acolytes** arguing with each other late into the morning hours. Soldiers permit mild acts of violence between the faction acolytes as a way of letting the factions fight for their sect's place in the line of Egramish's favored groups. No priests can fight with other priests or acolytes — those that do are removed from the platform and banished from the faction district for 30 days.

All eight of the factions each has a small temple and "transformation room" to receive new members for spur-of-the-moment conversion. Acolytes try to persuade all that pass through the central part of the platform to convert to their factions. Many try to convince passersby in any way possible, including hurling insults and physical intimidation. They are less likely to bother Whisperview residents who prominently display their faction symbols.

Only shops that openly support one of the factions are found between the temples and abandoned buildings. Most of the shops sell religious trinkets and prayer components for their preferred faction. Customers can find small idols, prayer beads, incense, and meditation mats, all inscribed with the appropriate faction name. The shopkeepers are less dedicated to the factions and more concerned with the steady stream of income from those visiting the district.

Beggars are permitted to solicit donations from travelers if they stay far from the temples. Beggars are arrested if they bother priests, acolytes, or soldiers. Most beggars have learned the rules of the platform and are careful to avoid angry soldiers and disapproving priests. Only by keeping to their permitted areas or the shadows will beggars survive to return.

One beggar missing a left hand and with a bald head covered in sores and burns may stand out among the rest. This is **Feznif**, the **commoner** nephew of Shadizal (**Area 17**), who is extremely observant and has an exceptionally good memory. The young beggar entertains questions about the comings and goings of the platform for a price. For a single gold piece, he provides a single tidbit of useful information. Surprisingly, he "sells" only truthful information — everything he tells the characters is real information. He requests that one of the group enter one of the nearby abandoned buildings alone with him. He refuses to help the group unless they agree.

Feznif's information

1	Miltotok, the high priest of the fortress temple, has been to this platform twice in the last week, very unusual behavior for the highest of all the goddess' servants.
2	The priests of each of the faction temples seem to be on higher alert than normal.
3	Soldiers and priests made their way through the platform late one night within the last few weeks, with one of the priests quite carefully carrying a covered item. He looked to be in great pain doing so.
4	The catacombs, sealed and opened only when a high-ranking priest dies, have recently been left open all day and night for nearly a week.
5	Many fortress temple soldiers have been seen in Whisperview, more than usual. They have been asking questions about visitors and any strange behaviors of recently arrived merchants.
6	The Black Rats are assembling and preparing for some upcoming conflict. This is highly unusual for a group that likes to hide in the shadows.

Feznif retreats into an entrance to secret tunnels if threatened. The Beggars' Burrows is a network of small tunnels that runs through and under buildings throughout the platform. Unless the characters are skilled at tracking, they quickly lose the beggar in the dark tunnels and hidden niches.

Optional Encounter: Two soldiers (as **heavy guards** with AC 18 [plate]; see **Appendix C**) may enter the abandoned building to arrest the young beggar. The lone character may also be taken into custody (50% chance). The abandoned buildings are not regularly patrolled by soldiers. Combat within the area will not be heard outside in the busy platform streets. Soldiers will not be missed for at least 12 hours.

Three dozen soldiers (as **heavy guards** (with AC 18 [plate]; see **Appendix C**) patrol the open area of the platform and ensure that no priests get involved in any altercations and that no acolytes are attacked by travelers (acolytes can physically push around travelers, though). At least six of these soldiers are fortress temple guards (as **veterans** with AC 20 [plate, shield]), an elite band of zealous warriors ready to sacrifice themselves for the goddess at any time.

Here, the group may find their contact, Uuktah, who can be identified as an acolyte wearing a robe with the three patches on his right sleeve. With the increased presence of soldiers and priests, the acolyte-spy may instead decide to wait for characters in the town square (**Area 28**). **Uuktah** has important information for the characters to help them recover the panels of the triptych (see **Appendix C: NPCs and New Monster**). There is a slim chance that the group's contact may have been captured already and found instead in **Area 23**.

For a list of faction temples, see the Egramish section within **Appendix A: Story Background**. Each small temple on this platform is used mainly for recruiting new followers. Larger temples are found throughout Whisperview and at the peak of the mountain.

25. Idolmaker Platform

This small platform serves as a home and workplace for the residents who toil endlessly each day at the Idolmakers, the manufacturing plant for all eight factions. Those that work in the facility creating religious trinkets and idols for the faction district and realms beyond the mountain are given free rooms in the small apartment buildings surrounding the large workshop.

> The path to the next staircase weaves through tightly clustered buildings teeming with children and the elderly. A noisy clatter emanates from the central-most building — through grimy windows you can see rows of people with tools working furiously on small objects before them on their benches. Menacing men in dark garb shout at the workers as they walk between rows, occasionally whipping or clubbing those that appear to be slowing down.

Although their small apartments are free, workers must work seven days a week and nearly 18 hours a day. Each worker is paid a minuscule salary to cover food and other expenses. Most who start working at the workshop can never afford to leave, descending deeper in debt regardless of how hard they work. Workers are mercilessly mistreated by **taskmasters** (as **thugs** with whips) who ensure their shifts are producing the ever-increasing quotas of trinkets and idols.

Porters carry large baskets of idols down to the faction district or to awaiting merchants at the base of the mountain. The pace of the work is so furious that heavily laden porters leave almost every five minutes from the darkened workshop. Taskmasters try to put anyone who enters the facility to work immediately, assuming that those who enter must be workers. Porters are directed to a stockpile area near the front doors to pick up their next load of trinkets. They are given one of the two destinations verbally and ushered out. Occasionally, off-duty taskmasters patrol the platform, looking for truant workers or freeloaders to pull into the workshop. It is not unusual for gangs of taskmasters to break into apartments to "recruit" young workers into shifts.

Most of the idols and trinkets are worth between 1 sp and 1 gp depending on their size and material. The commercial value of all the merchandise in the stockpile is roughly 10,000–15,000 gp at any one time. Any worker or porter that is found to have stolen even one small trinket is arrested and thrown into the nearest security station at **Area 26**.

Nearly 100 families cram themselves into the tiny, one-room apartments in the surrounding shacks and rickety structures. Able-bodied workers leave their children with aging parents or widows within the complex while they work their long shifts in the unsafe workshop.

26. The Rotting Trap

The platform below Whisperview Square is home to the busiest security station in the village. Drunken merchants, thieves, and other criminals arrested in the bustling platform above are lowered down to the security station on a near-constant basis. A group of 1d8 + 8 soldiers (as **heavy guards** with AC 18 [plate]; see **Appendix C**) are always on shift to receive prisoners from the platform by ladder or by basket. Three pulley systems operated by two soldiers above lower detained suspects and perpetrators to awaiting Rotting Trap soldiers.

Read the following if the group descends to this platform by ladder:

> As you reach the lower rungs of the ladder, two soldiers stop you from going any farther. "Unless you are here to retrieve a prisoner or are on official business, return to the square by the way you arrived." You get the sense that you should not be here.

Anyone who descends the ladder without a valid reason may be detained. The soldiers of this security station have little patience for tomfoolery and quickly arrest anyone who seems even the least bit guilty or shady.

Residents have called this station "The Rotting Trap" for years, a nickname gained for very good reason. Many who are detained languish forgotten within these cells, either spending weeks or months in a forgotten corner cell before being rediscovered or perishing from lack of sustenance or illness. It is a place where many arrive and become abandoned. Most who are detained are held on the smallest of offenses. Drunks, petty thieves, and violators of the ever-changing rules can usually be freed for a handful of

gold coins. Those arrested for serious offenses are transferred to the main station (**Area 23**). It is not unusual for written records of the incarcerated to become lost during their stay.

A large group cell and 100 single-occupant cells are usually packed with detained prisoners. The group cell usually houses 5d4 criminals, and 3d20 + 40 of the single cells are occupied. Although most occupants are unimportant detainees, a Black Rat dissident named Gevers Knoglocker has been stuck in one of the private cells for weeks. Having given the soldiers a false name of Henn Dibble, he has escaped discovery. He can be found after an hour of searching. Arrested on a minor charge, he can be freed for 20 gp. The Black Rats — especially their leader, Orgov Yulutt (**Area 29**) — are greatly pleased if he is freed and reward the characters with further assistance with their mission objective.

27. West End Security Station

This remote security station is minimally staffed, with its guards used primarily in support of other stations. The 1d4 + 4 soldiers (as **heavy guards** with 19 hit points; see **Appendix C**) here are mostly new recruits or those close to the end of their tours. The small facility has but a couple of single-occupant cells and a minimal weapons locker of old spears and shields.

The larger building behind the security station is a rundown apartment building with 30 small rooms for "retired" or disabled soldiers. Those reaching an age unsuitable for the dangerous work needed or who have received a permanent, crippling injury are given an opportunity to live here until the end of their days. Unfortunately, the waiting list is several hundred names long; few soldiers ever reach the top of the list and get a free room.

New temple acolytes are responsible for assisting the old and injured soldiers each day. Acolytes bathe and feed the soldiers as part of their indoctrination to the Egramish Order. If any soldiers are mistreated, the responsible acolytes are exiled from their faction and possibly from the village itself.

28. Whisperview Square

Those who visit the town square of Whisperview for the first time never forget the experience. The platform is packed with bustling residents, merchants selling or buying supplies, shopkeepers hawking their wares, the poor begging for coins, and priests and soldiers pushing their way through the crowds.

Read the following if the characters arrive at this platform in the day:

> The smell of a thousand commingled odors spills into the stairwell as you arrive in the grandest and most chaotic of all the platforms in Whisperview. The teeming mass of residents and visitors push themselves through slow-moving groups and stopped shoppers, intent on reaching their destination elsewhere. You can see shops, hostels, temples, brothels, and local housing all thrown together haphazardly and without organization. It is frenetic and wondrous at the same time.

The platform is surprisingly busy at night, but characters are able to move more freely from location to location. Although the platform is a haven for thieves and pickpockets who wander the main street looking for easy targets, the area gets truly dangerous after dark. Robbers, cutthroats, and assassins creep in the shadows between buildings, intent on their targets. Drunken or foolish visitors are easy marks, and many often wind up missing or dead.

Unless it is the late evening hours, it takes several minutes for the characters to push their way from one end of the platform to the other. The moving throng of travelers pause frequently while some group or individual somewhere else on the platform delays travel in the narrow central thoroughfare between the tightly arranged shacks, buildings, and stalls. There are many attractions within this platform, too many to list here. The next section highlights the most interesting, important, or busiest establishments in the square.

The western staircase to **Area 31** is preferred by most travelers seeking to avoid the acolytes and priests from the Temple of Her Penetrating Gaze (**Area 29**). The eastern staircase from Whisperview Square to the Ever-watchful Platform is rarely used by residents and locals unless they have business at the temple itself.

See the areas described in Whisperview Square (**Map E**) for more details.

29. Ever-watchful Platform

Paranoid **acolytes** and brooding **priests** at the Temple of Her Penetrating Gaze (**Area 29**) keep watch over the lower platforms and nearby staircases, their sight continually bent toward other factions, dissidents, and suspicious travelers. By day, the platform is overrun with faction zealots.

> Dozens of acolytes are busy performing menial tasks across the platform. Robed men and women sweep dirt, scrub tiles, trim bushes, and wash windows. Several higher-ranking priests watch over the work. As you arrive at the top of the stairs, you notice many acolytes staring in your direction.

Approaching characters are welcomed, but the pressure to convert to their faction faith is overwhelming. Characters should quickly realize that the priests are either trying to force them to convert or to forcefully remove them from the platform.

By night, the platform appears deserted. However, residents know that watchful eyes peer from every shadow.

> After reaching the last step of the staircase, you enter a deserted platform. A massive temple sits behind a simple structure that appears to be a barracks of sorts. Although you see no one, you get the sense you are being watched.

On the map, the acolytes' quarters are marked as 29a while the temple proper is 29b. Several (1d8) **acolytes** maintain a watch over the platform at night to ensure that no harm comes to their temple. Characters should spot most of the hidden acolytes after a few minutes of careful examination of darkened doorways and shadowed corners. If the characters openly move onto the platform (away from the stairs), acolytes step out to challenge them. The acolytes are instructed to attack any who do not immediately retreat to the stairs when challenged.

If an alarm is raised, the barracks empty, sending three dozen **acolytes**, two **underpriests** (see **Appendix C**), and a high priest out onto the platform.

Highgazer Ghromus (see **Appendix C**), the temple's high priest, is the last out of the buildings (50% chance barracks, 50% chance temple). His rank among the priests of his order provides him with mastery over a cantrip specific to his faction. He may cast the *clouded vision* spell (see **New Cleric Spell** sidebar below or **Appendix D**) every round before in addition to taking another action, including casting another spell.

New Cleric Spell

Clouded Vision

Necromancy cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: 1 round

You cause a creature to have difficulty seeing, as if it had dust or water in its eyes. Unless it has blindsight, the creature must succeed on a Constitution saving throw or have disadvantage on attack rolls and a -1 penalty to its AC until the end of its next turn.

If the characters arrive to assist the Black Rats in stealing the supplies from the back of the temple, they are likely trying to avoid any confrontation with acolytes and priests. The dissidents quietly descend to the platform from ropes lowered from hidden caves in the mountain. Harles (**Area 6**), Orgov (**Area 1**, **Map E**), and Evol (**Area 9**) arrive at the prearranged time, each leading a small group of dissidents to the back of the temple. They may need the characters to create a diversion by the stairs to give them more time to raise the supplies up into the mountain. Leading the pursuing acolytes through the platforms and away from the temple gives the dissidents more than enough time.

30. Top Gate Security Station

Although able to assist in nearby issues if needed, the soldiers' main duty at this station is to provide a rotational security force at the mountain entry gate (**Area 31**). A ladder to and from the upper platform provides access for the 1d4 + 3 **heavy guards** (see **Appendix C**) stationed at the small platform. The station has only four group cells to detain travelers entering or exiting Whisperview in **Area 31**. A small weapons locker provides extra crossbows, bolts, and halberds for guards.

31. Top Gate

The highest platform in Whisperview provides access into the upper portion of the mountain. Only acolytes, priests, and soldiers are allowed into the mountain here. Four soldiers are always stationed at this closed portal. Each is equipped with a whistle that can be used to summon more soldiers from the nearby security station (**Area 30**). The entry to the mountain can be closed and bolted shut from the inside when needed. The doors are made from thick planks and reinforced with bands of iron.

> Three stern-faced soldiers (as **heavy guards** with AC 18[plate]; see **Appendix** C) stand at attention while a fourth soldier (as a **veteran**) flips through a large tome. Pages of names, dates, and rudimentary facial drawings flip past as the soldier searches for something in the old book. Sensing your approach, he looks up.

Unless the characters are disguised as priests, acolytes, or soldiers of Egramish, they are turned away. Any prolonged debate about entry may result in detainment or arrest. The watch commander and his men cannot be bribed. Note that any conflict here likely alerts the entire mountain to intruders.

If the characters' disguises fool the soldiers, their names and purpose for entry are recorded in the book by the watch commander.

Whisperview Square (Map E)

*See **Area 28**, **Map D** for more details.*

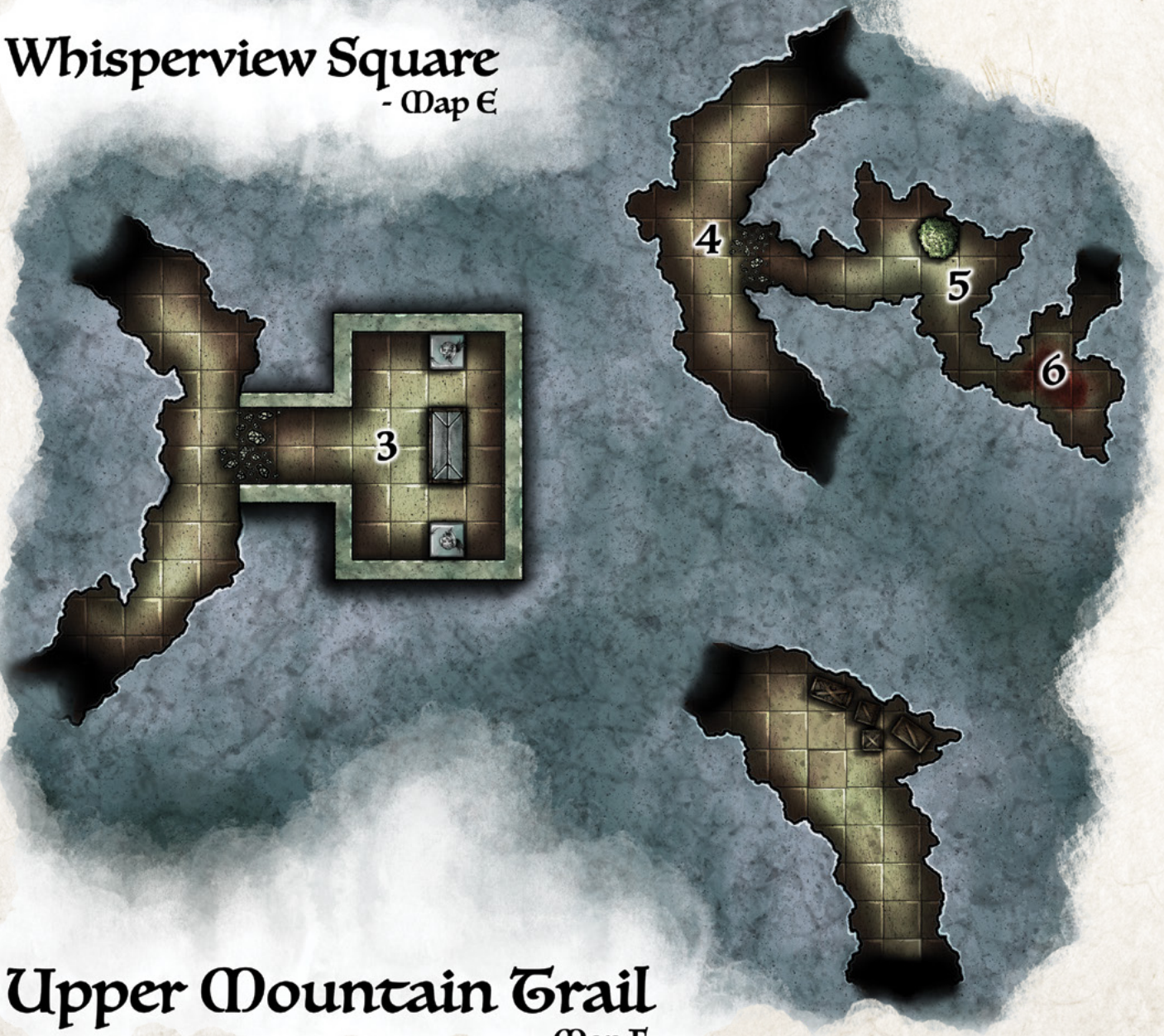
1. The Bearded Goat

This legendary inn is run by the notable **Orgov Yulutt** (see **Appendix C**), a retired adventurer and champion Eye Piercer (a game much like darts, explained below). The inn is always filled to near maximum capacity. Characters looking for rooms most likely find themselves looking elsewhere. Without a reservation of at least a week in advance, there is a 5% chance 1d4 rooms are available for a single evening.

> Laughter and music spill from the many windows and doors of this three-story structure. A colorful wooden sign hangs above the wide entrance and depicts a jovial, bearded goat drinking from a mug of frothy beer. The Bearded Goat is well-known in Whisperview, and its customers have come to expect its fine hospitality, food, and drink. The warmth of a fire, good beer, and a hot meal beckon to you, urging you to step through the inn's open doors.

Characters find a well-lit, boisterous tavern on the first floor of the inn. Patrons sing along with musicians while they eat and drink late into the early morning hours. Servants hustle between the kitchen and tables, delivering huge platters of food and mugs of ale. The group finds that The Bearded Goat is a welcoming and safe place.

Whisperview Square
- Map E



Upper Mountain Trail
- Map F

Rumors at The Bearded Goat

1d10	Rumor
1	Orgov once slew a mighty dragon! (False)
2	The innkeeper once knocked the head off a thief he caught at the inn with a simple club. (True)
3	The priestesses from the Temple of Her Final Caress prey upon drunken men at night in Whisperview Square. (True)
4	A priest surrounded by temple soldiers was seen carrying something through the square and up the stairs. (True)
5	A giant bat, almost as big as a dragon, has been seen perched under one of the platforms! (False)
6	Foul creatures have crept up into the catacombs from the depths below the mountain and have been slaughtering priests! (True and false*)
7	A spy loose in Whisperview is hunting for a lost treasure! (True and false**)
8	Acolytes have disappeared more than usual lately. (True)
9	Soldiers have been raiding establishments all over Whisperview seeking Black Rat dissidents. (True, although no more than usual)
10	The high priest in the temple fortress is dead, replaced by one of the priestesses of Her Final Caress! (False)

* It is undead in the catacombs, not living creatures from below the mountain.

** Although the rumor is completely fabricated, there is some truth in it.

Orgov Yulutt, the owner and proprietor of the inn, is well-liked by his loyal staff and customers. He is easy to spot in the establishment — tall and wide-shouldered with graying hair, the retired adventurer serves beers from behind the bar. He chats with almost anyone (he dislikes temple priests), and characters find that he is willing to share general knowledge of the village and non-political rumors. Any questions regarding the Black Rats or unusual activities by priests is met with slight hesitation before Orgov changes the subject. If the innkeeper discovers the group is helping the dissidents through Uuktah, a trusted member of his clandestine group, he pulls them into a private room in the back to discuss matters.

If he is told the message from Harles Gumfurt, he seems pleased and excited. He asks the characters to send his reply to the slums, "Stone rain falls precisely at the gong." [Translation: He and his upper-village dissidents will drop boulders from above the temple onto guards at midnight.]

Additionally, the innkeeper could use the group's help in a special task. Orgov Yulutt knows that Gevers Knoglocker, a key dissident operative, is imprisoned in the security station at **Area 26**, **Map D**. The operative likely gave a false name (Henn Dibble) to avoid any undue attention of senior priests and village officials. His rescue is important to the Black Rats and Orgov — Gevers is his brother-in-law. He needs the group to free him from his cell either through payment or force. Most of the Black Rats avoid the platform as many are either under the watchful eye of soldiers and priests already or are wanted suspects.

In return for their assistance, he allows the group to use the best room of the inn as a base of operations. A suite on the topmost floor that sleeps eight comfortably is reserved for dignitaries and wealthy guests and always remains available. Under no other circumstances is this room rented out except in the special case where the group assists Orgov by freeing his brother-in-law.

Orgov, concerned with the affairs of the oppressed residents and the Black Rats' plans, has little knowledge of the stolen triptych and its whereabouts. If asked, he recommends pressing one of the many beggars in the faction district for information or talking with Uuktah, who is often found in his inn most evenings.

The Bearded Goat Menu

Gilded Ale	1 sp
Winterberry Wine (white), served cold	1 gp
Cross-eyed Goat (strong whiskey, short glass, rebranded Cross-eyed Dwarf)	1 gp
Star Blaze, a chilled white wine, from limited stock	10 gp per goblet
#1 Grilled Goat Leg, Tatoe with goat cheese and green onions	4 sp
#2 Bread Bowl of Goat Cheese Soup, with Fried Mushroom Dippers	4 sp
#3 Stuffed Pig-Snout with seasonal vegetables, slice of hard bread, black-pepper gravy	4 sp
#4 Cavecrawler soup, with baked larvae and leeks, soft bread with brackenberry jam	4 sp
#5 Lover's Plate, two of any of the first f our options, extra-healthy portions	10 sp
#6 The Last Good Meal, all four meals, heaped upon a wide plate	20 sp
Single Rooms, no fireplace	2 gp per night
Double Rooms, fireplace	5 gp per night
Four-bed Suite, fireplace, 4 chests, 4 wardrobes, 2 writing desks	25 gp per night, 1-night maximum

If **Uuktah** (see **Appendix C**) is not imprisoned in **Area 23**, **Map D** or found in the faction district or the square, he is likely here listening to the conversation of loose-lipped, jovial patrons, hopeful to glean more information about the temples' activities. He can be recognized by his cloak with three brown patches on his right sleeve. He knows that a group of clandestine supporters should be arriving any time but trusts no one until the phrase, "Three panels for Law," is whispered to him.

Orgov has secured Uuktah a permanent room, accessible from a door in the kitchen and a back alley. Only the innkeeper and false acolyte have keys to both doors' locks. Once Uuktah contacts the group, he slips away to his room to catch the group up on what he knows.

> The young acolyte closes and locks the door behind you and presses his ear to it for a moment. He finally steps away from the door and grins at your group. "It has been some time since we've had help from those beyond this prison of a village. It is good to see the leaders of our order have sent courageous and determined warriors of good to assist in the recovery of the ***Triptych of Transcendency***." He stops to listen at the kitchen door again. "We must hurry; there isn't much time. I have asked too many questions of the wrong people, and I may now be a suspect. Here is what I know: Miltotok, the high priest of the fortress temple, has made progress on the conversion ritual. I believe he is close to completing his experiments and may be ready to attempt the spells in another week. I do not know the locations of the three panels, but I believe one lies below us, and two lie above. It would be logical to assume Miltotok has one of them."

If the characters already recovered the panel from **Area 7**, **Map C** below, Uuktah is greatly pleased to know that one is already in their possession. If they have not found the panel from the mountain tunnels, he urges them to go back and look for it before ascending to the mountaintop fortress.

> "I have heard whispers that trusted priests are preparing the panels at ancient shrines from the earliest days of Egramish's rise. These unholy sites were abandoned when new temples were constructed and were sealed behind rock and mortar. I believe that the panels may be found behind recent construction or demolition sites."
>
> Uuktah moves to the opposite door in the room and pauses to listen a third time. Concerned, he turns to your group. "You must hurry! Secure the three panels and flee Whisperview! Leave the fight with the temples to the Black Rats. I will help them throw this yoke of tyranny from their necks!"
>
> Just as the young acolyte's words end, the door behind him bursts open. Six soldiers in crimson and black garb stream into the room, grabbing at Uuktah. Drawing a club from under his robes, he crushes the nose of the nearest soldier. He turns, pointing to the opposite door, and yells, "Get out of here!"

The noise of combat and the breaking door bring Orgov and several loyal patrons into the area. If the characters stay to help Uuktah, Orgov insists they go. He knows they have more important business in the village and pleads with them to leave by using the tunnels in the cellar of his inn (see the **Cellar Tunnels** sidebar below). Several of his customers look to be very capable combatants and are able to push the 6 **soldiers** (as **veterans** with AC 20[plate, shield]; see **Appendix C**) out into the alley behind the Bearded Goat. The soldiers retreat once they secure Uuktah. Reinforcements arrive within minutes to help cover their escape.

If the characters remain in the fight, there is an increased chance that one or more of the group may be taken by soldiers. More soldiers enter through the front door of the inn, making escape a challenge. The cellar tunnels may be the characters' best option to avoid capture or death.

Cellar Tunnels

Narrow tunnels connect several establishments on this and nearby platforms. Tunnels are linear, stretching from one place directly to another with few offshoots or splits in the passages.

The tunnel below the Bearded Goat connects to the Crimson Hammer (**Area 2**, **Map E**) and The Icy Snowdrop brothel (**Area 3**, **Map E**).

If you plan to use the tunnels more than once, you should connect several establishments on this platform and the faction district ahead of time.

Note that Uuktah may return to the adventure later to play a part in the final battle between the characters and Miltotok (see **Area 7**, **Map W** or **Area 8**, **Map W**).

2. The Crimson Hammer

Known for his speed of work more than his quality, **Greggar Ashenhand** (statistics of a **thug** with a warhammer instead of a mace) churns out items and repair work quicker than any of his blacksmith rivals in Whisperview. Competitive prices and speed keep customers coming back again and again.

> A faded sign crookedly hangs above the entrance to this ramshackle structure nestled between two bigger buildings. You can feel the heat pouring from a small window and around the dirty leather door flap. The sign faintly depicts an anvil with several red hammers raised above it. There is no doubt what lies within: another Whisperview smithy.

Greggar accepts any form of work, believing that it is better than having no work at all. He is a terrible negotiator, and his counting skills are quite poor. He often takes on work that nets him almost no profit. Although the characters feel they are getting a considerable deal, his workmanship is average on his best days. He and four assistants pound out iron and steel up to 16 hours per day, seven days a week. He makes money only by sheer determination and long hours.

He repairs armor and weapons for a few silver or gold coins, depending on the amount of work needed. He can craft basic daggers, swords, and hammers quickly, but their quality is nothing extraordinary. He and his assistants are unable to create complex weapons or full suits of armor.

The blacksmith is rather good-natured and avoids confrontation unless cornered. His young apprentices flee from any conflict in the shop. Greggar does not know about the dissident tunnel entrance in the alley behind his shop.

3. The Icy Snowdrop

Of the many brothels in Whisperview, only the Icy Snowdrop is bold enough to advertise so openly. Charismatic and exotic ladies and men sit outside the establishment, attempting to lure passersby with their eyes and enchanting scents.

> The crowd before you slows down here, creating a bottleneck in the street. You quickly realize the reason: Several beautiful young women and men lounge at tea tables in front of a brightly painted building, their eyes searching the crowd for potential guests. A silver-painted sign above the outdoor seating area reads, The Icy Snowdrop. As the crowd in front of you begins to move forward, you find yourselves directly in front of the establishment.

While the business serves the desires of those seeking temporary companionship, the brothel also is a great place for information. Many visiting dignitaries, high-ranking officials, and devious priests frequent the establishment, absentmindedly spilling secrets to their hosts during their brief stay. **Essanalla** (see **Appendix C**), the enchanting "mother" of the house, gathers the secrets from her employees and records them in secret documents stashed in her office at the back of the brothel. She uses these secrets when her business is threatened or sells them for a price.

Characters wishing to get information must meet with Essanalla, who rarely receives guests unless a considerable amount of coin is donated to the establishment. Those who wish to mix business with pleasure (i.e., seek information and visit one of the employees) do not get a meeting with Essanalla. If characters place 100 or more gold coins into a donation box labeled "Warm Sun Over Icy Snow" next to the door, they are brought to a sitting room outside Essanalla's office to wait. After she looks over the group through a one-way mirror and decides they are safe, she has the group enter her office. Several trusted **thieves** (as **spies** whose shortswords do an additional 1d6 poison damage) wait nearby in secret locations, ready to spring forth to assist the mother of the house.

Essanalla has several secrets to sell for coins or promises of future assistance. The characters may ask her questions or ask for her knowledge in particular areas. A table of sample questions and answers is provided below to help you navigate the meeting. Note that Essanalla has no interest in the battle between good and evil that occurs in the Mountain of Whispers. She knows that the current political and religious situation benefits her business greatly. She also does not care about the artifact or what happens to it. Essanalla also tries to work the group for as much coin as she can by answering questions as simply and ambiguously as possible. You should similarly handle other questions and answers.

Essanalla's Questions and Answers

Question	Answer	Cost
Have the priests been acting strangely or differently?	Yes. They have frequented our business less lately. They seem to be preoccupied with something of greater importance.	10 gp
What have you seen that is out of the ordinary?	More soldiers have been searching buildings for dissidents and arresting innocents. Priests have spent more time at their temples at the mountain's peak than ever before.	10 gp
Have any guests hinted at some great treasure or artifact recently acquired or moved through Whisperview?	Yes. Several guests have seen priests carrying covered containers, surrounded by dozens of elite soldiers.	20 gp
Do you know where these priests may have gone?	No. But rumors are that one such priest went into the tunnels below the village, and two went into the tunnels above.	20 gp
Can you provide any detail about the whereabouts of any of these priests or their containers?	Yes. I know that one of the priests was seen carrying a covered container into the Catacombs of the Past.	150 gp
What do you know of Miltotok, the high priest of the Order of Egramish?	He has never frequented our establishment. Rumor is that he is a cruel, unfeeling man, with no desires, except to serve the goddess. He is incorruptible in his faith.	50 gp
What do you know about the Black Rats?	I know little and care to share that with you even less. They are of no importance to me or my business.	0 gp
Whom can we trust in this village?	Trust not a single person who follows the goddess.	10 gp
Do you worship the goddess or follow her faith?	My faith lies with gold coins.	0 gp
Are there any who oppose the factions and can be trusted?	I am unaware of any who openly oppose the goddess.	0 gp
Alternate Question: Are there any who oppose the factions and can be trusted?	Some say a young acolyte wanders the platform near the Bearded Goat (**Area 1**) in search of support and information. (This is Uuktah Bolnas.)	10 gp

If asked, Essanalla offers additional information if the group assists her in a special task. The underpriest of the Temple of Her Incessant Mockery has been recruiting her employees and mistreating those that will not submit to his trickery. Essanalla needs this high-ranking priest, Jharg Nethel, eliminated, a task Essanalla's security force has been unable to accomplish with the heightened security as of late. He has not been seen in Whisperview

in the last week and may likely be at his temple at the peak of the mountain (50% chance, **Area 10**, **Map R**) or assisting other priests in their current endeavors (50% chance, in the Catacombs of the Past, **Area 30**, **Map G**). She rewards the characters with 1,000 gp and gives them a unique, magical trinket (see **Amulet of Repulsion** sidebar below or **Appendix E**) for their assistance in permanently removing her problem "guest" from The Icy Snowdrop. Proof of the underpriest's death must be returned to Essanalla — Jharg is easily recognizable for his heterochromia condition (his two differently colored eyes). The underpriest has one blue eye and one green eye. Both of his eyes must be returned to Essanalla to prove Jharg has been eliminated.

New Magic Item

Amulet of Repulsion

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you have a chance to repel a spell cast at you. It does not affect spells whose area of effect merely includes you. The amulet has a running total number which represents a percentage chance that it will repel the next spell cast at you. Each time a spell is cast at you, roll 1d100. If the result is equal to or under the amulet's running total, the spell does not affect you, and the amulet's running total resets to 1. If the result is over the amulet's running total, it does not repel the spell, and its running total increases by an amount equal to 1 + your Wisdom bonus.

Essanalla is aware of the entrance to the Black Rat tunnels behind her establishment. She occasionally uses the tunnels herself (with Orgov's permission; she is a dissident sympathizer) to move unseen through the platform. The tunnels open behind the building between an exterior wall and a soiled laundry cart.

4. The Wizard's Wares

The high traffic area of Whisperview Square brings many customers into this small magic shop each day. Adventurers looking for new trinkets or hoping to part with unneeded items for some coin are in and out of the store all day.

> An ornate door engraved with strange symbols and painted with bright colors opens into a small store. Two cloaked figures on either side of the door finger their scabbards as you enter, their faces hidden by their voluminous hoods. A short wizened clerk behind a cluttered, glass counter smiles as you enter. The counter and two side shelves are filled with trinkets, gadgets, and boxes. How anyone finds anything in this store is beyond you.

Although the shop appears hopelessly cluttered, the shopkeeper **Gallicando** (see **Appendix C**) knows just where everything is. He can almost instantly find something that interests a customer, knowing its exact location in the store. Much of his shelf inventory is fake props, wizards gear, and nonmagical items. Actual magical devices are found under the glass counter and are brought out for customers upon request. His 2 trusty **guards** (as **spies** with 45 hit points) keep an eye out for sudden movements or foolish behavior.

Gallicando, a retired magic-user, can assist in spell transcribing and scroll creation if the characters can wait a day. He performs this type of work after the store closes. Otherwise, he has a good assortment of simple magical items for wizards and elves.

Items for Sale

Item	Value
Parchment paper, one sheet	5 sp
Vellum, one sheet	10 sp
Ink, one bottle	5 gp
Writing quill	1 gp
Empty spellbook, 10 pages	20 gp
Empty spellbook, 20 pages	50 gp
Empty spellbook, 40 pages	100 gp
Common spell ingredients	1 sp to 20 gp
Ring of cold resistance	5,000 gp
Ring of telekinesis	3,500 gp
Bag of holding	7,500 gp
Carpet of flying	10,000 gp
Rope of climbing	5,000 gp
Scroll of protection from undead	2,000 gp
Scroll of protection from dragons	5,000 gp
Spell scroll with *cure wounds*	1,000 gp
Spell scroll with *cure wounds* *(3rd level spell slot)*	3,000 gp
Spell scroll with *cure wounds* *(5th level spell slot)*	6,000 gp
Spell scroll with *magic missile* (3)	1,500 gp
Spell scroll with *fireball*	15,000 gp
Staff of healing	20,000 gp
Wand of magic missiles	10,000 gp

The wizard purchases items from customers for 50%–60% of their full value. He is unable to pay for items over 10,000 gp in value with coin but provides store credit and trades to make up the difference.

5. Shrine of Her Unwavering Faith

A confusing pattern of runes and symbols covers the outside of this cloistered shrine. A narrow door provides entry for the faithful and curious.

> You are baffled by the unordered mess of symbols, characters, and images all along the exterior walls of the small structure before you. Two forms shrouded in mottled red and black cloaks stand to either side of a narrow entry. The door is slightly pushed inward, allowing a mystical scent to waft out and into the square. The only understandable words you can read are lightly inscribed in the door frame. They read, "The Shrine of Her Unwavering Faith."

Only true believers or those ready to commit to the faction are allowed entry. The 2 **acolytes** outside the door do not allow characters to enter unless they wear the symbol of their faith, a confusing mess of silhouettes and symbols that perplexes any logical observer. They are prepared to physically assault any who defy their rules.

Once inside the small shrine, characters find four small benches and a wooden altar to the goddess. A three-foot-tall golden idol of Egramish stands upon the altar, her eight hands each signaling a different action. For example, one hand beckons visitors to come closer while another appears ready to strike. Of course, to her followers of this faction, the only hand that matters is the one that is open, ready to receive what she requests. Any item placed in the open hand is instantly teleported to the treasure room of the main faction temple near the top of the mountain (**Area 15**, **Map S**).

An **underpriest** (see **Appendix** C) and another **acolyte** are within the interior of the shrine, positioned to assist believers in prayer or to convert new followers. Neither allows non-believers to remain in the small temple and resorts to violence almost instantly if good creatures are detected.

A gilded lockbox behind the altar holds "special donations" for the priest and acolytes. Once the locked lid (successful DC 13 Dexterity check with thieves' tools to unlock) is opened, characters find 200 gp and 200 sp within.

The Upper Mountain Trail (Map F)

1. Entry to the Upper Mountain Trail

Like the lower tunnels below Whisperview, this circular, ascending tunnel winds its way up through the mountain. This tunnel is not as long as the trail farther below and is only traveled by acolytes, priests, and soldiers on business to and from the mountain peak. These tunnels are better lit and much safer — thieves and bandits are not present here. Characters run into Egramish's minions traveling between locations. Although they are intent on their own affairs, they stop travelers who look out of place.

Wandering Monsters Table

1d20	Encounter
1	**Carrion Crawler (1d3)**
2	**Invisible Stalker (1)**
3	**Medusa (1)**
4	**Underpriest (1)** (see **Appendix C**) and **Acolytes (1d12)**, random faction.
5–20	Nothing encountered

2. The Broken Wheel

At one time, an old wagon lost a wheel in this very spot and was left behind instead of being repaired. Since then, a merchant has used this location as a place to sell his wares to those passing by. The merchant is the brother of an underpriest of the Temple of Her Unending Malevolence and has been granted access to sell from this location. However, the merchant prefers wealth to the servitude of the goddess and accepts coins from any customer.

> A broken-down wagon, flipped on its side along the right edge of the tunnel, appears to have been here for some time. However, a merchant (**commoner**) sells a few items from the back of the tilted wagon. He eagerly waves you over.

Hipsnit Egelfangle, an aging merchant who is eager to retire someday soon, sells the last of his wares to passing acolytes and soldiers. He has a good memory for faces and instantly recognizes new customers when the characters approach. He is often loose with information when customers are buying his wares. There is a good chance that the characters get a piece of useful knowledge if they buy something. He does not intentionally deceive or cheat characters unless they are rude or violent.

Wares for Sale

Item	Value
Candle	1 sp
Club	5 sp
Cudgel	5 gp
Glass bottle	1 gp
Glass vial	5 sp
Ink bottle	10 gp
Iron helm	5 gp
Old mace	5 gp
Sealing wax	5 sp
Sling Stone	1 sp
Parchment	1 gp
Vellum	2 gp

Merchant Information

1d6	Information
1	Egramish is returning to the mountain in physical form! (False)
2	The high priest Miltotok has traveled down into Whisperview more in the last two weeks than in the last two years. (True)
3	The priests are in the catacombs, and no one knows why. (True and false*)
4	This spice-water I have for sale protects you from enemies! (False)
5	Howls of long-dead priests echo throughout the tunnels! (True)
6	Only true believers of the goddess can safely enter the catacombs. (True and false**)

* Priests are in the catacombs, and they know why. They are trying to transform one of the panels.
** Any can enter, but only those protected with a special amulet are protected from the dead.

3. Forgotten Fane

When the priests were searching for lost shrines within the mountain, they uncovered this forgotten fane. Not recognizing the faction, they abandoned the excavation and moved onto other locations.

> Stonework from a lost time hints at the age of this ancient area. Rubble at the entrance suggests a recent excavation. A rectangular room appears to have once been a small shrine. Crumbled stone benches and deteriorating wooden racks stand before a blood-stained altar. To either side of the altar, a statue of a beautiful woman looks down upon the temple. One statue grins fiercely while the other looks on in horror.

One of the earliest shrines to Egramish, this fane was built to remember how Egramish sacrificed her twin sister for immortality. One of the earliest factions, the Temple of Her Sacrificed Half, did not withstand the growth of the other factions and was abandoned shortly after the goddess's ascension. Many of the priests of Egramish have forgotten this part of the goddess' story, and its lore has been removed from many of the temple's history scrolls. Priests searching for lost histories may be interested in this shrine once their business with the triptych ends.

A secret compartment in the back of the altar holds a historical record of the early faction within the pages of a deteriorating book. A scroll tube holds the lost cantrip *twin image* (see **New Cleric Spell** sidebar below or **Appendix D**) for the faction that can be learned by any who serve the goddess and this ancient faction at its highest levels.

New Cleric Spell

Twin Image

Illusion cantrip

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 1 round

Except for its casting time and duration, this spell is identical to the spell *mirror image*, except that you create only one illusory duplicate of yourself.

Each of the statue's eyes is a perfectly cut, rare black sapphire. Each is worth 5,000 gp if they are removed undamaged.

4. Dead Soldier

> Rubble lies on the floor near the inside wall of the curving tunnel. After a quick look, you quickly realize that one of the rocks is a helmet and that the head and shoulders of a soldier are buried in the rock pile. A crack in the wall suggests an open space beyond the rubble.

Closer examination reveals only the upper torso of the soldier — everything from his abdomen and below is missing, seemingly torn from his frame through the crack in the wall. He has been dead only a few hours and has not yet been declared missing from his duties. There is a 25% chance that the soldier wears one of the amulets from the Catacombs of the Past (see **Area 1**, **Map G**). His longsword lies amid the rubble and debris of the pile. Characters can squeeze into the crack of the wall to enter **Area 5**.

5. Newly Discovered Nest

Dark denizens lurk in the forgotten tunnels of the mountain. These vile creatures continue to find ways to ambush and kill Egramish's minions even though they are hunted and eliminated when discovered. Their passages are also sealed to keep them from preying on village residents.

A natural tunnel is beyond the crack, its walls wet with condensation and slick with a slimy substance. Fresh blood on the floor streaks away from the entrance, exiting into a small tunnel to the east. Bits of leather armor and clothing are mixed in with the crimson smear. A clutch of strange eggs in a niche to your left startles you. Their shape and size are unlike anything you have seen before. The eggs pulse and quiver, hinting at live occupants.

The eggs are the offspring of an exceptionally large male carrion crawler (see **giant carrion crawler** in **Appendix C**) and 3 female **carrion crawlers** that have recently found their way up to this level of the mountain. Although the females are of average size, the male is roughly 20 feet in length. The lower half of the soldier's body was dragged to **Area 6**.

Any noise in this chamber quickly brings 3 female carrion crawlers into the area. They defend their unhatched young. If any eggs are harmed, they fight with a +2 bonus to attack and damage rolls.

6. Crawler Feeding Chamber

Unless they are tending to or defending the eggs in **Area 5**, four carrion crawlers are here feeding on the lower half of a human soldier. A narrow tunnel opens in the western wall and leads down into the dark depths of the mountain. The crawlers always watch the western tunnel for trouble.

Read the following if the characters have not encountered the carrion crawlers until this area:

As you creep along the narrow, bending tunnel, you hear the telltale sound of ripping skin and wet organs tearing. Peering into the open chamber beyond, you see four carrion crawlers feasting on the remains of a dead humanoid, their tentacles grasping and rending pieces from the corpse. One of the carrion crawlers is considerably larger than the other three.

Any noise attracts the creatures, pulling them from their meal to investigate. The large male allows the females to attack first to test the character's abilities. It jumps into the fray if one of its mates falls or if it deems their adversaries as weak or afraid.

Several partially consumed remains and bony fragments are cast about the chamber, ignored while the crawlers hunt for fresher victims. Although most of the discarded gear is from the bodies of consumed acolytes and soldiers, there is a 10% chance of finding a valuable item in the bloody piles nearby.

Treasure Table

1d100	Item
01–90	Nothing found
91–93	***+1 mace***
94–96	1d100 sp and 1d20 gp
97–99	***+1 shield***
100	***ring of undead protection*** (see **Appendix E**)

A tunnel in the rear of the room leads down into the depths of the mountain where hungry predators lurk in unexplored areas. You can design and populate these areas as needed. However, players should be made to realize that the tunnel leads away from their current objective.

The Catacombs of the Past (Map G)

1. Entrance to the Catacombs of the Past

Before the factions believed that their high priests ascended to serve Egramish in immortality after their death, they buried their greatest leaders in the tombs beyond these great double doors. The seal protecting the doors has been broken after many decades, allowing faction minions to search for the great shrine within.

As you approach a slight bend in the tunnel, you hear a voice ahead: "Nay, I will not enter without one of those shiny necklaces. You go in and get the priest if you're foolish enough." Another voice replies, "Not I. You couldn't get me to go in there for all the coins in Egramish's vault."

Peering around the corner, you see three soldiers in temple livery standing near an open set of large, wooden doors. One soldier holds a wooden box while another peers into the open doorway.

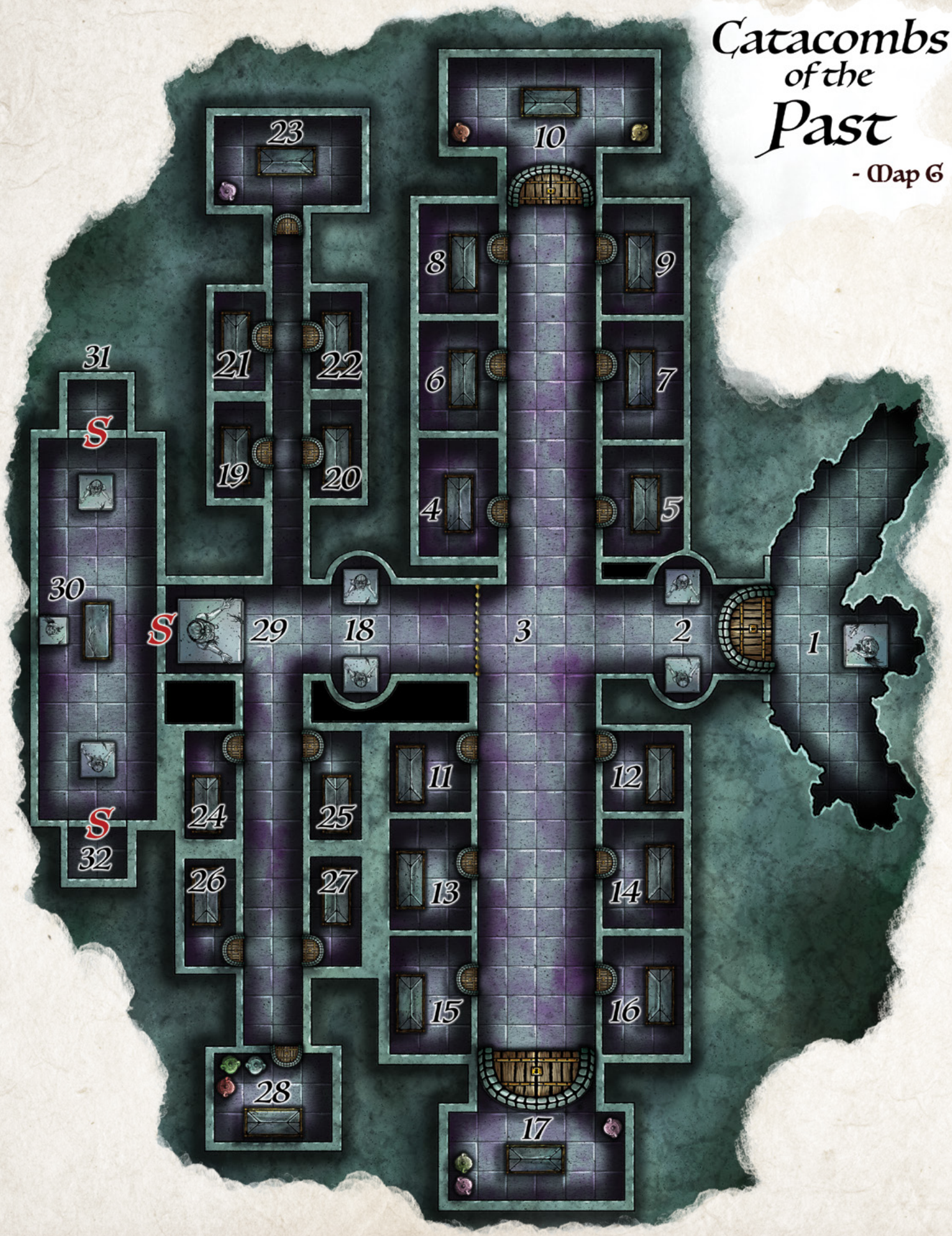
A guard has been sent from the fortress temple to check on the status of the triptych panel transformation within the ancient shrine at **Area 30**. The high priest of Her Incessant Mockery has been laboring over the ritual deep within the catacombs for days. Miltotok is eager to gain news about the work on the right panel in the catacombs as he prepares his rituals for the center panel in the fortress temple above.

Special amulets protect the minions of Egramish from the undead horrors lurking in the catacombs. The wooden box held by one of the guards is currently empty — all the amulets have been handed out to soldiers and priests who are now within the catacombs. The soldier who is supposed to get an update from the shrine is unwilling to enter the catacombs without an amulet. All 3 soldiers (as **heavy guards**; see **Appendix C**) are eager to move from their post as soon as possible.

A statue of Egramish stands in a niche across from the doors to the catacombs. She stands with her arms folded across her chest, a great grin of amusement on her face. As usual, her form has been carved to highlight her athletic build under scant, sheer clothing. Her eyes seem to peer through any who gaze upon her face.

Catacombs of the Past

- Map 6



New Magic Item

Amulet of Egramish

Wondrous item, rare (requires attunement by a creature of evil alignment)

An ***amulet of Egramish*** is a circular, platinum amulet on a silver chain, engraved with the silhouette of Egramish's face and head. If you are a follower of Egramish, while wearing it, you are invisible to and unheard by undead creatures. If you are not a follower of Egramish but have an alignment other than good, you gain a +4 bonus to AC and saving throws versus attacks and effects by undead creatures. If you have a good alignment, when you put on the amulet, you take 1d4 necrotic damage immediately and every 10 minutes until you remove the amulet. This amulet is attuned to the Catacombs of the Past and does not provide any benefits beyond its halls and chambers.

You should remember to handle undead foes correctly when they face priests and characters wearing an amulet.

2. Hall of Judgment

A wide hall of smooth, carved stone stretches into unnatural darkness. The echoes of your light footsteps ring loud enough to be heard clearly, as the floor tiles are designed to amplify even the slightest of sounds. Two sets of bright red lights, a pair on either side of the hall, pierce the darkness.

A pair of small statues in separate niches gaze into the center of the hall, their eyes each in a perfect, connected line with the other. An invisible beam connects the two statues' eyes at a height of four feet from the floor. If a character of non-evil alignment walks through the beam, a loud gong rings in the distance, and a shadowy form manifests before the group. An **invisible stalker** judges the group's worthiness and dedication to the goddess. Those found lacking are attacked.

The gong stirs several of the slumbering dead within the tomb who may rise to investigate. Add a 25% chance for awakened undead as wandering monsters.

Note that this entire hall, from the entrance to **Area 29** has a ceiling height of 15 feet. The ceilings of the four side passages off the main hall are 10 feet in height.

3. Illusory Wall

This area appears as a solid wall to most visitors to the tomb. Only those astute enough to discover the slight shimmer in the wall find the illusion. High-ranking priests of the goddess's temple know about the protective illusion.

Read the following if the characters discover the illusion:

What once seemed like a solid stone wall now fades to reveal an open space beyond. Looking around, you realize the wall was but an illusion meant to hide more of the tomb. The hall stretches out into the darkness.

Since the temple in **Area 30** is important to the story, you may have to hint at the strangeness of this wall when light is shined upon it or if it is touched.

Notes for Tombs 4 Through 17

The earliest high priests and martyred soldiers were buried here centuries before the tomb's southern expansion. Although the temple is just as old as these tombs, those from **Areas 19** through **28** are newer. Each of these tombs in the older section has unlocked doors and contains the remains of important men and women of the order's past. Some of these fallen servants may animate when non-evil mortals enter nearby halls or their very tombs. Each servant was buried with an artifact of value or magical power and some small portion of wealth.

Each tomb door is inscribed with the occupant's name and a brief history of their importance (featured in highlighted text in each tomb's description). Except for the two bigger tombs (**Areas 10** and **17**), each room is unadorned and plainly built. A block of stone in each area lies under the remains of the room's occupant. Whenever treasure is removed from a tomb, a distant wail from angered spiritual remains of the catacombs is faintly heard.

Each steel tomb door opens into the hallway. The hinges of each unlocked door are visible from the hall.

Wandering Monsters

1d20	Encounter
1	**Specter (1d2 +1)**
2	**Wight (2d3)**
3	**Skeletons (2d8+1)**
4–20	Nothing Encountered

4. Victim of a Spurned Love

Enlor Gassal's premature and, some would say, suspicious death shook the faith of this once predominant faction, eventually dropping it to the least of all the eight groups. Only a few priests since have been able to temporarily bring the faction up from its place at the bottom.

Enlor Gassal, High Priest of Her Jealous Desire

Responsible for recording all early faction chronology in a single tome, presented to Ixnoktak, First of the Order.

All that remains are the crumbled, deteriorated bones and funerary clothing of the high priest. His bony hands once clutched a scepter of gold and silver (value 5,000 gp) that now lies atop the black marble slab. A gilded stone bowl filled with rubies (100 tiny rubies, 10 gp each) lies near where the priest's feet once were.

5. Crypt of the Mocked Priest

Flin Dandall, High Priest of Her Incessant Mockery

Introduced the concept of an overarching order to oversee the eight factions. The idea was intended as a joke, but to his dismay, it was adopted. Forever mocked by his own faction.

Flin Dandall was eventually murdered by members of his own faction after his idea took hold. The priest, now transformed into a **wraith**, has waited to be freed of his crypt for centuries to wreak vengeance on his enemies. As soon as his tomb is opened, he viciously attacks the first mortal creature through the door.

A necklace of solid gold and platinum orbs (7,500 gp) is upon the slab where his body once lay. Several stacks of copper pieces, left by his own faction members at his burial, have been angrily knocked onto the floor (88 cp).

6. First High Priestess of Egramish

In the earliest days of the factions, only men could be high priests. However, a young priestess named Felicita Agroterra assumed control of one faction and steered it toward an all-female membership. The Temple of Her Final Caress still accepts only women as acolytes and priests.

Felicita Agroterra, High Priestess of Her Final Caress

Introduced many rivals to the goddess earlier than they anticipated. No equal in dedication, ferocity, and leadership. A great many women owe their achievements to the first of their faction.

Although what is left of the remains of the priestess is mostly bits of bone and dust piled up on the slab, several of her elite bodyguard — who willingly died to protect her body after her burial — remain in full form, seated or slumped up against the

walls. When the door opens, 8 **dreads** (see **Appendix C**) rise from the floor to protect their priestess's tomb.

The dreads are clothed in off-white cotton wrappings. Remnants of long braids and wisps of gray hair hint at their once-female forms. They pursue any intruders all the way to the main doors of the catacombs before returning to this area.

A ***rod of resurrection*** (see **Appendix E**) lies amid the bone dust on top of the burial slab. Eight silver coffers each hold 20 tiny diamonds (5 gp value each).

7. Oldest High Priest

> Gwal Ruktell, High Priest of Her Unwavering Faith
>
> Exceptionally lengthy servitude before final departure. The only thing greater than his age was the length of the words he spoke. Revered for his knowledge and wisdom.

Serving nearly 50 years for his faction, Gwal Ruktell drove the Temple of Her Unwavering Faith to one of the two greatest arms of the Order. His faction is still considered one of the two primary groups of Egramish. His loss was a great blow to the entire faith.

Remnants of his dusty remains and bits of surviving burial garb are upon the black marble block at the back of the room. A golden measuring scale (1,000 gp value) at one end of the slab contains an even measure of emeralds (25 small stones, 50 gp each) and gold coins (100 gp). A simple, wooden walking stick leans against the backside of the block of stone. Further inspection reveals that it is magical.

New Magic Item

Wanderer's Walking Stick

Staff, rare (requires attunement)

While holding this staff outdoors, you gain a number of benefits useful to travelers and explorers. You always know which direction is magnetic north, fatigue is lessened by 50% when walking outdoors, regardless of terrain or climate, and you gain a +1 bonus to Constitution saving throws.

8. Tomb of Bones

> Vrelk the Deceiver, High Priest of Her Clenched Fist
>
> Deceived his faction by preferring wealth to the servitude of his goddess. Burned alive and buried with his conspirators. Buried here as a reminder of his offenses.

Read the following if the door is opened (outward, into the hallway):

> As the door opens, several human bones spill out of the room and into the hall. A quick look inside shows that the room is filled waist-high with bones.

Every faction member and conspirator who contributed to the priest's greed was slain and buried with him in this tomb. Necromantic runes set into the floor continually reanimate the bones into skeletons that fight an eternal battle with the skeletal high priest inside. Vrelk has died by the bony hands of his conspirators multiple times each day for centuries.

After the door is opened, a skeleton animates and shambles out to attack the group. A new skeleton exits the room every round until 100 **skeletons** animate. Each time a skeleton animates, there is a 5% cumulative chance that **Vrelk** (a **skeletal priest**; see **Appendix C**) also animates and tries to flee the room. He attacks any that get in his way. Vrelk cannot exit the catacombs, as he is bound to be assaulted by skeletal conspirators for all eternity.

After a lengthy search, the characters find Vrelk's ***cursed scepter*** (see **Appendix E**) below the piles of bones. Once touched by bare hands, the scepter permanently adheres to the skin and cannot be dropped or cast away. Only a *dispel magic* or *remove curse* spell can remove the cursed item from its owner's hand.

9. Tomb of Her Favorite

> Ishtal Bokchan, Leper-Priest of Her Unyielding Grasp
>
> Most dedicated high priest and carrier of the goddess's burdens. Survived more assassination attempts than any other high priest of the order.

Said to be one of the goddess's favorites, Ishtal grew in power as his leprosy spread. His dedication added an arm to the order that has yet to be replaced. Egramish favored Ishtal by spreading her hatred and jealousy in the form of leprosy to those she knew could withstand it and demonstrate their eternal servitude.

A light suit of gleaming chainmail armor lies on the stone burial slab, the man once within it now gone to dust. A black mace encrusted with rubies lies next to the armor where a bony hand would have been. The armor and mace are magical. The armor is a suit of ***chain mail of putrefaction*** (see **Appendix E**). The black weapon is a ***mace of bleeding*** (see **Appendix E**). Any foe successfully struck by the mace continually takes damage every combat round until magically healed, dead, or until the mace is 100 feet or more away from the victim.

The bone dust covering the slab hides gold coins pressed into the top of the stone. Fifty rows of 30 coins are neatly pressed into the stone. All 1,500 gp can be removed after a few hours of work.

10. First of the Order

The steel door to this tomb looks different than the rest of the iron doors in this hallway. A gilded nameplate on the blackened metal door reads:

> Ixnoktak, High Priest of Her Penetrating Gaze
>
> Highest of the high, greatest of the great, Ixnoktak firmly implanted the faith of his goddess in the mountainous region of Korlabadd and paid half of the great temple's build cost. He surely sits at the goddess's feet for all eternity.

Ixnoktak was given leadership of the first non-faction Order of Egramish. His role was to oversee all the factions to ensure that no one faction could triumph over all the rest. The order had their own temple at the peak of the mountain that was dedicated to Egramish and all her splintered faiths. Only a few acolytes and underpriests serve the order with the high priest. However, the force of elite temple soldiers ensures that the order cannot be thwarted by one or more factions. See **Area 18** (Temple of the Order of Egramish) for more details on the temple fortress.

Egramish bound 8 **shadows** to the room to protect the remains of her dedicated high priest forever. They seep from hidden cracks in the walls if any mortal enters the tomb.

The first high priest of the order was exceptionally wealthy and donated almost everything he owned to the fortress temple vault. He was granted his wish to be buried with one possession: a giant diamond of exquisite beauty and value. The fist-sized gem rests upon the cold slab at the back of the tomb, its multifaceted sides gleaming when any light source touches it. The giant diamond is worth 25,000 gp.

11. Founder of Whisperview

Yrol Jarst, High Priest of Her Unending Malevolence

Faction priest responsible for designing the hanging village of Whisperview. Populated the village with believers to support the factions.

Regional merchants and workers once had to climb the mountain each day to supply the acolytes and priests with basic necessities. Realizing the long trek was too great a demand on locals and that the delay in obtaining needed supplies often left the faction members without, Yrol Jarst proposed the construction of the platform village. Whisperview was born within a year of the idea and has continued to grow several decades later.

Skeletal fragments and bone dust cover the red-veined marble slab in the rear of this crypt. A wondrous robe untouched by time is upon the stone block with a long staff lying across its front. The red satin-lined garment is a ***robe of the elements*** (see **Appendix E**).

A ***staff of withering*** lies atop the magical robe.

A secret compartment on the eastern side of the stone slab hides a cache of gold bars. The 20 gold bars are worth 500 gp each.

New Magic Item

Robe of the Elements

Wondrous item, very rare (requires attunement by a spellcaster)

While wearing this tight-fitting robe, you have resistance to cold, fire, lightning, and thunder damage. In addition, you have a +2 bonus to saving throws involving those damage types.

12. Angered Priest, Rejected by the Goddess

Unlike the rest of the doors in this hallway, this steel door appears damaged from the inside. The inscribed nameplate has been forcefully removed from the door.

> As you approach this door, you notice that it is bowed out into the hallway, its external hinges bulging from unknown internal pressure. The edge of the door near its handle is stretched such that you could peer into the room beyond through a slight gap. Additionally, the nameplate on the door is missing.

An underpriest of Her Unending Malevolence was rejected by the goddess after death and returned to his tomb to starve for all eternity. **Dak Lessar** (see **Appendix C**) never served Egramish properly as one of his rank should have and, as such, was never granted access to her realm after his death. He now stalks his crypt, enraged and seeking vengeance. He hears characters approach and stands near the door opening with his weapon readied.

If a character dares to peer into the tomb through the slight crevice between the damaged door and portal frame, the underpriest stabs at his foe with an evil, magical ***evil shortsword of paralysis*** (see sidebar below or **Appendix E**). When the blade pierces the skin of a non-evil, non-undead creature, it has the chance to paralyze them.

In addition to his favorite weapon, the underpriest was buried with a necklace of sapphires and topazes that can be found around his rotting neck. The string of gems on a gold chain is worth 7,500 gp.

New Magic Item

Evil Shortsword of Paralysis

Weapon (shortsword), rare (requires attunement by a creature of evil alignment)

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a non-undead creature of non-evil alignment, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

13. He of a Thousand Lives

> Hrondo Keppasara, Underpriest of Her Incessant Mockery
>
> Master of disguise. Deceiver of men. Finder of traitors. The most despised but trusted priest of the factions.

Hrondo was often tasked with discovering traitors and treachery within the factions. He used magic to infiltrate factions to learn of plots against priests or the goddess herself. His dedication to Egramish was never questioned — he was entirely honest in his findings. However, most priests despised his methods and were reluctant to interact with him outside of faction business.

The underpriest was buried with his ***mask of disguise*** and ***hooded robe of shadows*** (see sidebar below or **Appendix E**). Although his organic form is long gone, his prized possessions remain behind on the cold, white marble slab within this tomb.

New Magic Items

Hooded Robe of Shadows

Wondrous item, uncommon (requires attunement)

This magical robe seems to accumulate nearby shadows. While wearing it with the hood pulled up, when you make a Dexterity (Stealth) check, you are considered proficient in the Stealth skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Mask of Disguise

Wondrous item, uncommon

While wearing this mask, you can use an action to cast *disguise self* from it at will. When cast in this manner, the spell can only alter the appearance of your face and head. The spell ends if the mask is removed.

14. Priestess of Great Beauty

The underpriestess **Threllana** (see **Appendix C**) was hated by Egramish, as the vain goddess was jealous of the mortal's natural beauty. After her quick rise to second-in-command of her faction, and despite her absolute dedication to the goddess, Egramish struck her down in a public display of power and rage.

> Threllana Bhortosa, Underpriestess of Her Final Caress
>
> No greater dedication to the goddess could have been found. Sacrificed by the goddess for her beauty.

After her death and entombment, Egramish visited the cold body of Threllana and recalled her from the hellish afterlife. The goddess instilled Threllana's lifeforce and consciousness in her mummified remains so that the priestess would spend eternity in agonizing contemplation of her hideous appearance. The priestess, angered by her reward, waits to be awakened so that she may try to win the goddess's favor once more.

A slender form wrapped in cloth and funerary clothing lies unmoving on a black marble slab. An iron-shod staff lies beside the still form. You detect a slight smell of rotting flesh intermingled with rose petals.

The mummy ignores her favorite weapon, a ***spellward staff*** (see **Appendix E**), leaving it on the slab when she awakens and moves from her stone bed. Threllana vigorously attacks any intruder, hoping to alert the goddess to her continued dedication to her faith.

Threllana retains several spells in her limited memory.

The magical staff at first appears as an ordinary wooden pole with studded iron ends. However, a careful examination or *detect magic* spell indicates that the item has special properties.

A crack in the back wall of the tomb, covered by old mortar and filled with stone fragments, contains the priestess's daily journal. A full read-through takes more than 12 hours and provides a clear view of Threllana's absolute dedication, even after constant setbacks and trials from the goddess. It details the goddess's jealous and hurtful attempts to thwart the priestess in her servitude. Throughout it all, Threllana remained focused on her unquestioned service to her deity regardless of what happened to her.

15. Tomb of the Twin-Priest

Ghorgotosh and Fipul, the Twin-Priest of Her Unending Malevolence

It was said two heads were better than one. Until they plotted against each other, ending their service to the goddess in a bizarre murder-suicide.

Ghorgotosh hid his conjoined twin under his vast robes for years until Fipul finally spoke out against his brother during a meeting of the factions. To his surprise, the other high priests accepted the hidden twin as another of their own, assuming that the goddess intended that the faction have this particular priest with his twin in charge. Emboldened by the support, Fipul plotted against his brother and eventually stabbed him in the neck, killing him. Unfortunately, the excessive blood loss resulted in both their deaths.

Two skulls, one normal-sized and one much smaller, and a few other bone fragments remain atop the burial slab in this tomb. Most of the smaller bones have already disintegrated. Touching either cranium likely causes it to crumble into smaller fragments and bone dust. Sifting through the bone dust reveals the ***dagger of venom*** (not usable by creatures of good alignment) that Fipul used to slay his twin.

A plainly visible drawer in the back wall of the tomb contains hundreds of gemstones collected by the twin priests throughout their tenure. The shallow tray holds 100 diamonds (25 gp value each), 75 rubies (50 gp each), 50 emeralds (100 gp each), and 25 sapphires (250 gp each).

16. An Empty Tomb

The door to this tomb lacks a nameplate and appears to have a broken handle. The floor tiles in front of this portal are scraped as if the door has been opened numerous times.

The tomb appears to be empty, designed to tempt entry of grave robbers and wayward acolytes. When the first individual passes the threshold of the rune-laden portal, they are unknowingly cursed with a demonic hunter. The curse marks the character with a rune tied to the underworld that marks them as bounty for a lesser demon (**vrock**) tasked with hunting down the character. The demon appears at the most inopportune time and most likely within the next 24 hours. It waits until its target is weakened, injured, or in battle before materializing in front of the character.

If the demon kills the character, it returns to the hellish planes with their naked form, leaving their possessions on the Material Plane.

17. Second of the Order

Following the first high priest of their order, Verknex the Clean's reign as the overarching priest of the factions was short-lived. Several months into leadership, the high priest was stricken with a painful and fatal internal disorder.

Verknex the Clean, Second of the Order

What should have been was never to be. The promise of his reign was sweet yet incomplete. May the goddess put him to task in the afterlife to make up for his missed opportunity here!

Verknex, protégé of Ixnoktak (the first of the Order), was well-trained and ready to take leadership when the time came. Many of the faction high priests approved of Verknex's style of oversight and were saddened by his passing — especially when his replacement was an oppressive manipulator and treacherous wretch.

Like his predecessor, Verknex declared that all his possession but one be donated to the fortress temple vault. The priest was buried with his ***necklace of cleanliness*** (see sidebar below or **Appendix E**) which may now be found lying on the burial slab amid his deteriorated wrappings and remains.

New Magic Item

Necklace of Cleanliness

Wondrous item, rare (requires attunement)

This necklace is a thick silver chain with a dozen large, white pearls and a bone clasp. While you wear it, you have advantage on saving throws against disease and poison. You may use an action to remove and swallow a pearl to cast lesser restoration on yourself.

18. Hallway of Doubt

Two statues on black marble daises peer to the north, waiting for those walking down the hallway to approach their location. The statues study the characters intently, the pair of faces transforming from curiosity to mockery.

> A pair of statues, one on each side of the wide hallway, seem to peer into your soul as you near. As you move toward them, both the head and eyes track your progress. The statues seem to be watching your approach.

Each statue is made in the likeness of the goddess Egramish. Both versions are fully robed — only her face can be seen. The western visage is of an older goddess who — while still of incredible beauty — appears malevolent and indignant. The eastern statue is of a youthful goddess with less concern and hatred displayed in her expressions. Both statues, through facial contortions and expressions, instill doubt in those who pass. Characters must succeed on a DC 14 Wisdom saving throw or have a –1 penalty on all rolls for the next 4 hours. If characters manage to avoid looking at the statues, they may pass unscathed.

Notes for Tombs 19 Through 28

Tombs for lesser priests and high-ranking soldiers make up this smaller, secondary section of the Catacombs of the Past. Often, the dead were entombed alongside others who died before them. In some cases, bodies were stacked one atop the other when available space became limited.

Each of the eight priest and acolyte crypts (**Areas 19** through **22** and **24** through **27**) are unlocked, their simple wooden doors unadorned with nameplates. Many of the doors have even been left ajar. Those wearing the ***amulet of Egramish*** (see **Appendix E**) can pass unnoticed; those without this protection are hunted and attacked.

The two soldier tombs (**Areas 23** and **28**) are unlocked, but their doors are firmly closed. The factions are unsure if their magical amulets protect them from the dead zealots within. Several of the tombs have been searched by acolytes assisting the high priest in **Area 30**. Two artifacts were needed for the final ritual to corrupt the right triptych panel. Both were found and are in use as the characters arrive in the catacombs.

19. Piles of Forgotten Dead

> Wrapped human remains appear haphazardly stacked to one side of this narrow tomb. At the rear of the room, a white marble slab has at least three decaying forms piled atop one another. The topmost of the bodies has less decay than the others below it. The place is a disorganized mess of the forgotten dead.

A closer inspection reveals that the bodies have been recently unstacked, searched, and restacked. Some of the remains have loose wrappings or have come apart with missing (or disconnected) limbs found nearby. After an hour of searching, characters should find an emerald necklace on a golden chain within one of the wrapped bodies. The item is valued at 1,000 gp.

20. Overflow Tomb

This room is the worst of all the tombs in the catacombs with respect to the way priests laid their dead to rest. Dozens of bodies, properly wrapped or simply garbed, have been piled throughout the room, their remains left here with little regard to their distinguished service. How the factions have treated their dead demonstrates their uncaring and despicable ways.

> As the door opens, several human forms topple from a heap of callously stacked remains. Fortunately for you, the dead are inanimate, but the new pile now blocks the doorway.

A successful DC 16 Strength check is required to push the pile of bodies back to allow entry into the congested chamber. The white marble burial slab is no longer visible, with all the bodies piled on and around it. Various scents of decay and rot are discernible throughout different points in the room. A prolonged search may discover a few trinkets of minor value.

21. Still Hungry

> The sound of raspy, pronounced breathing and rapid chewing can be heard behind the partially open door. The distinct smells of copper and raw meat are quite apparent here.

An acolyte, while searching for one of the artifacts, dropped his amulet as he entered this tomb. The ghoulish priest (a **greater wight**; see **Appendix C**), awakening at the smell of flesh entering his tomb, tore the young man to pieces. Although the undead creature is busy consuming the acolyte, it notices any unprotected characters entering its crypt.

An ***amulet of Egramish*** (see **Appendix E**) lies near the decimated acolyte. Several other wrapped or shrouded bodies are piled in the room. The marble slab in the back of the room is vacant.

22. Tomb of Partial Priests

Not all distinguished priests met a peaceful ending. Many were murdered, torn to bits, or tortured by rival factions. Those missing limbs or heads were entombed here.

> Dissimilar-sized funerary wrappings and baskets of embalmed limbs are arranged in rows along the walls and center of this tomb. More than a few dozen human forms are here — just not all together in one place.

This area was not searched by acolytes in their hunt for the ritual artifacts for the high priest in the nearby shrine. A careful and lengthy examination of wrappings and baskets should reveal several gemstones (1d8 of 1d100 x 10 value each), a ***+1 club***, and a ***ring of greater protection*** (see **Appendix E**).

23. Tomb of the Zealot Warrior

A thick wooden door at the end of the hall is closed and additionally secured with a wedged block under its bottom edge. Strange markings, perhaps magical runes, have been placed upon the outside of the portal. A foul stench of death emanates from cracks in the door and its frame.

One of the greatest soldiers of the fortress temple was buried here. Taking orders only from the goddess herself, **Ghorbog the Obliterator** (see **Appendix C**) removed many false priests and unfit acolytes from service. When he reached the age where his bones and muscles began to hurt daily, he gave himself up to the goddess by burning himself alive on the altar of the temple before all the high priests of the eight factions. His ashes were buried here, along with his prized possessions. His malevolence was so great that his ashes reformed as a warrior spectre. He stalks the halls of the catacombs in search of more unfit servants of the goddess.

A mass of inky black ash slowly rises from the red-veined marble slab and forms a large, wide-shouldered humanoid silhouette. Drawing forth a crimson battle hammer from the darkness of its torso, it leaps over the stone block, screeching a guttural, inhuman cry!

He appears as a shadowy warrior wielding a great, two-handed battle hammer. His ashes coalesce to form black plate armor that mirrors what he once wore. The armor is found on an armor stand in the back of the room.

The occasional wayward acolyte or priest who is judged to be unfit and subsequently killed by the dead warrior is brought back to this chamber to rot and reform as a minor shadow. Lurking along the floor are 1d4 + 4 **shadows** that bite and tear at ankles and legs.

Ghorbog's armor rests upon a stand in the northwest corner of his crypt. The black **+2** ***plate armor*** is magical and fits only humans of great size. A matching ***helmet of death avoidance*** (see **Appendix E**) with eight small horns encircling the top is also magical.

When the specter is destroyed, it drops its hefty **+2** ***warhammer of haste*** (see **Appendix E**) which is made from ruby-infused steel that gives it its crimson appearance.

24. Acolytes of Great Deeds

Acolytes who sacrificed themselves in the name of Egramish or their factions are buried here. This room has not been searched by the acolytes in **Area 30**.

Stiff, wrapped human forms have been propped up against the wall, shoulder to shoulder, around the small tomb. Faint faction symbols appear on the chests of every corpse. A single form wrapped in linen and covered in a silk sheet lies upon the lone marble slab.

The lone figure on the slab is that of one of the greatest acolytes that served the order. Dhaka Beltoss, an acolyte in her third year of service, discovered a plot to overthrow the high priest of the order by two underpriests of the Temple of Her Clenched Fist. After revealing the plot and assisting in the capture and judgment of the priests' fate, she was assassinated. Her dedication was rewarded in her special burial. The silk sheet is a ***sheet of all seasons*** (see **Appendix E**), providing a comfortable climate under its fibers while mostly ignoring the temperatures outside the sheet.

There is a 25% chance that one of the lurking **mummies** from **Area 26** is here looking for victims.

25. Blackened Bones of Those That Served

Unlike the room across from it, where revered acolytes were embalmed and arranged in an organized manner, the many acolytes who served the goddess well enough, perhaps better than some, were burned and their bones placed in a great pile in this small crypt.

As the door creaks open, your eyes are immediately attracted to a massive pile of blackened bones at the room's center. Skulls, femurs, ribs, and fingerbones have been tossed into a great heap. A lone, burned skull lies upon the stone slab at the back of the room.

A search through the blackened bones may uncover several silver or gold coins, but nothing of great value. If the blackened skull is lifted from the burial slab, the character finds that its removal triggers a trap. The trap may be found with a successful DC 17

Intelligence (Investigation) check and disarmed with a successful DC 15 Dexterity check with thieves' tools. If it is triggered, a switch releases a 500-pound stone block from the ceiling which falls on the western side of the slab (nearest the skull). All creatures within the five-foot space must succeed on a DC 17 Dexterity saving throw or take 10d8 bludgeoning damage.

26. Keeping the Fatal Diseases at Bay

Some of the greatest underpriests and acolytes of the faith were disease-ridden zealots that served the goddess with unquestioning reverence. Four important acolytes that fell while in the service of Egramish were mummified and placed here. Each yearns to return to finish their duties.

> Four linen-wrapped humanoid forms stand propped up against the walls of the small burial vault. A few stoppered clay pots stand upon the stone slab in the back of the room, but several have been smashed upon the floor nearby. As you peer into the darkness of the area, flickering red lights, where the eye sockets would be, stare into your soul. The lights intensify as they pick up your scent.

The rituals of the priests in the nearby shrine recently awakened all 4 **mummies**. Occasionally, one or more of the creatures roam the passages in search of victims or mimic their behaviors from their past lives by cleaning statues, scrubbing the floor, or praying to the goddess. Non-affiliated intruders are met with extreme violence and hatred.

Of the seven remaining intact clay pots, all but one hold dried organs. The smallest clay pot contains 1d100 small, finely cut lapis lazuli beads, probably once used for prayer necklaces or decorations. Each bead is worth 10 gp.

27. The Bones of the Many

Low-ranking acolytes of modest distinction were laid to rest in this tomb. Dozens of acolytes and their many bones lie haphazardly commingled along the floor surrounding the lone marble block at the rear of the room.

A near waist-high pile of wall-to-wall bones covers most of the floor of this small burial chamber. Fragments of deteriorating and moldy cloth still cling to partial skeletal frames at the top of the pile, as bony hands clutch rusty holy symbols and worn maces. Slight movements at various places within the pile can be detected.

Although characters see movement within the bone pile, nothing rises to face them. The powerful rituals and spells in the nearby shrine disturbed the dead here, but not enough to reanimate full skeletal beings. The characters may feel hands lightly grasp at their legs as they wade through the bones, but nothing causes damage or harm to them.

The marble block at the back of the room is empty. A secret drawer in the base of the block's southern side hides a forgotten prize stashed here by a high priest over two decades ago. A ***rod of rulership*** lies within a black velvet bag in the drawer. Characters will have to move the bones away from the area and succeed on a DC 15 Intelligence (Investigation) check to find and open the drawer.

28. Warrior, Bodyguard, and Suitor

One of the greatest warriors to serve the fortress temple was also a suitor to the illegitimate daughter of the high priest of the First Order. His service to Egramish was exemplary, but his nepotistic relationship garnered him a private tomb after his premature death. Here lie the remains of Shurgoth Xrell, bodyguard to the high priest Ixnoktak and dedicated partner of Remella.

Rotting tapestries of battle and the victorious achievements of an ebony-haired, fair-eyed warrior cover the stone walls of this rectangular tomb. Images of enemies lie drenched in blood from the warrior's great sunburst sword. The wake of fallen foes encircling the lone warrior hint at the prowess of the tomb's lone occupant. The decaying remains of a large humanoid lie upon the tallow-veined, black marble slab. An armor rack with moldy leather stands to one side. A closed, small chest to your right is covered in dust.

Inscribed lettering on the base of the marble slab reads, "Cursed in life, resting in death. Never satisfied with the number of dead, never sated by the touch of a woman. His greatest foe was his endless desire for satisfaction."

Unbeknownst to Shurgoth, his mighty great sword was a cursed ***sunburst sword of savagery*** (see **New Magic Item** sidebar below or **Appendix E**). Although it aided him greatly in battle, the blade consumed him with the desire to kill and took away any other pleasures. It eventually drove him insane and led him to suicide.

The blade hangs upon the back wall over the slab in an invisible state. The high priest Ixnoktak, finding out too late that the item was cursed, cast a powerful invisibility spell on the great blade in the tomb to prevent anyone else from finding and using it. The weapon has been hanging, undiscovered, for decades.

New Magic Item

Sunburst Sword of Savagery

Weapon (greatsword), very rare (requires attunement)

This greatsword is made from a strange, orange metal of unknown origin and age. The blade has a red leather hilt and topaz pommel. Each end of the cross guard terminates in a sunburst.

You have a +2 bonus to attack and damage rolls made with this magical weapon.

Cursed. Attuning to the sword curses you until you are targeted by the *remove curse* spell or similar magic. While cursed, you feel no pleasure in anything but savagery and death. Each day at dawn, you must succeed on a DC 13 Wisdom saving throw or become temporarily insane and violent. You use your action to make a melee attack on a nearby creature. If no enemies are near, you attack a randomly determined creature. You may repeat the saving throw at the end of each of your turns, ending the effect on yourself on a success. When you fail this saving throw for the first time on a particular day, roll d100. If the result is less than the number of full days since you were first cursed by the sword, you succumb to utter suicidal despair which may only be cured by ending the curse.

The dusty, small chest is locked and chained to the floor (successful DC 15 Dexterity check with thieves' tools to unlock). The chest itself and its contents are all part of an elaborate magical trap. The trap may be detected with a successful DC 18 Intelligence (Arcana) check or the *detect magic* spell. A *dispel magic* spell disables the trap for one hour. Once the chest is opened, characters find a two-inch steel vial lying atop a pile of platinum coins. If the vial is removed first, the platinum coins disappear, teleported to some unknown location. Likewise, if one or more of the coins are removed, the vial disappears. A total of 500 platinum coins are in the chest. The magical trap in this chest affects only the coins and the vial — the chest itself is nonmagical.

New Magic Item

Vial of Sanity

Potion, rare

When you sip the thick, syrupy contents of this vial, you are cured of all normal or magical madness or insanity afflictions. If you are cursed by the ***sunburst sword of savagery*** (see **Appendix E**), this magical concoction removes the curse. Only one dose (one sip) remains in the vial.

Shurgoth's leather armor decayed and is useless. A small **brown mold** has taken up residence in the folds and section of the rotting armor. Any manipulation of the armor or rack causes the mold to release its spores, creating a brown cloud that fills half the room (a 15-foot diameter that extends around corners). All creatures in the cloud must succeed on a DC 15 Constitution saving throw or take 10d6 poison damage and become poisoned for 1 hour. A creature

may repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

29. Statue Hides the Secret

> A 12-foot-tall statue stands at the end of the hall's southernmost end. The goddess Egramish, carved in black marble, stands sternly looking north, her two arms folded across her chest and legs set apart in a wide stance. Her eyes seem to search the hall for something or someone. By some trick of the sculptor or magic, Egramish's gaze appears to follow your movements within the hall.

Skillful sculpting makes it appear that the statue's eyes follow movement within the hall. The statue has no magical properties whatsoever. However, the statue does conceal the secret entrance to the shrine nearby. Searching characters who succeed on a DC 10 Intelligence (Investigation) check discover footprints in the dust behind the statue and might also hear ritual chanting through the wall.

A successful DC 14 Intelligence (Investigation) check locates a small lever hidden at the back of the statue's left heel which opens and closes the secret door to **Area 30**. The door can be opened manually at the wall or by using the lever.

30. The Hidden Shrine of Her Incessant Mockery

This temple is one of the ancient, unused fanes abandoned for larger and bolder structures at the mountain peak. Unsealed by the high priest of Her Incessant Mockery, the temple is now the site of an elaborate ritual to corrupt the right panel of the triptych. As characters arrive, the evil liturgy is underway.

> The secret door slowly slides into the wall to your left to reveal a large space beyond. A thousand candles are not enough to pierce the inky blackness of the hidden ceiling and ends of a long, rectangular room with a high, domed ceiling. A loud chant, performed in unison by many voices, echoes throughout what seems to be a bygone and unused temple. A dozen white-robed men kneel behind two priests in the western end of the chamber. They all appear to be in the throes of a dark ritual, targeting a thin object and unmoving form that both rest upon an ancient altar. A great and terrible statue of the goddess looks down upon the ritual, her face alight with insane glee. A feeling of overwhelming dread and death cascades over you as you watch the grotesque scene.

The ritual is being performed by **Afflicter Thrensil Braggennoc** (see **Appendix C**) and assisted by his assistant **Jharg Nethel** (a **priest** with AC 17[***+1 chain mail***], a ***+1 mace***, a ***staff of healing***, and the additional prepared spell *warding bond*). They have been tasked with transforming the rightmost panel of the triptych and preparing it for the final corruption by Miltotok in the temple fortress in just a few days. The panel, along with a bound and catatonic acolyte, lies upon the western altar. The high priest needs to kill the bound victim at the end of the ritual to complete the panel's cleansing of its purity.

The 12 **acolytes** rush the characters first to allow the high priest and his assistant time to complete the process. The underpriest assists the acolytes only if it is necessary to save the high priest or the ritual — the high priest can finish the process himself but needs as much time as can be given to him.

The high priest and the underpriest each hold the ancient artifacts they so desperately tried to find in the catacombs: two silvered rods that may be combined to make a larger device that channels the intense energies of Egramish's power during the ritual. As the ritual completes, the rods become useless and are discarded. However, if the ritual is incomplete, the rods remain faintly magical and act as channels to whichever god the wielder desires.

Each acolyte must wear a mask of flesh torn from a victim's face until they reach the level of underpriest. The 12 acolytes here each have a decaying face stitched into a permanent and grinning smile covering their own faces. More information about the faction's practice of wearing skin masks can be found in **Area 7**, **Map M**.

Note that there is a 50% chance that the underpriest is not here, instead found at the mountain's peak in their current temple. He can be replaced with a different underpriest of similar abilities and spells.

Note that there is a bounty for the underpriest's death, issued by Essanalla of The Icy Snowdrop (**Area 3**). The mistress of the brothel requires proof of his elimination by returning to her establishment with the underpriest's eyes. Jharg has heterochromia (two differently colored eyes), with one blue eye and one green eye.

Achieving the rank of Afflicter, Thrensil has been given two cantrips that he can cast each combat round. Each round, the priest may choose one of these two spells to cast (*inflict self wounds* or *unhinged*, see **New Cleric Spell** sidebar below or **Appendix D**) in addition to any action he normally would perform (including casting a spell of level 1 or higher).

New Cleric Spells

Inflict Self Wounds

Enchantment cantrip

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 round

You cause one creature to succeed on a Wisdom saving throw or use an action on its next turn to inflict 1d6 damage to itself (of a type appropriate to its weapons or physiology).

Unhinged

Enchantment cantrip

Level 0 Cleric spell

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 round

You cause one creature to succeed on a Wisdom saving throw or believe that all creatures it can see or sense are enemies until the end of its next turn.

If freed, the bound victim on the altar remains catatonic until a *dispel magic* or similar spell is used to disrupt the foul magic that ensorcells the acolyte. The acolyte failed his training but was given one more chance to serve Egramish in the ritual to convert the panel. Unsure of his new path, the acolyte may aimlessly wander into the catacombs only to be slain by the wandering undead.

The right panel of the triptych has been set upon the altar for holy expungement. With most of the ritual complete, the panel is corrupted, its interior artwork altered in preparation for the final conversion to Egramish.

The artwork now looks dark and foreboding: The goddess floats near the right side of the piece and holds bloody limbs in each of her eight hands, having just torn a female cleric and others to shreds. She feeds. Her devoted look on in wonder and the high priest Miltotok, having risen above his peers and chosen by the goddess as her best disciple, floats beneath his deity, above the rest of the order.

Both ends of the temple look the same: a great statue of the goddess and an altar stand at the western and eastern points of the long, narrow fane. Rows of stone benches are pushed up against the northern and southern walls.

Secret doors exist at either end hide treasure that even the priests of the temple have forgotten. Each may be found with a successful DC 16 Intelligence (Investigation) check.

31. Western Feretory

High priests of bygone days once secured their most sacred garment in this secret feretory, donned for important ceremonies and visiting dignitaries.

Surprisingly, a narrow gap in the stone wall opens before you. A small, dark space beyond the opening reveals a crimson robe hanging from a wooden rack. Although the unsealed room seems to have been closed for decades, the robe appears as new as the day it was made.

The robe is a ***robe of authority*** (see **New Magic Item** sidebar below or **Appendix E**)

New Magic Item

Robe of Authority

Wondrous item, rare (requires attunement by a cleric of evil alignment)

While you wear this crimson robe, your Charisma is increased to 18. If your Charisma is already 18 or higher, the robe does not alter it. You can use an action to cause a creature to have disadvantage on one saving throw against a spell you cast that affects it within 1 minute. Once this ability is used, it can't be used again until the next dawn.

32. Eastern Feretory

After pressing the raised and near-invisible wall button, a small crack in the wall widens until a narrow portal, just large enough for you to squeeze through, appears. A single marble pedestal stands in the center of the small room. A black, visored helmet sits atop the dusty pedestal.

This ***helmet of spiritual cleansing*** (see **New Magic Item** sidebar below or **Appendix E**) was worn by the earliest high priest of Her Incessant Mockery long ago when priests rode into battle alongside zealous soldiers and fervent acolytes. Once the practice of war priests entering battle was abandoned decades prior, the helmet, forgotten and unneeded, remained here.

New Magic Item

Helmet of Spiritual Cleansing

Wondrous item, rare (requires attunement by a cleric)

This black, visored helmet has eight narrow eye slits that provide limited vision. While you wear it, the number of hit points regained by a creature on whom you cast a healing spell (such as *cure wounds*) is doubled. Casting a *lesser restoration* or *greater restoration* spell while wearing the helmet allows you to remove up to two of the relevant conditions or diseases. Also, you may use an action to cast *inflict wounds* (as if using a 2nd-level spell slot). Once you have used this ability three times, it can't be used again until the next dawn.

The Empty Catacombs (Map H)

1. Entrance to the Empty Catacombs

Before the priests moved their temples to the mountain peak and began to cremate their fallen, they buried devoted and distinguished members of their factions in the Catacombs of the Past (**Area 1**, **Map G**). When many of the tombs were filled, the factions excavated a second crypt to make room for more deceased. However, when their practices changed, so did their digging. The once empty and abandoned catacombs beyond the locked and barricaded entrance are now the hunting grounds of grotesque and horrible creatures that serve their own base needs.

A set of wooden double doors, cracked and dry, stand behind a low, wooden barricade. A thick chain ending with a large, rusty padlock has been slid through the door's steel handles. A faded parchment affixed to one of the doors reads, "Beware! The goddess cannot save you within!"

The tunnels beyond the entrance are home to two gelatinous cubes and several other creatures that enjoy the dark, wet habitat. A set of natural tunnels, likely the way the cube first entered the area, lead deep into the mountain. More than a few exploring orcs and goblins have fallen prey to the silent lurkers here.

Without any light sources, the abandoned catacombs are drenched in the deepest darkness. For every 10 minutes spent in the catacombs, there is an increasing 5% chance that the characters encounter one of the **gelatinous cubes** lurking through the halls. Normally, both organisms are found in **Area 13**. The larger cube rarely passes through the hole at **Area 10** and instead waits for lost creatures to enter the adjoining natural tunnels. There is a chance that characters find the drying slimy residue of the smaller gelatinous cube once or twice within the catacomb halls, left behind as the organism scours the area for prey.

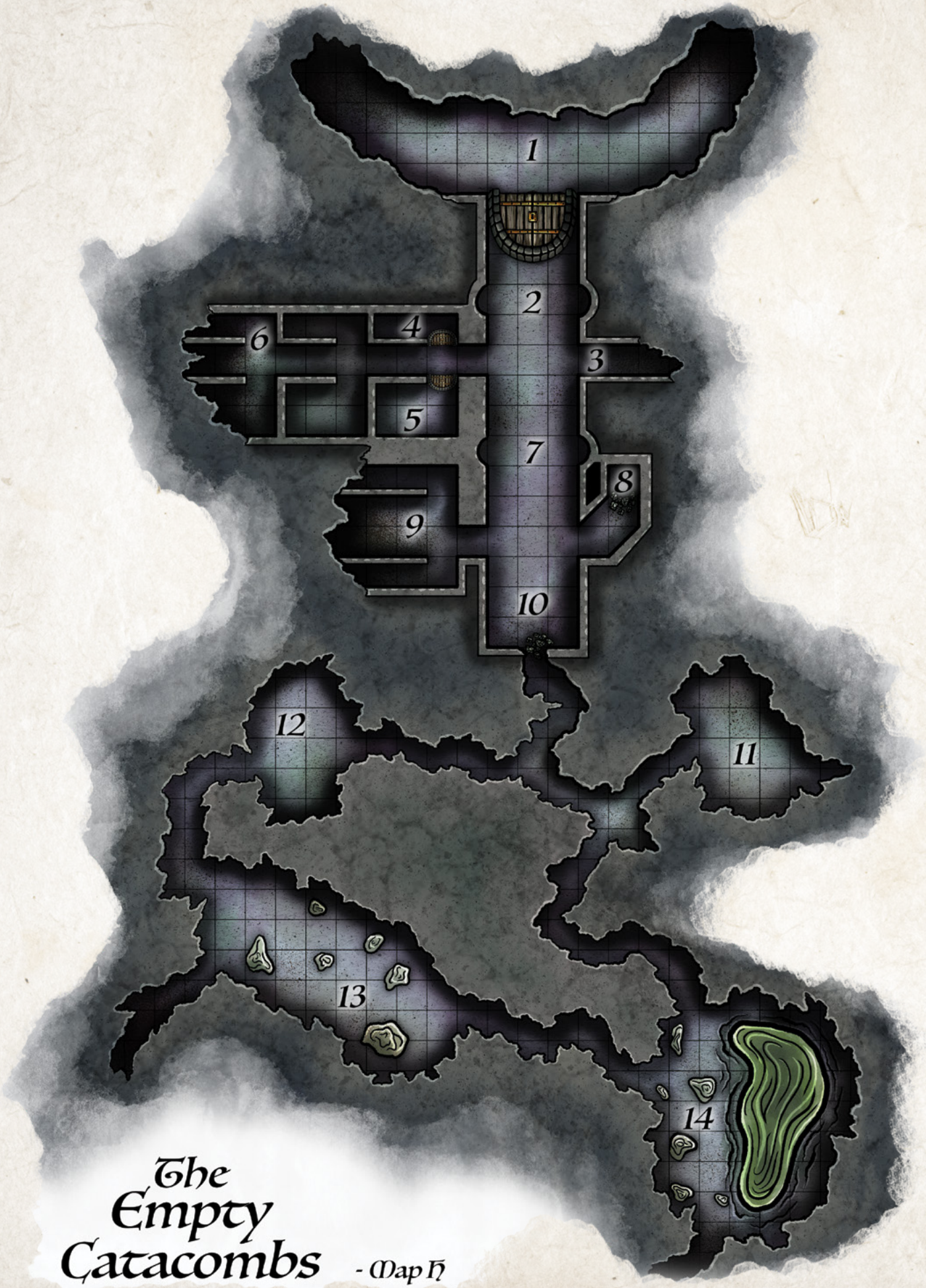
Initial Locations

Smaller Gelatinous Cube Location

1d10	Location
1–2	Wandering the catacombs
3–5	**Area 14**
6–10	**Area 13**

Larger Gelatinous Cube Location

1d10	Location
1–2	**Area 10** (tunnel)
3–5	**Area 13**
6–10	**Area 13**



The Empty Catacombs - Map H

Downtrodden villagers and desperate acolytes often discuss the tunnels within these abandoned catacombs, claiming that they can be used to flee the mountain. Unfortunately, the natural tunnels lead only to worse horrors and unspeakable creatures that lurk within the mountain's unexplored depths. No one has ever survived the journey, nor has anyone ever found a way out from the maze of tunnels and caverns within.

2. Neglected Work

> After the first few initial steps in from the entrance, you instantly recognize neglect and abandonment in the work of the walls, floor and ceiling tiles, and cracked statues. One of the statues has fallen from its base and lies face down on the floor.

Both statues here are of Egramish. Each sculpted face depicts the goddess's wry and despicable smile, a common theme among the other statues within the tunnels. The facedown statue is missing its nose, which likely broken off after it fell from its base.

3. Web-Filled, Unfinished Hallway

As characters turn into this area, they see a mass of webs spanning the narrow passage. Although a quick check of the webs reveals tiny spiders and dozens of small egg sacs, a longer look and a successful DC 16 Intelligence (Investigation) check reveals a much larger silken cocoon hidden behind the mass of webs.

> You are relieved to see that the webs appear to have mostly tiny, harmless spiders that scurry away into the darkness as you approach. Several small cocoons of insects and small rodents hang from silken threads that dangle in your way. You cannot see what is beyond the thick maze of webs. Peering into the silvery barrier, you hear something strange above you …

A **giant wolf spider**, slipping through a broken ceiling tile, makes enough noticeable noise moving its bulk through the narrow space. Hungry, it eagerly attacks the nearest character.

Incidentally, the large spider has nothing to do with the tiny spiders. An open space in the ceiling hides several small cocoons of rodents and a large silken bundle covering a long-dead goblin. Piles of ancient bones from decades-old explorers are scattered about the spider's nest. A closer look reveals a bone case amid the rib cage of a large humanoid (successful DC 15 Intelligence [Investigation] to find). A ***wand of secrets*** is found in the well-made case.

4. Crypt of the Giant Priest

Having one of the only two functioning doors of the crypt, this area was nearly completed before the construction of the catacombs ended.

> A wooden door, hanging only from its top hinge, is partially open, hiding a dark space beyond. Your eyes pick out a long, wide stone slab that nearly takes up all the space in the narrow room.

A brown-and-white stone slab occupies most of the small room, stretching to nearly nine feet in length. Although currently barren, the slab was obviously designed for a tall priest or acolyte. A secret drawer in the back of the stone slab is empty.

5. Tool Room

Workers left their tools secured in this crypt, its door locked to prevent thieves from stealing their precious equipment. When the miners failed to return to work, they left their tools behind.

> Unlike the door across from it, the wooden door here is firmly closed. Several scratch marks from claws or long nails cover the outside of the portal. The door is missing its handle, but a rusty locking mechanism seems to still be in working order.

The door lock is rusted shut, making the work of unlocking the door harder than normal (successful DC 16 Dexterity check with thieves' tools required). Once the door is opened, the characters find hundreds of deteriorating tools, a dozen buckets, and a decaying wagon in the room. Hidden amid the rusty and broken equipment is a magical ***prybar of service*** (see **New Magic Item** sidebar below or **Appendix E**).

New Magic Item

Prybar of Service

Wondrous item, uncommon

This plain metal tool is two feet in length. While holding it, you can use a bonus action to speak its command word. Doing so causes the prybar to extend to six feet in length, or revert to two feet in length. The prybar gives you a +2 bonus to Strength check rolls to open doors, lift gates or portcullises, or any similar task.

6. Unfinished Tomb

> Peering through the open portal, you find that the southernmost end of the room remains unfinished. The room at first appears empty until you glimpse a slumped form in the corner, its robed head tilted down to its chest.

A priest, too curious for his own good, was trapped in the unfinished catacombs and died hiding from one of its many predators. The body appears to be a few years old — the flesh and muscle of the acolyte are gone, leaving only his bones and clothing behind. The acolyte left a warning on the wall next to him, written in his own blood: "It hunts. It never stops hunting. Even now, it hunts for me."

If the characters search the acolyte, they find his symbol for the Temple of Her Jealous Desire and a silver ring on a bony finger (worth 25 gp).

7. Fallen Statue

Another pair of statues once stood in shallow alcoves along the main hallway. One of the statues was forcibly pushed from its base to crash into and damage the floor tiles at the passage's center. Although the statue is intact, it has several stress fractures. If the statue is moved, it breaks into several larger pieces.

> A statue of the grinning goddess, her scant dress leaving little to the imagination, stands within a small alcove, while a second, likely identical statue, lies on the floor opposite. The statue on the floor is heavily damaged, and axe or maul marks appear near its ankles and lower legs.

Further investigation indicates that similar strike marks were made near the broken base as well, matching those found upon the fallen statue. A secret drawer in the back of the base is open slightly, and when fully withdrawn, is found to be barren except for an empty silk bag.

8. Tiny, Unfinished Room

> An open doorway leads to an unfinished room roughly 10 feet in length and width. The back wall is roughly hewn with pick and shovel marks clearly visible in the stone and hard-packed earth. A glint of something shiny in the rubble near the back wall catches your eye.

When some of the rubble is removed and pushed aside, characters find a small golden charm bracelet: 11 tiny skulls with ruby chips for eyes hang from a braided gold chain. The ***bracelet of a dozen lives*** (see **New Magic Item** sidebar or **Appendix E**) was dropped here by a priestess of Her Final Caress who was attempting to flee the mountain. Her body is nowhere to be found.

New Magic Item

Bracelet of a Dozen Lives

Wondrous item, very rare

This bracelet is a golden, braided chain with 12 tiny skull charms. Each skull has two tiny ruby gems for the eyes. While wearing the bracelet, you may use an action to pull one skull from the chain and swallow it, which removes the poisoned condition on you, cures all diseases with which you are afflicted. Any reductions to your hit point maximum from undead life drain attacks are reversed. When the last skull charm is consumed, the necklace ceases being magical.

9. Frightened Child

> Rubble and debris appear to be stacked within the portal opening as if someone had started a rudimentary, two-foot-tall barricade. The unmistakable sobs of a small child can be heard beyond the open doorway. The sounds stop as you approach.

After losing his way in the maze of tunnels to the east of the catacombs, a small **goblin** child (with 4 hit points and no weapons) tried to barricade himself in one of the abandoned rooms. Quick and nimble, the young goblin has been able to avoid the gelatinous cubes for several days but is scared, hungry, and beginning to get desperate about his situation. Although his clan is evil, the goblin child has yet to decide his path in life (and is currently more neutral). He is desperate enough to trust helpful characters and befriends the first that gives him food and water. If the characters refuse to take Grixfix with them, he follows at a distance, hoping they change their minds.

Grixfix tells characters about the prowling cubes (in the halls of the catacombs as well as the tunnels to the east) and the large spider in **Area 3**. He also has seen the piles of treasure in the gelatinous cubes' main chamber in **Area 13** and tells somewhat exaggerated tales of what he saw as he sped through those areas. He has no knowledge of the areas beyond the doors of the catacombs except that scary human warriors frequently march past the doors.

If characters treat Grixfix poorly or try to harm him, he flees. If the characters destroy the gelatinous cubes in **Areas 13** and **14**, there is a 50% chance that the goblin returns to the tunnels beyond to try to find his way home.

10. Entrance to Natural Tunnels

A trail of slimy, wet residue can be found several feet before this strange opening at the farthest end of the unfinished catacombs. As characters get closer, they find that every surface, including the hold into the tunnels, is covered in acidic slime.

> Your feet slide upon the wet stones of the floor as you near what seems to be the unfinished end of the abandoned crypt. A wide hole in the wall at the end of the hall seems to have been created from the other side. Rubble and dirt lie before the hole, all covered in a strange, slimy residue. A strong smell of sulfurous acid wafts from the hole.

From this point forward, the slimy residue of the gelatinous cubes can be found in the natural tunnels and caverns of **Areas 12** through **14**. Only **Area 11** remains free of any of the cubes' shed excess matter.

11. Shriekers and Symbiotic Insects

Several clusters of semi-intelligent mushrooms in this cavern wail at the first indication of light or sound. Hives of small, flesh-devouring insects await their next meal if they can get to victims before the gelatinous cubes arrive.

> Strange, six-foot-tall fungi grow near the back of this chamber in several small clusters of eight to 10 stalks. You can detect the bizarre, slight swaying of each mushroom. Hundreds of small holes in the walls behind the fungi stretch from floor to ceiling. Piles of discarded gear and old bones lie near the nearest cluster of fungi.

There are a total of 10d10 **shriekers** in the area. Also read the following if the characters arrive noisily or with a light source that extends to any of the mushrooms:

> Whether it is due to the sound of your feet shuffling along the tunnel floor or your light stretching across the nearest fungus, a cacophony of screams and wails immediately erupts from the now violently shaking mushrooms.

Tiny, six-legged insects roughly resembling large-pincered beetles begin crawling from their holes when the mushrooms start their screams. Although a few bites from the beetles are harmless, there are 5 **swarms of insects,** each focusing on a single target, biting with a thousand pincers. The insects have hardened carapaces that give them a challenging armor class.

The shrieking mushrooms continue to wail until characters cut them down or flee the room. The wails and screeches of the fungi also bring one or both **gelatinous cubes** to the area. See **Area 13** for the statistics of the cubes.

The gear of victims devoured by the swarming insects rests in a few small piles. Although much of the gear found is acolyte clothing, crude goblin or orc weaponry, or rotting sacks of moldy food, a lone leather backpack should stand out among the other gear. The backpack contains a crude map of the tunnels beyond **Areas 13** and **14** (incorrectly drawn and useless), three empty potion flasks, a scroll tube, and a small, red satin bag. The scroll tube is also empty but can be used to store one or two rolled-up parchments. The satin bag contains five large red emeralds (red beryl) of exquisite craftsmanship and clarity. Each gem is worth 10,000 gp.

12. Empty Chamber … At First Glance

> A smallish chamber opens in the middle of the narrow tunnel, making a room of sorts. Besides a few loose boulders and several piles of dirt, the area appears empty.

A careful inspection of the area and a successful DC 12 Intelligence (Investigation) check reveals that slimy residue weaves around the six piles of dirt in this chamber, each of which hides a large bear trap. Each trap is connected by wire such that activating one trap springs the rest. A trap may be safely triggered with a successful DC 10 Dexterity check or disconnected from the chain with a successful DC 14 Dexterity check with thieves' tools. Manipulating or stepping on a dirt pile activates a trap. A creature triggering a trap or standing within two feet of one takes 4d6 piercing damage. Characters not checking for traps who pass through the chamber without describing their path have a 50% chance of setting off the bear traps.

13. Lurking Death

One or both **gelatinous cubes** (the smaller has 63 hit points, the larger 94 hit points) are likely to be lurking in this chamber. If the smaller cube has not yet been encountered, it is either here or in **Area 14**.

> A long, narrow chamber with a high ceiling opens before you. Stalactites and a handful of stalagmites obscure your vision of the entire area, but you can see many streaks of slimy residue and bits of quivering goo all around the opening and in the chamber. A strong smell of sulfur and decay attacks your senses.

The larger of the two cubes often rests in the area marked "X" on the map. Even the slightest noise or dim light sets the organism into motion. It then begins moving slowly and steadily in the direction of any living being. The gelatinous cube never tires and pursues the characters as far as **Area 10**. However, the smaller cube, if present, pursues the characters to the doors of the catacombs but no farther. If the smaller cube is found in this area, it is behind one of the stalagmites.

The treasure within the cubes is 259 gp, 888 sp, 1d12 raw gems (valued at 1d20 gp each), a ***ring of protection***, ***bracers of greater defense*** (see **Appendix E**), and an ***amulet of fire resistance*** (functions as a ***ring of fire resistance***).

A dozen piles of digested gear, bones, and discarded weapons and armor are found scattered throughout the cavern. Although most of the weapons, armor, and bones are of orc and goblin origin, a few valuables are mixed in with the mundane items. A ***+1 throwing dagger*** (you have a +1 bonus to attack and damage

rolls only when thrown), a pair of silvered ***bracers of fire resistance*** (functions a ***ring of fire resistance***), and a lost artifact from the dwarven realm (the ***dwarven hammer of lightning***; see **New Magic Item** sidebar below or **Appendix E**) lies forgotten here.

New Magic Item

Dwarven Hammer of Lightning

Weapon (warhammer), legendary (requires attunement by a dwarf)

A legendary artifact of the dwarven realm, this hammer was once wielded by dwarven kings and queens. The hammer is one-handed and half as light as a normal weapon.

The hammer has the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after a ranged attack, the weapon flies back to your hand.

While holding the hammer, you gain an additional action on each of your turns which may only be used to make an attack with the hammer. As a bonus action, you may speak the hammer's command word in Dwarvish to charge it with electrical energy. The next target you hit with the hammer within 1 minute takes an additional 4d8 lightning damage. After you use this ability twice, it can't be used again until the next dawn.

A narrow, natural tunnel exits this large cavern, joining a confusing maze of other tunnels and caverns within the mountain. Although these areas are not mapped or populated in this book, you are encouraged to add your own details if characters insist on exploring beyond the catacombs.

14. Acidic Pool

A highly acidic pool of water in the back of this cave is used by the gelatinous cubes for healing and restoration. A group of 2d8 **piercers** (see **Appendix C**) waits for victims to enter from the south.

> An acidic smell attacks your senses as you enter this large cavern. A glowing pool of water near the northwestern edge of the room seems to be putting off the intense, burning aroma that you first smelled. Large stalactites hang above a southern tunnel opening.

The first 1d8 piercers drop on unsuspecting victims entering or exiting the southern tunnel. Another 1d8 piercers attack on the next round. Piercers do not drop on the gelatinous cubes or attack if one or both organisms are in this area. To avoid being eaten, the piercers retreat if the cubes enter the area after they attack.

Note that there is a chance that one of the gelatinous cubes may be here, soaking in the acid pool.

Read the following if characters peer into the pool:

> As you visually scan the pool, several glints of metallic substances poke from beneath the silty bottom. Long, ivory shapes on the bottom almost look like bones. Bubbles from deep within the northern end hint at a possible inbound source.

Although not deadly, the water of the acidic pool burns with prolonged exposure. Any creature that remains submerged in the pool for more than 20 seconds must succeed on a DC 15 Constitution saving throw every 10 seconds or take 1d6 acid damage.

The sides of the pool drop quickly to its central depth of 10 to 12 feet. Of course, most of the shiny objects and bones are at the center bottom. Most of the glittering comes from loose coins or armor and weapons discarded by bathing gelatinous cubes. Each delve to the bottom of the pool brings up a handful of silver or gold coins (1d4 of each) or a mundane piece of armor or weapon. Most of the weapons and armor are nonmagical, possibly broken or rusty, or of orc or goblin handiwork. However, there is a minuscule chance that a useful item may be retrieved upon a lucky grab.

Pool Delve and Grab

1d100	Item Retrieved
01–50	Nothing
51–70	1d4 silver pieces
71–80	1d4 gold pieces
81–85	dagger, goblin made
86–90	helmet
91–95	shortsword, orc made
96–98	shield
99	+1 ***shortsword***, elvish make
100	+1 ***battleaxe***, dwarven make

Leading away to the southeast, a natural tunnel joins the same general maze of intertwined passages and caves as the tunnel in **Area 13**. You will have to populate those unmapped areas if needed.

The Mines of Woe (Map I)

Priests of the eight factions and the First Order require expensive material components for their rituals and rites. Although many spell ingredients can be purchased from the numerous traveling merchants who arrive in the village, one component is easier to acquire than most: gemstones. Several veins of rich gemstones were found in a small tunnel decades previous and are now mined by blind dwarves enslaved by the evil priests of Egramish. Grotesque medusae act as taskmasters of the mine and work the dwarves to exhaustion each day. The medusae enjoy their work torturing the dwarven slaves, accepting their freedom to treat them harshly as payment. Mine guards leave food and drink just inside the mine entrance doors for the medusae and the gem counter (**Area 10**) each evening.

Hundreds of raw gemstones of various types, sizes, and quality are unearthed each day and left in baskets in **Area 4** for removal by guards across the tunnel in **Area 1**. Occasionally, a curious human guard meets the gaze of one of the medusae near the mine entrance and is forever entombed in stone.

Four mine guards (as **heavy guards**; see **Appendix C**) linger outside the door to their guard room (**Area 1**) while waiting for orders or preparing for their transport of gems from the mines to the temples at the mountain's peak. The guards here are responsible only for guarding the mine and transporting gemstones to the temples.

> Several guards loiter near a closed door on the northwestern side of the tunnel, each fidgeting with their armor or weapons in boredom. Two are seated on stools while two others stand nearby. Sconces on the walls on either side of the door and across the tunnel on either side of double doors brightly illuminate the tunnel. The guards seem to care little for those traveling along the tunnel.

Unless the characters make it obvious that they do not belong in the tunnel, the guards likely ignore them, assuming they have already been cleared by soldiers at either end of the tunnel. If characters attempt to enter the mines (**Area 4**), the guards intervene. More off-duty guards rest in the guard room (**Area 1**) and can be summoned to protect the mines if needed.

1. Guardroom

> A dozen paired beds and footlockers line three of the walls in this square chamber. Closed doors on the north and south walls are the only exits. Four round tables and a dozen stools in the center of the room are covered in wooden plates and clay cutlery. A long, empty weapons rack stands to the right of the entrance, and a dozen simple armor stands line the wall on the left.

Additional guard support has been needed in the fortress temples. As such, the priests recently reduced the mine guard count from 12 to eight. Four guards work 12-hour rotations, seven days a week. There will be 1d4 **heavy guards** (see **Appendix C**) in this room unless they assisted the group in the tunnel.

A search of the beds and footlockers results in 1d100 sp and 1d20 gp, several spare swords and daggers, and common clothing.

2. Sergeant's Quarters

In addition to the four guards reallocated to the temple fortress, the sergeant of the guards was also reassigned. His locked room awaits his return (successful DC 13 Dexterity check with thieves' tools to unlock).

> A simple soldier's room appears neat and clean. A small bed, footlocker, weapons rack, armor stand, and wall shelf have been squeezed into a small area. A thin layer of dust on the weapons rack and footlocker hints to disuse.

The Mines of Woe

- Map I

The sergeant of the group has been gone for nearly two weeks and took everything of value with him. The footlocker, weapons rack, and armor stand are empty.

3. Captain's Quarters

Captain Gesseltas (a **veteran** with AC 19[***+1 plate***], ***boots of speed***, and a ***potion of superior healing***) is on partial assignment, supervising the mine guards while also assisting with guard reassignments and duty rosters in the village at fortress temples. She may be found here 25% of the time, diligently working to keep up with recordkeeping and filling the occasional vacant guard spot. The door to her room is locked (successful DC 12 Dexterity check with thieves' tools to unlock) when she is away and unlocked while she works inside. Captain Gesseltas is a fierce combatant and is a stickler for following protocols and rules.

> A wide desk covered in red ledgers, quills, and ink pots stands near the left side of the room. A simple bed and footlocker are straight before you. To the right are an armor stand, a weapons rack, and a chest.

Also read the following if Captain Gesseltas is present:

> A raven-haired warrior, bent over an open ledger, intently scribbles strange symbols on a fresh page. As she hears the door open, she looks up. Her questioning face quickly flashes to anger.

The captain has no tolerance for intrusions, especially from interlopers. However, the captain is less evil than most of her counterparts and may see an opportunity to remove herself from her intolerable mercenary contract with the priests of Egramish, especially since she is losing favor with Miltotok.

Most of the ledgers are filled with changing duty rosters and assignment calendars for the mine guards and several of the shifts in the village below. These ledgers are written in the common tongue. However, several smaller ledgers are inscribed with strange symbols and characters that record the mine's daily output. Any character who successfully rolls under half their Intelligence quickly deciphers the writing and determines the books contain records of gemstone counts, sizes, and rough-estimate values for the last decade.

A longer review of the ledgers clearly shows that mine production is slowing, with veins becoming less common and a drastic reduction in quantity and quality of stones. The latest ledger, dated within the last week, also has the following parchment tucked into the back of the book:

> "It does not matter what you think, Captain. You are to continue to press the slaves deeper into the mines for longer hours, if necessary, to keep up the production for the priests. Failure to yield your usual quotas will result in your … reassignment. —M"

The captain's footlocker and wardrobe are filled with civilian attire and a few personal effects of inconsequential importance. A leather satchel in the writing desk contains 24 smaller bags of paper-wrapped, gold coins. Each small bag holds 20 gold pieces, a month's pay for each mine guard. Several rolled parchments wrapped with red ribbon appear to be the correspondence between the captain and another mercenary named Jhall Evernoss. Both writers reveal details of their unfulfilled career choices, each lamenting leaving their current contracts.

A small, locked chest in the corner contains dozens of raw gemstone samples categorized by the month they were unearthed and classified by size and quality. The lock may be picked with a successful DC 14 Dexterity check with thieves' tools. Most of the raw gems are worth 1d10 gp each and are of several well-known varieties. A good eye detects a decreasing standard of gem size and quality from month to month, hinting at a steadily falling mine production.

The captain carries a key to the mines, used only when the time comes to pick up the baskets of gems unearthed each day. Gesseltas accompanies her guards each evening to retrieve the baskets and escorts the men to the fortress temple.

4. Mine Entrance

With the tales of the mine's dangerous guardians widespread throughout the mountain, the entrance doors are left unlocked much of the time. Only when baskets of gemstones are left within the entry tunnel are the doors locked by key. A successful DC 13 Dexterity check with thieves' tools will unlock them. Captain Gesseltas (**Area 3**) carries the only copy outside the mines. Several medusae carry the same key.

> Extremely wide double doors banded with rusty iron and tarnished brass stand closed between two brightly burning sconces. A faded sign, illegible from your vantage point, crookedly hangs over the wooden doors. A large lock in one of the doors is visible.

Characters moving closer to the sign are able to pick up the faded letters: "Mines of Woe." Additionally, perceptive characters should discover handwritten graffiti to the left of the doors that reads, "Beware the foul maidens beyond!"

5. Hall of Fools

> Shadowy figures seem to lurk throughout the hall as you pass through the double doors. Startled, you prepare for battle a moment before you realize they are dozens of stone statues scattered about without any perceivable organization or pattern.

More than a dozen statues of soldiers in various horrified and startled poses stand in seemingly random places throughout the hall. Two smaller statues of acolytes look to have been running toward the doors while looking backward. Each of the statues was a real person petrified by the gaze of one of the many medusae patrolling the tunnels of the mine. Characters should be able to deduce that these statues were once flesh and blood beings and were petrified by something within the mines.

Outside of the active mine (**Area 14**), there is a 10% chance of running into 1–2 **medusae** within the tunnels.

6. Minecart Tracks

> A large room opens beyond the entry hall with a central set of minecart tracks splitting into two smaller lines heading into smaller tunnels to either side of the room. Old barrels and smashed crates litter the floor around the area, with the heaviest congestion of debris on either side of the area's western entrance. A short, humanoid figure struggles to move at the farthest end of the room

One of the enslaved miners (marked with an A on the map) escaped but is too weak to go much farther. The blinded dwarf **commoner** lies in a slight depression near the wall, continually trying to push himself up to his knees but failing each time. Although he may hear or sense the character's approach, he is not alarmed by their movements. He is solely focused on fleeing the mine if he can just find the strength to get up. The old dwarf, Griggis Buckleball, welcomes any food, water, or healing in his current state. He is close to expiring and is no longer capable of combat being blind and frail. However, he is overjoyed if escorted to safety. If left without any help, Griggis perishes in 3d4 hours.

Griggis answers questions about the mine, his fellow dwarf-slaves, and the cruelty of their guardians to the best of his limited ability. Unable to see the medusae, he is unsure what race they are and can offer only their "reptilian" odor. He laments the number of captured, blind brethren trapped in the mine and urges the characters to free them, if possible.

Most of the barrels and crates are decayed, unable to store or hold goods any longer. Characters can discover 1d4 rusty shovels and picks in the dirt along the edges of the chamber. A close inspection of the central mine cart tracks reveals their disuse; rusty iron rails and dry, splintered wooden railroad ties hint at their abandonment. Both outer sets of tracks lead away from the room and appear to have been used more recently and are in better working condition.

A rack of hanging blankets hides a concealed door in the southernmost wall of the chamber.

7. Temporary Holding Area

Newly enslaved dwarves are temporarily held here before being blinded and put to work in the mines. Six sets of chains and shackles are affixed to the three walls.

> As the hidden door slides open, your light illuminates a dank, narrow room. Several sets of chains and shackles hang from the walls, and an unlit, bronze brazier sits in the center of the room. Three long iron rods, blackened by soot and ash, poke out from the brazier's top opening. A soft moan from the corner shadows hints at a lone occupant.

A dwarf drifts in and out of consciousness, currently restrained by rusty chains and blindfolded with a dark cloth. Medusae are waiting for more captives to arrive before blinding the starving dwarf. Once three or more dwarves are present, a medusae light the brazier and use the long rods to poke out and burn the eyes of each dwarf, rendering them permanently blind. Of course, they are unaffected by the gaze of the medusae while they work in the mines.

The dwarf, **Axemrid Florgleborgen** (as a **guard** with AC 11 and no weapons), was a traveling merchant's assistant who was kidnapped from one of the village inns last week. He is weak from hunger but still capable of assisting characters if freed. Blindfolded before he arrived, he has no knowledge of the layout of the place, nor is he aware that his captors are medusae.

Note that you can either replace the dwarf with a captured character or add an NPC if desired.

8. Intersection Guardians

At the eastern end of the wide tunnel, three other smaller tunnels split in different directions. This area is always guarded by 3 **medusae** who keep an eye out for intruders or dwarves trying to escape.

> As the wide, smooth-walled tunnel begins to taper to a smaller, rough-hewn area, you notice three silhouettes in the darkness ahead. The forms are not exactly humanoid in shape; it appears the three shadowy forms have wild hair and either lack legs or have large tails.

Of course, when characters get close enough to see better, they will be horrified to find the three medusae standing guard at the intersection. The creatures quickly try to use their gazes on the group, intent on petrifying as many foes as possible before rushing in to attack.

Maintaining order and control of the mines is the priority for the medusae. They send one of their group to get assistance from **Areas 11** or **15** if they sense that the group is formidable. They may pull back farther down the eastern hallway and use their magical shortbows to keep characters at bay until help arrives.

9. Reestablished Guard Post

Once found to be bereft of gemstone veins, the nearby smaller tunnels and this guard post were abandoned. After a dwarven miner recently escaped the group in **Area 14**, the medusae re-established the old guard post in this open chamber until the escapee is recaptured.

> A carved, round chamber with four exit tunnels appears abandoned. Dust covers old mining equipment, and burlap sacks and bags have deteriorated and split open. Discarded equipment is piled in the center of the area. Strange marks in dust hint at something possibly being dragged or pulled along the floor.

The markings are from the medusae's serpentine lower bodies moving through the room. The markings lead into the northwestern and southeastern tunnels. The pile of broken and worn-out equipment has little value. A successful DC 20 Intelligence (Investigation) check means a ***+1 handaxe*** may be found deep in the pile.

Waiting in the darkness of the side tunnels, two **medusae** strike first with their bows before entering the area to gaze at the characters.

10. Blind Priest, Gem Counter

A grizzled, nonagenarian **underpriest** (see Appendix C) of the Her Jealous Desire faction works his last months in the mine counting gems and other precious metals found by the dwarven slaves. Blind, he is unaffected by the medusae lurking within the dark tunnels and chambers outside his small office. The medusae bring him baskets of gems to count and record each day to keep track of mine production. Although he cannot see, a magical ***glove of evaluation*** (see **New Magic Item** sidebar below or **Appendix E**) provides him with the information he needs to evaluate the raw gems. An **imp**, immune to the medusae gaze, writes the details in a large ledger.

> A crooked wooden door blocks access to whatever lies beyond the portal. Scrapes and gouges in the wood hint at previous attempts to damage and open the door. A brass ring-knocker hangs in the center of the door, and a small opening, shuttered from the inside, may allow someone to see who is approaching.

The medusae knock twice when leaving baskets of gems for the priest to count and three times when food and drink are delivered. Other knock patterns are generally ignored.

The small cave beyond the entrance is nicely furnished; a small bed with several warm blankets and a padded high-backed chair ensures the priest sleeps and sits comfortably. A stack of ledgers piled on a table has already been filled out by the imp. Each contains records of gem counts, values, and types each day for several years. An open book on the table is ready to accept the next batch of gem counts and values. There is a 10% chance that 1d4 small baskets are stacked near the door in the room, each filled with 1d100 x 3 raw gemstones of various types and weights.

New Magic Item

Glove of Evaluation

Wondrous item, uncommon

When you don this black leather glove, place a nonmagical gemstone or other natural mineral in the palm, and squeeze your hand into a fist around it, you immediately know the type, clarity, weight, and value of the stone. You cannot assess items larger than palm size.

If characters spend some time reading the ledgers, they come to know that hundreds of thousands of small gems have been recorded over the years. The estimated value of all the gems excavated from the mines is well into the millions of gold pieces.

11. Death Trap

This dangerous tunnel hides 3 **medusae** near two pit traps filled with burning acid. The area was designed to prevent the blind dwarves from escaping their work area (**Area 14**) but also serves as a security choke point to trap intruders. Three medusae hide in concealed alcoves, each waiting for the opportunity to spring the trap doors on either end of the hallway. Each alcove is equipped with a lever that opens and closes the two separate floor pit sections. The hallway guardians wait until intruders either enter the center of the hallway to spring their trap or — in the case of a lone escapee — open the pits as their target reaches one of them. The 15-foot-deep pits are filled with three feet of burning acid. The traps may be detected with a successful DC 15 Intelligence (Investigation) check and disabled with a successful DC 20 Dexterity check with thieves' tools. A creature falling into the pits takes 2d6 bludgeoning damage from the fall and 3d6 acid damage. As long as a creature remains in the pit, it takes another 3d6 acid damage at the start of each of its turns. While creatures try to escape the pit, the nearest medusae gaze down upon the unsuspecting victim, hoping to turn them to stone while they fight to get free of the acid. Other medusae offer support by firing arrows from their bows at the struggling targets.

Read the following if the floor traps are sprung:

> As you approach an intersection in the tunnel, a pair of loud crashes startles you. Two pits, to the north and south of you, have appeared in the passage. The telltale odor of blistering acid assails your nostrils just as three snake-haired silhouettes materialize from hidden alcoves. Only the narrow hall that leads east and away from the medusae appears free of obstacles and foes.

12. Guarding the Dwarven Camp

A solitary **medusa** and her pet **basilisk** lurk in the shadows of this chamber, watchful for fleeing slaves or unwanted intruders.

> A circular chamber with several starter mineshafts appears abandoned. Broken tools and empty sacks lie on the floor in heaps throughout the area. A shaft directly opposite you appears to continue to the east.

The medusa, eager for a break from her boring guard duty, excitedly releases the young basilisk into the room before attacking with her bow from the shadows. She enters the light of the room to use her gaze attack when the group is engaged with the basilisk.

Footprints in the dust indicate that dozens of dwarven feet have passed through this area many times.

13. Dwarven Camp

The dwarven slaves are rarely in this abandoned mineshaft. Although the area sleeps up to four dozen slaves, they rarely have the chance to rest while being worked by the medusae taskmasters.

> Dirty reed mats, straw pillows, several stained buckets, and a cold firepit hint to a seldom used camp. The area appears deserted. Several short shafts off the natural chamber exhibit mining activity, although no veins or interesting metals or stone can be seen in the walls.

A thorough search reveals the remains of a decaying dwarf under an old blanket, his wrists and ankles bound, and his eyes missing from their sockets. To characters familiar with death and decomposition, the old dwarf appears to have died more than a week ago.

A small pit has been dug under the decaying frame of the dwarf slave. A bag of gemstones can be found in the shallow hole, hidden here by one of the dwarves. The bag holds 1d20 x 10 small, raw gemstones of various clarities and weights. They are each worth 1d4 + 1 gp in value.

14. Current Active Mine

Once within this tunnel, the sound of steel on stone and the slow shuffling of feet can be heard farther to the east. The remaining dwarf slaves toil endlessly, chipping away at the stone. A talking **raven** perched upon a tall stand directs the dwarves where to dig.

> As the tunnel stretches eastward, your eyes pick up a faint light. Before long, the tunnel terminates in a wide, round chamber. You see roughly two dozen blindfolded dwarves slowly chipping away at the stone walls, their arms barely able to grasp their small hammers with two hands. A few of the dwarves are sifting through the stone and dirt of the floor as a voice from high above barks orders: "To the right, you idiot! No, your other right! And you, you worthless fool, put that pile of stones in the basket. No, over there! What a bunch of useless maggots!"

Although the voice sound human, the characters find a large raven on its stand incessantly yelling at the dwarves. At the first sign of trouble, the raven attempts to fly out of the chamber to the west to tell the medusae about intruders.

The 13 dwarves (**commoners** with no weapons) are exhausted, blind, and malnourished. Several are crippled by broken limbs or injured backs. None of the group can fight at this point but will be happy to be fed and led to freedom.

Ten empty baskets are piled near the entry of the chamber. A single basket in the room's center holds six pounds of gems and stone (roll 1d6 for actual gem weight with the balance in rocks and dirt). Most of the gems are small and of little value (1d4 gp each).

Several promising veins in this chamber could lead to hundreds of pounds of gemstones with several months of hard work.

15. Medusae Lair

The grotesque creatures have been provided with many human-like comforts within this large, natural chamber. Soft couches, ornate rugs, marble statues, and paintings almost make this area appealing. While the majority of the medusae guard the mine from intruders and escaping slaves, their overlord — a **marilith** demon — lounges upon cushions while being attended by two scarred and blinded male humans.

> An opening at the end of the tunnel reveals a large, natural chamber filled with items that seem out of place for a mine. Plush furniture, stone sculptures, and ornate paintings give the room an appearance of culture and refinement. However, a longer scan of the room changes your mind about the place. The paintings depict scenes of fire and torture, and the sculptures are of men and women with expressions of fear and horror. To make matters worse, an eight-armed demon lounges on a couch at the far end of the area. Two loincloth-clad human men hold trays of meat and goblets for the demon. The men appear to have withstood severe punishment; their skin shows deep scarring, and their eyes have been removed.

The marilith demon oversees the mine, directing the medusae in their duties. She has been trapped here by Miltotok and cannot leave until the mine produces a single gem weighing one pound — an impossible task. She makes the best of it by requesting more comfortable living conditions for herself and her medusae.

The demon carries an ***evil horn of summoning*** that can call medusae to her aid or magically summon a smaller demon to assist her. See the sidebar or **Appendix E** for details of the special horn.

The human attendants flee from battle, hiding behind sculptures or furniture to avoid injury. They allow characters to help them flee from the mine if the demon is slain. If the demon is slain, a medusa attempts to replace her within a few hours of her death.

A chest of gold is hidden under a banquet table with a large tablecloth. The chest contains 5,000 shiny gold coins.

New Magic Item

Evil Horn of Summoning

Wondrous item, very rare

Made from the rib of an ancient red dragon, this alabaster and red horn was crafted by soul-bound elves and infused with enchanted silver. The horn was once owned by the high priest of Her Penetrating Gaze.

When you use an action to sound the horn, you call forth a vrock from the lower planes. It appears in an unoccupied space with 30 feet of you. If you are of evil alignment, the vrock obeys your commands. The vrock disappears if killed or after 1 minute.

Crypt of Inadequacy (Map J)

Long before Egramish ascended to divinity, her greatest desire was to bear and raise a child, preferably a daughter. She loved four different men (both as a mortal and a goddess), but none were able to provide her with her primary aspiration. Some say it was because Egramish was cursed, destined to immortality and to be unburdened with mortal ties. Others say she was broken, her heart unable to fill with joy or true love. Several pregnancies led to hideous and vile offspring, each unable to live beyond an hour of their arrival. Blaming the men for their inadequacies and weaknesses, she entombed each in a secret crypt known only to the high priests of the factions as a reminder to the powerful reach of her disappointment.

Each of Egramish's former loves was cursed with undeath and sealed within a glass sarcophagus to await the end of time. All four are powerful undead trapped within glass boxes and eager to get out. Freeing them is a dangerous prospect as each is angry at their intolerable and endless imprisonment. However, each man was buried with a valuable treasure or artifact.

Several of Egramish's stillborn, undead children still lurk within the mountain (see **Area 4**, **Map C**).

1. Secret Entrance

As the tunnel rounds the final corner before the opening to the mountain peak, a strange curve of one wall hints at a secret area.

> Rounding a long upward turn, a pinpoint of light begins to shine a few hundred feet ahead. Perhaps you are reaching the end of this incessant darkness and have finally found the exit to the top of this infernal mountain. Fixated on the light, you almost miss the strange widening of the passage on its southern wall. Perhaps it is nothing, or maybe it is something.

The secret door on the south wall is more challenging to find than usual. It is protected by a strong magical illusion meant to keep traveling acolytes and village workers from finding the crypt. A successful DC 18 Intelligence (Investigation) locates the door, and casting *dispel magic* reduces the DC to 13. Once found, the unlocked secret door is easily opened.

2. Hall of Shame

> Colorful frescoes and engravings cover the east and west walls of the hallway. Images of handsome men, each groveling before a beautiful woman, span from floor to ceiling. The farther you move away from the secret entrance, the worse the images become. Each of the men appears dead where the walls end and side tunnels appear.

The farther south the characters travel within the main hallway, the more hideous and awful the images become. Each of the four distinct men dies a hundred times in the frescoes by various recognizable or inventive means.

One of the raised frescoes (marked with an A on the map) depicts Egramish spearing all four men at once with a great, red lance. It is the only image where all four men are killed together and at the same time in the hallway. Upon further investigation, the characters find that the lance can be slid backward, away from the men, freeing them from the impalement. When this occurs, the water that covers all four tombs drains into hidden grates below the glass sarcophagi.

3. Her Final Glare

A 12-foot-tall statue of a disappointed Egramish stands at the far end of the main hallway. Her arms folded, she looks down upon those entombed within the crypt with extreme displeasure and regret. Her face points to a different side tunnel each time she is looked upon (when no one is looking, the statue's head magically changes position).

> A black marble statue infused with bright red lines throughout is sculpted in the form of a dominant female form. By now, you are no stranger to the goddess Egramish and her many variations. This is she, with a look of utter disappointment upon her beautiful face. She peers down one of the four side tunnels, intent upon what lies below the water line that reaches the top step of the narrow passage. As you begin to look away, you feel yourself called to look upon her visage again. Turning back, you are surprised to see her head facing a different direction than a moment ago? Or was she?

A careful inspection of the statue reveals that the head is movable and, when focused upon, moves every so often to stare down a different hallway. There appears to be no pattern to the direction the statue faces each time it moves.

Note on the side hallways: Each hallway has a set of stairs that descends 20 feet to a tomb. Each area is submerged under 20 feet of ice-cold water. The water line reaches the topmost step of the tunnel, where it connects to the main hallway (**Areas 2** and **3**). The water recedes only when the lance in the special fresco in **Area 2** is released. The water immediately refills at a rate of one foot per hour for each tomb.

Egramish knows if any of the sarcophagi are opened and if any of her imprisoned former lovers are released. She notifies Miltotok of the intrusion. In turn, he sends a small group of priests and zealot temple soldiers to investigate (1d4 **priests**, 3d4 **heavy guards**; see **Appendix C**).

You may also want to paraphrase some or all of each man's background for the players.

Crypt of Inadequacy

- Map J

4. Tomb of the First, Vlor Romatal

Egramish vowed that her first love was the last she would marry. Vlor Romatal, a war hero and fierce warrior, was fiery and full of passion but also a violent drunk. After an abusive few days where his misplaced anger caused her first miscarriage, Egramish promised never to allow another man to strike her and live. Vlor was dead within a week of the incident.

The large warrior was buried in the glass sarcophagus in a full suit of sealed armor, his evil spirit (a **dread knight**; see **Appendix C**) trapped within the steel armor for all eternity. His magical ***greatclub of anguish*** (see **New Magic Item** sidebar below or **Appendix E**) is still firmly clutched in one mailed hand. Once freed from the glass sarcophagus, Vlor takes his rage out on the nearest target.

> A suit of steel armor lies on its back within the glass tomb. One of the mailed hands holds a massive war club that slowly pulsates with a reddish glow. No skin or flesh can be seen — the armor appears to be fully sealed. A crown of thorns and nightshade is wound around the helm, hinting at a crude mockery of royalty.

A placard on the tomb reads, "He loved war and violence more than his wife, so he gets to spend every second within his cherished armor and with his club for the rest of his days."

Once Vlor is finally slain, his armor begins to rust rapidly before the characters' eyes until — after less than a minute — all that remains are a few steel fragments and bone dust.

New Magic Item

Greatclub of Anguish

Weapon (greatclub), very rare (requires attunement by a barbarian, fighter, ranger, or paladin)

This 30-pound greatclub is made from a titan's petrified femur. You have a +2 bonus to attack and damage rolls made with this magical weapon. When you hit a creature, it must succeed on a DC 14 Wisdom saving throw or be incapacitated with despair until the end of its next turn.

5. Tomb of the Second, Edwurd Kipple

Once a sweet and adoring young man, **Edwurd Kipple** (now a **wight**) began to show behavioral changes several months into his relationship with Egramish. His absurd fascination with rats and rodents eventually led to Egramish finding out about his lycanthropic nature: He was a wererat!

Egramish trapped Edwurd in a glass cage to be gnawed at by giant, diseased rats for all eternity. Edwurd has been perpetually bitten, clawed, and partially consumed since his entombment several decades ago.

Brown and black fur lines the inside of the glass tomb and prevents you from seeing anything within. Close inspection shows some possible scaly flesh areas mixed in with the fur, but you just cannot figure out what is inside the rectangular see-through box.

A placard at the base of the glass sarcophagus reads, "He loved his little pets more than his wife. Perhaps they will keep him better company."

Ten **diseased giant undead rats** (as **diseased giant rats** which are immune to poison and necrotic damage) have been squeezed into the glass tomb along with Edwurd. A constant struggle of biting and shoving occurs every day as the now-dead man reflexively fights to keep the rats from gnawing his flesh. When the box is opened, the rats spill out, interested in new fleshy targets. Edwurd shambles out last, seeking revenge for his imprisonment.

A simple bone-handled blade, a ***ratkiller knife*** (see **Appendix E**), can be found at the bottom of the glass sarcophagus.

6. Tomb of the Third, Garl Grugo

Mentor and teacher **Garl Grugo** (now a **deathlock** with a ***staff of astral travel***; see **Appendices C & D**) helped train Egramish in sorcery and necromancy for years before their relationship turned romantic. He initially tried to help Egramish with her fertility issue but eventually angered her when he casually hinted that she was the sole problem for her inability to become pregnant. He choked on a poisoned peach pie a few days later and now lingers in a place between death and life in his glass tomb.

A gilded steel plate set into the stone base of the glass sarcophagus reads, "His knowledge was not as broad and deep as he thought. His sense of taste was far worse."

A bony skeletal form in tattered robes lies face down, his hands and feet bound securely by dark blue chains. A stack of large tomes is piled at the feet of the decaying humanoid, and a gnarled staff of dark wood lies beside the still form.

Although the dark chains bind him tightly, their sole magical purpose is to keep the undead deathlock in a perpetual state of slumber. He awakens if the glass case is opened. He easily shrugs off the magical chains once conscious. Although dead, Garl remembers how to use his staff and spells and attacks the characters with little regard for his own safety.

The deathlock's greatest treasure in life was his ***staff of astral travel*** (see **Appendix E**).

7. Tomb of the Last, Crenforlenn

Egramish's only love after her rise to divinity, **Crenforlenn** (now a powerful variety of **deadly visage**; see **Appendix C**) possessed legendary good looks, and his rumored exceptional fertility lured the goddess to take a mortal to bed. Much like the men before him, Crenforlenn was unable to provide the goddess with children. His failure to give Egramish a child led to his eternal imprisonment in this tomb.

A nude male figure lies upon his back, his arms raised and his hands clasped behind his head. The inside of the glass has a hint of ice as if the inside may be colder than the exterior temperature of the tomb. Two matching golden blades lie to the outside of each thigh. A thin piece of platinum stretches across his forehead and disappears into his long, ebony hair.

A metal plate affixed to the inside of the glass sarcophagus above Crenforlenn's head reads, "Legends of his incredible fertility were false. Unable to provide his wife with a child, he now spends eternity looking at himself, wishing to be free."

The back of the metal placard is a mirror that Crenforlenn looks into when he periodically wakes. There is a 10% chance that the man wakes inside his tomb when the characters are present. Of course, if characters open the tomb, Crenforlenn instantly awakens and attacks anyone close to him with the magical blades from his tomb. The man's skin begins to shrivel and wither each round he is exposed to the tomb's air.

Both magical blades were once wielded with great prowess by Egramish's former lover. One is a ***shortsword of swiftness***, and the other is a ***sword of agility*** (see **New Magic Items** sidebar or **Appendix E**). By magic or some lost crafting process, gold was infused in the steel of both blades when they were made. His platinum headband is a ***courtier's headband*** (see **New Magic Items** sidebar or **Appendix E**).

New Magic Items

Courtier's Headband

Wondrous item, rare (requires attunement)

While wearing this solid platinum headband, you have a +2 bonus to Wisdom saving throws and your Charisma score increases by 1 to a maximum of 20.

Shortsword of Swiftness

Weapon (shortsword), rare

You have a +1 bonus to attack and damage rolls made with this magical weapon. While holding it and a ***sword of agility*** (see below), you also have advantage on initiative rolls.

Sword of Agility

Weapon(longsword), rare

You have a +1 bonus to attack and damage rolls made with this magical weapon. In addition, while holding it and a ***shortsword of swiftness*** (see above) you can make one attack with it as a bonus action on each of your turns.

Chapter 3: Whisper Peak and the Temple Fortresses of Egramish

The tunnel through the mountain finally ends at the peak of the Mountain of Whispers, opening into the frigid air, icy fog, and a dense snow-packed trail. Visibility is generally good except when semi-frequent storms rage across the mountaintop. See the table below for the variable weather conditions. When the weather turns to intense snowstorms or dense fog, acolytes and priests rarely travel the dangerous paths between their temples and the tunnel entrance. Instead, they wait for the weather to clear before setting out on the unmarked trails. Due to the harshness of the weather and dangerous mountain predators, no soldiers are stationed near the mountain entrance.

Unmarked footpaths link three separate areas of Whisper Peak to the tunnel entrance. All three trails join just 50 feet from the mountain, opening where the first and only signage on the paths may be found. A western trail appears infrequently traveled and leads to a small keep where Miltotok's twin sister resides in banishment (see **Area 1**, **Map L** and associated sidebar). A northern footpath leads north to an overlook of the surrounding mountain range and valley below. A hidden ledge below the overlook also leads to the cave of a white dragon. Finally, the well-traveled eastern trail leads to the faction temples and the fortress temple of Miltotok.

If the weather is overcast or clear at the peak, there is a 25% chance that characters encounter **underpriests** (see **Appendix C**), **priests**, or zealot soldiers (as **heavy guards**; see **Appendix C**) -- or a combination of them all -- heading to the mountain tunnel. Additionally, you can roll on the **Wandering Monster Table** below for other random encounters while the characters travel the trails of Whisper Peak.

Weather Conditions

1d20	Weather Conditions	Details
1	Raging Snowstorm	Visibility reduced to 10 feet; trails almost impossible to follow
2–4	Dense Ice Fog	Visibility reduced to 20 feet; ice covers clothing, gear
5–10	Snow Squalls	Visibility reduced to 50 feet or less; trails may be hard to follow
11–15	Overcast	Visibility normal; half-light
16–20	Clear, Cold	Visibility normal; clear skies, deadly temperatures

Wandering Monsters of Whisper Peak

1d20	Monster/Foe
1	**Freezagus the White** (an **adult white dragon**), flying overhead (may attack the group if they are not wearing temple clothing)
2	**Frost Giant**, laden with supplies, bound for the keep (**Area 1**, **Map L**)
3	1d4 **Winter Wolves**, returning to **Area 4**, **Map K**
4	1d4 + 1 **Frost Salamanders** (see **Appendix C**), hunting
5	1d2 **Yeti**, returning to **Area 9**, **Map M**
6–20	Nothing encountered

Whisper Peak (Map K)

1. Mountain Tunnel Exit

When the characters emerge from the mountain tunnel, they instantly are aware of the extreme cold and biting winds of the high altitude. A trail leads north away from the exit and — depending on the weather conditions — may be clearly visible all the way to the signpost 50 feet away.

> The oppressive darkness of the tunnels and passages is suddenly negated as you reach the exit and what appears to be the very peak of the mountain. You glimpse other mountains in the haze of swirling snow and unnatural fog as the wind whips at your faces and exposed skin. It is extremely cold; exposure to the temperature and wind will likely be dangerous. A trail leads north before you, marked by the many feet of travelers who use this trail between the mountain and what lies elsewhere at the peak.

Also read the following if the weather conditions are overcast or clear:

> As you scan the area around you, you can see a signpost some 50 feet ahead. Also, when you look to your left (west), you think you see a small structure that appears to be hanging off the edge of the mountain several hundred feet away.

Whisper Peak

- Map K

The small structure is the keep of Galnatak, the imprisoned twin sister of Miltotok.

If the characters find the signpost, they see only two placards for trails. The sign that points north reads, "Whisper Peak Overlook." The sign that points east reads, "Faction Temples." No sign points west, but a faint trail leads in that direction.

2. Whisper Peak Overlook

A short trail leads directly to the edge of the mountain and a natural ledge that juts out from the small, snowy plateau. On clear days, the view from the mountain can be awe-inspiring: white-capped mountains and distant lands many leagues away are visible. Several stone benches once used by acolytes and priests with time to sit and contemplate are under the piled snow.

> A natural ledge extends out over the narrow plateau of the peak. Distant mountains and green valleys below provide a wondrous visage. A lone, stone pillar with a single iron ring extends up out of the deep snow only 10 feet from the precarious edge.

Exceptionally treasonous or untrustworthy faction members are chained to this post to await their doom from below: the white dragon that lives below the ledge in a large cave (**Area 3**). A close inspection of the pillar reveals large claw and bite marks on the stone and steel fittings. Note that you can choose to have an **acolyte** or **priest** chained to the pillar (either frozen and dead or still barely alive) when characters arrive at the mountain peak.

Further investigation of the ledge uncovers 10 iron rungs set into the cliff face below the ledge that descend to a narrow, icy path. This dangerous ledge winds along the cliff for more than 80 feet and ends at the cave mouth of the white dragon's lair. Less dexterous characters may find travel along the ice-covered, narrow ledge too harrowing to attempt.

3. Lair of Freezagus the White

An **adult white dragon** hand-raised by Miltotok now keeps the peak free of dangerous enemies. In return, the high priest provides the occasional victim for the dragon to consume. Although Freezagus typically ignores travelers wearing the livery of the temples as they move along the marked trails, he sometimes is tempted to attack solitary acolytes, priests, or merchants who have been granted special access to the temples. Freezagus knows Miltotok by sight and occasionally allows the high priest to ride upon his back for short periods.

The only access to the dragon's lair is by the cave mouth on the side of the mountain. A narrow, icy ledge from **Area 2** connects the lair to the mountain peak, but the walk along the hazardous trail is not for the weak-willed. The cave mouth is more than 25 feet wide and tall and covered in icicles and frozen snow. A search of the ledge before the opening may reveal several sets of large claw marks that indicate the takeoff and landing spots of the great winged lizard.

> After several tense moments of treacherous navigation along the narrow ledge, you have reached a wide opening in the cliff face. An opening that is 25 feet wide as well as tall leads into the side of the mountain. Short icicles hang from the top of the opening, and the interior appears just as icy as the ledge you just traveled.

A wide tunnel strewn with rubble, stalactites, and stalagmites connects the dragon's lair to the cave mouth, stretching more than 100 feet between the two points. The debris and natural rock formations of the tunnel may provide suitable cover for adventurers, although the dragon can navigate the area equally as well when needed.

There is a 90% chance that Freezagus is in his lair when the characters arrive (unless he has already been encountered elsewhere). He sleeps lightly and is surprised by intruders only on a 1 in 20. Read the following if the dragon is in his lair and hears the characters approach:

> The tunnel suddenly opens into a large, natural cave with a high ceiling. Icy stalactites with bright, silvery veins hang from the roof and provide enough light to see the area clearly. A large white dragon lies upon a mound of ice and snow, its lidded eyes partially opened. Your desperate hope of catching the dragon asleep is dashed as it speaks. "Whom do we have here? A few heroes, eager to plunder my treasure? I see only fools who've made a wrong turn somewhere … and warm meals for my hungry belly."

Before the characters can retreat, the dragon stands, stretching its cold limbs. The flap of its leather wings beat frigid air at the characters, slowing their first movement (10 feet less during the first-round initiative of the characters). Although white dragons are traditionally the weakest of their kind, Freezagus is one of the finest specimens of his variety. Miltotok's care and power helped raise one of the most powerful white dragons, rivaling a dragon of the red variety.

Characters find the footing of the cave and tunnel treacherous; it counts as difficult terrain. You can penalize their attacks or require successful DC 10 Dexterity checks each round to avoid falling prone, as you desire. Retreat is equally dangerous as the icy ledge outside the cave mouth leads to a deadly fall.

Freezagus immediately uses his cold breath attack, targeting apparent spellcasters and tough melee combatants first, before launching into a rushing attack of claws and bites. If the characters retreat to the narrow, icy ledge to escape the dragon, Freezagus breathes his cold attack on them as they navigate the dangerous ledge back to the iron rungs and overlook.

If Freezagus takes near-fatal damage (reduced to fewer than 30 hit points), he flees from his cave. He flies directly to Miltotok (**Area 18**) to alert him to powerful adversaries on the mountain. If the characters somehow defeat the dragon, they find his treasure hoard buried under two feet of thick ice and snow. It takes several hours to two days to fully uncover the treasure, depending upon party size, tools, etc.

Treasure Hoard of Freezagus the White

There are 1d100 x 1,000 sp, 10d6 x 1,000 gp, and 1d100 gems (50% small, 50% large). Additionally, there are several magic items: a ***frost brand***, a quiver with 18 arrows (1 ***arrow of giant slaying***, 7 ***+2 arrows***, 10 ***+1 arrows***), a ***+2 spear***, and a ***suit of +2 chain mail***, dwarf-sized. A wooden case with two vials and a rolled parchment: a ***potion of growth***, a ***potion of fire resistance***, and a ***spell scroll*** with the *resurrection* spell. Dozens of normal weapons and armor in various states of quality and condition are mixed in the treasure pile.

4. Winter Wolf Den

Large winter wolves found a cave of suitable size along the narrow ledge that runs westward to the keep of Miltotok's sister. They are occasionally fed scraps by the guardians of that keep or from the leftover remains of Miltotok's offerings to Freezagus and smaller prey they find on the mountain. Although the prowling pack sometimes catches a few wayward acolytes, Miltotok allows them to remain on the plateau to safeguard against unwanted intruders and to prevent anyone from freeing his sister from the keep (**Area 1**, **Map L**).

> A dark hole in the side of the mountain seems to provide shelter from the snow and wind — but for whom?

Six **winter wolves** are in the cave 50% of the time, or 100% of the time during extremely bad weather. The cave floor is covered in excess wolf hair, bones, and the belongings of previous victims. A backpack among the discarded belongings contains ***bracers of archery***, a pouch of 125 sp and 50 gp, and a ***potion of cold resistance***.

5. Temple Information Center

> A lone structure pokes from the snowdrifts of the trail, with a bright light peeking from behind closed shutters and gray smoke drifting from its short chimney. What a nice respite it must be from the deadly winds and cold of the mountain peak plateau!

Young and new acolytes are assigned the duty of this post to provide information to travelers in shifts of 12 or 24 hours. Most acolytes fear getting mauled by wolves or attacked by the nearby white dragon and trade their shifts to braver acolytes who are willing to work alone in this secluded shack. One young acolyte, **Cavalle** (see **Appendix C**) of Her Incessant Mockery, volunteered for every shift for several straight days. He is hoping to catch the characters before they approach the temples to provide them with useful information for defeating Miltotok and saving the triptych.

While characters contemplate whether to enter the warm structure, Cavalle sees their approach and motions for them to enter to get warm. After a series of light questions about the weather and village, he tests the group with his special statement: "The goddess is ready." It should be answered with, "Ready for the end of times." Cavalle trusts the group only when they answer correctly.

Once he is sure the characters are the group sent to retrieve the triptych, Cavalle updates them with the latest news of the triptych and Miltotok. Cavalle knows that the center panel is with the high priest in the fortress temple, where continued rituals and spells have been used to neutralize the tablet's good imbuement. He didn't see the other two panels pass through, but Cavalle fears they may already have been smuggled into the fortress temple.

He warns the group that the goddess's favor of Miltotok has grown, and the high priest now wields the greatest power anyone

has ever seen. His armor is near impenetrable, and his two-handed mace brings death upon all it strikes. The high priest also casts spells that are known to few, if any.

However, Cavalle also mentions that there may be two options to weaken the high priest. He has heard that Miltotok imprisons a powerful being in Whisper Keep, whom only he himself can visit. Cavalle feels there is something there that can assist the group, but he does not know what it may be.

Additionally, the young disciple learned that several high-ranking faction priests were plotting to unseat Miltotok just before he acquired the ***Triptych of Transcendency***. They gathered one or more artifacts that would neutralize many of Miltotok's powers and make him easier to destroy. With their timing disrupted, the priests decided to hide the artifacts in their faction temples until a more opportune time became apparent. Cavalle believes the artifact or artifacts could assist the group in defeating the high priest. Although he cannot be certain, Cavalle thinks there may be two items, each stored in one of the main faction temples (Her Penetrating Gaze and Her Unwavering Faith). He has heard of a possible third item but cannot confirm the rumor. *More details about the three items are found in their corresponding sections:* ***Area 4***, ***Map M*** *(Her Penetrating Gaze);* ***Area 8***, ***Map M*** *(Her Unwavering Faith); and* ***Area 12***, ***Map M*** *(Her Final Caress), where a third, lesser item does exist*.

Defeating the high priest without a way to reduce his tremendous power is possible but unlikely. Cavalle strongly recommends the characters search out these options before attacking the high priest.

Cavalle has a box of potions that he has been holding for the group. Before the group departs, the young acolyte gives them 8 ***potions of greater healing***.

Note that Cavalle is ready to assist the group in the final battle, appearing just as the group attacks Miltotok.

Environs of Whisper Keep, Prison of the Unwanted Sister (Map L)

1. Trail's End at Whisper Peak Fortress and Whisper Keep

A keep supported by a singular pillar of stone separate from the ledge of the mountain imprisons High Priest Miltotok's only remaining family member: his twin sister Galnatak. A larger structure stretches across the ledge at the end of the western trail, blocking travelers from going any farther in that direction. Giant doors hint at its occupant's size. The larger fortification and the small keep are connected by a dangerous stone walkway.

> The blustery wind seems to lessen its hateful attack on you as you round a small corner and find the ruins of a wide, squat, fortified structure at the end of the trail. Massive 20-foot-tall doors stand closed before you. Large puddles of dried blood are to either side of the doors. To the far right, extending past the edge of the mountain, a three-story keep appears to float on thin air.

Further investigation finds large, three-foot-long footprints in the snow around the door. If characters move toward the keep, they find that the smaller building sits upon a single pillar of stone rising from the dark depths below.

There is a 10% chance that one of the fortress's guardians — a pair of **frost giant** warriors — exit the structure to leave polar bear or frost salamander meat for the winter wolves (**Area 4**, **Map K**).

The Story of Galnatak, the Despised Twin

Born to two well-to-do nobles, the twins Miltotok and Galnatak had very normal childhoods and upbringing until their 10th birthdays. On that fateful day, Miltotok fell from a balcony while playing and nearly died. The young boy subsequently suffered fits of paralysis and severe headaches and was soon restricted to his dark bedroom. Miltotok soon learned that his sister received preferential treatment from his parents, who had stopped visiting him each day while he was in seclusion. He vowed to somehow destroy them all.

His incessant cries for revenge and strength were eventually heard by a priest in a nearby guest bedroom. The priest was waylaid by a dangerous storm and given shelter by Miltotok's parents. Angered and hopeful to right the wrongs of his parents, Miltotok agreed to a pact with a vile god to restore his health in exchange for his parents' souls. After the priest performed the ritual and Miltotok's parents were destroyed, the young boy had his sister imprisoned in the basement of their home. She remained a captive for decades.

While imprisoned, Galnatak was bitten by a vampire and still suffers from its affliction. Miltotok enjoyed seeing his sister suffer and continued to provide her with blood and victims to perpetuate her joyless and unending life of solitude and boredom. Note that Galnatak still appears as a young girl around 12 — her vampiric condition reduced the aging process to a fraction of her brother's. When Miltotok was promoted to high priest by Egramish, he had his sister moved to Whisper Keep so he could keep a closer eye on her tedious and pathetic existence. Galnatak has been held captive in the keep for decades and will likely remain here until her brother dies or she is freed.

Galnatak still wears a half-pendant given to her by her parents on her sixth birthday. Miltotok once wore the other half of the pendant, received the same day as his sister, but lost it shortly after his accident. Miltotok always assumed his parents had taken it, hopeful that their weak son would perish from his accident.

Galnatak's half of the pendant has slowly grown in magical power, enchanted by small spells and rituals learned by the competent vampire-witch. The pendant has grown quite resistant to Miltotok's presence, offering Galnatak considerable protection from her brother's physical and spiritual attacks.

Whisper Keep is encompassed by a powerful spell that erupts in radiant light if Galnatak attempts to leave. Four energy poles at the corners of the keep connect the spell's energy on all sides, leaving no way of escape. If Galnatak finds a way through the thick windowless walls, she would die instantly from the radiant explosion of the spell.

Whisper Keep

- Map L

2. The Ruins of Whisper Peak Fortress

Lured by riches and power, 3 **frost giant** warriors were entrusted with protecting the western end of the plateau trail and Whisper Keep. They were instructed to feed the winter wolves and destroy any travelers on the peak not wearing temple clothing.

The giants' fortress was built by others of their kind long ago, but abandoned when several rockslides destroyed much of the structure. The giants fortified the southern walls and high roof. None of the interior has been rebuilt, leaving the interior as one large open space. The giants have the basics for a simple existence. They leave the fortress only for brief hunts or to check the area for intruders.

The doors of the fortress are quite large and heavy. The unlocked double doors in the eastern wall and the single door on the north wall both require at least three characters to succeed on a DC 15 group Strength check to open from the outside (DC 12 from the interior). The portcullis in the west wall requires at least three characters to succeed on a DC 13 group Strength check (DC 10 from the interior) to lift.

Read the following once the characters are inside:

> A wide, open space without walls looms before you. The ceiling appears nearly 50 feet overhead. A large pit in the center of the room is filled with low-burning embers and is surrounded by three large beds each nearly 20 feet in length. A large table along the south wall appears bloody and covered with several large chunks of white fur and red meat. A rack of large axes and swords stands against the western wall.

Include the following if the frost giants are here:

> Three large humanoids, each 14 feet tall, emerge from the shadows of the back of the room, all wielding impossibly large axes.

The giants are honor-bound to serve Miltotok as previously promised, fighting to the death to protect the area from intruders and to keep anyone from freeing the high priest's twin sister. They do all in their power to defeat any who set foot upon the western trail of the plateau, including sacrificing themselves to keep their oath (e.g., tackling characters off the edge of the mountain).

A buried chest of gold lies in a shallow hole in one of the dark corners of the fortress. The chest contains 10,255 gp along with a ***shortsword of troll slaying*** (see **Appendix E**).

3. Den of Dead Pets

With the help of High Priest Miltotok, the favorite pets of the giants have been animated as winter wolf skeletons. A hollow under a pile of rubble at the rear of the ruined fortress serves as their kennel.

> At first, a pile of large boulders looks normal enough. However, you realize the massive stones look like they have been stacked in an organized manner to create a roof of sorts. A hollow under the pile appears to dip slightly underground. Several pairs of red points appear in the darkness beyond the opening.

Once the characters are within 20 feet, 7 **winter wolf skeletons** (see **Appendix C**) pounce from their den.

The interior of the den is filled with polar bear and human bones. The skeletal wolves mindless chew upon the bones as a habit of their former lives. They react to the giants as they did before their deaths with obedience and fondness.

4. The Bridge of the Twins

A narrow bridge without protective handholds or side-fencing extends from the ledge to the small keep to the north. A pair of statues stands to either side of the stone bridge, each gazing down upon those who would dare to walk across the dangerous span.

> As you near the bridge before you, wind gusts intensify, punishing you with snow and ice. Two snow-covered statues poke out from the haze of flying snow. Each statue is positioned to guard the entrance of the bridge. Although you cannot clearly see what lies beneath the snow, you can tell that one statue is larger than the other.

If the snow is cleared from both statues, their visages are made clear: a grand statue of a handsome man in plate mail armor grins while a second statue of a hideous young woman with glaring eyes recoils from the man, seeking to flee. The statues are obviously Miltotok and his twin sister Galnatak. By magic or some trick of the eyes, the face on the female statue seems to slightly change her expression between that of horror, terror, despair, and indifference every few minutes.

A secret compartment in the base of Miltotok's statue holds a bag of magical tokens. Anyone carrying one of the four small coins can pass through the keep's external energy trap without triggering its effects. See **Area 5** for more details.

The wind whips fiercely through the area, challenging less sure-footed characters as they cross the icy bridge. Characters must succeed on two DC 10 Dexterity saving throws while crossing the span to avoid sliding and falling from the bridge into the deep gorge below.

Whisper Keep, External View

The 30-foot square keep has three stories of uniform, tight-fitting stone blocks. A closed and unlocked portcullis on the keep's southern side is the only entrance, and the building has no windows. Two chimneys on the western and eastern walls run the full height of the keep, providing warmth to the interior on all three levels. Four thick metal rods, one affixed to each corner of the keep, start at the keep's foundation and extend 10 feet above the top of the structure. Each rod is charged with radiant energy runes and magic and provides an invisible layer of deadly explosive energy (including above and below the keep) for any who pass through it unprotected. The energy covers all four sides and the top of the keep.

Only those who possess one of the magic tokens (found in **Area 4**) may pass through the invisible energy layer unharmed and without triggering the trap. Note that if the trap is triggered, Miltotok immediately knows. Also, note that Galnatak has no knowledge of what prevents Miltotok from triggering the energy trap; she assumes it is his great power and not the simple magical token he carries. If Galnatak discovers that the magical token can free her from the keep, she does everything in her power to possess one, including lying, stealing, and murder.

Once triggered, the trap explodes with a continuous wave of radiant energy in a 30-foot radius around the keep for 30 seconds before resetting. A creature in the area must succeed on a DC 16 Constitution saving throw or take 6d6 radiant damage; a creature entering the area or ending its turn there must make the same saving throw. Undead creatures take twice the radiant damage.

If characters enter the keep, they encounter Galnatak in either **Area 6** or **7** (50% chance for each). She may enter **Area 5** if she hears the group enter the ground floor through the portcullis.

Although Galnatak is a fierce undead foe, she could be a valuable ally to the group. She trades her protective pendant for her freedom. If a trade fails, she has no issue with killing the characters to gain one of the magical tokens that would allow her to leave her prison once and for all.

5. Whisper Keep, Ground Floor

The closed portcullis is unlocked and may be raised from either side. The bottommost floor of the keep is used only when Miltotok visits his sister. Four **flesh golems** act as butlers and wait staff, serving their mistress and visitors as needed.

> As the portcullis is noisily raised upward, you see a rather welcoming place before you. A large couch covered in throw pillows and fur blankets to your left faces a stone fireplace. Two stools are tucked under a round table to your right, which has been laid with two formal place settings. Strong fires burn in opposite fireplaces, providing warmth and light to the area. Stairs across the 30-foot-wide hall lead up to another level. At the back of the room, four wide-shouldered humanoids shamble around a small open kitchen seemingly engrossed in meal preparation.

Galnatak (see **Appendix** C) will not hear the portcullis raised unless she is in **Area 6**. She assumes her brother has come to torment her further or to bring her a "meal," so she takes her time to descend the stairs (between 20 and 30 minutes). She does not immediately attack the characters if she finds them, realizing that they are no simple sacrifices from her brother.

The keep's servants are instructed to serve the mistress and her visitors as needed. Galnatak's commands may be superseded only by her brother. If the characters are not violent to the servants or their mistress, they try their best to do as they are commanded if the commands are simple and consist of a few words. Requests for food and drink are understood well enough. They fight to protect the mistress from outsiders (not Miltotok).

Surprisingly, the food and drink the golems serve is well-prepared and quite delicious. Miltotok ensures that quality food and wine are available for his infrequent visits.

6. Library

Once or twice a year, Miltotok delivers tomes and scrolls to **Galnatak** (see **Appendix C**). Although Miltotok believes these books to be trivial and of little use, his sister has been able to patch together several spells and rituals from hundreds of snippets of text found in as many tomes.

> Reaching the top of the stairs, you enter what appears to be a modest library. Again, two fireplaces blaze with fire, providing bright reading light in the windowless room. Two study tables and a comfortable chair are in the middle of the chamber. The entire southern wall is covered in floor-to-ceiling shelves that are jammed with books, scrolls, and stone tablets. Another set of stairs leads up to a higher floor of the keep.

Galnatak is often here poring over her books, hoping to find a way through the energy trap that imprisons her. However, nothing within her library can assist her in finding freedom. A close inspection of the western fireplace uncovers remnants of a ritual Galnatak recently performed, one she used to further strengthen her pendant.

There are 255 tomes, 88 parchments, and 13 stone tablets on the shelves and tables. A stack of handwritten parchments is found under a stack of books; Galnatak has kept track of Miltotok's visits and possible ways he can enter without triggering the radiant energy trap. "Protection Spell" is circled on one of the parchments — her leading theory. All the reading materials here are either mundane topics or written by amateur authors.

If Galnatak is not found here or on the floor below, she is on the top floor of her keep, resting or meditating.

7. Galnatak's Bedchamber

Although not luxurious by any means, Galnatak's bedchambers are considerably superior to that of most imprisoned victims. When Galnatak takes a break from reading her books, she often sleeps or meditates in the topmost level of the keep.

> The stairs end, revealing a large bedchamber for a single occupant. A bed has been positioned in one corner near the western fireplace, and a small writing desk is near the eastern fireplace. Several wardrobes stand against the outer walls, their doors closed. A shiny, metallic female figure stands erect but unmoving, positioned in the southeastern corner. Iron rungs in the northwestern corner wall lead up to a hatch in the ceiling.

An **iron golem**, created in the form of a young maid, stands at the ready to serve her mistress with her attire and other bedchamber needs. The iron golem attack intruders if commanded by Galnatak. Again, the golem does not attack Miltotok.

The wardrobes contain clothing and dresses that are all too large or too small for Galnatak. They were intentionally made the wrong size so that Miltotok could further torture his sister with nice, unusable things. Note that Galnatak has the appearance of a 12-year-old girl. A few blank parchments, a quill, and an inkwell are found on the writing desk.

Galnatak is infuriated if characters enter her bedchambers. She demands that they wait on the first floor while she makes herself presentable for visitors. She attacks if the characters refuse to leave.

She wears a ***half pendant of protection from Miltotok*** that protects her from her brother's spells (see sidebar or **Appendix E**). Additionally, she wears a golden ruby ring (worth 5,000 gp) that her mother gave her. Miltotok allowed her to keep it.

Half Pendant of Protection from Miltotok

Wondrous item, rare (requires attunement)

This special pendant is one-half of a two-piece set. Originally, Miltotok and Galnatak each wore one half of the metal charm they received from their parents. Galnatak has slowly imbued it with protective magic over the years. While you wear this pendant around your neck, you have:

Immunity to 1st and 2nd levels spells cast by Miltotok.

advantage on saving throws against spells cast by Miltotok.

a +2 bonus to your AC against Miltotok's physical attacks.

The iron rungs on the wall lead up to the roof of the keep. The wind gusts are dangerous and threaten to push anyone on the keep into the energy trap that covers the top of it. The metal rods extend 10 feet above the roof and create an invisible barrier above the top of the structure that prevents anything from landing upon or leaving the keep. Galnatak rarely ascends to the top of the building as she fears the wind might push her from the rooftop into the radiant energy trap or that she will be exposed to the sun (on clearer days).

Temple Plateau (Map M)

1. Trail Crossroads

The worn trail between snowdrifts splits into three separate trails at this spot. Signage helps direct travelers to the faction temple they seek.

> Hundreds of booted feet have trampled down the snow, making the trail easy enough to follow. A signpost rises out of the blinding snow, revealing three directional signs. The sign closest to the approaching mountain ledge (and your left) directs travelers to the faction temples of Her Unyielding Grasp, Her Clenched Fist, and Her Penetrating Gaze. The trail that continues straight and due east indicates that the temples for Her Unending Malevolence, Her Incessant Mockery, and Her Unwavering Faith are up ahead. A third sign points toward the mountain (your right) and marks the trail that leads to the temples of Her Jealous Desire and Her Final Caress.

There is a 10% chance that a troop of soldiers and acolytes may be traveling from one of the temples through here toward the mountain entrance at **Area 1**, **Map K**. No less than 12 soldiers (**heavy guards**; see **Appendix C**) and 1d4 **underpriests** (see **Appendix C**) travel together for safety reasons. Additionally, there is a 20% chance that an oxen-driven wagon from the order's grand temple is found along any of the main or side trails on its way to deliver daily meals to the faction temples (see **Appendix A: Story Backgrounds** for the order's duties to support the individual factions). The wagon is laden with food, drink, and miscellaneous supplies. It is driven by two soldiers (**heavy guards**; see **Appendix C**), and two **acolytes** are in the back preparing for their next stop.

Most visitors without the appropriate holy symbol for the temple they are entering are either ushered out or given an escort if their business is important enough. Those found with the wrong holy symbol — or worse, one not of the factions or order — are treated with hostility and violence. A full list of holy symbols by faction can be found in **Appendix A: Story Background**.

2. Temple of Her Unyielding Grasp, Exterior (Interior: Areas 1 through 6, Map N)

The faction temple sits directly on the trail such that travelers are easily seen by the soldiers manning the temple's gates. The smallish temple is featureless and unimpressive. The temple rarely carries a full contingent of acolytes, preferring to have them actively recruiting new followers in Whisperview village. The high priest of the faction is rarely found in this temple, preferring to recruit merchants, visitors, and village workers in their lower temple (see **Area 5**, **Map B**). While he is away, Underpriestess Zsollana Irongrasp acts as the priest in charge of this temple.

> A two-story structure appears out of the swirling snow, its gate nearly set upon the trail you travel. Two soldiers huddle near a blazing urn just inside the gate, unaware of your approach. A simple sign above the door reads, "Her Unyielding Grasp."

Unless the characters draw attention to themselves, the 2 **heavy guards** (see **Appendix C**) ignore or miss the group's passing. If the characters unthreateningly approach the temple, the guards assume they are here to worship or to see the high priest.

(See **Areas 1** through **6** of **Map N** for the temple's interior details.)

Temple Plateau

- Map D

3. Temple of Her Clenched Fist, Exterior (Interior: Areas 1 through 10, Map O)

A side trail leads to the temple near the edge of the snowy plateau. The temple has two stories and few windows. Closed double doors on the western face of the building are covered in ice and snow.

A recent cleansing of the faction promoted a young priest to its highest position. Aaltansor is now the youngest and most inexperienced of the faction leaders. He is under the direct tutelage of Miltotok and was groomed for a position such as this by the order's diabolical leader. The temple has several soldiers but only a handful of newly assigned acolytes. No underpriests have yet been elected. High Priest **Aaltansor** (see **Appendix** C) can be found in the camp at the base of the mountain recruiting additional soldiers for the faction (5% chance the young priest may be here instead of the camp far below). Note that the newly assigned high priest is in search of the missing holy relic of the faction, the ***Clenched Fist holy symbol*** (see **Appendix E**), that was not recovered after the cleansing. The item was secreted away by the previous high priest and hidden in a concealed compartment behind a robe closet (see **Area 9**, **Map O**).

> The narrow trail to the two-story structure looks little used. A giant pair of wooden doors in the front of the building is covered in ice and snow. As you approach, you see that the doors are damaged in several spots on their exterior. A burned sign over the door hangs to one side. It reads, "Temple of Her Clenched Fist." The place almost looks abandoned.

The entrance doors are unlocked but are slightly frozen shut (requires a total Strength of 18 to open).

(See **Areas 1** through **10** of **Map O** for the temple's interior details.)

4. Temple of Her Penetrating Gaze, Exterior (Interior: Areas 1 through 13, Map P)

The large, two-story temple at the end of the side trail is the main facility for one of the two primary factions of Egramish's faith. The Temple of Her Penetrating Gaze is primarily used for devout study and research. Most of the second floor is devoted to a vast library of religious tomes and scrolls. Young acolytes dedicate themselves to a year of isolation and study at the Whisper Peak temple to gain insight and knowledge to propel them to new levels of service. High Priest Highgazer Ghromus and many of his faction are primarily found in Whisperview Village (**Area 29**, **Map D**). A small number of acolytes, soldiers and Underpriest Fronn Keppeta are usually found in the mountain temple. This faction has two underpriests, a rarity among the factions. Underpriest Ghroggle spends much of his time working with the warlords and legions and is rarely within the mountain temples (he currently is found at the camp at the base of the mountain). While Ghroggle focuses on spreading the faction's faith in the regions beyond their domain, Underpriest Keppeta teaches young acolytes how to serve the goddess and faction within their borders.

> A recently shoveled path from the main trail eventually ends at a pair of massive wooden doors on the west side of the two-story structure. Lampposts near the building's entrance provide dim light in the swirling snow but hint at the potential activity at this temple. A brightly painted sign reads, "Temple of Her Penetrating Gaze."

Large, thick stained-glass windows in the second story of the south wall depict Egramish intensely staring down at kneeling, weak humanoids. No other windows can be found along the other walls of the structure.

Note that the temple hides an artifact of great power that could help neutralize some of Miltotok's power. The artifact was to be used in a faction uprising against the order but was hidden away after the factions decided to wait until after the triptych corruption. The artifact can be found in the secret **Area 13**, **Map P**.

(See **Areas 1** through **13** of **Map P** for the temple's interior details.)

5. Temple of Her Unending Malevolence, Exterior (Interior: Areas 1 through 9, Map Q)

Angry infighting keeps this faction's numbers the lowest of all the factions. Acolytes and soldiers are continually provoking each other into brutal fights to the death. However, no other faction is willing to face the priests and soldiers of Her Unending Malevolence when they are gathered in a group — their raging fury is legendary.

Few priests and almost no soldiers live to see old age, as they often die in battle with another faction member or outsider before they reach their 30s. A few reach their 40s and 50s, and those priests are regarded as the greatest of their faction and revered by all. Each member of this faction, besides those who have reached higher levels, is angry and ready to fight at any moment. Egramish instilled unbridled rage in her followers of this faction.

Tormentor Chrallus, their current high priest, reopened the faction's ancient temple deep within the mountain (**Area 7**, **Map C**) to wipe one of the triptych panels clean of its good enchantment. Underpriest Ghrizlan, who is Chrallus' assistant, and Hellites, the high priest's bodyguard, are both with Chrallus in the ancient fane and have left the mountain peak temple leadership to Brak Thundax, the lone remaining underpriest. Also note that most of the temple acolytes and priests are often in Whisperview recruiting new members. This temple houses a minimal contingent of holy men.

> A narrow, three-story structure appears through the swirling snow ahead. Shuttered windows are on the second story, and the entrance is a simple wooden door. A short 10-foot walkway stretches from the main trail to the building. A sign above the door reads, "Temple of Her Unending Malevolence."

Anyone who presses their ear to the door of the building has a 50% chance to hear cheering, screams, and clashing steel behind the entrance.

(See **Areas 1** through **9** of **Map Q** for the temple's interior details.)

6. Meteorite of Good

The gods of good, often tired of Egramish's disrespect for the balance of power and her meddling in human affairs, dropped a divine meteorite on the peak of the goddess's mountain. Enraged yet unable to remove it, Egramish instructed her followers to avoid the large stone. However, she plots to eventually remove it, hopefully with the help of Miltotok, her powerful high priest.

> A snow-covered boulder stands adjacent to the trail. You feel a strange sense of comfort and strength as you near it.

Non-evil characters who touch the meteorite feel the presence of their deities for the first time since their arrival in Whisperview. Clerics, druids, and paladins are able to regain lost spells by praying while their hands or heads are pressed against the stone, and they do not suffer the normal penalties of prayer they endured elsewhere in and on the mountain (see **Appendix D: Spells and Spellcasters** for the details of spell recovery). Good clerics and paladins also restore all their lost hit points once per day when they maintain 60 seconds of contact with the holy meteorite. All other non-evil characters instead gain the benefit of a *bless* spell for the next 2 hours.

7. Temple of Her Incessant Mockery, Exterior (Interior: Areas 1 through 13, Map R)

This single-story structure of white stone and black mortar lacks windows and has only one unlocked entrance on its northern side. No soldiers stand outside near the plain the wooden door.

> A drab, flat-roofed building stands a stone's throw from the trail, barely perceptible in the swirling winds and snow. There is no external illumination, nor can any windows be found on its walls. Is the place abandoned?

As characters approach, they see the faded sign above the door that reads, "Temple of Her Incessant Mockery."

The acolytes of this faction are known for stealing the faces of opposing factions. They literally choose a victim, murder them, and remove the skin from their skulls. After stitching the mouths into a diabolical grin, they then wear the skin masks until they reach the rank of underpriest or choose a new, higher-ranking victim from another faction. They are not allowed to wear the faces of members of their own faction. Underpriests and high priests do not wear these skin masks.

(See **Areas 1** through **13** of **Map R** for the temple's interior details.)

8. Temple of Her Unwavering Faith, Exterior (Interior: Areas 1 through 15, Map S)

As characters approach the tall structure along the trail, they see that it appears to be relatively new construction. The previous temple was destroyed by fire, either accidentally or purposely set by an opposing faction. While High Priest Jong-Ror continues to investigate the cause of the fire, he has hired Whisperview masons and carpenters to build a bigger, grander temple in the goddess's name. The faction received a loan from the order to rebuild their temple, to be repaid in double within five years.

Additionally, a rigorous recruitment campaign to replace souls lost in the fire has begun. The temple has more soldiers than acolytes and priests at this time, but High Priest Jong-Ror is confident that he will have the temple fully staffed within months.

> A several-story structure juts out of the darkness ahead. As you approach, you notice external scaffolding along its western wall. Buckets, piles of stone, and tools poke from the snowdrifts surrounding the structure. You also see heaps of burned and cracked stones farther away from the structure. Huge double doors still gleam with the moisture of the precipitation swirling about on the wind. Two marble statues carved in a stoic form of the goddess sit to either side of the doors. A cluster of dark figures huddles by the entrance.

Note that an unfinished secret entrance lies close to the southeast corner of the new temple, providing characters with an alternate option of entry (see **Area 6**, **Map S**).

(See **Areas 1** through **15** of **Map S** for the temple's interior details.)

9. Yeti Caves, Exterior (Interior: Areas 1 through 5, Map T)

Priests and acolytes of the two temples at the other end of this trail hurry past the cave entrance at this location, fearful of crossing paths with the 1d4 hungry **yeti** living in the darkness beyond. Many a dimwitted acolyte or zealous soldier were dragged from the snowy trail into the caves to meet a horrific end. Miltotok allows the yeti to remain in their small cave system to keep unwanted solicitors and merchants from bothering the temples. The yetis have populated unchecked and may pose a problem for the two nearest temples, Her Jealous Desire and Her Final Caress.

> While the main trail continues eastward, a less obvious path cuts south toward an ominous-looking opening in the rock face of the mountain. Prints of unbooted, large feet are plentiful along this southern path. Each print appears two to three times that of a man. Whatever lives in that cave must be rather large — or at least larger than you!

There is a 25% chance that 1d4 yeti are lying in wait in the snow, almost invisible to the untrained eye as their white coats blend into snowdrifts.

(See **Areas 1** through **5** of **Map T** for the cave's interior details.)

10. Treacherous Trail

Ascending to a narrow cliff along the face of the sheer mountain wall, the trail winds between outcroppings and dangerous ledges. Travel along this path should be slow and steady to avoid falls. At the highest point, the trail towers over the temples nearly 80 feet below. You can use Dexterity checks or random rolls to determine the chances of characters slipping and tumbling.

Additionally, hunting mountain creatures lurk in the shadows along the edge, hoping to spring on travelers. There is a 10% chance that the group encounters 1d4 **winter wolves** or 1d2 **frost salamanders** (see **Appendix C**) jumping out of the surrounding snow. This check should be performed five times between the start and end of the trail.

11. Temple-Maze of Her Jealous Desire, Exterior (Interior: Areas 1 through 12, Map U)

Travelers whisper protection prayers under their breath as they pass this one-story structure built into the mountain wall. The Temple of Her Jealous Desire is among the least popular and most poorly run groups of all Egramish's factions. The nature of the faction is to be untrusting and covetous, making it challenging for the priests to keep followers and run their temples and shrines. The mountain temple is a maze of shadowy corridors where murderous priests lurk hoping to eliminate rivals and take what is not theirs. Most outsiders say to enter the facility is to die; most visitors never exit but those few that do never speak of what they experienced inside.

New recruits must make it through the shadowy corridors, avoiding the concealed priests, and through the mural demon just to present themselves to the temple priests below. Those who survive the dangerous journey are indoctrinated into the faction in a painful ritual in the temple (per **Area 12**, **Map U**).

(See **Areas 1** through **12** of **Map U** for the temple's interior details.)

12. Temple of Her Final Caress, Exterior (Interior: Areas 1 through 11, Map V)

Of all the ruthlessness and deceit of the eight factions, none surpasses the cunning and execution of the most nefarious plans made by the priestesses of Her Final Caress. The all-female faction has always been suppressed by the male-dominated factions. But in recent years, High Caresser Natela Woundgiver, the latest high priestess, has woven intricate and detailed plans to eliminate rival faction priests and move her faction to the top of Egramish's favored list. She seeks to supplant one of the two top factions within the coming year and then replace Miltotok shortly thereafter.

Her plan requires subverting and recruiting several key female priestesses and soldiers within the other factions. With inside help, High Caresser Woundgiver will be able to manipulate faction decisions and outcomes to ensure her faction passes those paralyzed by internal strife and decimated ranks.

The Temple of Her Final Caress on this southern trail lies half-buried under the mountain and massive snowdrifts. Those descending from the higher trail above the plateau may miss the switchback in the trail that reverses direction to the temple entrance. Unless characters are looking for the trail to the temple, they must succeed on a DC 15 passive Perception check to notice it.

(See **Areas 1** through **11** of **Map V** for the temple's interior details.)

Temple of Her Unyielding Grasp (Map N)

(See **Area 2** of **Map M** for the temple's exterior details.)

1. Temple Foyer

> Several brightly burning urns emit light and warmth in this square foyer. A stone bench in the middle of the area provides a resting spot for travelers who await service or a visit with the high priest. Two doors on both the west and east walls appear to be entrances to barracks. A larger door on the north wall hints at a worship area beyond.

Ancient frescoes and paintings detail scenes of priests of the once-great faction and its damaged relationship with its goddess. The disrepair and mundane appearance of the area hints at its fall to disfavor.

2. Acolyte Chambers

Each room provides simple quarters for four acolytes. Two sets of double bunks, a small desk, and a table with two stools are found in each room. There is a 50% chance that 1d2 **acolytes** are found here resting or studying.

3. Soldier Chambers

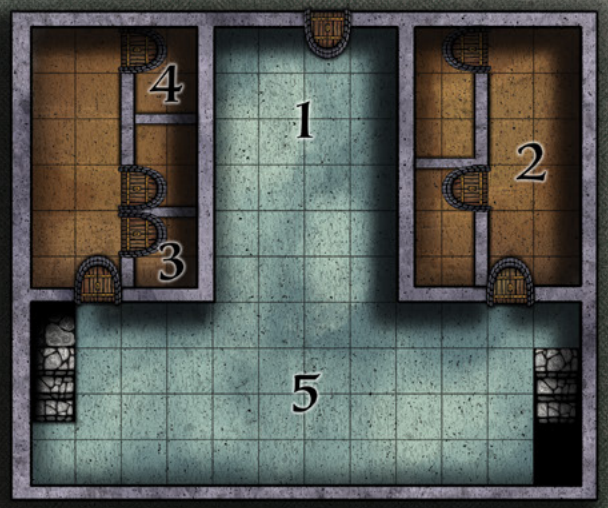
Four **heavy guards** (see **Appendix C**) are all that watch over this small temple. Two bunks and a table with two chairs fill each room. A rack of six spears is affixed to the inside of each door. During evening hours, one sleeping guard is here.

4. Underpriestess Chambers

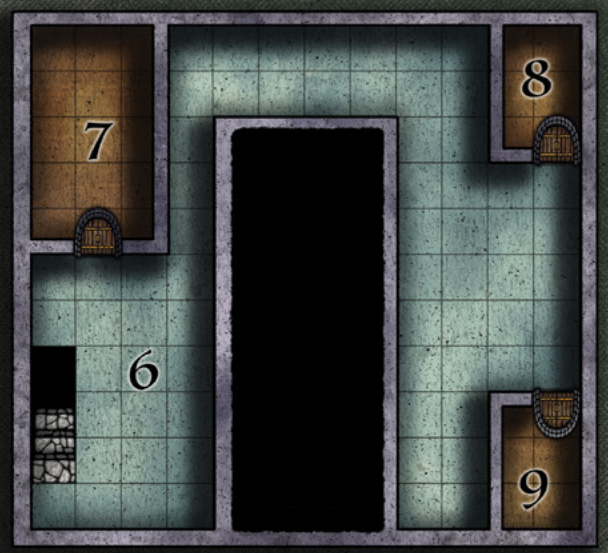
The underpriestess of the mountain temple envisions new leadership and a re-emergence of faction dominance. She secretly plots with outside help to remove Agonizer Yol-kithil from power.

> The small room off the temple appears more luxurious than you would have guessed. A high bed in the back of the room is piled with warm furs and colorful blankets. Books are stacked high on an ornate desk near the door. The smell of flowery incense pleasingly fills your nostrils.

If Underpriestess **Zsollana Irongrasp** (see **Appendix C**) is not in the temple, she is found here, fraternizing with her latest obsession, a minstrel from Whisperview.

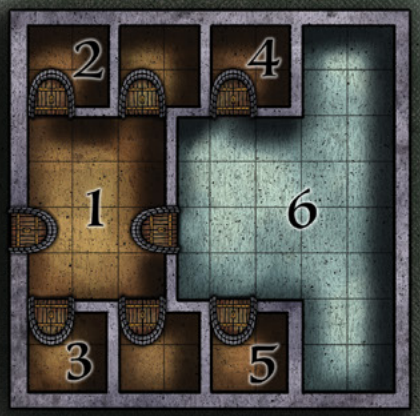


First Floor



Second Floor

Basement



Temple of Her Unyeilding Grasp

- Map N

Temple of Her Clenched Fist

- Map O

Also read the following if Zsollana is here:

> Your eye picks up movement from under the blankets and furs of the bed.

If Zsollana is not here, her minstrel lover is sleeping in the bed.

If disturbed, Underpriestess Zsollana calls for the temple guard by ringing a bell on her nightstand. She is a fierce and fearless combatant, ready to destroy any who violate her privacy. She attacks characters by using her newfound (and illicitly gained) knowledge of the faction cantrip *gasping breath (*see **New Spell** sidebar below or **Appendix D**). Strictly reserved for Agonizer rank priests only, Zsollana has been preparing to eliminate Yol-kithil from the temple to take control (see **Zsollana's Secret** sidebar). Note that due to Zsollana's inexperience with the *gasping Breath* spell, she has a 50% chance of success each time it is cast.

Zsollana first attacks using the *gasping breath* spell before reaching for her ***meteorite rod of corrosion*** (see **Appendix E**) that hangs from the wall nearby. If found here in bed, she is unarmored. Her armor can be found in a wooden tray under her bed **(*+1 chain mail*,** shield). Additionally, a necklace of topazes (valued at 5,000 gp) and a bag of gold coins (250 gp) are hidden under the armor.

The underpriestess knows when she is beaten and surrenders to save her or her lover's life. She offers information to the players in exchange for her life and their departure from the temple. Zsollana can confirm that the two high priests of Her Penetrating Gaze and Her Unwavering Faith are hiding powerful artifacts to use against Miltotok after the triptych is transformed. She can also describe the route to the vault under the main faction's temple.

Galantori (a **spy**), the underpriestess's lover, assists in battle by grabbing his crossbow and firing. He fights if his lover is alive and surrenders only if Zsollana falls or directs him to do so.

A thorough search of the desk uncovers several letters signed by "NW" (Natela Woundgiver of Her Final Caress) that detail the plot to overthrow Agonizer Yol-kithil. The books found on her desk are nonmagical and are mainly texts devoted to the history of the Her Unyielding Grasp faction.

New Cleric Spell and Magic Item

Gasping Breath

Transmutation cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target one creature and make it hard for that creature to breathe, as if it were being choked. The target must succeed on a Constitution saving throw or have disadvantage on attack rolls until the end of your next turn. On each of your turns, you may use a bonus action to target the same creature or a different creature within range.

Meteorite Rod of Corrosion

Weapon (mace), rare

This rod is made from a meteorite rich in alien metals and hardened stone. You have a +1 bonus to attack and damage rolls made with this magic weapon. Each time you hit a target wearing or carrying metal objects, they must succeed on a DC 12 Dexterity saving throw or have one of their metal objects hit. If the struck object is nonmagical metal armor or a nonmagical shield, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the struck object is a nonmagical metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Zsollana's Secret

Zsollana Irongrasp has desired power for some time, carefully and secretly studying ancient faction texts found in the high priest's chambers to gain the hidden abilities of her faction leader. She has been urged by the faction high priestess of Her Final Caress to eliminate Agonizer Yol-kithil and to take control of her faction. High Caresser Natela Woundgiver gave Zsollana a magical weapon to assist her in her upcoming fight with Agonizer Yol-kithil.

The underpriestess is unaware of Natela Woundgiver's true purpose: The high priestess seeks to control all the factions through infiltration and by converting several underpriests and temple soldiers. Zsollana and Fronella Rageblade (from Her Unending Malevolence) are her first targets. If Natela cannot control the smaller factions in this manner, she eliminates her targets and tries again with their replacements. Natela Woundgiver's final goal is to take Miltotok's seat in the order and hopes to do so by controlling several of the factions.

5. High Priest Chambers

Agonizer Yol-kithil (see **Appendix C**) uses this area as his private chamber when he is away from his temple. There is a 95% chance he is in the lower Temple of Her Unyielding Grasp (**Area 5**, **Map B**) instead of his chambers in this temple. Even when he is at this temple, he is usually found in the temple itself (**Area 6**).

The placard on his door reads, "Agonizer Yol-kithil." A note pinned to the door reads, "You may find the Agonizer at the lower temple until further notice."

> This room is surprisingly simple and unadorned with furnishings typical of a man of great importance. A low bed with plain blankets, a small writing desk with a low-backed chair, and a wardrobe are all that are found here. A single, massive book on the desk catches your attention.

The book, *In Servitude to the Goddess*, is a 4,000-page read and contains every tidbit of mundane and lesser-known information about dedicated and full service to Egramish. It takes most readers several weeks to scour the book for anything of interest. However, those willing to undertake the task eventually discover the ritual to learn the *gasping breath* cantrip (see **Appendix D**). Clerics with a Wisdom of 16 or higher may learn the spell after four weeks of daily study.

The wardrobe is filled with variants of white and black robes and several walking sticks.

6. Temple of Her Unyielding Grasp

> Two rows of stone benches face a great idol of the goddess choking eight dying men. At first, a look of indifference appears on Egramish's face. However, a secondary glimpse of the 15-foot statue from a different angle reveals her hateful grin. Tapestries of the choking masses, all suffering from their refusal to serve the temple faction, cover the alabaster walls. A single metal box chained to the base of the statue is the only other thing of interest in this somewhat drab and ordinary place.

The underpriestess (**Zsollana Irongrasp**; see **Appendix C**) leads a single daily service for the acolytes and soldiers. When the temple is not in service, 1d4 **acolytes** clean the temple walls and floors. A locked donation box at the foot of the idol (successful DC 12 Dexterity check with thieves' tools to pick) contains 1d100 sp and 1d20 gp. Any character that steals from the lockbox invokes a 1% chance that the goddess takes notice of the theft. If so, Egramish strikes the thief with a *lightning bolt* spell (from the statue's eyes).

Temple of Her Clenched Fist (Map O)

(See **Area 3** of **Map M** for the temple's exterior details.)

1. Temple Entrance Hallway

> An open hall leads directly to a brightly lit, formal temple 50 feet to the east. Snowdrifts along the walls hint at the doors being left open for some time recently. A single lantern provides dim light just inside the entrance. The area is as quiet as a tomb.

There is a 10% chance that 1 or 2 **heavy guards** (see **Appendix C**) may be lingering in the shadows of the hallway. If brighter light is supplied, characters find telltale signs of a recent battle in the hallway. Faint bloodstains on the floor, strike marks on the marble walls, and fragments of bone may be found in and around the long hallway. Extremely faint bloody streaks lead to the stairs to the basement (**Area 10**).

2. Acolyte Quarters

Three small rooms provide quarters for up to six acolytes. Only the middle room of the three is currently in use. Two newly appointed **acolytes** are found in their room studying and chatting excitedly about their new opportunity in the recently cleansed faction.

> Two simple cots, a small round table, and two stools fill this tiny room. A dirty lantern provides some light to the area but not nearly enough to see too clearly.

While the other two rooms are similarly furnished, they are currently unused. The two acolytes defend themselves if characters enter their room. It should be obvious to the group that the acolytes are inexperienced and cannot properly defend themselves.

The acolytes know of the recent cleansing but do not know why the faction was decimated. They know that new soldiers arrive almost daily and that everyone was instructed by the young high priest to stay out of the basement.

3. Underpriest's Chambers

The quarters of the underpriest are in disarray after the final fight between the remaining priests and the hardened soldiers of the order. The dead were cleared out of the room and deposited in the basement with the rest of the fallen.

> An overturned bed greets you as you open the door. Lying on its side, it appears to have been pushed closer to the door. A broken table and flipped stools hint at a scuffle of some sort. The walls and floor are covered with splashes of crimson.

The room has been thoroughly searched. Nothing of interest or value remains.

4. High Priest's Bedchambers

Although temple soldiers searched the room, they left it orderly and undisturbed. However, the former high priest of the faction hid an extremely important letter under a loose floor tile.

> When the door swings inward, you glimpse an organized room that is neat and clean. The bed is made, books are stacked carefully on a writing desk, and dinnerware sits ready for the next meal on a central table. An oak wardrobe stands against the wall to your right.

Several books on service within the faction and advancement for acolytes are of interest to those who serve Egramish. A thin, nondescript tome near the bottom of the pile radiates magic. The book, *Treasures of Wisdom*, acts as a **tome of understanding** but only increases the reader's Wisdom score by 1, and only if the reader has a maximum Wisdom score of less than 13. For those with a higher Wisdom, the book offers no benefit. This book may be read only once before it loses its magical properties.

A hidden letter under a loose floor tile was received by the high priest just hours before the faction cleansing occurred. The high priest hid in the secret closet (**Area 9**) just before the temple was attacked. The letter reads as follows:

"Jon, you must get out. The order is coming, and I have heard it's a cleansing. You have no time to mount a defense, and we cannot help. You must flee! If you get out, make your way to us, and we will hide you for as long as we can. —NW"

Natela Woundgiver, the high priestess of Her Final Caress, tried to save the high priest but was too late in her warning. Seeing the approaching soldiers, the high priest gathered a few priceless faction artifacts and rushed to the secret crawlspace behind the robe closet. The temperature within the hidden compartment was too severe, however, and the high priest froze to death within a day of hiding.

5. Temple of Her Clenched Fist

> The hallway stretches into an impressive worship area at the opposite end of the building. Two rows of stone benches sit before a statue of the goddess. Egramish stands looking down at the benches, four pairs of clenched fists before her. Balconies above the worship area allow onlookers to observe the temple services or patrons below. Two sets of stairs in the far corners of the area lead into darkness.

Temple soldiers removed the donation box that once sat at the foot of the statue. A podium lies on its side, knocked over by soldiers as they searched for hidden coins or treasure. The northeastern stairs lead down to the basement, and the southeastern stairs lead up to guard quarters above.

More bloody streaks on the tiles can be found here, from the hallway, across the temple floor, and to the stairs leading down.

6. Balcony

Soldiers and observers can peer down to the ground floor from the safety of the dark balcony. There is a 50% chance that 1d2 new soldiers (2 **heavy guards** with AC 18[plate] and crimson and black cloaks; see **Appendix C**) are lounging in the balcony while keeping an eye on the area below.

> Several tables and a dozen chairs are organized in neat rows in a wide area above the temple. Three chairs have been pushed over to the balcony railing to allow better visibility of those coming and going below. The balcony wraps around three sides of the temple and provides ample viewing of the entrance and the worship area from multiple sides. A door is directly across from the stairs.

If any soldiers are here, they likely saw the characters approaching and are lying in wait, ready to surprise the group at the top of the stairs. The soldiers fire crossbows before charging with their spears.

7. Soldiers' Quarters

This large room has 10 bunks and matching footlockers for soldiers of the temple. Only six replacement soldiers have arrived (each sent from the order to ensure proper transition). The soldiers are not officially on duty yet and likely are found here while they wait. Once High Priest Aaltansor returns from the mountain base camp with a new captain, an official duty schedule will begin for all the soldiers of the faction temple. The balance of soldiers found here will be the remaining number after deducting any found in previous areas (likely 2–4).

> Five beds line each wall (making 10 total), less than half of which are made and appear unused. Spears, helmets, shields, and pieces of armor are scattered about. The room stinks of sweat and refuse.

Read the following if any guards are here:

> As you enter, a few heads pop up above blankets and stare at you in surprise!

The soldiers (2d2 **heavy guards** with AC 11; see **Appendix C**) bored and spoiling for a fight. They grab weapons from the ground and rush the characters.

8. Captain's Quarters

> Upon entry, you find yourselves in the chamber of a soldier, particularly one of a higher rank. A single bed, table, and stool are arranged neatly. Empty armor and weapons racks line the wall on your right. The room appears unused.

The area was previously used as a closet. It has been turned into a single room for a commander of the small soldier force to be kept in the temple. The faction has yet to hire the captain.

9. Robe Closet (and Secret Compartment)

The former high priest, Jon Hrohndel, fled to this area when he discovered the order's plan to cleanse the faction temple. After successfully hiding in a secret compartment in the back of the closet, the old priest suffered hypothermia and died just hours after locking himself into the small crawlspace.

> You open the door of a closet, only to find several old white and black robes. The smell of must and decay is strong — these robes appear old. However, a faint smell of incense can also be detected.

Searching characters who succeed on a DC 10 Intelligence (Investigation) check should find the concealed door at the back of the closet. Read the following if they remove the hidden panel:

> As you slide the panel away from the wall, an old man tumbles out of a small crawlspace. Although his eyes are wide open, the old priest is quite dead. His frozen limbs still clutch a thick-linked, golden chain and a platinum holy symbol in the shape of a fist. The space beyond is frigid and empty.

Both items held by the dead high priest are magical artifacts important to the faction of Her Clenched Fist (see **New Magic Items** sidebar or **Appendix E**).

New Magic Items

Chain of Truth

Wondrous item, uncommon

This heavy, 10-pound gold-plated chain motivates the telling of the truth. You can use an action to place this chain around the neck of a creature. If it tells a lie, the magical chain doubles in weight. Each time the weight doubles, there is a cumulative 10% chance that the creature takes 1d4 force damage.

Clenched Fist Holy Symbol

Wondrous item, rare (requires attunement by a cleric of Egramish)

The high priest of Her Clenched Fist has carried this holy relic since the formation of the faction. When you wear this holy symbol, you can use a bonus action to enhance a spell you cast on the same turn. If the spell has a duration of 1 minute or longer, you can double its duration. Or you can make one target of the spell have disadvantage on the saving throw.

10. Basements Cells

Used long ago for interrogating enemies, the basement cells were, until very recently, left unused. After the faction cleansing, the slain members were dragged to the basement and placed in the cells. Their bodies will likely be used for nefarious and ghastly purposes later.

> The stench of death and decay overwhelms the senses as you descend the stone stairs. As your eyes adjust to the darkness below the temple, you see a scene of horror. Dozens of mutilated bodies are piled in several cells, thrown haphazardly onto the floor. Torsos are missing limbs and heads, and an impossible amount of blood covers the entire floor.

Characters find faction soldiers and acolytes in the piles. Notched blades and dented armor were cast aside into a cell of their own. All parts of the underpriest except his head can be found scattered among the cells. A thorough search of the area is likely to bring on some hideous disease from poking through the rotting flesh and gore.

Creatures who search the area for more than 5 minutes must succeed on a DC 12 Consitution saving throw or contact a rotting disease. After one day, diseased creatures develop a fever and nausea, gaining three levels of exhaustion. After each subsequent long rest, they must succeed on a DC 12 Constitution saving throw in order to recover from the disease.

Temple of Her Penetrating Gaze (Map P)

(See **Area 4** of **Map M** for the temple's exterior details.)

1. Temple Entrance and Foyer

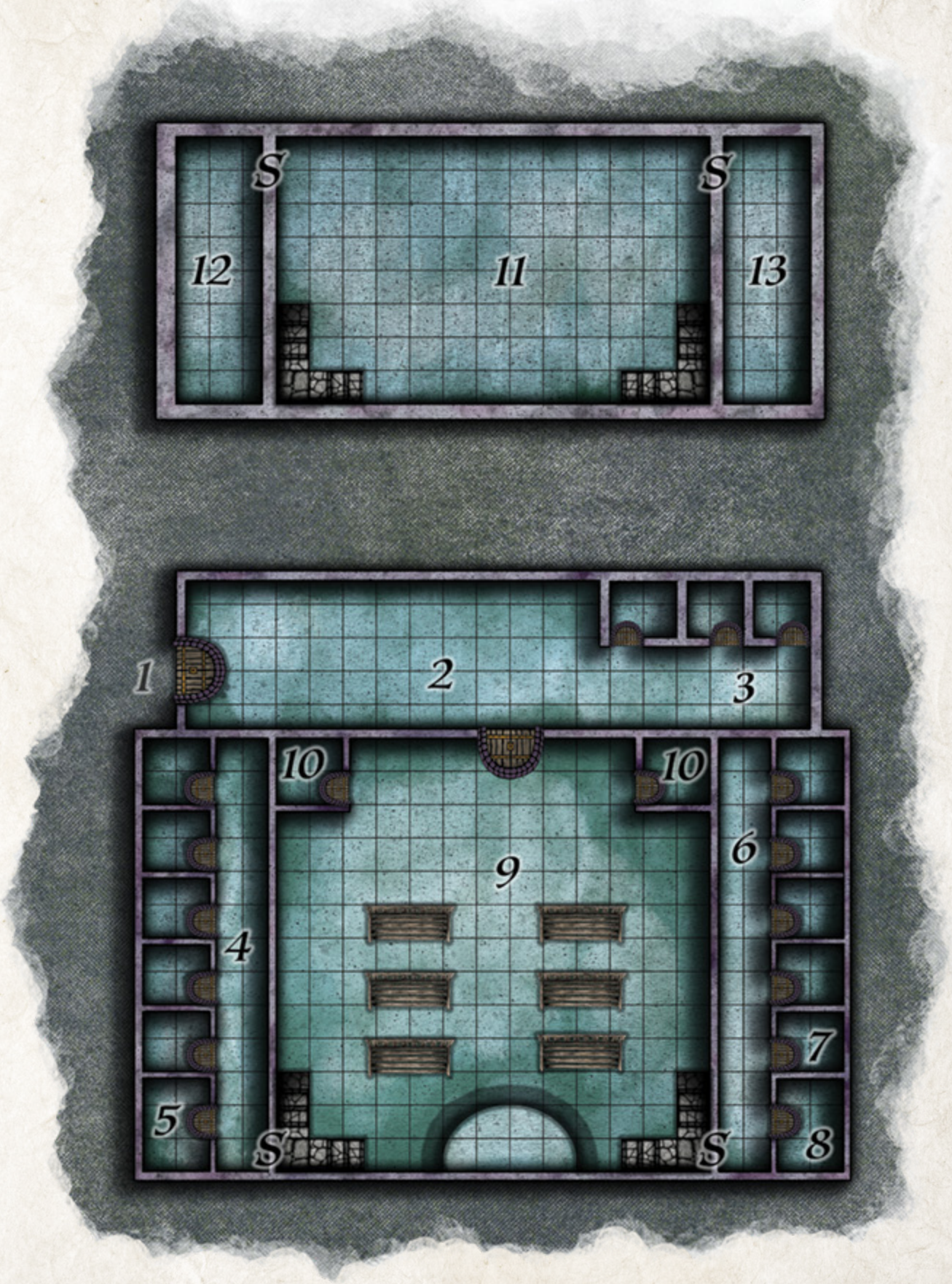
Visitors are greeted by a grim-faced cleric (as an **underpriest**; see **Appendix C**) and two fur-clad soldiers (as **heavy guards** with AC 18[plate]; see **Appendix C**). Stone benches along the northern wall provide seating for those waiting to see one of the priests or for prayer service. No one without a proper holy symbol — a wide, unblinking eye — is allowed past the front doors without an escort.

> As the doors swing loudly inward, you are greeted by a young acolyte who quickly asks to be of service. You glimpse two halberd-wielding soldiers farther away in the lobby, some 20 feet from the entrance. The area is warm and brightly lit by dozens of hanging lanterns in the long hallway. An idol of an almost-nude female form stares down at a black kneeling pillow on the hallway floor.

If characters brandish the proper holy symbols, they are allowed to pass without an escort. However, those without a holy symbol are asked to wait for an acolyte to attend them. A rope near the entrance summons acolytes or guards, depending on the number of pulls (one for guards, two for an acolyte). The characters also notice that the acolyte's eyes are open exceptionally wide and that he rarely blinks.

Temple of Her Penetrating Gaze

- Map P



2. Statue Trial

> A black satin pillow lies on the floor before a rather risqué statue of Egramish — most of her form is uncovered. Her eyes intently stare down at the kneeling pillow as if waiting for someone to meet her gaze. The goddess appears simultaneously beautiful and terrible.

If any character kneels upon the pillow and gazes up at the statue of Egramish, they are judged by the goddess. Characters must gaze only at her eyes and for a full 30 seconds before being free of the intense scrutiny of Egramish. Staring into the eyes of the statue creates strong feelings of hatred, anger, and loathing in the onlooker. If the characters look anywhere but her eyes or look away before 30 seconds elapse, they are deemed unworthy of her and suffer her wrath (see the **Failed Gaze Check Results** table below). If they maintain the gaze and succeed on a DC 14 Wisdom saving throw as well, their eyes open as wide as possible, and they blink much less often. This gives them a crazed look but one that matches most of the priests in the temple. This effect lasts for 24 hours.

Failed Gaze Check Results

1d6	Result
1	Struck blind for 12 hours
2	Partially blind, eyesight at half capability, –2 penalty on attack rolls
3	Given the chills, cold to the touch, increased chance for sickness or disease, gain two levels of exhaustion until completing a long rest
4	Eyes stuck open, cannot blink, very painful, –1 penalty on all attack, damage, saving throw, and ability check rolls
5	Suffer a minor seizure, take 1d4 necrotic damage, –2 penalty on all attack, damage, saving throw, and ability check rolls for 12 hours
6	Thrown back from the statue, take 1d8 bludgeoning damage, receive a burned eye marking on their forehead to indicate their unworthiness

3. Private Confessionals

Three small rooms provide privacy for the faithful to confess to disciples of Egramish. Instead of confessing the things they have done wrong, the priests wish to hear how confessors committed wrongdoings to other factions or followers of false gods. Confessors are rewarded with gifted sight (darkvision for 12 hours) if they can provide enough detail of their atrocities to others. Those who cannot provide exceptional details of their horrible deeds are deemed unworthy and marked with a burned eye on their forehead.

> Three narrow, open doors appear to lead to tiny, sitting areas where a screen separates them from a shadowy figure. As you approach, you hear a voice from within say, "Enter, faithful disciple. Tell me your deeds in full. Spare no detail."

4. Temple Soldier Quarters

Six double rooms house the full complement of 12 temple soldiers (**heavy guards** with AC 18[plate]; see **Appendix C**). They are furnished as one would expect: two beds, a small table, and two stools. Each room has a 50% chance to contain one unarmored guard (off duty). Two soldiers are seldom found in the same room unless one is ill or injured.

5. Temple Captain's Chamber

Twice the size of the guardrooms, the temple captain has a better room and furnishings than her soldiers. A bed, wardrobe, writing desk, and weapons rack are in the southern part of the room. The northern end is where she conducts business with priests and her soldiers as needed. The captain is here only during the evening hours. She is usually found roaming the temple, checking on her soldiers and their posts throughout the day. Note that the room's door is ***locked*** during the day. A successful DC 14 Dexterity check with thieves' tools is needed to open it. Read the following if the characters enter the captain's room at night:

> As the door opens, you find a woman in shiny plate mail armor seated at a desk, writing in a ledger, directly in front of you. Without looking up, she utters, "How many times have I said to knock first?" Looking up, she realizes it is not one of the temple's soldiers or priests who has interrupted her paperwork.

Captain **Thressa Narlkep** (see **Appendix C**) reacts instantly to any intrusion of unauthorized persons entering her quarters or temple. After blowing a shrill whistle attached to her steel gauntlet to summon temple soldiers, she leaps over her desk while brandishing dual black hatchets. She wears a ***cape of distortion*** and wields a ***hatchet of speed*** and a ***triumphant hatchet*** (see **New Magic Items** sidebar below or **Appendix E**). She tries to drive foes into the hallway and pin them between herself and soldiers from their rooms or those arriving from elsewhere in the temple.

The captain stores the soldiers' monthly pay in a locked box on a shelf in her wardrobe. The box may be opened with a successful DC 15 Dexterity check with thieves' tools and contains 500 sp, 100 gp, and a note from the high priestess of Her Final Caress. The note reads: "We both know you are underappreciated there. Consider joining us — we are the goddess's faction of the future. We could use your skills soon. —NW." Captain Thressa appears to have just started her response. A letter on her writing desk reads: "NW, I am firm in my decision to …" The captain has made her decision but has not yet informed the high priestess of Her Final Caress.

Thressa was writing various duty assignments and notes about the day in her ledger at her desk. If the book is found, it details soldier assignments (locations and number) and visitors over the course of several months. A full read hints at the patterns of visitation by the high priest and Miltotok's annual tour of the facility a few months prior.

The weapons rack holds a ***+1 longsword***, a ***+1 spear***, and a ***+1 shield***. A hidden spot in the wooden rack behind the weapons holds ***4 potions of healing***.

New Magic Items

Cape of Distortion

Wondrous item, rare (requires attunement)

This black cape absorbs light and shadow, making it difficult to see where the cape ends and light or darkness begins. While you wear it, you gain a +1 bonus to your AC.

Hatchet of Speed

Weapon (handaxe), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

Triumphant Hatchet

Weapon (handaxe), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you kill a creature with it, you gain a +3 bonus to the next attack and damage roll made with it before the end of your next turn.

6. Acolyte Chambers

Each of these three small rooms houses four **acolytes** apiece. All four are rarely ever in the room at the same time; they shift their duty, study, and sleep schedules around one another to ensure a minimum number of acolytes are in the room at once. The room has two double bunk beds and a stool. Several pegs on a wall hold extra black robes.

7. Underpriest Chambers

Although the faction has a well-respected leader in High Priest Highgazer Ghromus, his business in the Whisperview temple keeps him away from the main temple at the top of the mountain. **Underpriest Fronn Keppeta** (see **Appendix C**) assumes the role of leadership while the high priest is away, instructing acolytes in their studies, ensuring temple duties are strictly followed, and hosting occasional visitors, as required. He is an adequate leader for the temple and has absolute, unwavering faith in his goddess. He has no aspirations for advancement and will likely get passed over when the high priest eventually dies or is removed from his position.

Underpriest Keppeta is rarely in his chambers, as he spends most of his free time either helping acolytes with their studies in **Area 11** or worshiping Egramish in the main temple. He sleeps only four to six hours each day (25% chance to be found here). Note that Underpriest Keppeta is unaware of the secret rooms in the balcony (**Areas 12** and **13**).

> Neatly stacked black-satin robes stretch across a table, each showing freshly pressed lines. A desk, a simple straw bed, and a wardrobe fill out the rest of the room. The few furnishings make this long room appear larger because it is nearly empty.

Books and scrolls are carefully placed in the desk drawers, organized by title alphabetically. Among them is a ***spell scroll*** with the *resurrection* spell on it.A writing quill and an inkpot are all that are on top of the desk. Underpriest Keppeta keeps a drawer filled with 22 painted wooden holy symbols for acolytes who lose theirs.

A secret compartment under a wide floor tile under his bed holds temple donations. The compartment can be found with a successful DC 14 Intelligence (Investigation) check. They are given to the high priest when he arrives every few weeks. The unlocked box in the compartment currently has 278 sp and 111 gp inside.

New Magic Item

Her Penetrating Gaze Holy Symbol, Egramish Blessed

Wondrous item, rare (requires attunement by a cleric of Egramish)

The goddess Egramish herself blessed this holy symbol. While you wear the symbol, you have a +2 bonus to saving throws and are immune to petrification.

8. High Priest's Quarters

Highgazer Ghromus (see **Appendix** C) rarely stays longer than a night at this temple, preferring to reside full time at the temple in Whisperview (**Area 29**, **Map D**). When he does visit, he checks on the secret library and vault (**Areas 12** and **13**) to ensure the faction's artifacts are still secured. When the underpriest delivers the donation box, Ghromus takes a small portion with him to the temple in Whisperview and puts the remaining coins in the vault.

> As the door opens, you are greeted by a room outfitted with luxurious trappings. Elegant black robes with gold edging hang from hooks within an ornate wardrobe. A high bed with black satin curtains appears neatly made. A writing desk with a stack of blank parchments, several writing quills, and a wax seal press are set perfectly, ready for a person of obvious importance. A silver pitcher, two matching goblets, and a crystal decanter filled with red liquid sit upon a small round table surrounded by three padded chairs.

If the characters did not meet Highgazer Ghromus in Whisperview, there is a 5% chance that he is at this temple, either writing at his desk, resting, or visiting the secret rooms on the second floor (your choice). The high priest's statistics can be found in **Area 29**, **Map D**.

A mixture of rich, red wine and magically extracted elf blood is found in the decanter. Drinking the concoction has no ill effect unless a single person consumes the entire bottle. If that happens, the imbiber falls into a deep slumber for 24 hours before waking up fully drunk for another six hours (no saving throw allowed).

The faction wax seal could be a useful device for forging letters from the priests of Her Penetrating Gaze.

9. Main Temple

A massive room, nearly 60 feet wide and 70 feet long, stretches beyond the ornate double doors. Three pairs of carved, black pillars stretch up to either the high ceiling or to the bottom of a balcony on the opposite side of the room. A massive statue of Egramish stands upon a three-step dais at the southern end of the temple. An altar draped in black cloth stands before the great statue. Gold service implements are artfully arranged on the altar, awaiting use in the next service. Four rows of long benches provide seating for worshippers. You see two closed doors, one to each side of you, some 20 feet away. Two acolytes are sweeping and mopping the floor at the far end, unaware of your entrance.

Although the benches provide seating for 70 or more worshippers, the temple rarely sees that many in attendance at one time. A special service is held here twice a year, where Highgazer Ghromus confirms minor rank changes among his lower-level acolytes. During the rest of the year, Underpriest Keppeta provides simple services twice per day for the acolytes and temple soldiers. During all services, the giant doors to the temple are locked from the inside. A successful DC 15 Dexterity check with thieves' tools is needed to unlock them.

If unescorted visitors enter the temple area, one of the 2 **acolytes** who is always on duty approaches to see if he can assist in some way. Any threatening or strange behavior by visitors sends the second acolyte up the stairs to fetch help from **Area 11**. Otherwise, the acolytes are helpful to the faithful who arrive to worship the goddess. Note that the soldier on watch in the library above has a chance to spot intruders from the balcony when they enter the temple.

The altar service items are solid gold and worth a considerable sum: two offering plates (500 gp each), six goblets (250 gp each), a pitcher (750 gp), and a gem-encrusted knife (1,000 gp). A locked donation box (successful DC 12 Dexterity check with thieves' tools to unlock) under the altar is brought to each service and emptied by the underpriest. Currently, the donation box holds 75 sp and 22 gp.

Egramish is especially fond of her primary factions (this location, Her Penetrating Gaze, and the other, Her Unwavering Faith at **Area 8**, **Map M**) and takes great exception to interlopers entering or defiling her temples. For each unbeliever who enters her temple, there is a cumulative 1% chance that Egramish takes notice (e.g., five unbelievers for a total of a 5% chance). The chance increases to 3% per unbeliever when one or more of a group destroys or defaces statues or other temple properties or steals from the temple altar or donation box. If she notices something out of the ordinary in one of her temples, she acts in some way (see the **Egramish's Response to Temple Violators** table below).

Egramish's Response to Temple Violators

1d6	Result
1	Notifies Miltotok by divine channeling that violators are in a faction temple
2	Animates a temple statue to attack (treat as **iron golem** with AC 19 and 168 hit points)
3	Scorch the temple area with fire, affecting all (including her own believers)
4	Send a troop of nearby* soldiers (**heavy guards** with AC 18[plate]; see **Appendix C**) to the location to investigate
5	Alert local temple soldiers (**heavy guards** with AC 18[plate]; see **Appendix C**) and **priests** to the presence of unbelievers in their temple
6	Assign an **invisible stalker** to follow the intruders, attacking when the time is right

*Nearby soldiers may be those traveling from the Order on the trails outside the faction temple.

A secret door in the southeastern wall by one set of stairs leads to the hallway near the priests' quarters. A successful DC 17 Intelligence (Investigation) check is required to locate it. Only the high priest, underpriest, and captain know of this secret entry into the temple. The two smaller statues of Egramish (near **Area 10**) also have secret properties. One of the statues (your choice) holds a single wooden cup in one of her eight hands. If the cup is removed from the statue and put into any of the eight hands in the other statue, the wooden cup fills with a mouthful of liquid. The type of liquid is determined by the color of the painted thumbnail of the hand the cup is placed within (see **Appendix A: Story Background** for the color chart by faction). The **Dispensed Liquids by Thumbnail Color** table below lists dispensed liquids by color choice. Note that the cup fills with liquid up to five times per hour and works regardless of who initiates the cup movement (believers or unbelievers).

As you place the small wooden cup into one of the goddess's open hands, it fits almost perfectly. A distant gong is heard from under the temple floor just as a small amount of liquid, perhaps a mouthful at best, fills the cup.

Dispensed Liquids by Thumbnail Color

Thumbnail Color	Associated Temple	Details
Black	Her Penetrating Gaze	Fills with a tasteless ***healing potion***
Dark Blue	Her Clenched Fist	Fills with a refreshing draught that boosts Strength (1 point for 1 hour, one-point increase maximum)
Dark Green	Her Jealous Desire	Fills with a sour-tasting liquid that reduces Wisdom (1 point for 1 hour, no maximum)
Dark Gray	Her Final Caress	A bitter liquid that deals 1d8 poison damage (no saving throw allowed)
Light Gray	Her Unwavering Faith	A fruity juice that clears any temporary mental affliction or illness, including confusion or Wisdom point loss (from the Dark Green liquid)
Orange	Her Unending Malevolence	A fiery, burning liquid that gives a +1 to attack rolls for the next hour, one maximum at a time
Purple	Her Unyielding Grasp	A spicy, hot liquid that brings tears and causes intermittent bouts of choking (–1 penalty to attack rolls for one hour, no maximum)
White	Her Incessant Mockery	A viscous, chunky liquid that puts the imbiber into a comatose state for one hour (successful DC 15 Constitution saving throw to avoid)

Note that the liquid color matches the thumbnail color.

10. Cleansing Boxes

> Once the narrow door is fully opened, you see an empty, dark space beyond. The interior and the door of the 10-foot-by-10-foot space are lined with iron. You see scorch marks on the floor and ceiling of the small room.

These two areas are used by believers who wish to cleanse their minds of any desire to switch factions or faith. When the door is closed, creatures within must succeed on a DC 14 Wisdom saving throw or be burned with divine energy that reduces their hit points to 1 and resets their alignment to chaotic evil. Additionally, those affected by the cleansing find that Her Penetrating Gaze is the truest and best faction of all.

11. Faction Library and Study Room

A considerably fine library of religious and scientific tomes is found at this faction's temple. Since the faction is best known for its intense training of new recruits, it is no surprise that a plethora of books and scrolls can be found on its library shelves.

> As you climb the stairs, you see a wide room with three of its sides covered in bookshelves and its fourth side open to the main temple. Several tables and chairs fill the center of the room where young acolytes and instructors review and discuss theology.

Also read the following if the characters enter the area during the day:

> Several acolytes and two underpriests sit at the tables while a stern-faced soldier lounges near the balcony's edge while keeping an eye on the students.

The soldier, usually sergeant Dwarlex Steeleel (a **veteran** with a ***+1 flail*** and a ***potion of heroism***) or one of his trusted **veterans**, is assigned here without knowing why. There are 2d4 **acolytes** and 2 **underpriests** (see **Appendix C**) here. The students never cause any issues, but the high priest wanted to be sure the library was well protected. This is to keep students or priests from accidentally finding the secret rooms to either side of the library (**Areas 12** and **13**).

Hundreds of nonmagical books are found on the shelves. All religious topics, including texts on all eight factions and the order, are covered. Other books and scrolls cover mundane and fantastic topics relating to science, geography, mathematics, and history. Rolled-up regional maps are found on one of the southern bookshelves. No books are worth more than a gold piece or two in this area.

The area doubles as a mess hall for soldiers and acolytes if they wish to eat in a community setting. However, most of the higher-ranking priests and veteran soldiers prefer to eat in their quarters. When food is delivered by the order's wagon each day, the food is distributed once to everyone for their daily rations. Remnants of food and a couple of stray pieces of cutlery may be found on the tables.

Stretching nearly across the width of the temple, the balcony provides partial visibility of the area below. The altar and seating area cannot be seen from above, but the entrance, cleaning rooms, and side statues of Egramish are in clear sight.

12. Private Library

Known only to Highgazer Ghromus, the private library stores his personal collection of uncommon and rare tomes and several magical faction scrolls. The entrance is operated by pressing a low wall panel at the end of the bookcase (in **Area 11**), usually with the toe of a boot or shoe. The end section of the bookcase opens inward to reveal the secret room. The mechanism and door may be found with a successful DC 16 Intelligence (Investigation) check.

> After sliding the toe of your boot into a movable section of the wall, the bookcase in front of you swings inward into a hidden area. You see a single table with two stools, two display cases, and several sparsely populated bookshelves. One of the books on the shelf gleams with magical light, as do several of the parchments in the display cases.

Dozens of valuable texts on various prominent leaders and long-dead priests provide insight into the way Egramish's ranks promoted the faith and built their factions over time. A full reading of the texts (a full year is needed) provides considerable knowledge of the inner workings of the factions and the order. Each of the 6d6 + 12 tomes is worth 5–10 gp. A single gleaming book on the shelf is *A Guide to Increased Insight*, a powerful and highly sought-after volume that acts as a **tome of understanding**. However, you must spend 144 hours over a period of one month or less voraciously studying the wise and philosophical musings within to gain 1 point of Wisdom.

Eight ***spell scrolls*** are found in two display cases. Six of the scrolls contain spells cast to parchment for emergency use. The seventh and eighth scrolls contains the incantations of the faction's secret cantrips: *clouded vision* and *ray gaze* (see **New Cleric Spell** sidebar below or **Appendix D**). Note that Highgazer Ghromus has yet to learn the second cantrip of his faction.

New Cleric Spells

Clouded Vision

Necromancy cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: 1 round

You cause a creature to have difficulty seeing, as if it had dust or water in its eyes. Unless it has blindsight, the creature must succeed on a Constitution saving throw or have disadvantage on attack rolls and a -1 penalty to its AC until the end of its next turn.

Ray Gaze

Evocation cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: Instantaneous

You target one creature, and searing energy blazes from your eyes, tearing through cloth and flesh. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

Each of the first six scrolls is enchanted with a powerful high level spell: *astral projection*, *control weather*, *gate*, *regeneration*, *greater restoration*, and *resurrection*. These are only to be used by the high priest of the faction in emergencies. These spells were inscribed by Ixnoktak, the greatest priest of Her Penetrating Gaze to have lived. His remains can be found in **Area 10**, **Map G**.

13. Vault of Her Penetrating Gaze

Another secret door in the library leads to a second hidden area. Unlike the private library, which is kept secret for a few valuable scrolls and tomes, this area keeps the faction's greatest artifacts safe from thieves and faction rivals. A more complicated mechanism keeps the concealed door hidden and locked: three buttons found at shoulder height at the end of the bookshelves are horizontally aligned under a shelf. The buttons may be found with a successful DC 14 Intelligence (Investigation) check. The middle button opens the door. The other two buttons appear to do nothing to those outside the room, but each animates the stone statue (as a **stone golem** with 147 hit points) within the hidden room. While characters work out the details, the statue positions itself near the door to ambush the first character through the entry.

> You press the middle of the three hidden buttons and hear a click within the bookshelf. It seems the end section of the shelf has popped inward slightly.

Read the following if the statue is animated:

> As you peer into the area, a great stone fist comes into view, assailing the closest to the doorway!

If the statue has not been animated, it is found upon the dais on the east wall. The rest of the room is sparsely populated. Besides the stone statue of Egramish, two great chests and two display cases are all that are found in the large room.

One of the two chests is filled with coins and gems, while the other is brimming with necklaces and other valuable trinkets. There are 10,976 sp and 3,549 gp in the first chest. Additionally, 10d100 gems of assorted size, clarity, and cut are scattered in with the coins. The average value of the gems is between 5 and 10 gp each. The standout gems are a giant ruby worth 5,000 gp and a huge emerald worth 7,500 gp.

Gold, silver, and gem-encrusted necklaces, bracelets, earrings, tiaras, crowns, and other fancy adornments are neatly piled in the second chest. There are 1d20 +10 of each type with varying values (average value of 50–100 gp). The best items in the chest are a diamond tiara worth 10,000 gp, a necklace of sapphires valued at 7,500 gp, and a multi-strand ruby bracelet worth 5,000 gp.

However, the greatest of treasures in the room are found in the display cases. A great ***penetrating maul*** (see **New Magic Items** sidebar or **Appendix E**) hangs magically suspended in the southern case while a pair of gold-rimmed ***spectacles of stalwart sight*** (see **New Magic Items** sidebar or **Appendix E**) sit upon a black satin pillow in the northern case.

New Magic Items

Penetrating Maul

Weapon (maul), very rare

You have a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with the maul, you gain advantage on the next attack roll you make with it before the end of your next turn. Note, this advantage only applies if the target of the next attack is wearing armor.

Spectacles of Stalwart Sight

Wondrous item, very rare (requires attunement)

While wearing these gold rimmed spectacles, you have immunity to being petrified and a +2 bonus to saving throws against spells cast by clerics of Her Penetrating Gaze.

Highgazer Ghromus was planning to use the ***penetrating maul*** in the joint factions' attempt to overthrow Miltotok before the triptych was acquired, and Egramish turned her favorable gaze upon the order's violent leader.

The Temple of Her Unending Malevolence (Map Q)

(See **Area 5**, **Map M** for the temple's exterior details.)

1. Temple Entrance

As the door opens, you are aware of many loud voices screaming and yelling foul and angry words and phrases. As your eyes adjust to the bright interior, you see several robed figures standing at a railing around a great pit, each looking upward. The ground floor is one square room, 40 feet across. A cage with two combatants is suspended from high above and hangs between this floor and the floor above. Two figures grapple within the cage as onlookers from both floors cheer with bloodlust.

The soldiers who are supposed to be watching the entrance are instead enjoying the fight. The noise of the battle and cheering should mask the entrance of any characters. However, if the soldiers see or hear outsiders enter the temple, 3 soldiers (**heavy guards** with AC 18[plate]; see **Appendix** C) and 3 **underpriests** (see **Appendix C**) engage the group, hoping to capture one or more of them.

If the characters prove too much for the initial group, additional soldiers and underpriests from the second floor descend both sets of stairs to capture intruders. They would prefer to apprehend outsiders and pit them one against another in the cage later but deal killing blows if necessary.

The battle in the cage is between Fronella Rageblade, the second-in-command of the soldiers, and Ghabe Hrundleburr, an asylum-seeking priest from Her Incessant Mockery. If the battle can finish without interruption, Fronella finally twists her knife into the young priest's throat. The cage is raised to the second floor, where Fronella exits and the priest's body is pushed into the pit below.

2. Pit of Failure

A deep pit below the suspended cage is where losers from cage matches are thrown after they are killed. The pit is 50 feet deep and filled with the remains of thousands of dead soldiers and priests. The sides of the pit are slick with gore and ice and are nearly impossible to scale (Climb Walls chance is quartered for Thieves). Additionally, the pit's sides are inverted slightly (about 75 degrees), making the bottom of the pit much wider than the opening at ground level. The floor of the pit is about 50 feet square.

At the bottom, 24 **goreslugs** (see **Appendix C**) scour recent droppings for sustenance. Eight small cages hanging from rusty chains dangle into the pit 10 feet below the ledge. Two are found on each side of the pit. Each is used to hold a prisoner until their time for a cage battle comes.

A dark hole in the floor emits an unimaginable stench. Although you cannot see what may lie far below, you can imagine mounds of rotting remains and worse. Two small cages barely large enough to fit a single person hang from opposite sides of the pit's edge. Scanning the area, you see two more on each wall of the pit. A small cage on the northern side of the pit holds a limp figure in crimson robes.

The unconscious occupant of the prison cage is an acolyte of the order who was sent to the temple to ask about the status of Tormentor Chrallus' progress with the triptych panel conversion. Soldiers and priests of Her Unending Malevolence took exception to the inquiry and put the acolyte in a cage for an upcoming match with a new transfer of their faction.

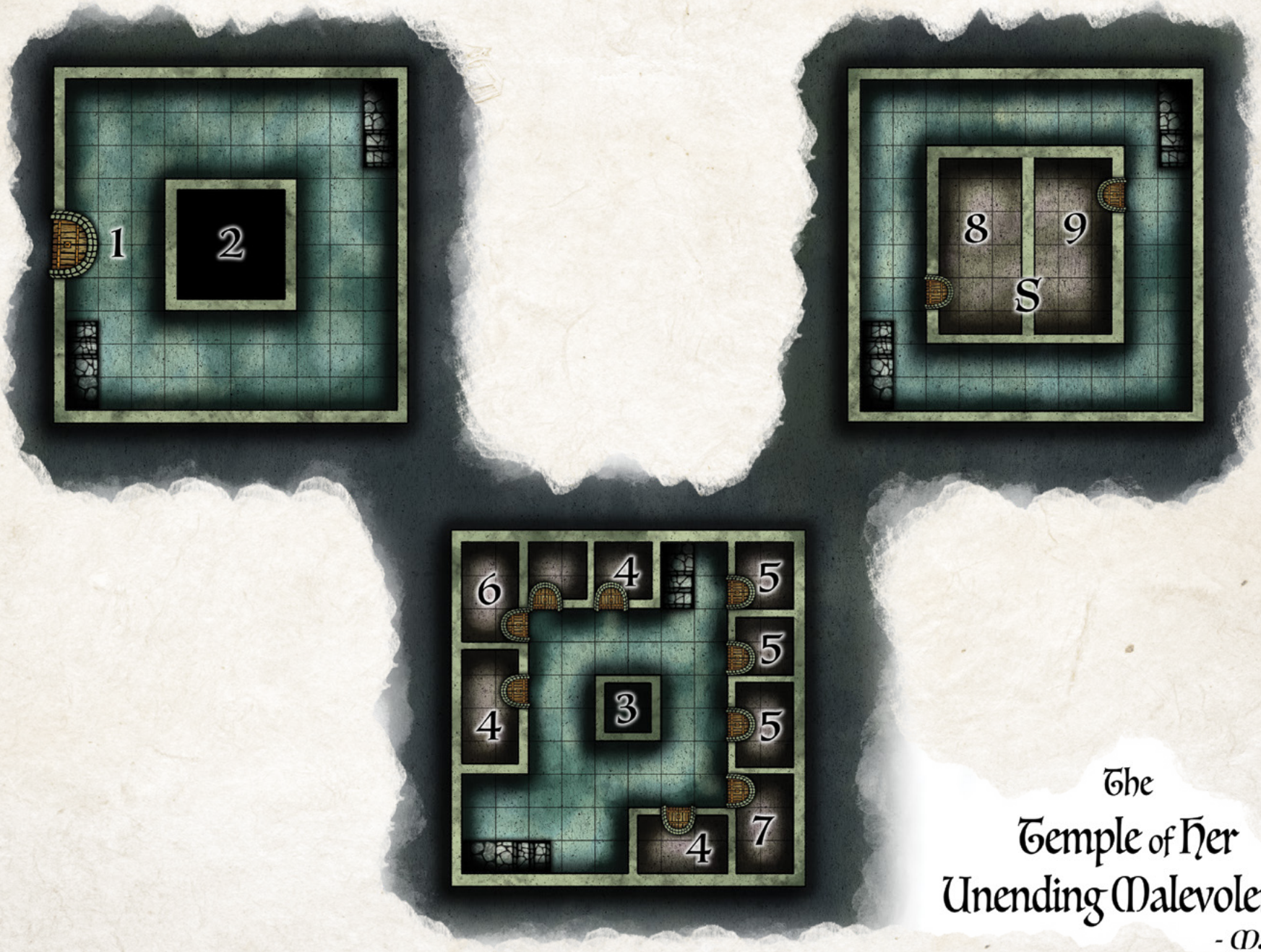
The goreslugs in the pit below use acid to break down the muscle and flesh of the bodies in the pit. The two-foot-long creatures can spit their acid up to 20 feet.

Most of the deceased cage-match combatants were stripped to robes or loincloths and given either a club or small knife. Besides hundreds of these simple weapons, nothing else of great interest can be found within the pit.

Note that traitors are often lowered in the battle cage to the pit floor to allow the goreslugs to eat them alive.

3. Cage Platform

Three great chains affixed to the ceiling above hold a nine-foot-square cage that can be raised and lowered from this area. A platform on the north side of the hole allows combatants entry into the cage. When not in use, the cage is raised to the ceiling.



The Temple of Her Unending Malevolence

- Map Q

A hole in the center of the second floor allows a cage to ascend and descend between floors. A simple platform on the north side lines up with a locked door on the cage itself. This door may be picked with a successful DC 10 Dexterity check with thieves' tools. A lever mechanism near the platform appears to raise or lower the cage.

When not in use, a soldier (**heavy guard** with AC 18[plate]; see **Appendix C**) often stands by the cage mechanism to guard it against tampering or misuse. However, it is not unusual for soldiers to take "long breaks" from this duty (there is a 50% chance that the soldier is here).

Each acolyte must spend four or more hours each week cleaning the cage and oiling the mechanism as part of their "temple" duties. Since combat is a highly regarded aspect of their faith, their duties include many martial activities as well.

4. Acolyte Quarters

Three small rooms each house up to 4 **acolytes**. The furnishings are simple and crude, befitting low-level acolytes and priests. Straw mattresses and a writing desk are all that are found in their rooms. Since the temple does not have a formal study area, off-duty acolytes study in their rooms. Characters can find 1d6 religious tomes or scrolls in each room. These items mostly discuss the merits of strength and battle, and lightly cover service to Egramish and the temple.

There is a 25% chance that one or two acolytes or low-level priests are found here.

5. Soldiers' Quarters

Up to 4 soldiers (**heavy guards** with AC 18[plate]; see **Appendix C**) use each of these three rooms to rest in between duties and brawling with each other. Two bunk beds and a pair of armor and weapons racks fill the tiny space.

There is a 25% chance that one or two soldiers are found here, likely asleep.

6. Quarters of Fronella Rageblade

The second-in-command (behind Hellites) keeps order among her soldiers as best she can. The soldiers are often rowdy and ready to fight, and **Fronella Rageblade** (as a **veteran** with AC 20[plate, shield], a ***+1 scimitar***, and a ***ring of invisibility***) is not one to discourage a fight or two to break the monotony. Her room is a mess of dented armor, broken weapons, and piled books.

Peering into the room, you see a disheveled space piled with strewn gear and dirty clothes. A bed can be seen under a pile of dirty linen and mud-stained cloaks. A few piles of books poke through discarded armor, broken blades, and spear shafts. This place is a mess.

Also read the following if Fronella is here (10% chance):

A fully armor-clad woman rests on a cluttered bunk, her eyes closed and her hands clasped atop her midsection.

Fronella is rarely here but to sleep a few hours each day. She is often walking about the temple building or out in the snow-covered plateau prowling for prey. She often sleeps in her armor, knowing that she can be attacked by rivals at any time. Fronella is a light sleeper and is only half as likely to be surprised as average sleepers.

Most of the books are treatises on battle, warfare, and stealth tactics. A useful guide to grappling and unarmed combat can be found amid the piles. A thorough study of the book (at least four consecutive weeks and reading the book cover to cover twice) gives a fighter or monk character proficiency in the Athletics skill, if not already possessed.

A folded letter tucked in one of the books is from High Priestess Natela Woundgiver of Her Final Caress. The high priestess is secretly trying to recruit powerful women soldiers and underpriests to overthrow the other factions and Miltotok. The letter reads:

"*Fronella Rageblade, you know that your position there is blocked by those who use their gender as an entitlement to leadership. You know your path pulls you elsewhere, where others like you are ready to throw off the yoke of oppression. You know where you must go. We await your arrival. —N.*"

Fronella has yet to decide if the offer is a trap to test her faith or an opportunity for advancement elsewhere.

A fallen weapons rack under a pile of dirty clothes holds several average blades but also includes a ***+1 dagger*** and ***+1 shortsword***. A small steel box at the bottom of a stack of books contains 125 sp and 75 gp.

7. Underpriests' Chambers

Ghrizlan (a **priest**) and **Brak Thundax** (see **Appendix C**) share quarters in this modest yet roomy area. Although the two underpriests have the same chambers, they are rarely ever together. Ghrizlan is often with the high priest, serving as his chief assistant, while Brak serves as the temple underpriest responsible for all duties within the facility. Brak is often here completing reports and reviewing applications for new members.

A 20-foot-long room contains two simple bunks, a pair of writing desks pushed together, and a large wardrobe. One desk has piles of papers scattered across the top, while the other is bare of any items.

Also read the following if Brak is here (75% of the time):

A young, dark-haired man studies a piece of parchment before him. His face is covered in scars and bruises. He looks up at your entry and sighs. Grabbing an ebony mace covered in dried blood, he rises.

Although he is a cleric by training, Brak is an accomplished and battle-tested warrior. His service to this temple, with its constant fights and tests of authority, has turned him into a feared combatant. Only Hellites and Fronella have decent chances to prevail in a one-on-one battle with the seasoned priest.

New Magic Item

Ebony Mace of Fear

Weapon (mace), rare (requires attunement)

This black steel mace has a head shaped like a screaming skull, with garnets inset in the eye sockets. The black oak handle is wrapped in leather.

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, the target must succeed on a DC 13 Wisdom saving throw or become frightened of you for 1 minute. While frightened, the creature must take the Dash action and move away from you on each of its turns if possible. If the creature end its turn where it doesn't have line of sight to you, it can make repeat the Wisdom saving throw, ending the effect on itself on a success. Once it successfully saves against the effect or the effect ends for it, the creature is immune to the mace's fear ability for the next 24 hours.

The books on Brak's desk are mundane texts covering religious and spiritual content. Each is worth one or two gold pieces at best. A steel box in a desk drawer contains 50 sp, 10 gp, and a brooch set with rubies and onyx worth 1,000 gp.

A hidden compartment in Ghrizlan's writing desk, requiring a successful DC 14 Intelligence(Investigation) check to find, holds a tiny version of a ***crystal ball*** (half-size). The magical item fits in the palm of a hand. A ***cloak of protection*** can be found among the robes, coats, and cloaks crammed into the shared wardrobe. Neither Ghrizlan nor Brak realizes that this cloak is magical.

Note that if the high priest is in this temple, there is a 50% chance that Ghrizlan is also present. His statistics are found in **Area 7** of **Map C**.

8. Quarters of Hellites

The high priest's loyal bodyguard is also the head of the temple's soldier unit. However, **Hellites** (a **veteran** with 71 hit points and AC 20 [plate, shield]) rarely spends time commanding the soldiers since his protection duties of Tormentor Chrallus take precedence. He leaves Fronella Rageblade in command while he is away. If the high priest is in the temple, Hellites is here (25% chance), in the high priest's quarters (50% chance), or talking with the soldiers around the facility (25% chance).

> As the door swings inward, you immediately recognize the simple furnishings and accouterments of a soldier. A simple bed, table, and racks for armor and weapons fill the room. A tapestry on the northeast section of the room displays a battle scene of warriors trampling fleeing farmers while their fields burn. Although the armor rack is empty, the weapons rack stores two javelins and a battle axe.

A one-way secret door can be found, with a successful DC 14 Intelligence (Investigation) check, under the tapestry. However, the hidden door can be opened only from the other side. This door allows Chrallus a means of escape if he is attacked in his room (**Area 7**).

Two ***javelins of piercing*** and a ***battle axe of leaping*** (see **Appendix E** for both) are in the weapons rack.

If Hellites is within this room or the facility, use his statistics from **Area 7** of **Map C**.

9. Tormentor Chrallus's Private Quarters

> A black door with red necromantic runes and decadent imagery instills you with a small amount of dread and disgust. The door latch appears locked; a key is likely needed.

The lock is magically infused with a modified *confusion* spell. A successful DC 17 Intelligence (Arcana) check reveals the presence of the magical trap, and a successful *dispel magic* spell neutralizes it. A creature attempting to pick the lock while the trap is active must succeed on a DC 16 Wisdom saving throw or have disadvantage on Dexterity checks and saving throws for the next 30 minutes. A successful DC 16 Dexterity check with thieves' tools will unlock the door.

Read the following if the door is finally opened:

> A smoky room filled with strong odors of commingled incense and burned flesh seems sparsely populated with simple, wooden furniture. A low bunk, bare table, stool, wobbly writing desk, and an open and empty wardrobe are all that is seen.

A candle on the writing desk burns slowly, creating an illusion of the simple room described above. All creatures looking into the room must make a DC 15 Wisdom saving throw. Those who succeed their saving throw instead see the following:

> As the smoke dissipates, you now see an ornately carved high bed with white curtains and linen in the back of the room. A small table and comfortable high-backed chair are nestled up against the sidewall. A writing desk stacked with parchments and tomes is close to the door, and a closed wardrobe made of a dark, exotic wood stands opposite the door. Someone important resides here.

Chrallus (see **Appendix C**) likely is not here, instead spending all his time at the ancient fane (**Area 7**, **Map C**), working to prepare the leftmost panel of the triptych for Miltotok's final corruption spells. He may return here to rest once his work is complete.

A thorough search of the room reveals a letter from Miltotok indicating his choices of the two faction high priests for the triptych preparation rituals. Characters can read that Tormentor Chrallus and Afflicter Thrensil Braggennoc of Her Incessant Mockery were hand-chosen by Miltotok for the important tasks. Letters from other faction leaders, especially those from the two primary factions (Her Penetrating Gaze and Her Unwavering

Faith), express their outrage with Chrallus, urging him to decline the selection. Of course, the two selected high priests were eager to prove to Miltotok their readiness to serve and their devotion to the goddess. Partially completed letters to other factions with varying tones of disgust and disdain have been started but remain unsent on Chrallus' desk.

A magical ***letter opener of detection*** (see **Appendix E**) lies next to a stack of parchments on top of the desk. The rest of the parchments and tomes contain faction business, financial, and religious treatises and theories.

Several walking canes and staves sit within a holder behind the door (seen once characters enter the room and close the door). Many are ornate, well-carved, and somewhat valuable. A particularly uninteresting and simple staff among the rest is a ***staff of withering***.

Chrallus hid a massive diamond in a small compartment under his writing desk. A successful DC 19 Intelligence (Investigation) check is required to locate the compartment. The diamond is the size of a man's fist and is masterfully cut and polished. A gem of this size is almost priceless but is likely to fetch 25,000 gp or more.

A secret door in the southeast wall leads to Chrallus' bodyguard's room. It may be found with a successful DC 16 Intelligence (Investigation) check. The door swings into the other room and cannot be reopened from the other side.

The Temple of Her Incessant Mockery (Map R)

(See **Area 7**, **Map M** for the temple's exterior details.)

1. Dark Entry

The characters are greeted with absolute darkness and bitter cold when they enter the temple. Snow often piles up inside the door when it is left open accidentally. A slippery ledge ends abruptly 10 feet opposite the entrance. The ledge lacks any railing, and slipping characters fall into the darkness below. Two sets of stairs, on the west and east sides, both lead downward.

2. Mocking Greeter

A stone platform extends from the south wall where a white-robed **underpriest** (see **Appendix C**) sits watching the entrance. After seeing characters enter, he begins to laugh and mock them, spouting short insults and promises of their death. He wears a pair of ***spectacles of darkvision*** (see **New Magic Item** sidebar below or **Appendix E**) that give him the ability to see clearly in the dark as if he had darkvision. An invisible (magical) forcefield surrounds the end of the platform and protects its occupant from nonmagical attacks. The priest leaves the spectacles in **Area 5** after his shift is over.

> As the door closes behind you, a loud maniacal laugh rings out from the darkness beyond the icy ledge. A dark figure just over 20 feet away stands proudly on a platform connected to the southern wall of the area. You can see the figure pointing at you and laughing, his head thrown back with a crazed cackle. After his long fit of laughter ends, he begins to insult each of you mercilessly.

You are encouraged to really let the characters have it with all sorts of insults. The goal should be for the priest's words to irritate them. Also, note that there is a 50% chance that soldiers from **Area 6** may ascend both sets of stairs and the ladder to assist in battle.

Note that the priest wears a decaying skin mask of an older man. The mouth has been stretched impossibly upward. Its corners are close to the mask's eye holes.

New Magic Item

Spectacles of Darkvision

Wondrous item, uncommon

While you wear these silver-rimmed, gray-tinted spectacles, you have darkvision. You have a -1 penalty to Wisdom (Perception) checks in bright light.

3. Ladder to the Floor Below

An iron ladder set into the white stone wall descends through a narrow opening in the floor. The iron rungs end in **Area 5**. The acolyte or priest is responsible for mocking those who enter.

4. Common Area

> Tables and chairs fill the open space around a central, circular staircase that leads downward. Five doors in the northern wall all seem to have the same design and purpose. You feel the warmth rising from the central staircase.

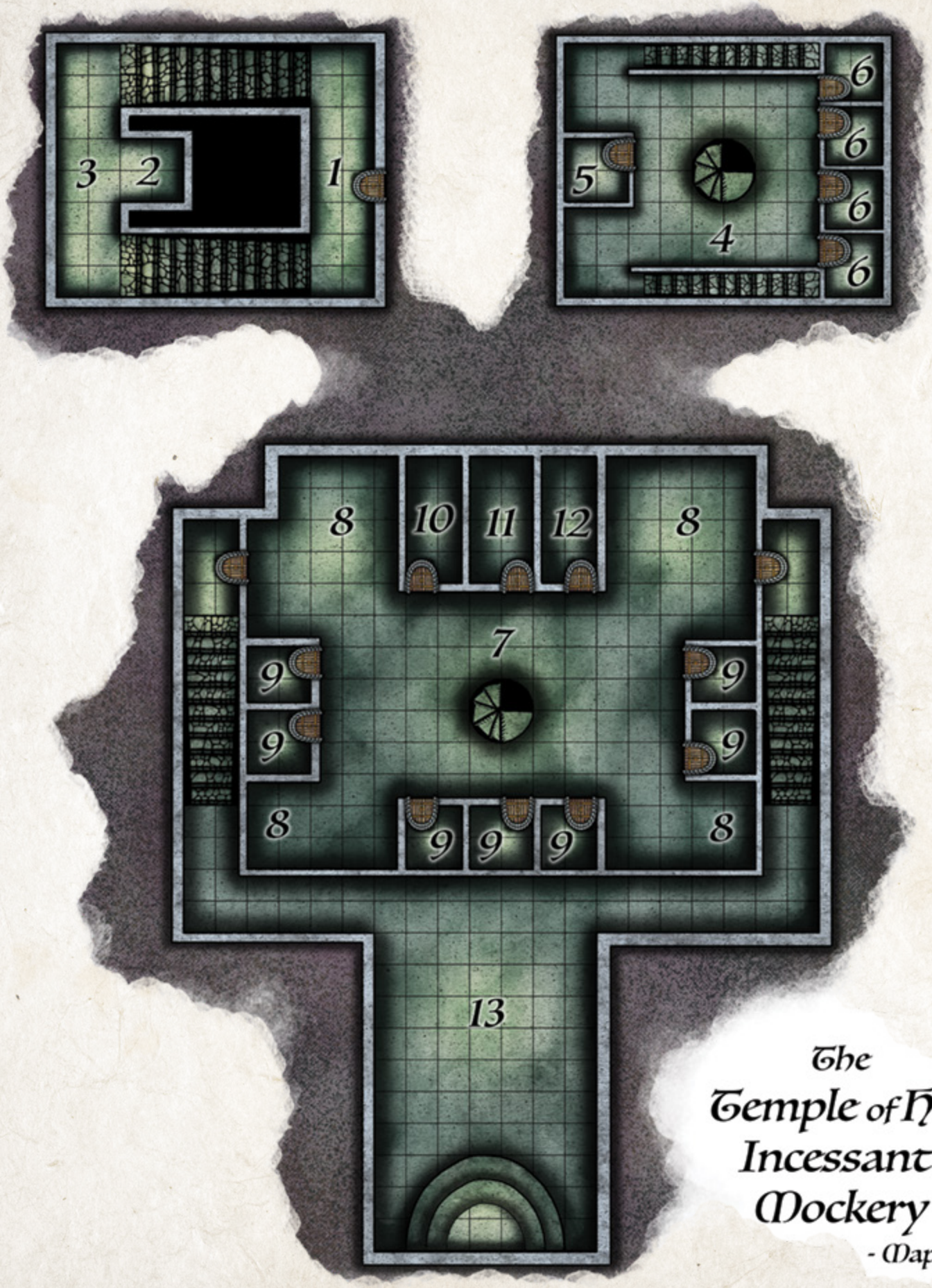
There is a 25% chance that 1d4 **acolytes**, 1d2 **underpriests** (see **Appendix C**), or 1d4 soldiers (as **heavy guards**; see **Appendix C**) are lounging at the tables, either eating a meal or playing dice games.

5. Ladder Room

A ladder on the south wall leads up to the platform on the ground floor. Extra white robes hang from hooks on the west wall. The area is occupied only during shift changes. The door that leads to **Area 4** is always unlocked.

6. Soldier Quarters

Each of the five rooms contains quarters for two soldiers . Two bunks with corresponding footlockers and a table with two stools fill the small space. A single soldier (as a **heavy guard**; see **Appendix C**)may be here 50% of the time.



The Temple of Her Incessant Mockery

- Map R

7. Temple Bottom Floor

After characters descend to the bottommost floor of the temple, they feel the intense heat from four 10-foot-wide urns that burn in the corners. A few comfortable chairs and side tables are around the central stairs, but the area is mostly empty of furnishings.

There is a 10% chance that 1d4 **acolytes** are sitting in the warm area, studying religious texts.

8. Ever-burning Urns

Each of the four urns in the corners of this floor burns incessantly and is kept at maximum temperature day and night. An **acolyte** wearing nothing but a leather loincloth is responsible for ensuring that the urns never burn out or lessen in their output of heat. The acolytes sleep upon simple mats that are tucked behind piles of wood when not in use.

> A single, soot-covered man loads wood and coal into a wide black urn. Flames lick the ceiling as the figure continues to overload the urn with fuel. Several pokers and metal rods stick out of a hollow steel cylinder. Stacks of wood and piles of coal are nearby.

Several of the metal rods are brands bearing insulting words and phrases. As acolytes and priests move up in rank, they are branded with a new insult. When they finally reach the underpriest rank, their back and chests are covered in dozens of scarred burns. See the table below for a list of brands. Note that all four areas are similar in design.

Table of Brands

Worm-face	Dog-ears	Thin-lipped	Short-legged
Small-handed	Fish-eyes	Ham-fisted	Bow-legged
Donkey-face	Long-necked	Fat-face	Knock-kneed
Fish-lipped	Weak-gut	Weak-willed	Bug-brain
Ox-belly	Mule-breath	Pock-face	Pig-nosed

You are encouraged to add more brands if desired.

9. Acolyte and Priest Quarters

Seven rooms house a pair of followers, usually an acolyte and an underpriest. Often, the higher-ranking priests are away in the mountain spreading their faith, leaving the acolytes to work the temple at the top of the mountain. Two bunks and a small writing desk and stool are all that are found in the 10-foot rooms. Two pegs on the backside of each door hold spare white robes.

There is a 33% chance that an **acolyte** and a 10% chance that an **underpriest** (see **Appendix C**) is here.

10. Underpriest Jharg Nethel's Quarters

A locked door keeps the rabble from nosing around in the underpriest's bedchambers while he is away. A successful DC 14 Dexterity check with thieves' tools will open the lock. Although **Jharg Nethel** (an **underpriest** with AC 17[***+1 chain mail***], a ***+1 mace***, and a ***staff of healing***; see **Appendix C**) is likely (50%, see **Area 3** of **Map E**) found assisting the high priest of Her Incessant Mockery in **Area 30** of **Map G**, he may be here if the characters bypassed that area. If here, he is preparing to leave for the final triptych conversion ceremony at the main temple (**Area 30**, **Map G**) that takes place soon. Jharg leaves his room key with Underpriest Renkell while he is traveling with Afflicter Thrensil.

Read the following to players once the door is unlocked and opened:

> A long, narrow room seems elegant and upscale compared to the other places of this temple you have visited. An ornate writing desk outfitted with blank parchments and writing utensils is close to the door. Close to the desk, a closed wardrobe has been pushed up against the wall. A tall, four-post bed towers over the rest of the furniture of the room. Thick furs and several soft pillows are scattered across the bed. An ebony rod in a glass display hanging on the far wall catches your attention.

Due to the underpriest's constant travel, he is rarely here to give this area a "lived-in" feel. Besides a few interesting religious tomes in the drawers of the writing desk and some fancy clothes within the wardrobe, the only valuable item in the room is the ebony rod in the glass display case. However, removing the item from the case is a dangerous challenge. An odorless and colorless gas fills the display case. The gas can be detected before release with a successful DC 20 Intelligence (Investigation) check. If the gas is released, each creature in the room must succeed on a DC 16 Constitution saving throw or be paralyzed for 1d6 hours. A paralyzed creature may repeat this saving throw every 10 minutes, ending the effect on itself on a success. Even a creature who makes its saving throw must make another at the end of its next turn if it remains in this room.

New Magic Item

Rod of Unbreakable Concentration

Rod, very rare (requires attunement)

This rod has 7 charges. While holding it, you can use an action to expend a charge. For the next 10 minutes, you have advantage on Constitution saving throws made to maintain concentration on a spell. You also have a +1 bonus on saving throws. The rod regains 1d4 expended charges daily at dawn.

11. Quarters of the Afflicter, High Priest Thrensil Braggennoc

Unlike his assistant's door, Afflicter Thrensil Braggennoc's entry is unlocked. However, a magical rune trap just inside the threshold is extremely hard to find. A successful DC 19 Intelligence (Investigation) check or DC 18 Intelligence (Arcana) check is required.

The thick wooden door opens quietly inward, exposing the contents of a somewhat simple room. A bed, desk, table, chair, and wardrobe are not surprising. However, a wall of leathery faces of hysterical and maniacal grins is rather disturbing.

Characters stepping in to get a closer look at the wall of skin masks may step within the invisible, rectangular space just inside the door and activate a rune trap. If a creature triggers this trap, it must succeed on a DC 17 Wisdom saving throw or be teleported to stand before the statue of Egramish in the temple below (**Area 13**).

The high priest once wore each of these skin masks before he achieved his higher ranks. There are 25 masks set in four lines of six with a single, scaly mask alone at the top of the wall (his last mask before achieving the rank of underpriest). All variations of skin tone, gender, and age are represented in the skin mask wall. Although they are well-preserved, they are nonmagical and of little value. However, the scaly mask that sits alone above the rest was later imbued with magic and is used by the high priest occasionally. It is now a ***mask of fluency*** (see **Appendix E**).

A thorough search of the writing desk reveals the correspondence between Thrensil and Miltotok. In a letter from more than a week earlier, the high priest was invited to transform one of the triptych's panels. Arrangements for the panel's transportation to the hidden shrine (**Area 30**, **Map G**) are fully detailed in the correspondence.

Dozens of purses and small boxes of jewelry are found in a wooden crate under Thrensil's bed. A total of 333 sp, 201 gp, and 6d6 pieces of jewelry (valued at 5d100 gp each) are in the crate.

12. Underpriest Renkell Dwimmik Quarters

Rarely leaving the mountain temple, Underpriest **Renkell Dwimmik** (see **Appendix C**) schedules and manages training, temple cleaning, and soldier rotations every day. He is overwhelmed with the responsibilities and is close to a mental breakdown from the endless days of work. Yet he presses on, viewing his situation as his way to eventually achieve the highest rank. Whether or not he can hang on until then is anyone's guess.

You find a simple priest's room when you open the plain door. A desk heaped with parchments and open tomes scattered on the tiled floor gives the impression of an overburdened occupant. Other furnishings typical of a mid-ranking temple priest are present: a thin mattress cot, robes hanging from a linear pegboard, and a table and chair for one.

The parchments on the desk are operational documents used by the underpriest to track schedules, visitors, and donations. A thorough search of the piles reveal that Afflicter Thrensil Braggennoc and his assistant, Underpriest Jharg Nethel, have been away from the mountain temple much longer than usual on a secret errand for Miltotok, the high priest of the order. Additionally, characters may find a letter from Essanalla, the matriarch of The Icy Snowdrop in Whisperview (**Area 3**, **Map E**), who asks Underpriest Renkell to assist her in keeping Jharg from preying upon her workers. Although Renkell has not yet written back to Essanalla, he is forming a plan to remove his rival from the temple faction.

None of the books has any monetary value to those outside the faction. The tomes mostly detail the histories and workings of Her Incessant Mockery, including the long line of high priests and underpriests who have served Egramish.

Renkell has the full trust of the Afflicter, who thinks Renkell the model underpriest who serves the goddess and cares less for his own personal gains. As such, the high priest leaves one of the most valuable faction items and most of the temple wealth with the underpriest while he is away. A secret wall panel in the northwest corner of the room – found with a successful DC 16 Intelligence (Investigation) check – hides a steel box filled with bars of gold and silver and the faction's cantrip instructions. There are 20 thin bars of gold (each worth 100 gp) and 40 bars of silver (each worth 100 sp) in the box. Two small books contain the steps to learn the faction cantrips *unhinged* and *inflict self wounds* (see **New Cleric Spell** sidebar below or **Appendix D**). Note that only high priests recognized by the goddess can cast these spells.

New Cleric Spells

Inflict Self Wounds

Enchantment cantrip

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 round

You cause one creature to succeed on a Wisdom saving throw or use an action on its next turn to inflict 1d6 damage to itself (of a type appropriate to its weapons or physiology).

Unhinged

Enchantment cantrip

Level 0 Cleric spell

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 round

You cause one creature to succeed on a Wisdom saving throw or believe that all creatures it can see or sense are enemies until the end of its next turn.

There is a 50% chance that Renkell is found here, poring over duty rosters and visitation schedules. Although he is a fierce combatant in his own right, he is not so foolish to not recognize when he is outnumbered and doomed. He may try to work out a deal with the characters to rid himself of underpriest Jharg Nethel by revealing his location to save his own life.

13. Egramish's Mocking Temple

> Two hallways culminate in a rectangular temple that stretches more than 50 feet to the east. A thousand torches brightly illuminate a massive temple to the goddess. Four rows of wooden benches face a dais and an immense statue of Egramish at the farthest end. She stands with two hands on her hips while her other six arms are raised upward. Her head is thrown back in a maniacal laugh. Two smaller statues of the goddess stand at the entrance to the temple. Here, the visages of Egramish stare in judgment at those who approach.

Add the following if the characters sense the guards hiding in dark alcoves behind the statue:

> You hear slight movement coming from behind each of the smaller statues.

Note that if one or more characters were teleported before the statue of the goddess from the trap in the high priest's room (**Area 11**), they may have already engaged the 4 **heavy guards** (with 52 hit points, AC 20[plate, shield], and two ***potions of greater healing*** each; see **Appendix C**) in this area (one in each hidden alcove).

The four elite temple soldiers would die to protect their faction's temple, preferring death in glorious battle on behalf of the goddess to living with shame. They give no quarter to intruders arriving in the temple's most holy sanctum.

One to four (1d4) temple **acolytes** and a supervising **priest** are always here outside worship hours to prepare for the next service. The priest also engages unbelievers with spell support, assisting the temple elite guards before wading into melee. One acolyte tries to escape the temple during the battle to alert the rest of the guards above.

The temple is pristine: the floors shine, the wood of the benches gleam, and the tapestries that hang from the walls appear as if they were made yesterday. Underpriest Renkell ensures the goddess's temple is always in perfectly presentable condition. A small service table sits below the laughing statue covered in platinum ritual items. A pitcher, two goblets, and an oblong plate are each worth 250 gp. A silver, unlocked chest is hidden under the tablecloth of the service table. Characters find 222 sp and 101 gp inside.

The most valuable item in the temple is within one of the outstretched hands of the immense Egramish statue, high above the floor. The statue clutches the ***mask of mockery*** (see New Magic Item sidebar or **Appendix E**), an artifact of considerable power and value. Priests wear it during important faction services. Note that Afflicter Thrensil Braggennoc did not bring it with him to **Area 30** of **Map G** since the ritual being performed was not a faction ritual.

New Magic Item

Mask of Mockery

Wondrous item, legendary (requires attunement)

This mask is made of human skin and is a patchwork of different faces sewn into one maniacal face. While you wear the mask, you have a +1 bonus to AC. When a creature first looks at you wearing the mask, it must succeed on a DC 12 Wisdom saving throw or be affected as if by a *fear* spell for 1 minute.

If you are a follower of Egramish, you gain some additional benefits while wearing this mask. Your Charisma is 18, you regain 1 hit point at the start of each of your turn, and creatures have a -2 penalty on their Wisdom saving throws after looking at the mask.

The Temple of Her Unwavering Faith (Map S)

(See **Area 8**, **Map M** for the temple's exterior details.)

1. Temple Entrance

Six temple soldiers (**heavy guards** with AC 20[plate, shield]; see **Appendix C**) are on high alert after their previous temple was destroyed. Uninvited visitors are turned away or attacked if the approaching group refuses to leave. If their situation gets desperate, they back into the temple, locking the doors to prevent access from the outside.

One of the temple soldiers carries a scroll of approved visitors that he checks when the characters approach. Note that the number of soldiers is reduced by 1d4 during evening hours.

2. Entrance Doors

The 15-foot-tall doors are made of thick wooden beams and reinforced with iron and steel. Three massive beams can slide into steel brackets and lock the door from the inside. A successful DC 20 group Strength check (by at least five creatures) opens or 250 hit points of damage shatters the massive doors. Another pair of temple soldiers (**heavy guards** with AC 20[plate, shield]; see **Appendix C**) are permanently stationed inside the door.

3. New Temple

Once through the doors, characters see a massive room with a ceiling that stretches up to 40 feet above the floor. New wooden benches and an unfinished statue of the goddess Egramish consumes the center of the 100-foot-wide temple.

The Temple of Her Unwavering Faith

- Map S

You are initially stunned by the sheer size of the room you just entered. Newly set white marble tile under your feet shines from the bright illumination of hundreds of hanging oil lanterns. An unfinished gargantuan statue is centrally located, surrounded by rows of dark ebony benches. Scanning the room, you see that wooden structures have been built into the four walls, starting at 10 feet above the floor and stretching to the ceiling. Eight pairs of iron-rung ladders sit between the sections and look to provide access to the wooden buildings. A few workers are heard laboring high above in the topmost section of the buildings. Piles of stone, wood planks, and tools are scattered throughout the area.

Most of the remaining priests and acolytes are either recruiting new members in the village or are belowground, repairing the damaged but usable basement. They are turning what once were interrogation cells into rooms for high-ranking priests and the captain of the guard. There is a 10% chance that 1 or 2 **acolytes** are in the new temple gathering tools for the workers in the basement.

4. Basement Stairs

The original circular stairs to the basement have been widened and made less steep to allow priests easier travel between rooms and the temple. The stairs are hidden from the temple entrance by the unfinished statue of Egramish.

Wide marble stairs descend into darkness. You notice the stairs appear to have been widened and some steps replaced recently. The noise of hammers and chisels echoes up from below.

5. Ladders

A pair of newly fashioned iron-rung ladders are found in each of the eight locations indicated on the map. The ladders sit side-by-side on the outside wall and provide straightforward access to a doorway to either side. Three levels of corner rooms (**Areas 7**) and dormitories (**Areas 8**) are accessible by ladders.

Newly smithed iron ladders are secured to the marble walls. Each of the ladders runs from the floor to the ceiling 40 feet above your head. Open doorways to either side of the ladders provide access to the wooden structures above.

The ladders are affixed to the walls securely and are safe to use.

6. Unfinished Secret Entrance

When fire destroyed the previous temple, many of the priests, acolytes, and soldiers within perished when they were unable to exit the burning structure. High priest Jong-Ror wanted to ensure that a second (and secret) exit was available for fleeing faction members. The entrance is known to all who are currently in the building, but when finished, it will be concealed and challenging to find from the outside.

Read the following if the area is approached from the outside:

Two piles of stone blocks and wood planks are found close to the exterior wall. As you pass, you notice a narrow hole into the building between the heaps of supplies.

Read the following if the area is approached from the inside:

A hole in the exterior wall looks like an unfinished entrance. Most of the work appears close to completion.

A successful DC 10 Intelligence (Investigation) check indicates an understanding that the entrance will eventually become a concealed door.

7. Priest Quarters

Each of the three levels of corner rooms is reserved for experienced acolytes and clerics of a lesser rank than underpriest. A total of 12 unoccupied rooms are in the newly constructed temple. Each room on the two lower floors is fully furnished; the top floor is still being completed.

New and unused furnishings fill the corner room. Two entrances provide access to the highly coveted space. A thick, clean bed covered in new linen has been pushed into the corner. A writing desk, small table, and wardrobe fill out the rest of the space.

Once High Priest Jong-Ror can recruit a few higher-level priests from other factions or promote one or two exceptional acolytes, a few of these rooms will finally see some use.

8. Dormitories

Soldiers and acolytes use the lowest level of these rectangular dorm rooms. The top two levels are not completed yet, nor are they in use. Temple soldiers (**heavy guards**; see **Appendix C**) occupy the north and south sides, while **acolytes** use the east and west levels. Up to 24 soldiers and 24 acolytes will be able to comfortably reside in the temple when the building is completed.

The long room contains four beds, a single table with four stools, and a wall rack for hanging robes or gear. Each end of the room can be accessed by an open entryway.

Also read the following if the characters entered the lowest level:

The room appears lightly used, perhaps just moved into recently.

Guards and acolytes may be resting in their dorms during evening hours. Otherwise, they are all at their posts, leaving these dorms empty.

9. Temple Basement

Once used for storage and interrogation cells, the basement has been completely dismantled and rebuilt to house high-ranking priests and the yet-to-be hired captain of the guard. Work continues here apace ahead of the recruitment of new faction members. The western side of the basement is original but is being repurposed (see **Areas 13**, **14**, and **15**).

> As you descend the newly carved steps of the stairs, the sounds of breaking rocks, bending of rusty iron, and workers shouting to each other fill your ears. Reaching the bottom, you see piles of broken bars, fractured stone, moldy straw mats, and filthy buckets. Laborers are focused on the wall opposite the stairs, while four young acolytes in light gray robes assist with fetching tools and buckets. A single, older priest appears to be supervising the work.

The highest-ranking priest (besides Jong-Ror, of course) who survived the fire is now in charge of the temple reconstruction. Overseeing 4 **acolytes** is **Frak Chull** (a **priest** with 38 hit points) who has been promoted to acting underpriest until Jong-Ror finds his replacement. However, Frak hopes to prove himself worthy to the high priest to keep the position permanently.

The laborers will not fight; instead, they immediately surrender to the characters.

10. Unfinished Quarters

The construction of new rooms on the north wall has been started recently. Two are likely on this wall (mirroring the design from the southern end). Soldiers who are second or third in command are likely to be given these rooms when they are finished.

> An opening in the north wall still requires a door to be added. Peeking inside, you see piles of stone and a few abandoned mining tools on the floor. The eastern wall is still uneven and requires a bit more work to square up the area.

Laborers have been reassigned to the eastern wall of **Area 9**, leaving the work here unfinished.

11. Underpriests' Chambers

A second room for one of two underpriests for the temple is empty but ready for furnishings when the basement is complete. The room is currently empty.

12. Underpriest's Chambers

Frak Chull (a **priest** with 38 hit points) claimed this room as his own while work progresses in the basement. He set up crude furnishings in the spacious room, requiring only a simple bed and table and stool while he awaits Jong-Ror's promotion decision.

A short, narrow bed with a straw mattress is pushed up against the west wall. A round table and stool, suitable for one, sits in the middle of the room. It looks as if someone just moved in.

Frak saved several tomes from the burning temple before he escaped. He keeps them in his chambers until they can be moved into the new faction library being built on the eastern side of the basement. The books are religious texts about the Unwavering Faith faction and are of little value to any outside the faction. A ***spell scroll*** with the ***locate object*** spell is tucked into the back of one of the books.

13. High Priest Jong-Ror's Bedchambers

Most of the high priest's previous possessions were lost in the fire that destroyed the previous temple. This room was once a storage area but is now being upgraded to a comfortable living space for Jong-Ror. The new temple is being reconstructed such that his new room is adjacent to the secret vault.

> Large objects wrapped in light gray linen are piled in the center of the room. The shapes hint at various furnishing typical of what has been seen already in this facility. You smell the newness of cloth and leather, undoubtedly from what lies at the room's center. However, your nose picks up a minuscule trace of odor that stands apart from the rest — the smell of smoke or burned fabric.

The origin of the burned smell is from the tapestry that lies rolled up at the base of the north wall. This is the only thing, besides what the high priest was wearing the day of the fire, that was saved from his room. It is a valuable tapestry, not in quality or rarity of materials, but of the symbolism of the priest's faction. A glorious image of Egramish showing favor to the Temple of Her Unwavering Faith above all others gives hope and pride to those who serve the faction. This tapestry hangs on the north wall, covering the secret entrance into the treasure vault.

All the wrapped furniture is found to be of the highest quality and value. They are to be unwrapped and set up in the room before the final triptych conversion ceremony and Jong-Ror's return from the base camp below.

14. Captain of the Guard's Quarters

Although the temple has never had a captain of the guard — always trusting the underpriest to coordinate soldier schedules and recruitment — they soon will. The loss of their temple to the intentional fire by an opposing faction signaled a need for better security. Jong-Ror will place a veteran soldier in charge of the new recruits to ensure the proper protection going forward.

The room was once a guard room for the interrogation cells in the basement. The area is now empty, awaiting the new captain's preference in furnishings. A secret door to the vault, once in the guard room, has been forgotten by all, even the high priest. The door may be located with a successful DC 15 Intelligence (Investigation) check.

15. Secret Treasure Vault

As the hidden door panel slides into the wall, you see a room that looks like no other in this temple. A great pile of silver coins, nearly four feet in height, sits in the center of the room. A chest is pushed up against the west wall. Three statues of Egramish line the east wall. A glass case with two shelves holds a piece of vellum and platinum ring.

Coins may occasionally appear from thin air and fall onto the pile. Coins deposited at the shrine in **Area 5**, **Map E** are teleported here. Although the pile is mostly silver coins, a few gold coins may be found within. Characters can find 17,978 sp and 785 gp making up the large pile. There is a 10% chance that a handful of exotic coins may be found in the pile as well (your choice). Miltotok is unaware of the wealth that piles up in the temple's vault. Jong-Ror intentionally hides many of the items in this room from the order and most of his own faction members.

A master sculptor created the very first statues of Egramish for the Temple of Her Unwavering Faith. These three statues represent the earliest works to show the goddess's form and beauty and, as such, are highly coveted by collectors, priests of rival factions, and Miltotok, of course. Most believe the statues were lost centuries ago. Only Jong-Ror knows that the three originals still exist. Their value is immeasurable.

Four magical maces are neatly stacked within the chest, each separated by light gray satin pillows. These weapons were carried by some of the earliest priests of the faction and are prized more for historical reasons than for their quality and effectiveness. A ***mace of vanquishing elementals***, rests on top. Beneath that, a ***mace of fire protection*** appears almost new. The third weapon from the top is a ***cudgel of permanent bruising***. The bottommost weapon is a ***hammer of bloody transference*** (see **Appendix E** for all). Each time a strike from this weapon deals damage, a small portion of that damage returns to the wielder as healing blood splatter. The wielder is healed for 1 or 2 hit points of damage.

Two ***spell scrolls*** sit upon the top glass shelf in the case. There are two faction cantrips inscribed upon them: *persuasion* and *steadfastness* (see **New Cleric Spell** sidebar below or **Appendix D**). These are closely guarded and known only by the high priest of the faction.

New Cleric Spells

Persuasion

Enchantment cantrip

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 round

You cause one creature to succeed on a DC 12 Wisdom saving throw or have a -1 penalty to attack rolls until the end of its next turn.

Steadfastness

Enchantment cantrip

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 1 round

You gain one of three possible benefits: 1) You gain a +1 bonus to your next attack roll this turn. 2) A spell you cast this turn with a range of 5 feet or greater has its range doubled. 3) A spell you cast this turn with a duration of 1 minute or longer has its duration doubled.

Jong-Ror's most prized possession is the ***ring of unwavering faith*** (see **Appendix E**), a magical, platinum band that enhances spellcasting. Crafted by the goddess herself, this ring grants clerics more spells slots than their level normally allows. Note that the ring was crafted for priests of Egramish. It is up to you to decide if this ring works for clerics of other alignments or gods.

Yeti Caves (Map T)

(See **Area 9**, **Map M** for the cave's exterior details.)

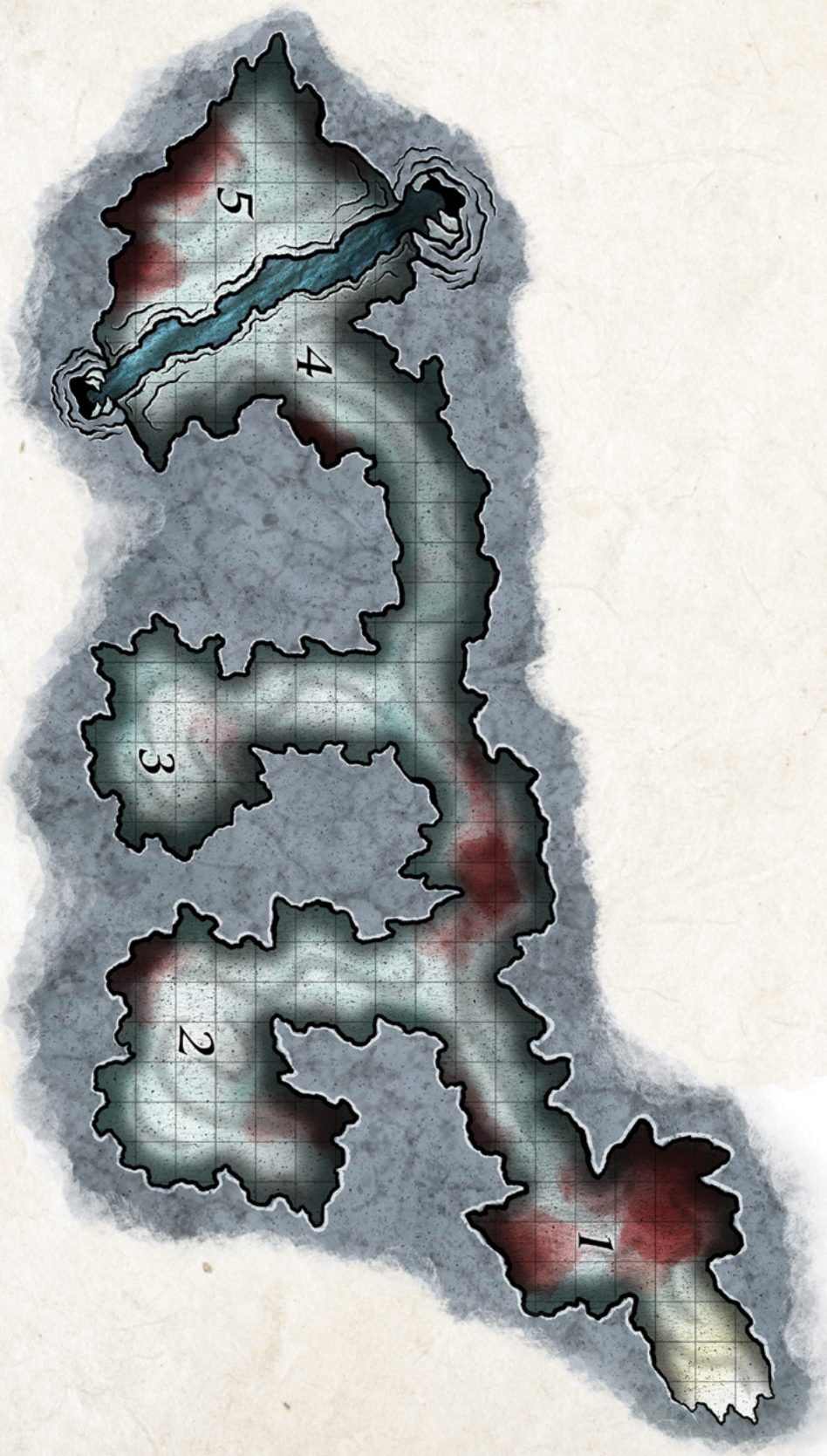
1. Cave Entrance

Discarded bones of humans, wolves, and lizard creatures lie in several piles around the entrance to the cave. Bits of cloth, fur, and scales are mixed with the broken bones to create a ghastly view of carnage and horror. Dried blood on the floor and walls of the small cavern appears to have been viciously splashed there.

The yeti move the remains of their victims from their separate lairs into the main chamber to warn trespassing hunters and groups of soldiers about the danger of entering their domain. Yetis are rarely here long, preferring to feast in their caves farther in or to sleep off their gluttonous meals.

2. Male Yeti Chamber

The tribal society of Yeti still dictates that the males and females remain separate between mating seasons. This cave is where several males rest between hunts and assaults on small traveling groups on the plateau.



Yeti Caves

- Map 6 -

As you round a bend in the natural cave system, you see the passage open into a room that twists westward out of sight. You see several heaps of bloody and gnawed bones close to the entrance to the area. Also, you find it strange that nearly the entire floor of the area is covered in white furs. Except the furs are moving slightly. Wait, those might be several creatures lying on the floor!

Unless the characters are extremely loud as they enter the area, 12 **yeti** are slumbering after a recent meal. Characters automatically win the first round of initiative if they find the creatures asleep.

A thorough search of the piles results in the characters finding a coin purse (22 sp and 13 gp) and a bag of uncut rubies (10 large, each worth 100 gp).

3. Maternal Chamber

Protective mothers keep watch over their frolicking young in this small chamber. Six female **yetis** viciously protect their offspring, attacking more aggressively than their male counterparts.

Even before reaching the passage's end, you hear what sounds like the screeching and howling of fighting creatures. Peering into the cavern beyond, you see adult yeti watching several smaller yeti wrestling, biting, and scratching each other in what now appears to be playful tests of dominance.

It would be easy for characters to back out of the area before being noticed by the females or young.

If forced to fight, the 3d4 **immature yetis** have the statistics of **yetis** but with 25 hit points each and a Strength of 16.

4. Yeti Clan Chieftain

An unusually large and long-lived yeti maintains a dominant hold over his clan, having survived more winters and battles than most of his kind. The massive **yeti chieftain** (see **Appendix C**) sits upon a square block of black stone that appears to have been worked into shape at one time. He is attended by two humans who are chained to the block by their necks. Two scarred and grim-faced **yeti bodyguards** (as **yetis** with 68 hit points and AC 14[natural armor]) watch for trouble.

The tunnel terminates in a large chamber split in half by an icy, fast-moving stream. Two yeti with scarred faces and bloodstained hands and forearms pace on your side of the stream. A massive yeti harshly whips two naked, starved humans who hold plates of flesh and bone before their master. Thick iron collars around their necks connect them to a block of dark stone by a rusty chain.

The bodyguards rush to attack to protect their clan chief and release their pent-up energy from weeks of inactivity. They are savage beasts capable of ripping a human in half with their bare hands. While they have breath in their bodies, they will not allow any of the characters to traverse the stream to reach their tribal chieftain.

While his bodyguards attempt to destroy the trespassers, the chieftain patiently waits for his opportunity to kill any who attempt to cross the stream. Unlike others of his kind, the chieftain wields a two-handed club covered in wolf and yeti fangs. The weapon is not magical but deals incredible damage by those strong enough to wield it (requires 19 or higher Strength score to use effectively). Additionally, the chieftain is smart enough to use the chained humans as shields or pawns in the battle, hoping the characters hesitate or act in a more reserved manner with innocents in the way.

The humans are weak and near death. Each has but one hit point remaining and is malnourished and covered in frostbite. Each was a priest of one of the temples and was caught by hunting yetis during their travel to or from the mountain entrance several days ago. After being freed, healed, and fed, they depart for Whisperview in search of family and new careers.

Characters find the jet-black block of perfectly carved stone out of place in this yeti cave system. Further investigation of the stone finds it to be dwarven-crafted and slightly magical. If cleaned, ancient dwarven runes are discovered on every side. A successful DC 16 Intelligence (Arcana) check reveals that the chieftain's seat is an ancient magical ***sharpening block*** (see **New Magic Item** sidebar or **Appendix E**).

New Magic Item

Sharpening Block

Wondrous item, rare

Dwarves imbued a dark stone with magic to assist smiths and warriors in sharpening their nonmagical gear. When you spend 5 minutes using this block to sharpen a nonmagical metal weapon or 10 pieces of nonmagical metal ammunition that deal slashing or piercing damage, they gain a +1 bonus to damage rolls made by anyone using them. This bonus lasts for 24 hours starting when the weapon or ammunition is next used. Spending more than 5 minutes sharpening provides no additional benefit.

5. Hidden Treasure

Three wide stalagmites stretch from the floor to ceiling in the back of this cave, hiding a small niche in the southern end. It is here where the yeti chieftain hides the baubles and treasures of the victims slain by his clan.

You quickly glance at the stalagmites at the far end of the room, seeing nothing that interesting with the ice-covered rock pillars. As you move to scan other areas of the cave, you catch a glint of something shiny beyond the natural formations. Smiling, you realize that the stalagmites hide a small space behind them.

A lidless chest holds dozens of shiny objects, most of which are of little value and merely decorative in nature. However, a thorough search through the box uncovers three pieces of valuable jewelry (1d100 x 5 gp each), a ***ring of unquenchable thirst***, and a small ***vial of perfect health*** (see **New Magic Items** sidebar or **Appendix E** for both) in a protective wooden case.

New Magic Items

Ring of Unquenchable Thirst

Ring, rare (requires attunement)

When you attune to this ring, you become cursed until you are targeted with the *remove cursei* spell or similar magic. While cursed, you crave the blood of your enemies. If you kill a creature, you must succeed on a DC 10 Wisdom saving throw or spend your next turn attempting to drink their blood.

Vial of Perfect Health

Potion, very rare

When you drink this potion, you regain all lost hit points, cease being poisoned, and are cured of all diseases.

Temple-Maze of Her Jealous Desire (Map U)

(See **Area 11**, **Map M** for the temple's exterior details.)

1. Temple Entrance

Only part of the structure is exposed to the snowy elements. More than half of the rectangular building was built into the mountain. The trail leading to the temple meanders through snowdrifts, fallen boulders, and hearty vegetation until eventually ending at its single, dark green door.

> Protected by the mountain wall to your right, the narrow trail winds through snow and mountain debris until it ends at a narrow, unassuming door. Snow covers most of the one-story structure before you. A wind-beaten sign above the dark green door reads, "Temple of Her Jealous Desire. New Members Welcome."

The door is unlocked and unguarded. The unmarked areas of the first floor are unlit, and the walls are painted a dark green to absorb light sources to keep the level drenched in shadow. The entire northern end of the first level is devoid of any paintings, frescoes, or tapestries. A maze of unadorned, dark green walls is all that is found until visitors move past the secret door in **Area 3**.

2. Secret Alcove

When characters approach any area marked "B" on the map, an assassin (**underpriest** with 33 hit points, AC 13[***+1 leather armor***], and Stealth +5; see **Appendix C**) noiselessly slide the hidden panel open and attack the trailing member of passing groups. Each priest assassin tries to attack or pickpocket unsuspecting visitors and then drag them back into their hidden alcoves to finish their murderous work. For tougher or larger groups, the four locations north of **Area 3** may coordinate a single surprise attack at the area marked "X" on the map (your choice).

Note there are four secret alcoves in the northern end of the first floor and one in the southern end.

3. Guarded Secret Door

A single, demonic guardian watches this entrance from the south side, ensuring only those with faction holy symbols — a fingerless hand — pass unmolested. All others must pass him to continue into the temple deeper. Note that when the demon is feeding within the mural, characters can succeed on a DC 15 group Dexterity (Stealth) check to sneak by unnoticed. Any who stop to gaze into the moving mural lose their chance to pass unseen.

> As you work the secret mechanism, the door quietly slides into the wall to your right. Your eyes are nearly blinded by the light beyond the portal. Brightly lit oil lamps hang from the ceiling, displaying walls painted with various religious scenes. As your eyes adjust, you notice that one mural of a demon eating cowering acolytes seems to be animated in some way — the demon looks to be moving within the scene.

When characters get closer to the moving mural, the **mural demon** (see **Appendix C**) steps out of the scene and demands to see their symbols. Any who fail to display the symbols are immediately attacked.

The high priest made a deal with the demon to allow it to kill and consume any who enter the temple who are not members of the faction. If the demon is reduced to fewer than 30 hit points, it returns to the mural until it can fully heal itself (1–2 days). If the demon is killed, it drops its magical ***whip of the unbreakable chain*** (see **New Magic Item** sidebar or **Appendix E**).

New Magic Item

Whip of the Unbreakable Chain

Weapon (whip), rare

This 10-foot-long, black, barbed leather whip has the tensile strength of steel. You have a +1 bonus to attack and damage rolls made with it. When you hit a creature of Medium size or smaller with it, the target must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 16). Until this grapple ends, the target is restrained. As a bonus action, you may end such a grapple.

4. Acolyte Quarters

Acolytes rarely leave their chambers except for worship service and to perform their duties. Many inquisitive or foolhardy acolytes have been attacked in the dark tunnels below this level while exploring. Survival for most in this faction depends on wits and avoiding dangerous areas below. Most will not engage with

Temple-Maze of Her Jealous Desire

- Map U

powerful characters who enter their bedchambers.

> A pair of simple cots covered in old furs surround a small table with two stools. Candles provide light in this room for two young acolytes who cower in your presence.

The 2 **acolytes** answer most questions about the temple, but only of areas and things a new acolyte might know. They have little knowledge of the restricted areas below.

5. Priest Assassin Quarters

Eight mid-ranking priests who serve as assassins within the shadowy corridors of this level and temple guards in the level below occupy these four side-by-side rooms. Their furnishings are minimal, as is their time within their rooms.

> Straw mats on cold stone floor tiles appear infrequently used. A bare table and two wooden stools fill the center of the small room. An oil lantern hanging from the ceiling burns low, keeping the room cloaked in gloom and shadow.

There is a 10% chance that 1d2 **underpriests** (see **Appendix C**) are here when characters enter.

6. Chamber for Final Consideration

Those able to get past through the upper maze and the obstacles are given one final chance to turn back when they enter this room. A smoky warrior floats near the entrance to the stairs, eyeing any who enter.

> Smoke wafts in a slow-moving circle near a set of circular stairs that descend into darkness. As you study the eerie vapor, you see the form of a wide-shouldered warrior develop. The massive man stands arms folded and speaks to your group, "You must choose to continue down to the initiation ceremony below or turn back now. Do not delay on your deliberation."

Characters have but a moment to decide before two great scimitars manifest in the warrior's hands. If they delay their decision, the smoke-shifting **vapor guardian** (see **Appendix C**) attacks. If the determination is to turn back, the guardian also attacks, considering the group to be cowards. Only if the group decides to continue down the stairs does the warrior return to drifting smoke and leave them be.

When the characters enter the circular stairs, a darkened niche hides a pegboard of a dozen wooden holy symbols that hang from leather thongs. A successful DC 10 Intelligence (Investigation) check or a passive Perception of 14 are needed to notice the niche. The characters need the symbols to pass through the magical traps in the area below.

7. Lower-Level Maze Start

> The circular stairs end in a 30-foot-square room with four exits in the four walls. The room is lit with brass corner braziers but otherwise, the area is empty and quiet.

Each entrance is magically trapped to ring a mystical gong in the temple (**Area 12**) to alert the lower level to intruders. Only a *detect magic* or *find traps* spell can locate these magical traps, and only a *dispel magic* spell can disable them. If the symbols from the top of the stairs or other sources are worn, the gong does not ring. Characters without symbols cause the gong to ring one to four times, depending on which portal they pass through. The gong rings once for the north, twice for the east, thrice for the south, and four times for the west. Temple priest assassins (the same as those found in **Area 2**) skulk through the halls of the maze and target intruders for quick termination.

Note that eight five-foot-wide pits scattered throughout the maze of halls drop unsuspecting intruders into deep pits filled with undead. A successful DC 12 Intelligence (Investigation) check is needed to find each pit. Those who survive the 50-foot drop (5d6 bludgeoning damage) land within a pile of skeletal acolytes who hungrily await fresh meal deliveries. Each pit contains 10d4 **skeletons** of former acolytes who died in the Dispute Resolution Chamber (**Area 9**). Mwengarsh, the high priest's close advisor, is a skilled necromancer who enjoys sending the dead acolytes to the bottom of the temple's pit traps where they can continue to be of use.

8. Deserted Library

Before the factions became so untrusting and jealous of one another, they studied together in small groups in their library. Now, this library is deserted and only rarely used by the high priest or one of his underpriests.

> Age-old dust is disturbed by the door as it opens into the large room. The smell of decaying paper drifts to your nostrils as your eyes adjust to the darkness. Two long bookshelves on the left and right walls are covered in dusty tomes and crumbling scrolls. Two circular tables with a half dozen stools sit within the center of the room. This place looks forgotten and unused.

A thorough search of the room reveals a few slipper footprints in the dust between the bookshelves and tables. Most of the tomes discuss the theories of Egramish and the faction's history. Only one tome has any significant value: a book titled *Mushrooms of Eastern Kevadur* has a fake cover and hides ***spell scrolls*** within. Instead of pages inside, several thick vellum sheets are filled with spells.

The pages have the following spells:

Page	Spell
1	*cure wounds*
2	*bless*
3	*remove curse*
4	*zone of truth*
5	*protection from energy*
6	*warding bond*
7	*lesser restoration*
8	*calm emotions*
9	*speak with plants*
10	*conjure animals*
11	*spiritual weapon*
12	*word of recall*
13	resurrection

9. Dispute Resolution Chamber

Jealous priests and covetous acolytes work out their differences and desires in a shallow arena while high-ranking faction members witness their disagreements manifested in physical combat. Accusers can fight the accused only once in their lifetime; choosing the correct time to challenge another faction member of theft, rumors, or wrongdoing is tricky. The accused may never be called out by that accuser ever again. Faction members of underpriest rank or higher may not be accused, nor can they be accusers.

> Sand fills the middle of a square room with two symmetrically deep tiers. Two sets of footprints in the sand hint at a battle between a pair of combatants. Red splotches in areas confirm your suspicions. Rival priests battled here recently — but why?

A search of the tiered seating sections uncover a hastily written note that reads, "High Priest Chesilux, I have found Acolyte Brenthor in possession of my ivory hair comb. He refuses to return it. I name him accused of theft. I invoke the right to correct his mistake in the Resolution Chamber. <signed> Acolyte Hrental the Comely." A few drops of blood are splattered on the back of the note.

A statue of Egramish holding eight blood-encrusted weapons in her hands stands at the northern end of the room. Her face has been carved in a great grin as she stares down into the empty pit. Combatants must select one of the weapons from the statue's hands for their battle, with accusers selecting first. Egramish holds a maul, a club, a mace, a light hammer, a staff, a warhammer, a greatclub, and a shield.

10. Underpriest Chambers

Two underpriests share a spacious room behind a concealed door. Two feather beds, a table with two high-backed chairs, a small bookshelf, two narrow wardrobes, and a bucket full of iron-shod staffs are all visible when characters enter the room. If the gongs were rung, there is a 50% chance that **Underpriest Gevell** (see **Appendix C**) is here. Otherwise, both are in the temple awaiting forced initiation.

Underpriest Mwengarsh most certainly is in the temple (**Area 12**) regardless of the alert status of the level. He is the high priest's most trusted advisor and close friend.

The bookshelf contains religious readings and texts covering science and rudimentary medicine. Unbeknownst to the underpriests, a text titled *Purest Path to Ultimate Wisdom* has fallen behind the other books. The book is a ***tome of understanding*** (which only increases a reader's Wisdom by 1). The text was held until such time it could be given to a promising young acolyte of the faction.

11. High Priest Chambers

Two secret doors hide the Aspirator Chesilux's chambers from unwanted guests and clueless low-ranking faction members alike. Each may be found with a successful DC 16 Intelligence (Investigation) check. His quarters are nicely furnished, but visitors see that the high priest requires little extravagance in his lifestyle. A simple but comfortable bed occupies the northeastern corner, while a large desk of simple oak consumes the center of the room. A wardrobe of dark green hooded robes fills the southwestern corner. The eastern wall holds the high priest's battle armor and war mace on a soldier's rack (if he is not wearing them).

Aspirator Chesilux (see **Appendix C**) is here most of the time, his head bowed in deep study or meditation. If the alert gongs in **Area 7** were rung, the high priest makes his way to the temple to prepare for ritualistic sacrifice or initiation, depending on the intent of the surprise visitors. When the high priest is in his room, there is a 25% chance that **Underpriest Mwengarsh** (see **Appendix C**), his trusted advisor and close friend, is there, too.

Note that his magical holy symbol provides an extra 1st-, 2nd-, and 3rd-level spell.

Additionally, his Aspirator rank grants him a bonus cantrip for his service to Egramish and his faction. He can cast this cantrip each round in addition to other spells or attacks.

New Cleric Spell

Covet

Enchantment cantrip

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 round

You cause one creature to succeed on a DC 12 Wisdom saving throw or become convinced that one of its allies has something it desperately wants. It spend is next turn attempting to take the item from its ally.

The two bottom drawers of Chesilux's desk are filled with gold and silver coins, the donations from the temple over the last few months. Characters can find 657 sp and 301 gp therein. A ***spell scroll*** with the *regeneration* spell is tucked under a book in the top drawer of his desk.

12. Worship and Initiation Temple

The grand temple of the faction lies at the easternmost end of the underground tunnels. Daily services and nearly weekly initiations keep the high priest and his underpriests busy.

> The glossy, wide door opens to reveal a large, rectangular room. Three rows of benches face away from the door, looking upon the altar and statue of Egramish at the far end of the room. Egramish appears in a jealous rage, her face contorted with pain and incessant desire. Four of her arms are frozen in full extension as if she had been caught mid-flail. However, her four other arms and hands are wrapped around her own neck. The fingers of her hands are pressed deep, the muscles and veins of her neck bulging between the squeezing digits.
>
> A semicircular pit bends from corner to corner, creating a gap between the worship benches and the dais, which houses the altar and statue. Two narrow stone bridges on opposite sides connect the temple floor to the dais. Steam rises from the pit, hinting at intense heat below.

If the characters rang the gong, they are met by several **underpriests** (with nets in addition to their normal weapons), **Underpriest Mwengarsh**, and, likely, **High Priest Chesilux** (see **Appendix C** for all) as well. The characters are encircled and given the choice of converting to Her Jealous Desire or being sacrificed to the goddess.

The temple priests try to capture at least one of the characters with their nets to hold them for a sacrifice later. The sacrifice ritual entails slowly lowering and raising (repeating every 30 seconds) their target into the pit filled with glowing coals and fire until they eventually perish from their wounds. The priests have perfected the ritual, often extending the lives of their sacrifices for many hours before they finally succumb. Extraordinary sacrifices (for example, high-level foes) get the attention of the goddess, who bestows gifts of coins and gems upon the participating priests.

A full search of the temple and a successful DC 16 Intelligence (Investigation) check uncover a hidden niche within the eastern wall of the pit about 10 feet up from the red-hot coals. Each round a creature is near the coals it takes 1d8 fire damage. A creature that is fully exposed to the coals (for example, falling into them or touching them) takes 3d20 fire damage each round. The niche contains the faction's most valuable artifact: ***Truth Seeker*** (see **New Magic Item** sidebar or **Appendix E**).

New Magic Item

Truth Seeker

Rod, very rare (requires attunement by a spellcaster)

This rod is of interplanar origin. It is black with petrified molten and gem fragments. It functions as a magic mace. You have a +1 bonus to attack and damage rolls made with it. If the creature you attack with it has lied to you in the past 24 hours, you have a +3 bonus to attack and damage rolls made against that creature.

You can also use an action to expend 1 or more charges to cast the following spells from it: *detect evil and good* (1 charge), *zone of truth* (1 charge), *find the path* (3 charges). The rod has 10 charges and regains 1d6 + 2 charges daily at dawn.

Temple of Her Final Caress (Map V)

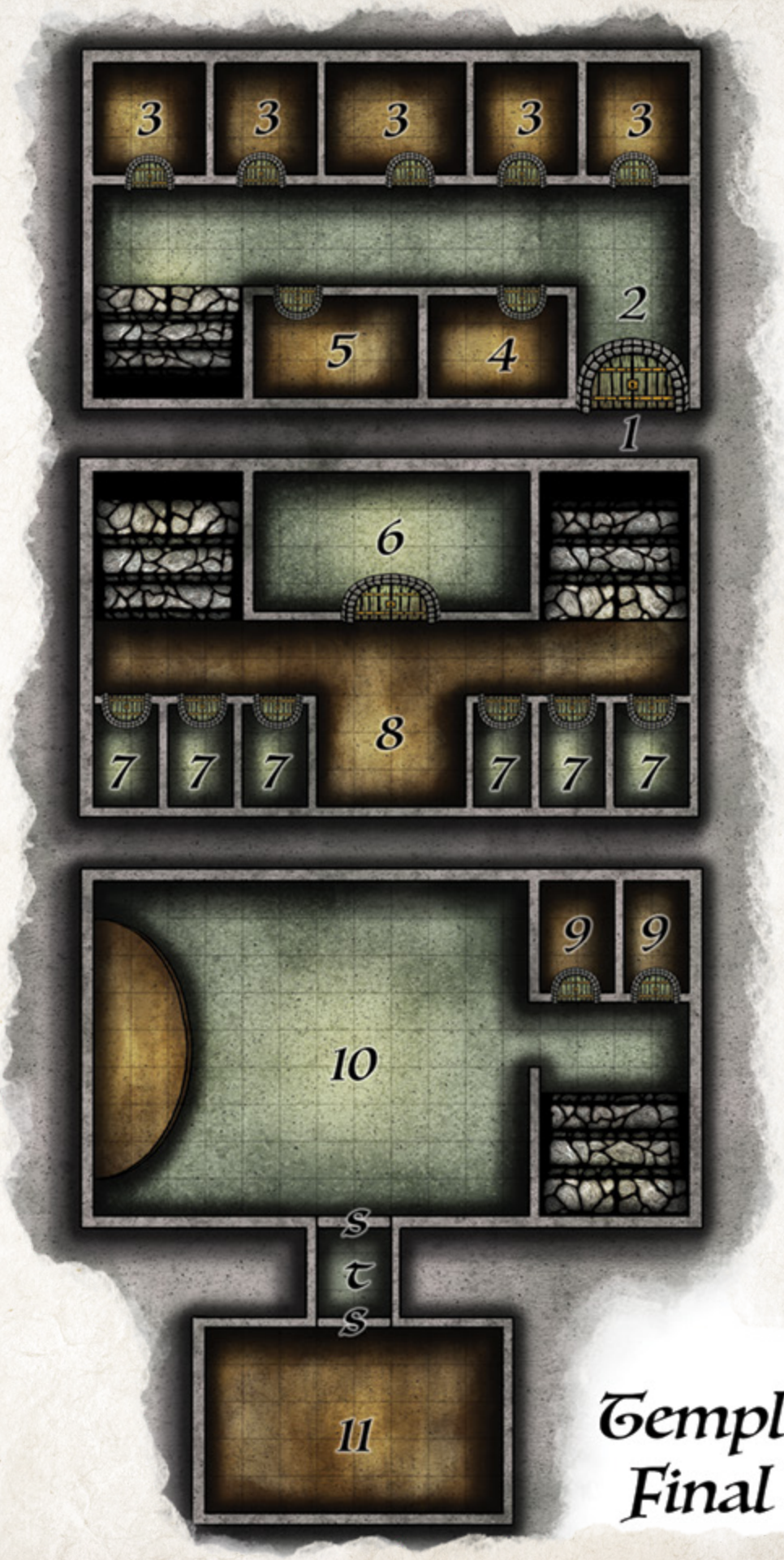
(See **Area 12**, **Map M** for the temple's exterior details.)

1. Temple Entrance

Assuming the group discovers the switchback, read the following:

> After barely catching the secondary trail off the switchback, you trudge through waist-high snow and ice in a southwesterly direction. After what you estimate is an eighth of a mile of wading through snow, a structure appears in the swirling wind ahead. Dark gray double doors appear at the corner of a stone building, much of which seems buried under the mountain itself. A sign over the doors reads, "Temple of Her Final Caress." A wide-shouldered, solitary guard stands in the shadows off to the side.

A solitary guard stands to one side of the unlocked doors. The hulking guard is naked from the waist up and seems unaffected by the intense cold. As characters approach, they see a magically reinforced female **flesh golem** (with AC 15[natural armor] and a halberd useable in its Multiattack routine) guarding the entrance. The construct blocks the entrance for any males in the group. If men try to get by the golem, it tries to cut them in twain with its heavy halberd.



Temple of Her Final Caress

- Map V

2. Temple Foyer

> Pegboards with fur-lined cloaks and thick, dark gray robes are secured to the walls to either side of the entrance. A stand of silver-tipped spears fills a corner just inside the door. Wide oil lamps overhead provide bright, warm light. Two carved pillars 20 feet in from the doors stretch between floor and ceiling. The area appears empty of faction members.

The two pillars are carved in the likeness of Egramish. Every pillar in the temple (besides the five larger versions in the temple below in **Area 10**) is an exact duplicate in appearance: Egramish standing with all eight arms folded across her chest and a wry smile forming on her lips. One to four fingernails on each statue have been painted a dark gray. Each of these hides a secret niche with a vial of single-use, contact poison (DC 13 Constitution saving throw to avoid being paralyzed for 1d4 hours; poisoned creature may repeat the saving throw every 30 minutes, ending the paralyzed condition on itself on a success).

The foyer is guarded by 4 **shadow demons** (as **shadows** with 55 hit points, AC 18[natural armor], and Challenge Rating 2 [450 XP]) bound to 666 years of service by the High Caresser. They manifest before the characters, forming from shadows cast by the oil lamps. One asks the group's purpose for entering the temple. If the reason given resembles anything close to the retrieval of an artifact to assist in defeating Miltotok, one of the shadow demons fades away while the other three calmly ask the group to wait. Any other reason or act of hostility sends the shadow demons into a rage of violence against the group.

If one shadow demon departs, it goes to find the High Caresser to relay the news of a group seeking assistance in defeating her common enemy. Unless **High Priestess Natela Woundgiver** (see **Appendix C**) is administering service in the temple below, she personally meets with the group. After bringing them into **Area 5**, she attempts to negotiate a deal that involves lending the group her faction's artifact for eliminating the high priest of the order. They are to leave the artifact beside Miltotok's dead form so that it may be reclaimed by her faction later. She claims that the triptych has no value to her (a lie) and will be glad to see it removed from the mountain (another lie). Of course, she secretly plans to destroy the weakened group after their battle with the high priest and thereafter claim the corrupted triptych for her faction.

If the group agrees to the deal, she has one to three (GM discretion) of the ***globes of the profane*** (see **Appendix E**) brought from the secret vault (**Area 11**) and wishes the characters well on their journey to find the high priest and the triptych. If they disagree, she asks them to leave the temple. If the group refuses, she activates her ***ring of teleportation*** (see **Appendix E**) and moves to the temple below. She sends every faction member in the temple to hunt the group down if they remain in the temple. Underpriestess **Imnal Bruisebiter** (see **Appendix C**) is often found with the high priestess (50% chance).

3. Dual Quarters

Each mid-ranking **priest** shares quarters with a seasoned temple soldier (a **heavy guard** with 39 hit points; see **Appendix C**) in one of the four dual occupancy rooms along the west wall of the temple. All occupants have applied a contact poison to their weapons. A creature that comes into contact with the poison must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success. The doors to these rooms are locked (successful DC 12 Dexterity check with thieves' tools to unlock).

> A sliding curtain separates the room into two even-sized spaces. Each side has a comfortable bed, a small table or desk, and a single stool. The walls are covered in faded tapestries with scenes of large groups of people choking or dying. Dark gray robes hang on a pegboard near the door.

The temple is quite active, day and night, with each faction member busy with their part of the High Caresser's master plan. Priests and soldiers rarely sleep; instead, they spend their time planning their individual or collaborative actions. Where other factions fail with trust within their ranks, members of Her Final Caress have complete confidence in their co-conspirators. There is a 20% chance that one of the two occupants of the room is here and only 10% that both are here at the same time.

A stash of extra contact poison (one vial of each) and a purse of gold (75 gp) are in an unlocked box under the pegboard.

4. Underpriestess Quarters

Only one underpriestess at a time may stay within the temple walls; several others have either infiltrated other factions or are stationed in Whisperview to gather intelligence on the rival temples. Currently, Underpriest **Imnal Bruisebiter** (see **Appendix C**) uses these quarters until her time comes to serve the High Caresser elsewhere.

> A comfortable bed with dark gray curtains occupies the back of the large room. A large writing desk near the door is stacked with papers and rolled scrolls. An open wardrobe displays several drab, dark gray robes within. Empty armor and weapons racks stand against the south wall.

Imnal Bruisebiter is rarely here (5% chance), spending her time with the high priestess (50%), in the library mastering rituals (**Area 6**, 25%), or working in the temple below (**Area 10**, 20%). She is fiercely protective of the High Caresser and trades her life for the high priestess without thought or hesitation.

5. High Caresser's Quarters

> Although the room is filled with several pieces of exquisite furniture from distant lands, you cannot help but stare at the massive and masterful tapestries that hang from all four walls. A chronological depiction of Egramish's rise to power starts at your left and works around the room clockwise. The final tapestry looks relatively new and shows what can only be the rise of the all-female faction above all others. Egramish proudly looks down on the priestesses of Her Final Caress while the other faction leaders grovel for mercy.

A couch, four comfortable chairs, a table, a writing desk, and two wardrobes fill the center of the priestess's quarters. Several colorful privacy screens separate the main part of the room from a smaller area where a high bed with dark gray drapes is pushed against the back wall. Gilded lanterns hang from the ceiling to provide optimal light in the room.

Although the wardrobe is mostly filled with dark gray robes with black satin cuffs, a simple weather-stained cloak may be found tucked behind the high priestess's temple attire. The ***magical cloak*** is made from cloaker hide and provides the wearer with limited invisibility (the cloak fails to hide the wearer in full sunlight or well-lit areas). Natela Woundgiver uses this cloak when traveling to clandestine meetings or surveilling rival faction priests in Whisperview.

Papers and scrolls have been meticulously organized within the high priestess's writing desk. Each drawer separates correspondence by sender and topic for easy retrieval. Although most of the letters are of light topics from other faction priests, one drawer is dedicated to Miltotok, the high priest of the order. By reading the letters, characters discover that the high priestess's demands to be involved with the triptych conversion were met with less-than-satisfactory replies. Miltotok refused to allow the high priestess to partake in any of the rituals, clearly making his disdain for her and her faction clear in his curt replies. Natela suspects that Miltotok may know some of her plans to bring her faction to the forefront but has not been able to validate her concerns. She often studies these letters, looking for hidden phrasing or secrets in the words that may confirm her suspicions.

The faction seal sits upon the desk with a candle, a quill, and a bottle of ink nearby. An unsealed letter reads, "*Zsollana, it is nearly time. You will get the sign from me soon, once all the pawns have been moved on the board. There are new pieces in play, those that I have yet to control, that I hope will be unveiled to me shortly. I have received word that they have been seen in the plateau and may be heading your way. Be careful! These may not be pawns but pieces with more powerful abilities. Let us hope we can offer them space on the board before removing them ourselves later in the game. Of Egramish's womb, Natela.*"

This letter hints at the characters' unexpected involvement in the plans to eliminate Miltotok and the high priestess's desire to use them to her faction's advantage in some way. See **Area 2** for more details.

Several statuettes and small paintings are prominently displayed in various areas of the main section of the room. Each is a tribute to the goddess and incorporates in some manner her favoring of the all-female faction. Each of these works is valuable to collectors and art dealers in Whisperview and neighboring cities.

Natela's high rank within the faction grants her two cantrips bestowed upon her by Egramish: *poison embrace* and *soothing caress* (see **New Cleric Spells** sidebar below or **Appendix D**). The high priestess may cast one of these spells every combat round in addition to her main action (either another spell or an attack).

New Cleric Spells

Poison Embrace

Conjuration cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: 1 round

You create a 10-foot cube of green mist centered on a location you can see within range. Each creature in the mist must succeed on a Constitution saving throw or have a -1 penalty to attack rolls until the end of its next turn and a -1 penalty to its AC.

Soothing Caress

Enchantment cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature. On a hit, the creature drops one object it is holding (your choice).

6. Library

The faction is highly active in its pursuit of knowledge. Every subject is studied, pondered, and thoroughly discussed by all ranks of its members. Natela Woundgiver has compiled a wide range of topics in print through purchase, theft, and even murder. The faction's library is considered one of the best in the mountain domain.

> As the door opens, you see nothing but a wall of books at the back of this wide room. Several small study tables, each outfitted with a lone candle and a single stool, cover the space between you and the bookshelves. The sheer number of tomes crammed into the shelves impresses even you.

Most of the texts cover general subjects such as mathematics, science, history, geography, and the like. A shelf to the far right holds books on religious practices, prayer, and service to Egramish. Although many of the books are worth a few coins, only a black tome at the topmost shelf in the religious section has any real value. This tome, titled *Summoning Darkness*, details special incantations and spells used to summon dark and awful things from mysterious planes. Any creature reading the book must succeed on a DC 10 Wisdom saving throw or inadvertently utter a word or two while skimming the text, subsequently summoning one of any of the foul demons or creatures of the book. Although it is left to you to decide what comes forth from the pages of the book, it is suggested that the group summon a **barbed devil** into the library. This summoning removes the spell from the book's pages.

There are 1d6 summoning rituals left within the book. There is a 50% chance that a mistake occurs in any ritual and causes a different creature to be summoned instead. The book is extremely valuable to high-level spellcasters.

There is a 50% chance that 1d4 **acolytes** and a 25% chance that the temple Underpriestess **Imnal Bruisebiter** (see **Appendix C**) are here studying or discussing the latest interesting subject. Use the statistics from **Area 7** for acolytes and **Area 4** for the temple underpriestess.

7. Acolyte Quarters

Four acolytes cram themselves into a small 10-foot room. The inexperienced priestesses are rarely at rest, instead throwing themselves into their studies or service to the goddess in the temple.

> Two separate bunk beds take up most of the space of this tiny room. It is hard to believe that four people could sleep in this tight space. Besides a bucket and a pegboard for robes, the room is empty of any other furniture.

There is a 10% chance that 1d4 **acolytes** are found here, asleep after another long day of work and study.

8. Final Caress Fountain

> A spectacular wall carving in the east wall grabs your attention. A fresco of Egramish holding a dying warrior priestess covers the 20-foot section of the wall. A gray liquid continuously pours from the goddess's hand into the mouth of the fallen soldier.

As the dark fluid flows from Egramish's hand, it releases a fragrant aroma that is both pleasing and mysterious. If consumed in any quantity, the drinking creature must succeed on a DC 14 Constitution saving throw avoid *temporary* death. To onlookers, the imbiber falls dead instantly and appears beyond saving; their skin turns gray, and the white parts of their eyes (sclera) turn inky black. After 10 minutes, the creature must repeat the saving throw. If it succeeds, it awakens as if from a deep sleep. It has hit points equal to half its hit point maximum or its former total (whichever is lower), has heightened vision (double distance and darkvision for one day), and has one random ability score increased by one point for one hour. These effects work only once per day per character and do not stack.

Those that succeed on the first saving throw gain none of these abilities. If any creature fails both saving throws, it dies dreaming of Egramish holding them, tenderly caressing its face as it drifts into darkness. A *raise dead* spell or similar magic can still revive such a creature.

9. Resurrection Chambers

The faction considers death and a return from its icy grasp to be the ultimate test of devotion and strength. Young acolytes and sequestered priestesses unable to test their skills in battle and stealth outside the temple use these two chambers to push themselves to the brink of death while also hardening their resistance to poison. Several successful trips to the resurrection chambers make most visitors immune to common or mild poisons, while a decade or more of consistent use grants absolute immunity to every known poison. Most priestesses of underpriest or higher have reached the stage of full immunity.

> Opening either of the two adjacent doors reveals a small, dark room with a single, wooden stool. A small cord hangs from the back corner of the chamber. A protrusion in the back wall is encircled by several buttons, starting with an ivory-colored button at the topmost position. Each subsequent button in the circle is a darker shade of gray until the circle ends with an eighth black button.

Each button represents the level of poison administered, with white being the least lethal and black being the deadliest. When a button is pressed, a small metallic needle quickly darts out of a small hole in the protrusion. A hand is meant to be placed over the bump before a button is selected. The needle administers a small dose of poison or venom into the flesh before quickly returning to the wall. Each dose knocks the poisoned victim unconscious for 1d10 minutes, simulating their "death."

Table of Poisonous Buttons

Button	Color	Constitution Saving Throw*
1	White	DC 6 (mild poison)
2	Off-white	DC 8
3	Light Gray	DC 10
4	Medium Gray	DC 12
5	Gray	DC 14
6	Dark Grey	DC 16
7	Charcoal	DC 18
8	Black	DC 20 (rare and deadly venom)

* Failure results in death

After four successful saving throws at a single level, there is a 50% chance for permanent immunity at that level of poison. Each level of immunity grants a permanent +1 bonus to saving throws against future poisonings.

Each cord rings a bell outside the chambers to signal successful survival against the recently administered poison or venom. Temple **acolytes** help surviving faction members to their rooms after they successfully pass the test. Dead bodies found within resurrection chambers are burned on the altar before the statue of Egramish during the next temple service, the lives of their deaths honored by temple priestesses.

10. The Great Temple of Her Final Caress

Of all the faction temples, none matches the beauty and masterful construction of the one found here. The priestess of Her Final Caress takes pride in their service to the goddess and strives to maintain a perfect and pristine temple free of dirt, grime, and litter.

White alabaster and veined marble walls and floors shine from diligent scrubbing and polish. Four long rows of teak benches before an ebony statue of the goddess provide ample seating for faction members and faithful visitors. The great, black statue of Egramish is surrounded by snakes and scorpions who circle, bite, or sting the goddess' supple legs. Several arms hold animals aloft, her hands squeezing the life from the dying creatures. A silver table and matching vessels stand before the great statue. Only the tiles before the altar show any wear in this temple; their surface likely scrubbed clean of blood and burned flesh over several decades.

The east and west walls of the temple have faint carvings that stretch the full length of the temple. To see them, someone would have to be within five feet of the wall itself. The carvings are of temple priestess assisting believers into the afterlife using poison. To the faction members, the scenes are beautiful and awe-inspiring. To unbelievers, the images are grim and sorrowful.

Temple priestesses and acolytes defend this temple above all else, sacrificing everything, including themselves, to preserve the sanctity and purity of their worship hall. There are always 1d4 **acolytes**, 1d4 temple soldiers (as **heavy guards**; see **Appendix C**), and 1d2 temple priestesses (as **priests**) here cleaning and preparing for their twice-daily services. There is a 20% chance that the temple underpriestess is here. Use the statistics from **Area 4** for the temple underpriestess.

There is a 1% chance per unbeliever that Egramish herself notices faithless persons entering one of her favorite faction temples. She momentarily animates her statue long enough for it to throw stone snakes and scorpions to the floor before the intruders. These 1d4 **stone snakes** and 1d4 **stone scorpions** (see **Appendix C** for both) attack all living beings within the room, including the goddess's own believers. The faction members consider the attacks from Egramish's animated minions to be great tests of honor, allowing themselves to be stung repeatedly to prove their dedication to the faction.

Each of the stone creatures has a pair of emeralds for eyes. Once the magically animated creatures are killed, their valuable eyes can be removed. If the gems are not removed, the creatures magically disintegrate, only to reappear in the statue's hands once more. The snake eye emeralds are worth 500 gp each, while the scorpion eye emeralds are valued at 250 gp apiece.

A donation box under the altar stores coins from temple worshippers. The unlocked box holds 143 sp and 88 gp.

11. Secret Vault

Among all the carvings of priestesses and their victims in the wall, only one scene displays an act of kindness: a priestess holding out a hand to pull up a dying believer. The priestess's hand is the handle to a secret door. This mechanism can be found with a successful DC 17 Intelligence (Investigation) check. Pulling on the handle separates a narrow section of the wall, opening it into the temple hall.

Your fingertips fit firmly within the carved handle in the wall. Sensing a pressure plate, you pull and hear the grinding separation of stone. A narrow door opens in the wall to reveal a dark hallway beyond. You have to enter sideways; the secret door is too narrow for wide shoulders and heavy armor.

The hallway stretches forward only 20 feet before ending at another wall. A pressure plate before the second secret door triggers a poison gas trap in the short hallway. The plate may be found with a successful DC 16 Intelligence (Investigation) check and disarmed with a successful DC 15 Dexterity check with thieves' tools. Any creature within the hallway must succeed on a DC 14 Constitution saving throw or take 2d8 poison damage and become poisoned. A poisoned creature may repeat the saving throw at the end of each of its turns, taking an extra 2d8 poison damage on a failure and ending the poisoned condition on itself on a success.

Once through the second hidden door, the group finds a large, empty room. The contents of the room are hidden by an illusion. Characters who succeed on a DC 15 Wisdom saving throw see through the hallucination.

Peeking through the concealed door at the end of the hall, you see a bare room bereft of any contents. Whatever was once here looks to have been removed long ago.

However, those that see through the illusion find a room with a pile of coins, three small chests, a long table covered in armor and weapons, and three glass globes in a glass cabinet covered in a shimmering aura of magic.

There are 14,978 sp and 3,991 gp in the giant heap of coins. The first chest contains various small gems (1d10 varieties of 1d20 in number, of 1d100 x 10 gp value). The second chest contains 1d10 pieces of ornate jewelry, each worth 1d100 x 1d20 gp value. The last chest contains 1d100 tiny vials of deadly venom and 1d20 jars of anti-venom. Each vial of venom can be used once for edged weapon attacks (e.g., sword, dagger, or arrow). A creature hit by a weapon coated in the poison must make a DC 16 Constitution saving throw, taking 10d8 poison damage on a failure or half as much damage on a success. Each jar of anti-venom removes the poisoned condition from one creature and halts any ongoing damage from any poison or venom instantly.

Maces, hammers, shields, and leather and chain armor cover the long table on the northern side of the room. Most are nonmagical, but characters find three ***+1 maces***, two ***+1 warhammers***, and a ***+2 mace***. There are two ***+1 shields*** and three suits of ***+1 chain mail*** suitable for slender characters. A wooden box under one of the magical shields contains 10 ***+2 sling bullets***.

A magical protective aura keeps unwanted hands away from the glimmering globes within the glass case. A *dispel magic* spell or equivalent power is required to deactivate the aura around the case for one minute. Once the minute passes, the aura returns. Anyone who nears the aura feels the powerful protective magic surrounding the case (those succeed on a DC 12 Intelligence [Arcana] check realize that the powerful energy likely deals

damage to those who touch it). Touching the protective aura sends 1d6 miniature lightning bolts at random living targets in the room; a creature targeted by a lightning bolt must make a DC 14 Dexterity saving throw, taking 6d6 lightning damage on a failure or half as much damage on a success. The bolts continue to erupt from the aura every time it is touched.

Once the aura is lifted, the three ***globes of the profane*** (see **New Magic Item** sidebar or **Appendix E**) within the glass display case are accessible. These are cherished artifacts of the faction, reserved for their upcoming confrontation with Miltotok. Note that Natela Woundgiver may give one to three of the globes to the group if she feels they can eliminate Miltotok for her faction instead (see **Area 2**).

New Magic Item

Globe of the Profane

Wondrous item, rare (requires attunement)

This palm-sized glass sphere is filled with a shimmering, viscous liquid. Typically 1d3 *globes of the profane* are found together.

You can use an action to throw the globe up to 60 feet. The globe shatters on impact and is destroyed, but a clinging fog escapes in a 10-foot radius area. Each creature within that area must succeed on a DC 15 Wisdom saving throw or be unable to cast cleric or paladin spells or use a channel divinity ability for 2 minutes. An affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

The Approach to the Temple Fortress

The three trails finally rejoin at their eastern ends, merging into a larger trail that leads directly to the temple fortress. The order keeps the trail clear and safe for travelers — they are more likely to encounter soldiers and priests along the trail than elsewhere on the mountain plateau. There is a 20% chance to encounter 2d6 temple soldiers (as **heavy guards** with AC 18 [plate]; see **Appendix C**), a 20% chance to encounter 2d4 temple **priests**, and a 30% chance to find the oxen-driven wagon of food for the faction temples along this main trail.

After winding around a secondary peak of the mountain (the main peak is high above the plateau and is too steep to build upon), the group catches their first glimpse of the temple fortress more than 1,000 feet away.

> At this point along the trail, you feel the ground inclining as it rounds a cluster of large boulders. As you step around them, you see for the first time what can only be the great fortress Temple of the Order of Egramish. The trail ascends before you and seems to wrap around a narrow peak at the eastern end of the plateau. Four short towers, one on each corner, and battlements along the walls give more of a military installation feel than that of a temple. Even from 1,000 feet away, you can see the shiny, gilded front doors of the mysterious temple. Here, you will likely find the high priest, the one who controls the factions and, perhaps, your destiny.

The steep trail loops around the small peak three times before ending at the doors of the great temple.

Temple of the Order of Egramish, Ground Floor (Map W)

Miltotok rules the order and the factions with a steel and merciless fist. While priests and soldiers enjoy the benefits of the greatest of Egramish's temples, they also suffer the wrath of her most evil and ruthless leaders. Miltotok is bent on absolute domination, first over the eight factions and thereafter, the entire region around the mountain. His dreams carry him beyond those borders, too, but he knows he must appease his goddess with the greatest of gifts first: the corrupted ***Triptych of Transcendency***. More information about Miltotok can be found in **Appendix A: Story Background**. Note that the characters likely find Miltotok as soon as they enter the temple fortress (he will be sighted in **Area 7** beginning the preparation of the triptych panel or panels).

1. Temple Fortress Doors

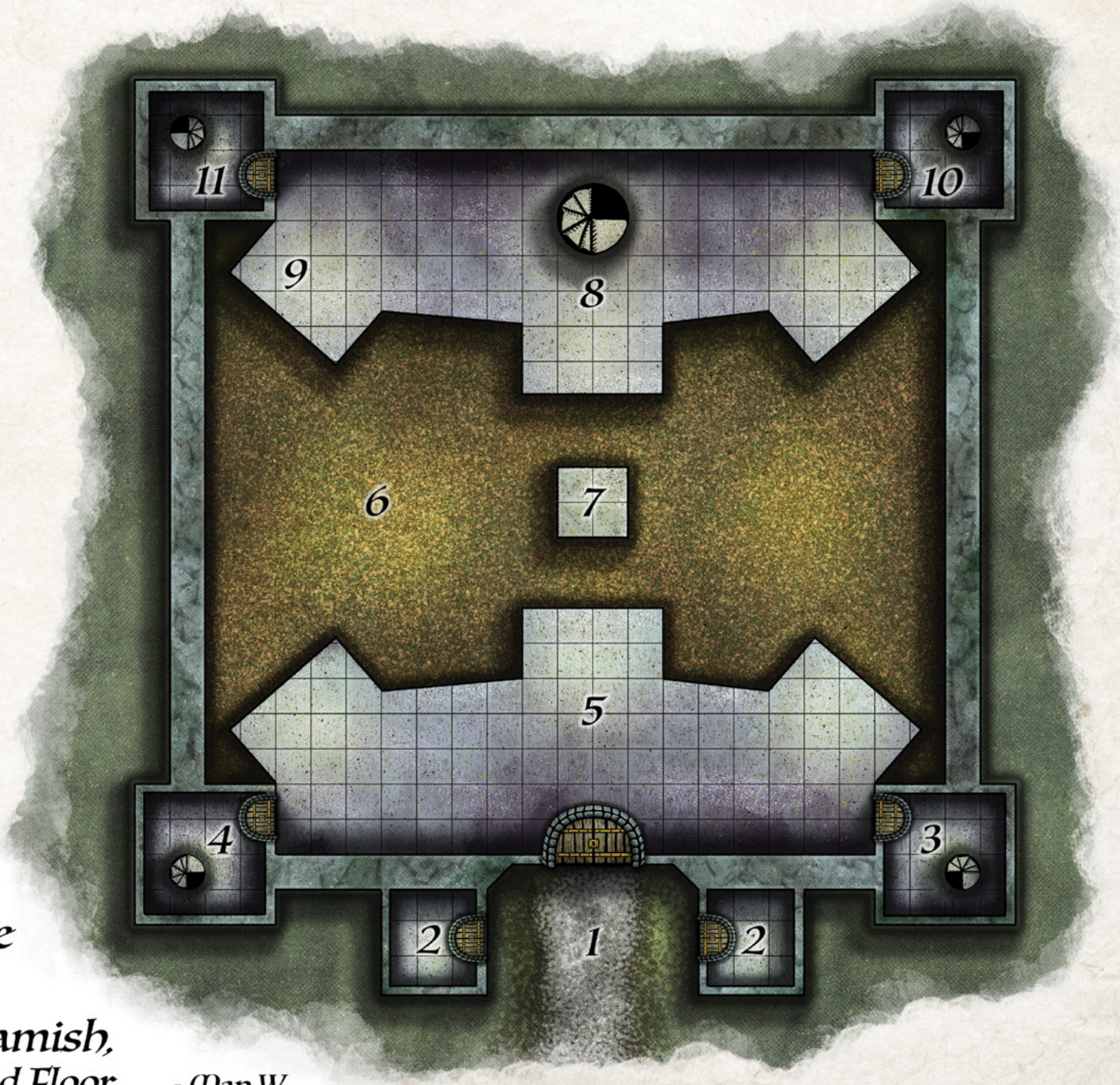
> Great gilded doors with masterful glyptic artistry tower over the approaching path, stretching nearly 20 feet in height. The words, "Temple of the Order of Egramish," are engraved in the stone above the great doors in matching gold and red paint.
>
> Gatehouses to either side of the massive doors are filled with flickering light, and the murmur of hushed voices drifts on the wind to your ears.

Although unlocked, each door requires a successful DC 10 group Strength check with at least two characters to open. Guards from the gatehouses nearby prefer to open the doors for visitors and may question those opening the doors themselves. No visitor is refused entry, as any who approach the temple are considered potential converts.

Note that two ironbound oak bars are stacked off to the side of the interior and can be placed across both doors to make the entrance nigh impossible to open without siege machinery or hundreds of soldiers.

2. Temple Fortress Gatehouses

Four elite temple soldiers (as **veterans** with +1 halberds and AC 18 [plate]), each hand-selected by the captain of the temple guard to protect the entrance of the temple, man each small gatehouse. The guards treat all visitors with the utmost respect unless the behavior of the newcomers warrants less. Each guard wears the best armor and carries the highest-quality weapons and a short horn to summon help from the barracks within the temple.



Temple of the Order of Egramish, - Ground Floor - Map W

Temple Fortress Towers

Each of the four towers of the temple fortress comprise two floors above ground, with stairs that also lead to an underground area. Ladders (or stairs in the case of tower **Area 11**) connect the second floor to the roof of the tower. Ancient war machines (e.g., ballistae) on each tower are covered in tarps and have not been used in several decades. None of the ballistae can be pointed inward toward the fortress interior.

Note that the tower levels are not fully detailed as they are quite basic in layout and, in the case of **Areas 3** and **4**, are simply furnished for soldiers and priests.

3. Tower of Might

Two floors of open soldier barracks provide common and sleeping areas for nearly 100 soldiers of various ranks and tenure. High-ranking, commanding soldiers have barracks below the facility (see **Area 19**, **Map X**). Characters entering the tower without wearing the equipment and livery of the soldiers are first met with an escort back out to the temple. Persistent and unauthorized visitors may be arrested and incarcerated below the temple (see **Area 17**, **Map X**). Note that 4d4 + 4 **heavy guards** (see **Appendix C**) and 1d4+4 **veterans** (with AC 18 [plate]) are found on each level.

The stairs in the northeast corner of the ground floor lead up to the second level of barracks and down to a storage room (**Area 15**, **Map X**) where extra armor, weapons, and food are stored. Day and night, 1d6 **heavy guards** (see **Appendix C**) are tasked with patrolling the northern side of prisoner cells (**Area 17**, **Map X**).

4. Tower of Faith

Much like the northeastern tower nearby, this tower provides personal chambers for temple personnel. On the two floors of this area, priests of various levels rest, pray, and study. Up to 75 clerics call the two floors their home. A total of 2d4+1 **acolytes**, 2d4 **underpriests** (see **Appendix C**) and 1d4 + 1 **priests** are found on each level.

A storage area below the tower stores spare armor and weapons, as well as food and wine for their personal use. Boxes of blank parchment and small casks of ink are brought up to the ground floors of the tower when needed. At least 1d4 **underpriests** (see **Appendix C**) watch over divine enemies of the temple, who are locked up until their eventual confession and conversion in the southern section of **Area 17**, **Map X**.

5. Temple Worship Seating

> A wide, semicircular platform spans the width of the fortress, extending out 15 feet farther in three distinct sections. The extended sections contain seating for worshippers to look upon a small, central platform or the great statue of the goddess at the opposite end of the open temple. The area far across from this platform inversely mirrors this area's construction.
>
> A half-dozen **priests** of the order along with eight **priests** from the temple factions are sitting with their backs to you, watching the area before them.

If **Miltotok** (see **Appendix C**) is preparing the last panel or corrupting all three (depending on how successful the characters were in acquiring the first two), he is standing in **Area 7**. This next paragraph may also be read as needed:

> A dark-haired man stands upon the central platform before a wooden podium, his hands raised in the air and his eyes closed. Strange words spill from his mouth as he tilts his head back to the sky. A beam of red light begins to shine upon the podium, illuminating a tablet with a crimson glow.

Neither Miltotok nor the priests are aware of the characters' presence while they are silent or hidden. However, any noise may attract the attention of the seated priests nearby. Additionally, there is a 1% cumulative chance per round that soldiers (**heavy guards**; see **Appendix C**), or **priests** enter the area from the towers. If combat occurs, the priests in this area engage the group to allow Miltotok time to complete his work. Miltotok tries to finish the transformation or preparatory step before engaging foes unless he is targeted by a spell, physically attacked, or his ritual is stopped magically. He may need to sacrifice the victim (at **Area 9**) to complete the corruption ritual. Miltotok's next actions are detailed in **Area 7** and **Area 22**, **Map X** (below).

Miltotok's personal bodyguard and his trusted advisor are both watching from the shadows in **Area 8**. Note, they protect the high priest wherever he travels within the temple fortress.

A single priest from each of the eight factions enters the battle to protect their interests in the outcome of the triptych's conversion.

Note that noise from combat in this area may alert soldiers from Area 3, emptying the tower of combatants onto the platform. This area is one of the most dangerous encounter areas; you are encouraged to throw everything at the characters here.

If Miltotok succeeds in corrupting and converting the triptych to evil, you should use **Appendix B: The Triptych** to resolve the adventure. Hint: It is bad.

6. The Domain of the Blood Shadows

Waist-deep dark red liquid fills the wide space between the two platforms (**Areas 5** and **8**) and around the central pillar (**Area 7**). Thousands of departed and tortured souls swim within the liquid, ready to do their master's bidding. The wide space is 10 feet below the two platforms.

> Semisolid, crimson fluid stretches between the two great platforms on either end of the open temple. Although the opaque color prevents you from seeing what lies within, sudden movements and shifts in the current hint at something menacing under the surface.

Every sacrifice slain for the goddess has left its imprint on the temple in some manner. All but the purest of souls remain tied to the temple after their blood empties into the great pool. The occasional

good soul may depart for its intended afterlife, but all the rest now tirelessly swim within the area awaiting further instructions from the goddess or high priest. Note that while Miltotok and Egramish are busy with their conversion ritual, the 12d8 **blood shadows** (statistics of **ghouls** with 18 hit points) likely engage characters only if those characters wade into their domain. Only Miltotok, Wedran, and Xenalder can move through the bloody pool unmolested.

Each blood shadow's existence is limited, their hateful afterlife ending after several years of tireless swimming within the pool. Those that finally terminate end up as a raw blood ruby at the bottom of the pool. Each 20-foot-square area searched may produce 1d10 raw gems, each worth 25 gp. Tens of thousands of gems are lying at the bottom of the massive pool. Note that there is a 1% chance that characters step on gems if they wade through the pool.

7. Pillar of Lightless Hate

> A crimson pillar of light stretches down from the clouded sky to a small platform in the middle of the pool. The light bathes a priest in golden armor and a stone podium. As you focus your sight upon the divine light itself, you realize that dark humanoid silhouettes bearing black spheres quickly move upward and downward within the red channel.

The divine channel ends if Miltotok pauses (due to interruption by external forces) or completes his ritual. If the ritual ends prematurely, the high priest has to restart the long process from the beginning. Miltotok assesses the situation before deciding his next move. If his minions have the battle in hand, he departs to the sub-temple below (**Area 22**, **Map X**) through the hole in the platform to restart the ritual (with the triptych panel or panels in hand). If his minions are overmatched, he may participate in the conflict to eradicate the threat before he resumes the ritual. His next move (once the ritual is interrupted) is left up to you.

If any character steps within the pillar of lightless hate, 1d4 + 1 **soulless silhouettes** (with the statistics of **invisible stalkers** but whose attack grapples the target [escape DC 15] instead of dealing damage) attempt to grab the character to drag their victim back to the goddess at the far end of their evil channel. If two or more of these silhouettes successfully grapple a creature, they pull them up through the pillar 10 feet. If a creature escapes the grapple, it slips from the pillar and falls into **Area 6**. Characters unable to free themselves after 10 rounds face Egramish and her evil desires and are likely impossible to save. Note that Miltotok, Wedran, and Xenalder can pass through the pillar without issue.

Each silhouette carries an energy ball of corruption from Egramish to be used in Miltotok's ritual. Any creature that touches a sphere of corruption causes it to explode and takes 1d20 force damage. However, if five or more spheres are disrupted, the ritual immediately ends. The spheres are nearly impervious to damage from outside the Pillar of Lightless Hate (they take 25% damage from external sources).

Also, note that Miltotok has more spell slots due to his ***demiurgic mace of Egramish*** (see **New Magic Items** sidebar below or **Appendix E**).

Miltotok has the Persecutor rank, the highest rank of any of the priests of the order or individual factions. He has been given three cantrips at this rank by the goddess herself. The high priest may cast any one of the three spells (*persecution*, *unworthy*, or *zealotry*) each round in addition to his normal spell or combat action. (See the **New Cleric Spells** sidebar below or **Appendix D** for details of the new spells.)

New Cleric Spells

Persecution

Enchantment cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: 1 round

One creature must succeed on a Wisdom saving throw or have disadvantage on saving throws against spells and magic effects until the end of its next turn.

Unworthy

Enchantment cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: 1 round

One creature must succeed on a Wisdom saving throw or spend its next turn considering its general life worthiness (doesn't move or take any actions).

Zealotry

Enchantment cantrip

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S

Duration: 1 round

Up to four creatures you can see gain a bonus to attack and saving throw rolls until the end of their next turn. If one creature is targeted, the bonus is +3. If two creatures are targeted, the bonus is +2. If three or four creatures are targeted, the bonus is +1. Unwilling targets must succeed on a Wisdom saving throw to avoid the effect.

New Magic Items

Demiurgic Mace of Egramish

Weapon (mace), very rare (requires attunement)

Made from dragon-blood-infused steel and meteorite fragments, this 40-pound mace must be wielded two-handed (unless your Strength is 18 or higher). You have a +3 bonus to attack and damage rolls made with this magic weapon.

If you are a cleric of evil alignment, you gain two additional benefits while holding this mace. You gain an extra spell slot of each level for which you already possess spell slots (up to 7th level). And when you hit a creature, if you roll a 20 on the attack roll, you regain hit points equal to the damage inflicted.

Lightshield

Armor (plate), legendary (requires attunement)

This ornate armor looks to be made of solid gold when viewed within brightly lit areas. In areas of dim light or darkness, it appears to be made of pure shadow. The plate armor is layered with transforming paint that shifts from gilded to deep black based on the surroundings.

While wearing this unusually light magic plate armor, you have a +2 bonus to your AC in areas of bright light or a +3 bonus to your AC in areas of dim light or darkness. You also have immunity to spells of 3rd level or less, though you may voluntarily allow a spell to affect you.

Rod of Divine Might

Rod, very rare (requires attunement by a cleric)

Made from virgin steel and platinum, this three-foot rod acts as a magical mace and has 10 charges which may be used for three exceptional abilities. The rod regains 2d4 charges daily at dawn.

When you hit a creature with this rod, you may expend 1 or more charges. If you expend 1 charge, the target must succeed on a DC 17 Wisdom saving throw or be blinded for 1 minute. The target may repeat this saving throw at the end of each of its turns, ending the blinded condition on itself on a success. If you expend 2 charges, the target creature must succeed on a DC 17 Constitution saving throw or have its hit point maximum reduced by 14 (4d6). This reduction lasts until the target completes a long rest. The target dies if this effect reduces its hit point maximum to 0. If you expend 3 charges, the target creature (if it is a spellcaster) must succeed on a DC 17 Wisdom saving throw or lose 1d4 unused spell slots (starting with its lowest level slots and working up). The lost slots are regained according to the normal procedure for the target's class.

Consult the **Conclusion** section for details of how the adventure ends if the characters fail or succeed in acquiring all three of the triptych panels here.

8. Statue of Egramish

The mirror opposite of **Area 5** in the west end of the temple is reserved for senior members of the order. It is where sacrifices are prepped and executed in important rituals. Three platforms jut out over the bloody liquid (**Area 6**) to ensure full visibility for all worshippers from across the bloody expanse.

> A semicircular platform overhangs the central, crimson pool and sits beneath a towering statue of the goddess. A 50-foot statue of Egramish dominates this end of the temple, obscuring much of the area from view. The goddess wields jagged daggers in each hand, and her eyes are affixed on the centrally located podium in the center of the temple. Three sacrificial tables on narrow rostrums extend out from the platform. An unmoving, bare form is strapped to the southernmost table.

Note that you should amend the description as needed, specifically the count of sacrifices tied to the tables, if more than one character or contact is found here.

If any of the characters were captured, they may be found tied to one of the three tables in this area, starting with the southern side (**Area 9**). Otherwise, **Uuktah Bolnas** (see **Appendix C**), if captured in Whisperview, is here, prepared for sacrifice to Egramish.

If not yet encountered, Miltotok's personal bodyguard **Wedran** and his trusted advisor **Xenalder** (see **Appendix C** for both) are waiting for their master in the shadows of the goddess' statue. They engage those who threaten Miltotok's ritual success by drinking their ***potions of flying*** and speeding to the high priest's side as quickly as possible. Note that they follow Miltotok down to the sub-temple as well. By the time the characters arrive, Xenalder has already cast the *create undead* spell and has 3 **ghoul** minions.

If the two other sacrificial tables lack occupants, they are covered in blood and viscera, hinting at sacrifices previously made during the ritual before the characters arrived.

A circular staircase behind the massive Egramish statue descends to the sublevel below the temple.

9. Sacrificial Table

The group's contact in Whisperview, **Uuktah Bolnas** (see **Appendix C**), a captured character, or a random faction traitor is strapped to the sacrificial table in this spot. At any time during the ritual, Miltotok may move to this area to execute the victim as part of the corruption process. The victims are paralyzed, cannot defend themselves, and are slain if Miltotok completes the sacrificial action. This includes any character unable to protect themselves while paralyzed.

Additional captured characters (if any) are found on the other two sacrificial tables or within one of the dark cells below the temple (see **Area 17**, **Map X**).

10. Tower of Trust

This northwestern tower is home to Miltotok's most trusted and loyal minions, his bodyguard Wedran, and his advisor Xenalder. Each floor of the tower contains a single large room separated by

furniture and bookcases. Wedran uses the lower level, and Xenalder was given the top floor for his studies and evil experiments. The circular stairs in the northwest corner of the tower connect the two tower levels as well as the lower level (**Area 13**, **Map X**).

Tower of Trust — Lower Floor

Wedran (see Appendix C), the hulking bodyguard and retired war chief, resides in plush and rich surroundings, his every desire fulfilled by Miltotok for his dedicated service. Animal skins draped over comfortable furniture, racks of gleaming weapons, walls covered in hewn and bloody shields, and the heads of dozens of enemies fill the wide space of the lower tower level. Wedran is rarely here, instead spending nearly every waking moment within the proximity of High Priest Miltotok. During dangerous times, he often sleeps next to Miltotok's door (**Area 11**) instead of retiring to his own bed.

Wedran gave all his valuable possessions and wealth to the temple and Miltotok. Besides what is found in this area and upon the bodyguard's person, there is little else of value.

A clear path from the level entrance to the circular stairs allows Xenalder to pass through the area to ascend to his floor above the bodyguard's.

Tower of Trust — Upper Floor

The floor at the top of the tower, which belongs to **Xenalder** (see **Appendix C**), is a bizarre combination of sleeping chambers, laboratory, and library. Like Wedran, the necromancer is rarely in his own chambers, preferring to stay close to Miltotok to provide advice and assistance when required. If dismissed by the high priest, Xenalder spends his free time researching new spells, potions, or creations. The necromancer has little wealth other than his spellbooks, laboratory equipment, and a couple of magical devices (found in hidden locations throughout the room).

Lavish and comfortable furnishings are arranged in one corner of the large space. Tables, containers, glass beakers, tubes, and other scientific equipment fill the rest of the room. Boxes of exotic animal parts and other grotesque objects of questionable origin are stacked in several locations throughout the area.

Three spellbooks are found lying in plain sight. His main spellbook sits upon an ornately carved wooden podium. The following 1st-3rd level spells are found within: *shield*, *blur*, *hold person*, *haste*, *necrotic blast*, and *vampiric touch*. An open spellbook on a laboratory table contains the following 4th- and 5th-level spells: *black tentacles*, *confusion*, *polymorph*, *stoneskin*, *animate objects*, and *cloudkill*. A thin, smaller spellbook can be found on a nearby shelf. The following 6th- and 7th-level spells are found within the thin book: *create undead* and *finger of death*.

Although Xenalder donated most of his possessions to the order, he kept two items hidden in his room for emergencies. A ***rod of animate recently deceased*** and a ***staff of necromantic power*** (see **New Magic Items** sidebar below or **Appendix E** for both) are carefully hidden within his chambers. Note that you can equip Xenalder with either of these items to increase the difficulty of an encounter with the necromancer.

New Magic Items

Rod of Animate Recently Deceased

Rod, rare (requires attunement)

This rod has 5 charges. While holding it, you can use an action to expend 1 charge to cast the *create undead* spell from it. The casting time is 1 action, and the target bodies must have died within the last 48 hours. The rod regains 1d4 charges daily at dawn.

Staff of Necromantic Power

Staff, very rare (requires attunement by a cleric, sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *blight* (5 charges), *black tentacles* (5 charges), *necrotic blast* (4 charges) (see **Appendix D**), *vampiric touch* (3 charges). If you cast vampiric touch this way, hitting a creature with the *staff of necromantic power* counts as touching that creature for purposes of the spell.

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly teleport to a known location within one mile, avoiding the explosion. If you do not teleport away, you take necrotic damage equal to 13 x the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw, taking necrotic damage equal to 9 x the number of charges in the staff on a failure, or half as much damage on a success. If a humanoid dies from this strike, a specter rises from the corpse 1d4 hours later.

11. Tower of the Chosen

Traditionally, the high priest of the order has been granted use of this southwestern tower, using the ground floor to receive guests and discuss strategy with leaders of the eight factions. The top floor is used as private quarters by the high priest of the order, where Miltotok, the current resident, rests, prays, and studies.

Only Miltotok's bodyguard Wedran is allowed on the second floor. All others are prevented from accessing the top floor by 2 six-foot **statues of Egramish** (as **stone golems** with 136 hit points) on either side of the circular stair entry. The statues animate when visitors try to enter the stairwell from this floor or the floor below.

> You enter a great room filled with extravagance and comfort; large, plush couches and thick animal-fur rugs occupy half the room. A long table surrounded by 14 chairs takes up the other half of the area. Rolled parchments cover the table, many held down by small figurines. Tapestries depicting the goddess in various battles cover most of the walls. Exquisite vases and vessels sit proudly upon several side tables. A set of circular stairs in the back corner of the room ascend and descend.

The parchments on the table are mostly regional maps that hint at Miltotok's plans to extend the dominion of the goddess far beyond the Mountain of Whispers. Scrolls filled with the names of committed resources from neighboring regions should worry any who read them; Miltotok is planning to conquer several peaceful domains surrounding the mountain. Two dozen jade and obsidian figurines of the goddess hold down the corners of the maps. Each is worth 100 gp. Characters also find 4d4 pieces of valuable pottery, each worth 250 gp. Various other valuable wine pitchers, goblets, and serving trays may be found throughout the room.

Top Floor of the Tower of the Chosen

Miltotok's personal quarters are surprisingly simple compared to his reception area below. A large bed, three wardrobes, a writing desk, and two full walls of bookshelves are all that can be seen from the stairs. If **Miltotok** (see **Appendix C**) is found here, his bodyguard **Wedran** (see **Appendix C**) is close by (unless defeated elsewhere). The high priest is found here only when resting, praying, studying, or preparing correspondence with other priests and leaders.

An invisible statue of Egramish stands in the southeastern corner. It appears only when approached. It is one of the few depictions of the goddess in which she smiles upon those who kneel before her presence. Powerful channeling power pulses within the statue, and any who ask the goddess for help or assistance (or worse, besmirch her name) while close to the statue have a 5% chance of being heard. You should choose what happens in those cases. Egramish does not look too kindly upon those who speak ill of her in her temple.

The writing desk is filled with letters from faction leaders, Whisperview residents, and war chiefs and generals from neighboring regions. Even the quickest of examinations reveals Miltotok's plan for expansion and domination.

Note that Miltotok keeps his most valuable items in the vault below the temple (**Area 23**, **Map X**). A few valuable trinkets and tomes may be found in his personal quarters, but nothing that rivals what is found in the order's vault.

Temple of the Order of Egramish, Underground (Map X)

12. Hall of Preparation

When important or private ceremonies are planned in the nearby sub-temple (**Area 22**), the high priests and his assisting temple priests prepare their minds and bodies within this long hall. Four wall fountains assist the priests in their readiness.

> A set of circular stairs occupies the middle of a long, wide hall. Tapestries cover the eastern wall as far as the eyes can see. Dimly lit oil lanterns provide some light so that the tapestry scenes of a triumphant conquest of the goddess are visible. Four wall fountains on the western wall each spill clear liquid into small basins. Single doors are found at either end, and a large set of double doors stands closed across from the stairs.

Each fountain provides followers of the goddess with divine refreshment. Those who oppose the goddess find only revolting and vile liquids trickling from the hideously carved fountains. Each liquid works only once per day per person.

Fountain Liquids

Fountain 1 (southernmost)	Regain 1 expended spell slot, level 1d4
Fountain 2	Regain 1 expended spell slot, level 1d4+3
Fountain 3	Regain 1d20 hit points
Fountain 4	Gain a +1 bonus to saving throws for four hours.

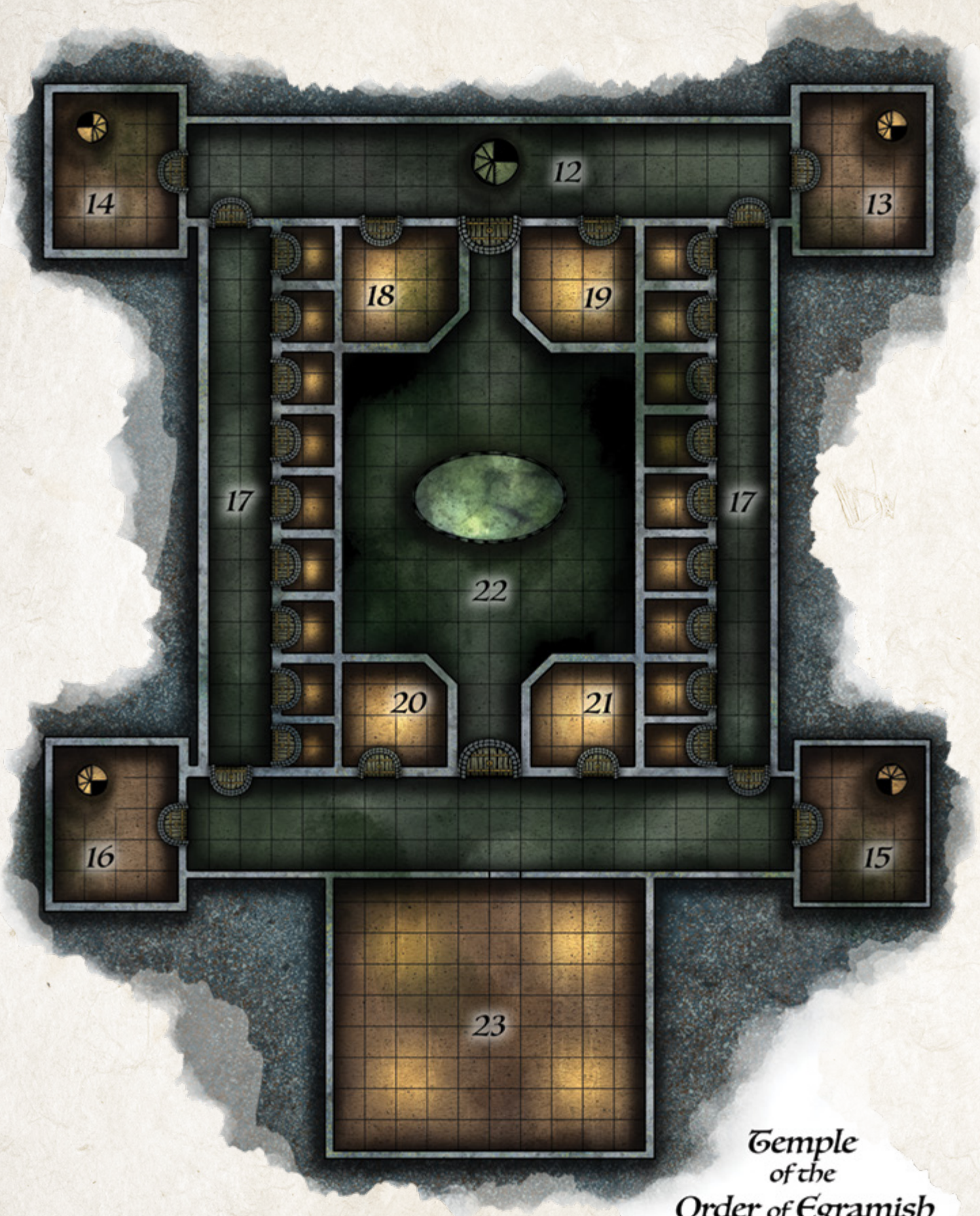
Note that you may alter the effects of the liquids to work negatively for unbelievers.

There is a 25% chance that 1d4 **underpriests** (see **Appendix C**) are here, cleaning the hall and fountains.

Areas 13, 14, 15, & 16. Tower Basements

Each of the tower's basements is used to store supplies, weapons, armor, and other necessary temple items. Searching characters may find a few interesting items within the tower sub-levels, but most everything stored here is commonplace or mundane. Note that the Temple of the Order of Egramish has been stockpiling supplies, while factions and Whisperview struggle to maintain enough for themselves.

Additionally, sleeping mats for temple personnel such as cooks, porters, and cleaners are rolled out at night in the tower basements. Low-burning fires keep the basement occupants warm while they slumber.



Temple
of the
Order of Egramish
- Map X - Underground

17. Prison Cells

A total of 24 prison cells are found in two hallways below the main temple. The northern cells are reserved for thieving commoners or cowardly soldiers. Traitorous priests and spies are kept in the cells in the southern hallway. At any time, a quarter to a third of the cells are filled with starving prisoners who have languished for weeks or months below the great temple. If any characters or contacts were captured (and are not found on one of the sacrificial tables in the temple above), they are likely found in the cells in the southern hall.

Soldiers (**heavy guards** with AC 18 [plate]; see **Appendix C**) regularly patrol the cell hallways in groups of two. Both carry keys to the cells.

18. Temple Arch-Priests Quarters

High-level priests whose sole purpose is to prepare the sub-temple and assist Miltotok have their own quarters away from the rest of the priests (in **Area 4**, **Map W**). Dedication to their duties is paramount, and their needs of comfort and pleasure are last on their list. Eight simple beds and a rack of crimson robes are all that are found within this spacious room. When the nearby temple is not in use, 1d8 **priests** (each with a +2 bonus on saving throws against spells cast by creatures of good alignment) are found in this area. Note that these priests are occasionally tasked by Miltotok for various important missions in Whisperview or faction temples.

> Eight simple beds line the opposite wall, each covered in a plain but neatly made blanket. Several small tables and stools provide a place to study for the room's group of occupants. Several crimson robes line the southern wall. A small statue of the goddess stands apart from everything else, occupying the northern wall by itself.

19. Command Soldier Quarters

Four high-ranking officers each command a group of soldiers in the temple. They use this room as their personal quarters and an additional armory for weapons and armor. The four officers report to Miltotok directly but also may receive tasks from Wedran, the high priest's bodyguard.

> Racks of shining armor and glistening steel weapons line the back wall of this room. Four tall beds — two each pushed up against the north and south walls — hint at the room's occupants. A single round table with four chairs in the center of the room is heaped with wooden plates, mugs, and spoons.

No more than one **officer** (as a **veteran** with 91 hit points, AC 21 [***+1 plate***, shield] and Challenge Rating 4 [1,100 XP]) is here at any given time, the other three are always on duty somewhere within the temple or mountain plateau.

Although well made, none of the armor or weapons is magical or any more valuable than their standard costs. However, a thorough search of the room should uncover four well-hidden bags of coins (1d100 sp and 1d20 gp in each).

20. Temple Kitchen

All the meals for the personnel of the order, as well as the faction temples, are prepared here. More than 20 kitchen staff workers (**commoners**) scurry about the large room, packaging meals for travel by wagon through the frozen plateau. Porters carry large crates of meals up through the Tower of Might and out into the courtyard (**Area 5**, **Map W**) to the wagons twice per day. Three meals are made for order personnel and are delivered by porters to each tower as needed.

> Smoke billows from the wide door as it opens, sending aromas of cooked meats, freshly baked bread, and sharp cheeses into the hallway. Dozens of apron-clad men quickly move between tables and stoves, each working to prepare an upcoming meal in the temple. Sounds of chopping, banging pots, and clattering pans reach a crescendo of unorganized noise.

Food preparation spans nearly 20 hours of each day. Kitchen workers sleep but a few hours each day to avoid harsh punishments from falling behind in their duties. Enough raw food is in the kitchen to feed several hundred people at any time.

21. Storage

Stockpiled goods, mostly food and spices, are stored in this large, organized storage area. Clearly marked shelves hold ingredients, wine, and other supplies for the kitchen staff nearby.

> Floor-to-ceiling shelves of many aisles fill the large room. Crates, boxes, bottles, and casks are neatly stacked along clean shelves in dozens of well-marked aisles. Whoever organized this room knew how to do so to find things quickly.

Almost any dish, from the mundane to the exotic, can be created in the temple kitchen using the ingredients found in this storage room. The head cook organized the room well, making it easy to find almost anything quickly. Ingredients are stored alphabetically, and wine is organized by year and color. Searching characters find all but the rarest and most exotic ingredients, spices, or wines in this well-stocked storeroom.

22. Sub-Basement Temple

Reserved for private or special services, this sub-level temple is for standing-room-only events — no seating is found. No statue or idol takes center stage within the area. Instead, light shines down from above through a hole in the ceiling that leads to **Area 7**, **Map W**.

> A pillar of light pierces the dark room at its very center. A hole in the ceiling allows light from above to enter the sub-level, illuminating the middle of a dais. Four statues of the goddess occupy the darkened corners of the expansive, square room. Double doors at the western and eastern sides of the room stand closed.

Read the following if **Miltotok** (see **Appendix C**) fled to this area to finish his ritual:

> The high priest stands at the center of the dais, bathed in light with his hands upraised. He holds stone panel(s) in both hands as he calls to his goddess. As he speaks, the light around him changes to that of crimson and is filled with quickly moving silhouettes.

Read this final part if Miltotok's advisor **Wedran** and bodyguard **Xenalder** (see **Appendix C** for both) come into the temple as well:

> A giant man wielding a great axe runs at you, spewing foul language and hatred with each step. Behind him, a hooded figure in black and crimson robes points its trembling hands at the floor. The tiles of the basement temple begin to move!

The temple is built upon the graves of many warriors of good and evil who died centuries before the Temple of the Order of Egramish was erected. Xenalder tries to summon as many skeletal beings from the ground below the floor tiles as he can, to protect Miltotok as he tries to complete the conversion or corruption process. While in this room, Xenalder has the following additional action:

Summon Skeletal Heroes (Recharge 5-6). As a bonus action, Xenalder conjures 1d4 skeletal heroes (see below) which emerge in unoccupied spaces within 40 feet of him, obey his commands, and act on their own initiative.

The **skeletal heroes** have the statistics of **skeletons** with 32 hit points, AC 14 (armor scraps), and Challenge Rating 1/2 (100 XP). The skeletal warriors were great heroes once and retain some of their toughness after their long death-slumber. Xenalder uses this ability as often as possible.

Miltotok does his best to finish the ritual, hoping his minions can slow the characters down long enough for the corruption process to finish. If interrupted again, he attacks the characters, enraged by their meddling and insolence. Miltotok calls out for the goddess's help as he springs into action. There is a 25% chance that Egramish assists the high priest by directing a single lightning bolt attack from each of her four statues in the temple. Each lightning bolt strikes the nearest non-believer automatically. Each target creature must make a DC 15 Dexterity saving throw, taking 8d6 lightning damage on a failure, or half as much damage on a success. Note that the lightning bolts may strike skeletal heroes instead of characters.

Each of the four statues of Egramish has a pair of rare, red-veined opals for eyes. Each is worth between 5,000 and 7,500 gp each. Rare tapestries on the walls are valuable (1,000 gp or more)

but are extremely cumbersome, each weighing close to 100 pounds. The temple is otherwise bare of valuables.

Consult the **Conclusion** section for more information if the characters fail or succeed in acquiring all three of the triptych panels here.

23. Temple of the Order Vault

Miltotok acquired dozens of artifacts and magical treasures through theft, coercion, and in rare cases, purchase. He amasses the illicitly gained treasures of the region in the name of Egramish to ensure that no other enemy can use them against the factions and the order. Faction temples are often advised to relinquish their artifacts for the goddess, usually with overt pressure from soldiers or suspension of food delivery.

A complicated and masterfully crafted secret door challenges even the most talented searchers, requiring a successful DC 20 Intelligence (Investigation) check to locate. A two-inch pressure plate along the base of the wall must be pressed twice in quick succession to open the door.

> A portion of the wall vibrates and pushes inward and sideways to reveal a dark space beyond. A bright light slowly illuminates inside the large area beyond the secret portal. Several additional lights, now seen as large globes suspended from the ceiling, brighten one by one until the entire room is visible.
>
> Glass cases, armor stands, weapons racks, chests, and sealed clay jars are spread throughout the massive room. Although the sheer size of the room makes it appear somewhat empty, the number of fantastic objects in the area are still many. This must be none other than the rumored secret vault of the order.

Although Miltotok allowed factions to keep magical armor and weapons to protect themselves from outside threats, most powerful items were taken from the faction leaders and placed in this vault for safekeeping. The **Magical Armor and Weapons Table** lists the number of *common* magical weapons and armor found in this area.

Magical Armor and Weapons

Number Found	Details
1d4	***+1 plate armor***
1d6	***+1 chain mail armor***
1d2	***+2 plate armor***
1d3	***+2 chain mail armor***
1d6	***+1 shield***
1d3	***+2 shield***
1d6	***+1 mace***
1d6	***+1 flail***
1d3	***+2 mace***
1d3	***+2 flail***
1d8	***+1 longsword***
1d4	***+2 longsword***
1d2	***+1 sling***

A dozen large chests are filled with gold and silver coins taken from merchants and temples; it would take the characters hours or days to count all the coins. There is a total of 103,978 sp and 58,531 gp in all the chests. Additionally, 3d4 random magical items are found in the chests, buried by the coins. Hand pick or use 5E charts to randomly choose the items found within the chests.

More than 30 small, sealed clay jars contain raw and rare gems. Characters can find 50d20 rubies, emeralds, topazes, sapphires, diamonds, and opals, each worth 10 to 25gp.

Six glass cases contain Miltotok's most prized acquisitions. See **New Magic Items** sidebar below or **Appendix E** for details on all six of these items. Of the half-dozen items, the ***book of the order of Egramish*** is the most important to Miltotok. The glass cases are magically trapped with teleportation runes. The runes can be detected with a successful DC 18 Intelligence (Arcana) check, a *find traps* spell, or similar magic. A *dispel magic* spell deactivates the runes for 1 minute. If a rune is triggered, one of the bright ceiling globes falls on the creature that triggered it. Each of the six-foot-round globes is filled with flammable gas that explodes upon contact. The triggering creature and all creatures within a 20-foot radius must make a DC 17 Dexterity saving throw, taking 10d6 fire damage on a failure, or half as much damage on a success. Note that the glass cases and their interiors are immune to the magical fire damage. Other items in the cases are the ***belt of dragon command***, the ***bloody blade of souls***, the ***crown of victory***, the ***horn of the wind riders***, and the ***time-stepper ring***.

New Magic Items

Belt of Dragon Command

Wondrous item, legendary (requires attunement)

This wide belt is made from the tongue of a red dragon. While you wear it, you can use an action to direct the belt's enchantment magic at a dragon you can see within 120 feet of you. The dragon must succeed on a DC 20 Wisdom saving throw or be affected as if by a *dominate monster* spell for 1 hour. If the dragon fails its saving throw, it may not use its legendary resistance to avoid the belt's magic. You cannot use this property of the belt again until the next dawn. You are also a masterful rider of dragons while wearing this belt.

Bloody Blade of Souls

Weapon (greatsword), legendary (requires attunement)

Made from thrice-forged steel and titan blood, this greatsword weighs nearly 50 pounds. You may only wield it if your Strength score is 17 or higher. When you swing this massive blade, a crimson arc is briefly visible in the air following the blade's path.

You have a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this blade, all creatures within 30 feet that are hostile to you must succeed on a DC 15 Wisdom saving throw or be affected as if by a fear spell for 1 minute. Once the duration expires or a creature succeeds on its saving throw, it is immune the sword's fear effect for 24 hours.

When you find this sword, it contains 1d100 trapped souls within it. When you kill a creature with this weapon, there is a 25% chance that its soul is absorbed into the blade. Once 100 souls are contained within the sword, the next time you successfully hit a creature with it, those souls are released. All non-undead creatures (including you) within 60 feet take 8d6 psychic damage.

Book of the Order of Egramish

Wondrous item, legendary

Considered the first book written about the goddess Egramish and her religious service, the *Book of the Order of Egramish* contains three valuable chapters. The first chapter details the full history of Egramish, from her mortal life to ascension to goddesshood. If you are of evil alignment and spend 1 hour reading the capter, there is a 25% chance that your Wisdom score increases by 1. The second chapter fully details the eight factions and the order's purpose. If you are a cleric of evil alignment and spend 1 hour reading this chapter, you gain a bonus daily spell slot (roll 1d4 to determine the spell slot's level). Finally, the third chapter lists all the cantrips and spells specific to Egramish's followers (see **Appendix D**). If you are a cleric (at least 9th level) of evil alignment and a follower of Egramish and you spend 1 hour reading this chapter, you can learn any of the order-specific spells.

Crown of Victory

Wondrous item, very rare (requires attunement)

This crown is silver, adorned with red, blue, and green precious gemstones. If you kill a creature while wearing this crown, you gain a +1 bonus to attack rolls for 5 minutes. For each additional creature you kill, you gain another cumulative +1 bonus, up to a total of +3. If you take damage from an enemy's spell or attack, you lose the bonus.

Horn of the Wind Riders

Wondrous item, very rare

You can use an action to blow this ivory and gold horn. In response, a great rumble of the ground occurs. After 1d4 rounds, a great horde of shadowy riders appears, riding at the speed of the wind. The riders trample down any creatures hostile to you in a 60-foot radius around you. Each creature in the area must make a DC 15 Dexterity saving throw, taking 12d6 bludgeoning damage on a failure, or half as much damage on a success. The riders then vanish. Once you have used the horn, it can't be used again until 7 days have passed. If you blow the horn again before 7 days have passed, the horde of rider appears but tramples you and your companions.

Time-stepper Ring

Ring, legendary (requires attunement)

This platinum ring is infused with comet dust. When you wear it, you can use an action or reaction to travel backward in time 1 round. You arrive in your own body, and no one else is aware of your travel. You can take a different action or do something differently than you did before activating the ring. But if you attempt the exact same action or activity (for example, attacking the same creature with the same weapon while occupying the same space as you did previously or making a Dexterity saving throw to dive out of the way of a spell), your knowledge of future events gives you advantage on your first attack, saving throw, or ability check roll. You can't use the ring again until the next dawn.

Each time you use the ring, there is a 1% cumulative chance you will be instantly transported to a random plane of existence. For example, the first time you use the ring you have a 1% chance of being transported and the fifth time you use it you have a 5% chance. Not using the ring for 7 days resets the percent chance.

Conclusion

After long and arduous travel through the mountain, all the while avoiding or defeating the many followers of the evil goddess Egramish, the characters find themselves at the climactic end of their mission: recapturing the ***Triptych of Transcendency*** for their divine being. The battle with Miltotok and his many devoted minions either ends in them successfully dispatching the evil high priest or in their own defeat at the hands of great evil.

The Characters Reclaim and Reassemble the Triptych

As Miltotok falls, his form blackens and explodes, sending shards of his shadowy form into the sky. All but Miltotok's two devoted minions evacuate the temple. Within hours, faction leaders begin plotting to take control of the order by first plundering the legendary vault (if they can find it).

> As the high priest's body slumps to the floor, an explosion of light and sound flattens all within sight of the dead man. As you gather yourself up, you see the priest's form blacken and begin to move jerkily as if his body were fighting some sort of interdimensional pull. A secondary explosion knocks you back again as the remaining shadowy shards of the priest's body float upward into the sky. Suddenly, an otherworldly female scream nearly deafens you — that could only be Egramish, lamenting the loss of her chosen priest.

Egramish is weakened by the loss of her chosen high priest and needs many years to find a suitable replacement for Miltotok. The goddess's overall influence and power in the region lessens, and many neighboring regions feel the yoke of evil lifted.

If the triptych is not fully corrupted, reassembling the three panels summons the chosen character's deity, bathing them in bright light. Any who are present during the reassembly of the triptych who serve the good deity of the chosen characters are blessed as described in the initial **The Triptych of Transcendency** section of the book (found after the **Introduction**). At a minimum, all characters instantly gain sufficient experience points to gain a level. Note that clerics serving the good deity gain access to new and extra spells.

Cleric Spells Gained

Wisdom	Bonus Spells and Spell Slots
13–15	One additional 1st-level daily spell slot; one cantrip from the new list
16–17	One additional 1st- and one 2nd-level daily spell slot; two cantrips from the new list
18+	One additional 1st-, 2nd-, and 3rd-level daily spell slot; three cantrips from the new list

The full list of new spells and cantrips can be found in **Appendix D: Spells and Spellcasters**.

The power of the reassembled triptych protects the characters from evil as they leave the mountain. Each character gains advantage on all saving throws and a +3 bonus to Armor Class for the next 48 hours while in or on the Mountain of Shadows.

If Miltotok Defeats the Characters

If the characters fail to defeat Miltotok or are unable to recover the triptych, the high priest completes the corruption ritual (assuming he possesses all three panels).

> As the black silhouettes sprint downward through the crimson pillar of light, they deposit their evil black spheres upon the holy triptych, erasing all evidence of good by replacing each panel with scenes of evil. As the last sphere is dropped upon the panels, a thunderous laugh erupts from the sky. The goddess screams with joy at the success of her chosen priest and his work! The ***Triptych of Transcendency*** is no longer. The ***Triptych of Abhorrence*** has been created (see **Appendix B: The Triptych**).

Egramish uses the evil triptych to conquer neighboring regions and weaker deities, unbalancing the pantheons. Wars are waged, great multitudes of lives are lost, and famine and desolation spread across the lands. It takes everything the world has to stop the goddess now.

Defeated, surviving characters must flee the mountain to regroup elsewhere. Perhaps they may return to the mountain to try to steal back the triptych or attempt to defeat Miltotok and the Order of Egramish one more time. Note that Miltotok gains the same benefits as characters when he converts the triptych.

Appendix A: Story Background

This appendix provides additional background about Egramish and her factions.

Egramish, Goddess of Whispers and Shadows

Much of Egramish's mortal history is unknown to followers. Worshippers know that she rose to immortality sometime in her 30s after being hand-selected by an evil deity looking for his eventual replacement. Once she gained immortality, she began a campaign of tremendous evil and chaos to prove her worthiness. Once her mentor extinguished his own existence, she built her factions and followers and, after several centuries, grew to one of the strongest and most reviled goddesses of any known pantheon in the region.

Some of Egramish's early history can be found in ancient texts hidden in the Mountain of Shadows, in faction temples, abandoned crypts, or lost shrines. Of all the priests of her factions, only Miltotok has some knowledge of her mortal life.

Egramish was born an identical twin. Her sister Yrrgella, the older of the pair, was extremely obedient, following their parents' rules and assisting with the family business. Egramish had no desire to be an herbalist like her parents and despised her sister for being favored. Egramish plotted to kill her sister by slipping a dangerous fungus into her soup and executed her plan one summer night under a full moon. When her parents discovered their daughter's heinous crime, they left her in the woods to die. Egramish was only eight years old.

A forest hag found the child alone and near death in the woods and brought her to her secluded cave. She raised Egramish, teaching her all the vile and evil ways of her kind. Egramish proved to be a good student; she murdered the hag in her sleep when she was 14. Egramish used her magical skills to gain further power and wealth, gaining in reputation as a dangerous witch throughout several regions. After slaying an entire royal family with her vile magic, she was discovered by Mefatocilcas, the god of Jealousy and Hatred. He groomed her as his replacement and gave her immortality.

Once immortal, Egramish developed two factions of worship: Her Sacrificed Half and Her Bountiful Hatred. Each faction was encouraged to prey upon the other. While the constant infighting was amusing, the goddess realized her following was stunted by the limited faction tension. She eradicated the two earliest factions and created the eight factions that still worship her today. Later, she created the Order of Egramish to keep the eight factions in line. Devoted servants were always selected from the order. Many who were once high priests of the order ascended to serve the goddess.

Egramish hungers for more followers and greater control and found a high priest who mirrors her desires. Miltotok was selected by the goddess to oversee the order and has been given great power to wield in the mountain and region beyond. It is in him that she has placed all her trust to execute her plans for world domination.

The Eight Factions of Egramish

The eight-armed goddess created eight separate factions, each devoted to one of her character flaws or evil behaviors. Two of the factions are considered the "primary" (Her Penetrating Gaze and Her Unwavering Faith); they match the two physical arms of the goddess. The other six lesser factions align to her incorporeal arms that are always present in images and statues.

None of the eight factions is any more powerful than the others, although two are always considered her primary factions. The primary factions have changed over time; factions fall out of favor or move up in rank every few decades. The first two factions (Her Sacrificed Half and Her Bountiful Hatred) disappeared entirely.

The Factions of Egramish

Faction	Focus	Symbol[A]	Robes Color[B]
Her Unyielding Grasp	Dedication	Clutching hand	Purple
Her Clenched Fist	Strength	Clenched fist	Dark blue
Her Penetrating Gaze[C]	True Sight	Unblinking eye	Black
Her Unwavering Faith[C]	Confusion	Goddess silhouette	Light gray
Her Unending Malevolence	Rage	Sneering mouth	Orange
Her Final Caress[D]	Death	Sleeping eye	Dark gray
Her Incessant Mockery	Insanity	Rolling eye	White
Her Jealous Desire	Jealousy/Greed	Fingerless hand	Dark green
The Order of Egramish	Order	Eight arms folded	Crimson

[A] Most holy symbols are simple and of no value. Higher-ranking priests may have symbols made from greater or more valuable materials.

[B] Soldiers wear the same color clothing as the priests.

[C] Primary faction

[D] Female-only faction

The factions are kept in line by the Order of Egramish. However, some amount of infighting is accepted to allow the factions to test their strength against rivals. If the damage to a particular faction is deemed too great by the order, an intervention may occur. Egramish enjoys the mayhem and tension and cares little for the outcome of the lives of soldiers and low-ranking priests. She is interested in the factions' highest priests and Miltotok, her chosen servant. The table below indicates the animosity between factions. Note that all the factions strongly dislike the Order of Egramish. Each faction's dependency on the order (e.g., for food, supplies, protection) prevents any open rebellion.

Animosity Index

Faction	UG	CF	PG	UF	UM	FC	IM	JD
Her Unyielding Grasp	-	I	H	H	H	I	I	I
Her Clenched Fist	I	-	I	H	H	I	H	I
Her Penetrating Gaze	I	I	-	H	H	I	I	I
Her Unwavering Faith	I	I	H	-	H	I	H	I
Her Unending Malevolence	H	H	H	H	-	H	H	H
Her Final Caress	H	I	H	I	H	-	I	A
Her Incessant Mockery	I	I	I	I	I	I	-	I
Her Jealous Desire	H	H	H	H	H	A	H	-

H=Hatred, A=Allies, I=Indifferent or ignored, neither hatred nor ally

Before Miltotok revealed the goddess's plans to capture and corrupt the ***Triptych of Transcendency***, several faction leaders were planning to murder Miltotok and take control of order's temple. The plans were placed on hold until after the ritual succeeds.

Temple soldiers, although encouraged to remain with their temple faction for their whole service, can move between factions and are often less zealous about their service to their faction. Some soldiers even work as mercenaries, switching between temples that pay more than others. It is not uncommon to see soldiers change uniforms (factions) more than once or twice a month.

The Order of Egramish

The high temple at the top of the mountain is known as the Order of Egramish. It is not considered a faction itself but is responsible for overseeing and controlling all eight factions. They have several responsibilities, including feeding soldiers and priests of all the factions, protecting the weaker factions from the stronger, and assisting in additional instructional studies for new acolytes.

Miltotok, the current high priest of the order, is favored by Egramish. Many believe this is because they share a similar personal trait: Each was born a twin. However, Miltotok's service to Egramish cannot be disputed. He is willing to perform any task for the goddess, including self-sacrifice if that is her wish.

Miltotok dislikes providing food and protection to the factions and would prefer that those factions fend for themselves. However, he does not diverge from his goddess's commandments and his order's responsibilities as set forth by Egramish.

The order often recruits faction priests who show great promise. This ensures the order temple has the best priests and keeps factions from becoming too powerful. Once priests commit to the order, they cannot leave. Priests who threaten to leave the order go missing and are never seen again.

The order's soldiers also take their posts for life. Any temple soldier of the order who wishes to leave is considered a traitor and sacrificed to Egramish in full view of the great temple.

Appendix B: The Triptych

The following details the ***Triptych of Transcendency*** and the images found on it. The appendix ends with details of the ***Triptych of Abhorrence***, a corrupted version of the original artifact.

The Triptych of Transcendency

A triptych is a three-piece holy relic usually found with all three panels connected by hinges or leather bindings. The two outer panels are half the size of the central panel and fold over the top of the middle piece for storage or travel. A triptych is usually displayed with the left and right panels open to show the inside work of the artifact. Most triptychs have engravings, reliefs, or paintings on all six sides (three front and three back) but some relics may have plain outer sides. Triptychs are found with square or rounded tops.

Each panel of the ***Triptych of Transcendency*** is made of three-inch-thick, sturdy marble. All three panels have curved tops, with the outer panel's sides meeting in the topmost middle when folded shut. Each outer section is one foot wide and three feet tall, and is held to the wider central panel by a pair of large, golden hinges. The central piece is two feet wide and matches the height of the outer panels. Although the outside portion of each panel appears plain and unadorned, when held up to the sun, a fine golden etching reveals two common prayers of the order on each panel. The interior of each panel is ornately painted with images of good priests receiving blessings from a handsome and benevolent god.

The triptych, when intact, weighs close to 40 pounds; the central piece weighs 20 pounds by itself. Each panel of the triptych represents one part of the order's core faith: Love (central), Light (left), and Hope (right).

The images and prayers on the triptych can be adapted to the deity of the characters as needed.

The triptych panel locations are as follows:

Panel	Location
Left panel	**Area 7**, **Map C**
Right panel	**Area 30**, **Map G**
Center panel	**Area 7**, **Map W**

Specific Interior Images

Left Panel (Light), Spring Season

Followers are blessed by radiant light after a long, dark winter (the leftmost edge of the panel may be dark and shadowed). New growth of leaves and flowers spring up around worshippers as the deity smiles upon his followers.

Center Panel (Love), Summer Season

Followers are in pairs or grouped by families, and children play in the bright sunshine. Crops are full, and joy is on the face of the deity.

Right Panel (Hope), Autumn Season

Harvest is in full swing, and followers prepare for the long winter. They have an abundance of food, hopeful to get through the cold months. The deity has a fair, stoic face, seemingly instilling determination, hope, and faith in his followers. The rightmost edge may be darkened or shadowed to signal winter.

Appendix C: NPCs and New Monsters

Two non-player characters infiltrated the Mountain of Whispers and await the arrival of the characters. Each NPC has spent months hiding and uncovering information about the factions, the order, and most recently, the movement of the three panels of the lost triptych. Each NPC can be used by you in different ways as needed or as the adventure suggests.

Uuktah Bolnas is neutral good and has the statistics of a **thug** with 45 hit points. He is disguised as an acolyte of one of the factions or a resident of Whisperview. He lurks in or around The Bearded Goat (**Area 1**, **Map E**) while awaiting the arrival of the group. He has learned a few things about the triptych and the order's plan to corrupt the artifact. He may also be found imprisoned in **Area 23**, **Map D** after being caught by soldiers. If he is captured by temple soldiers in the fight at The Bearded Goat, Uuktah is found next at **Area 8**, **Map W** awaiting sacrifice in the final ritual of the triptych by Miltotok.

Cavalle, another spy hiding amid the temple acolytes, is lawful good and has the statistics of a **heavy guard** (see below) can be found in **Area 5**, **Map K** awaiting the characters' arrival at the peak of the Mountain of Whispers. He has heard rumors from low-ranking priests who have said that their factions tire of the order's oppressive hold. He believes the factions will revolt after the triptych is converted. He can also confirm that some of the high priests have acquired artifacts that would help defeat Miltotok.

Optionally, you may elect to have Uuktah and/or Cavalle assist in the final battle against Miltotok (assuming they are not captured or killed).

Aaltansor, High Priest of Her Clenched Fist

Medium humanoid (human), lawful evil

Armor Class 19 (***+1 plate***)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Con +4, Wis +6
Skills Medicine +8, Persuasion +3, Religion +5
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Aaltansor can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Aaltansor expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Aaltansor can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.

Spellcasting. Aaltansor is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Aaltansor has the following spells prepared:

Cantrips (at will): *fist of the goddess* (see **Appendix D**), *resistance*, *sacred flame*
1st level (4 slots): *cure wounds*, *detect magic*, *inflict wounds*
2nd level (3 slots): *darkness*, *silence*, *warding bond*, *zone of truth*
3rd level (3 slots): *dispel magic*, *fear*
4th level (3 slots): *guardian of faith*, *stone shape*
5th level (1 slot): *flame strike*

Actions

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

Brak Thundax, Underpriest of Her Unending Malevolence

Medium humanoid (human), lawful evil

Armor Class 17 (***+1 chain mail***)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +5
Skills Athletics +5, Intimidation +3, Medicine +7, Religion +5
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Divine Eminence. As a bonus action, Brak can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Brak expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Amulet of Proof Against Detection and Location. Brak is hidden from divination magic and scrying while he wears this amulet.

Spellcasting. Brak is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Brak has the following spells prepared:

Cantrips (at will): *light*, *resistance*, *sacred flame*
1st level (4 slots): *cure wounds*, *healing word*, *protection from evil and good*
2nd level (3 slots): *darkness*, *hold person*
3rd level (3 slots): *bestow curse, dispel magic, fear*
4th level (1 slots): *death ward*, *freedom of movement*

Actions

Multiattack. Brak makes two melee attacks.

Ebony Mace of Fear. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Wisdom saving throw or drop whatever it is holding and become frightened of Brak for 1 minute. While frightened, the creature must take the Dash action and move away from Brak on each of its turns if possible. If the creature end its turn where it doesn't have line of sight to Brak, it can make repeat the Wisdom saving throw, ending the effect on itself on a success. Once it successfully saves against the effect or the effect ends for it, the creature is immune to the mace's fear for the next 24 hours.

Chesilux, Aspirator of Her Jealous Desire

Medium humanoid (human), lawful evil

Armor Class 19 (***+1 plate***)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	13 (+1)	18 (+4)	14 (+2)

Saving Throws Con +6, Wis +7
Skills Medicine +10, Persuasion +5, Religion +7
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Chesilux can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Chesilux expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Chesilux can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.

Potion of Gaseous Form. Chesilux has a potion of gaseous form.

Ring of Invisibility. Chesilux wears a ring of invisibility.

Spellcasting. Chesilux is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Chesilux has the following spells prepared:

Cantrips (at will): *covet* (see **Appendix D**), *resistance*, *sacred flame*
1st level (4 slots): *bless*, *cure wounds*, *detect magic*
2nd level (3 slots): *calm emotions*, *detect thoughts*, *hold person*, *silence*, *zone of truth*
3rd level (3 slots): *dispel magic*, *fear*, *protection from energy*
4th level (3 slots): *blight*, *death ward*, *guardian of faith*
5th level (2 slots): *flame strike*, *mass cure wounds*, *raise dead*
6th level (2 slots): *harm*, *heal*

Actions

+1 Maul. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Chrallus, Tormentor of Her Unending Malevolence

Medium humanoid (human), lawful evil

Armor Class 19 (***bracers of superior defense*** [see **Appendix E**])
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Con +5, Wis +7
Skills Medicine +10, Persuasion +4, Religion +7
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Chrallus can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Chrallus expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Chrallus can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.

Spellcasting. Chrallus is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Chrallus has the following spells prepared:

Cantrips (at will): *blinding malevolence* (see **Appendix D**), *blistering pain* (see **Appendix D**), *light*, *sacred flame*
1st level (4 slots): *cure wounds*, *detect magic*, *inflict wounds*
2nd level (3 slots): *calm emotions*, *hold person*, *lesser restoration*, *silence*, *zone of truth*
3rd level (3 slots): *bestow curse*, *dispel magic*
4th level (3 slots): *blight*, *guardian of faith*
5th level (2 slots): *contagion*, *flame strike*
6th level (1 slot): *heal*, *planar ally*

Actions

Multiattack. Chrallus makes one *+2 mace* attack and uses his *rod of cancellation*.

+2 Mace. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage.

Rod of Cancellation. Chrallus expends a charge from his ***rod of cancellation*** (see **Appendix** E) to cast *dispel magic*.

Corphus Krell, Commander of the Deathwalkers

Corphus Krell has the statistics of a **knight** with the following changes:

- He has a Strength of 18 (+4)
- He has AC 18 (***+1 chain mail***)
- He has 104 (16d8 + 32) hit points
- He has the following action instead of a Greatsword:
- ***+2 Greataxe.*** *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 12 (1d12 + 6) slashing damage.
- His weapon attacks score a critical hit on a roll of 19 or 20.
- His Challenge Rating is 4 (1,100 XP)

Crenforlenn

Crenforlenn has the statistics of a **deadly visage** (see **New Monsters** below) with the following changes:

He has a Charisma of 19 as a result of his ***courtier's headband*** (see **Appendix E**)

His Multiattack consists of one shortsword of swiftness attack and two sword of agility attacks.

He has the following additional actions:

Shortsword of Swiftness. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. *Hit*: 8 (1d6 + 5) piercing damage and 11 (2d6 + 4) necrotic damage. The target must succeed on a DC 14 Charisma saving throw or have its Charisma score reduced by 1d4. The target dies if this reduces its Charisma to 0. The deadly visage's maximum hit points are increased by 10 for each point of Charisma lost by the target. Its maximum hit points cannot exceed 90.

Sword of Agility. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. *Hit*: 9 (1d8 + 5) piercing damage and 11 (2d6 + 4) necrotic damage. The target must succeed on a DC 14 Charisma saving throw or have its Charisma score reduced by 1d4. The target dies if this reduces its Charisma to 0. The deadly visage's maximum hit points are increased by 10 for each point of Charisma lost by the target. Its maximum hit points cannot exceed 90.

His Challenge Rating is 7 (2,900 XP)

Dak Lessar

Dak Lessar has the statistics of a **greater wight** (see New Monsters below) with the following changes:

His longsword action is replaced with:

Evil Shortsword of Paralysis. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage, and if the target is a non-undead creature of non-evil alignment, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

He has the following trait:

Innate Spellcasting. Dak Lessar's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only no material components:

At will: *darkness*

2/day each: *cure wounds* (functions on Dak Lessar despite being undead), *fear*, *silence*

Essanalla

- Essanalla has the statistics of an **assassin** with the following changes:
- She has AC 19 (***bracers of superior defense*** [see **Appendix E**])
- She has a ***potion of invisibility*** which she may use an action to drink
- She has the following action instead of a shortsword:
- ***+2 Dagger.*** *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 7 (1d4 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Farkalla Baral, Warlord of the West

- Farkalla Baral has the statistics of a **spy** with the following changes:
- She has a Dexterity of 18 (+4)
- She has AC 15 (***+1 leather armor***)
- She has 78 (12d8 + 24) hit points
- She has the following actions instead of Scimitar:
- ***+1 Shortsword.*** *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 5) piercing damage.
- ***+1 Dagger.*** *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d4 + 5) piercing damage.
- Her Challenge Rating is 4 (1,100 XP)

Fronn Kepeta, Underpriest of Her Penetrating Gaze

Medium humanoid (human), lawful evil

Armor Class 16 (***+1 leather armor***)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	17 (+3)	12 (+1)

Saving Throws Wis +5
Skills Medicine +7, Persuasion +3, Religion +6
Condition Immunities petrified
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)

Divine Eminence. As a bonus action, Fronn can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Fronn expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Her Penetrating Gaze Holy Symbol. Fronn is immune to petrification and has a +2 bonus to saving throws.

Spellcasting. Fronn is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Fronn has the following spells prepared:

Cantrips (at will): *light*, *sacred flame*

1st level (4 slots): *cure wounds*, *detect magic*

2nd level (3 slots): *calm emotions*, *detect thoughts*, *hold person*, *lesser restoration*

3rd level (3 slots): *daylight*, *dispel magic*, *protection from energy*

4th level (1 slots): *death ward*

Potion of Gaseous Form. Fronn has a ***potion of gaseous form***.

Actions

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

Gallicando

Gallicando has the statistics of a **mage** with the following changes:

He has a Dexterity of 17 (+3)

He has AC 17 (***bracers of greater defense*** [see **Appendix E**])

He has the additional spells *mirror image* and *polymorph* prepared

He has a ***wand of paralysis***

Galnatak

Galnatak has the statistic of a **vampire** with the following changes:

She has 153 (18d8 + 72) hit points

She has AC 18 (natural armor)

She has the following new trait:

Spellcasting. Galnatak is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Galnatak has the following spells prepared:

Cantrips (at will):

1st level (4 slots): *comprehend languages*, *magic missile*

2nd level (3 slots): *detect thoughts*, *hold person*, *mirror image*

3rd level (3 slots): *counterspell*, *dispel magic*, *protection from energy*

She has the following new legendary action:

Cast a Spell (Costs 3 actions). Galnatak casts a spell from her list of prepared spells, using a spell slot as normal.

She has Challenge Rating 14 (11,500 XP)

Gevell, Underpriest of Her Jealous Desire

Medium humanoid (human), lawful evil

Armor Class 17 (***bracer of greater defense*** [see **Appendix E**])

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Saving Throws Wis +5

Skills Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Divine Eminence. As a bonus action, Gevell can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Gevell expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Gevell is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Gevell has the following spells prepared:

Cantrips (at will): *light*, *sacred flame*

1st level (4 slots): *bless*, *cure wounds*, *protection from evil and good*

2nd level (3 slots): *detect thoughts*, *flame blade*, *lesser restoration*, *zone of truth*

3rd level (3 slots): *dispel magic*, *mass healing word*

4th level (2 slots): *blight*, *death ward*

Actions

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

Ghorbog the Obliterator

Ghorbog has the statistics of a **wraith** with the following changes:

He has 90 (12d8 + 36) hit points

He has AC 17 (natural armor)

His life drain is magical melee weapon attack with a ***+2 warhammer*** that is +8 to hit and does 10 (1d10 + 5) bludgeoning damage in addition to the normal 21 (4d8 + 3) necrotic damage. It retains all the other characteristics of the life drain attack.

His Multiattack consists of two life drain attacks.

His Challenge Rating is 8 (3,900 XP)

Ghroggle, Underpriest of Her Penetrating Gaze

Medium humanoid (human), lawful evil

Armor Class 17 (***+1 chain mail***)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	13 (+1)	17 (+3)	13 (+1)

Saving Throws Wis +5
Skills Medicine +7, Persuasion +3, Religion +5
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Divine Eminence. As a bonus action, Ghroggle can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Ghroggle expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Ghroggle can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.

Spellcasting. Ghroggle is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Ghroggle has the following spells prepared:

Cantrips (at will): *clouded vision* (see **Appendix D**), *light*, *sacred flame*
1st level (4 slots): *cure wounds*, *detect magic*, *inflict wounds*
2nd level (3 slots): *detect thoughts*, *hold person*, *silence*, *zone of truth*
3rd level (3 slots): *daylight*, *dispel magic*, *mass healing word*
4th level (1 slots): *divination*

Actions

+1 Warhammer. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: *7* (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack.

Ghromus, Highgazer of Her Penetrating Gaze

Medium humanoid (human), lawful evil

Armor Class 19 (***+1 plate***)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Con +5, Int +4, Wis +7
Skills Medicine +10, Persuasion +4, Religion +7
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Ghromus can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Ghromus expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Ghromus can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.

Antimagic Field. Ghromus has a ***spell scroll*** of *antimagic field* which he is able to read as an action on his turn.

Spellcasting. Ghromus is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Ghromus has the following spells prepared:

Cantrips (at will): *clouded vision* (see **Appendix D**), *light*, *resistance*, *sacred flame*
1st level (4 slots): *bless*, *cure wounds*, *detect magic*
2nd level (3 slots): *calm emotions*, *darkness*, *detect thoughts*, *locate object*, *warding bond*, *zone of truth*
3rd level (3 slots): *dispel magic*, *mass healing word*
4th level (3 slots): *death ward*, *stoneskin*
5th level (2 slots): *flame strike*, *raise dead*
6th level (1 slot): *heal*

Actions

+1 Mace. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: *7* (1d6 + 4) bludgeoning damage.

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

Staff of the Python Transformation. Ghromus speaks the command word of his ***staff of the python*** and throws it on the ground within 10 feet of him. The staff becomes a giant constrictor snake under his control, acting on its own initiative count.

Heavy Guard

Medium humanoid (human), lawful evil

Armor Class 16 (chain mail)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Actions

Spear. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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

Imnal Bruisebiter, Underpriestess of Her Final Caress

Medium humanoid (human), lawful evil

Armor Class 18 (plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Wis +5
Skills Medicine +7, Persuasion +2, Religion +5
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Divine Eminence. As a bonus action, Imnal can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Imnal expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Potion of Diminution. Imnal has a ***potion of diminution***.

Spellcasting. Imnal is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Imnal has the following spells prepared:

Cantrips (at will): *light*, *sacred flame*
1st level (4 slots): *cure wounds*, *detect magic*, *protection from evil and good*
2nd level (4 slots): *flame blade*, *hold person*, *lesser restoration*, *locate object*, *silence*
3rd level (3 slots): *dispel magic*, *mass healing word*
4th level (1 slot): *death ward*

Actions

+1 Flail. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) bludgeoning damage.

Jong-Ror, High Priest of Her Unwavering Faith

Medium humanoid (human), lawful evil

Armor Class 22 (***+1 plate***, ***+1 shield***)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	13 (+1)	19 (+4)	13 (+1)

Saving Throws Con +6, Wis +7
Skills Medicine +10, Persuasion +4, Religion +7
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Jong-Ror can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Jong-Ror expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Jong-Ror can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.

Spellcasting. Jong-Ror is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Jong-Ror has the following spells prepared:

Cantrips (at will): *persuasion* (see **Appendix D**), *resistance*, *sacred flame*
1st level (4 slots): *bless*, *cure wounds*, *detect magic*, *heroism*
2nd level (3 slots): *locate object*, *silence*, *warding bond*, *zone of truth*
3rd level (3 slots): *dispel magic*, *fear*, *mass healing word*
4th level (3 slots): *divination*, *guardian of faith*
5th level (2 slots): *commune*, *mass cure wounds*
6th level (1 slot): *planar ally*, *word of recall*

Actions

+1 Mace. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage.

Miltotok, High Priest of the Order of Egramish

Medium humanoid (human), lawful evil

Armor Class 22 (***lightshield***, ***ring of greater protection*** [see **Appendix E**])
Hit Points 178 (21d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	17 (+3)	20 (+5)	16 (+3)

Saving Throws Con +8, Int +7, Wis +9
Skills Medicine +13, Perception +9, Persuasion +7, Religion +11
Senses passive Perception 19
Languages Common
Challenge 12 (8,400 XP)

Divine Eminence. As a bonus action, Miltotok can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Miltotok expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.
Faction Cantrips. Miltotok can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.
Potion of Supreme Healing. Miltotok has a ***potion of supreme healing***.
Spellcasting. Miltotok is a 17th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Miltotok has the following spells prepared:
Cantrips (at will): *persecution**, *sacred flame*, *unworthy**, *zealotry**
1st level (5 slots): *bless*, *cure wounds*, *detect magic*, *protection from evil and good*
2nd level (4 slots): *calm emotions*, *darkness*, *enlarge/reduce*, *hold person*, *lesser restoration*, *silence*
3rd level (4 slots): *dispel magic*, *mass healing word, protection from energy*
4th level (4 slots): *blight*, *death ward*, *stoneskin*
5th level (3 slots): *flame strike*, *greater restoration*, *mass cure wounds*, *raise dead*
6th level (2 slots): *blade barrier*, *harm*, *heal*, *word of recall*
7th level (2 slots): *divine word*, *fire storm*, *plane shift*, *regenerate*
8th level (1 slot): *control weather*, *holy aura, immunity* (see **Appendix D**), *vulnerability* (see **Appendix D**)
9th level (1 slot): *mass heal*

Actions

Multiattack. Miltotok makes one demiurgic mace of Egramish attack and one rod of divine might attack OR he makes one melee attack and casts one spell.
Demiurgic Mace of Egramish. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 14 (2d6 + 7) bludgeoning damage. If he rolls a 20 on this attack roll, Miltotok regains hit points equal to the damage inflicted.
Rod of Divine Might. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage. If Miltotok expends 1 charge, the target creature must succeed on a DC 17 Wisdom saving throw or be blinded for 1 minute. The target may repeat the saving throw at the end of each of its turns, ending the blinded condition on itself on a success. If Miltotok expends 2 charges, the target creature must succeed on a DC 17 Constitution saving throw or have its hit point maximum reduced by 14 (4d6). This reduction lasts until the target completes a long rest. The target dies if this effect reduces its hit point maximum to 0. If Miltotok expends 3 charges, the target creature (if it is a spellcaster) must succeed on a DC 17 Wisdom saving throw or lose 1d4 spell slots (starting with the lowest level slots and working up). The lost slots are regained according to the normal procedure for the target's class.

* See **Appendix D** for faction cantrip information

Mwengarsh, Underpriest of Her Jealous Desire

Medium humanoid (human), lawful evil

Armor Class 18
(***bracers of greater defense*** [see **Appendix E**])
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	15 (+2)	17 (+3)	12 (+1)

Saving Throws Int +5, Wis +6
Skills Arcana +5, History +5, Medicine +6, Religion +5
Damage Resistances necrotic
Senses passive Perception 13
Languages Common
Challenge 6 (2,300 XP)

Spellcasting. Mwengarsh is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Mwengarsh has the following spells prepared:
Cantrips (at will): *chill touch*, *eldritch blast*, *sacred flame*
1st level (4 slots): *cure wounds*, *inflict wounds*, *shield*
2nd level (3 slots): *detect thoughts*, *hold person*, *silence*, *warding bond*
3rd level (3 slots): *bestow curse*, *fear*, *sleet storm*, *vampiric touch*
4th level (3 slots): *black tentacles*, *blight*, *stoneskin*
5th level (1 slot): *cloudkill*

Actions

Multiattack. Mwengarsh makes one ***dagger of return*** attack and either casts one spell or uses his ***wand of necrotic blast***.
Dagger of Return. *Ranged Weapon Attack*: +8 to hit, range 30/60 ft., one target. *Hit*: 7 (1d4 + 5) piercing damage. The dagger returns to Mwengarsh's hand after the attack. See **Appendix E**.
Wand of Necrotic Blast. Mwengarsh expends 1 charge from this wand cast the *necrotic blast* spell (see Appendix D) from it.
Control Undead. Mwengarsh targets one undead creature of Challenge Rating 6 or less that he can see within 80 feet of him. The target must succeed on a DC 14 Wisdom saving throw or be controlled by Mwengarsh for 24 hours.

Natela Woundgiver, High Caresser of Her Final Caress

Medium humanoid (human), lawful evil

Armor Class 20 (***+2 plate***)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Con +6, Int +4, Wis +7
Skills Medicine +10, Persuasion +4, Religion +7
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Natela can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Natela expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Natela can cast one of her faction cantrips as a bonus action, without interfering with her ability to cast any of her normal spells on the same turn.

Ring of Teleportation. Natela wears a ***ring of teleportation*** (see **Appendix E**).

Ring of Protection From Missiles. Natela wears a ***ring of protection from missiles*** (see **Appendix E**) that gives her resistance to damage from ranged weapon attacks.

Spellcasting. Natela is an 11th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Natela has the following spells prepared:

Cantrips (at will): *poison embrace* (see **Appendix D**), *resistance*, *sacred flame*, *soothing caress* (see **Appendix D**)
1st level (4 slots): *cure wounds*, *detect magic*, *protection from evil and good*
2nd level (3 slots): *calm emotions*, *flame blade*, *hold person*, *lesser restoration*, *locate object*, *silence*, *zone of truth*
3rd level (3 slots): *dispel magic*, *mass healing word*
4th level (3 slots): *death ward*, *stoneskin*
5th level (2 slots): *commune*, *flame strike*
6th level (1 slot): *heal*

Actions

+2 Flail. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) bludgeoning damage.

Orgov Yulutt

Orgov has the statistics of a **gladiator** with the following changes:
He has a Dexterity of 17 (+3)
He has AC 16 (***+2 leather armor***)
His normal attack actions are replaced with the following:
+1 Club. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) bludgeoning damage.
+1 Dagger. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 10 (2d4 + 5) piercing damage.

Renkell Dwimmik, Underpriest of Her Incessant Mockery

Medium humanoid (human), lawful evil

Armor Class 16 (***+1 leather armor***)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	13 (+1)	17 (+3)	13 (+1)

Saving Throws Wis +5
Skills Medicine +7, Persuasion +3, Religion +5
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Divine Eminence. As a bonus action, Renkell can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Renkell expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Ring of Invisibility. Renkell wears a ***ring of invisibility***.

Spellcasting. Renkell is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Renkell has the following spells prepared:

Cantrips (at will): *light*, *sacred flame*
1st level (4 slots): *cure wounds*, *detect magic*
2nd level (3 slots): *calm emotions*, *hold person*, *silence*, *warding bond*
3rd level (3 slots): *dispel magic*, *protection from energy*
4th level (1 slots): *blight*, *death ward*

Actions

+1 Mace. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 5) bludgeoning damage.

Ruksharl, Commander of the Burned Legion

Ruksharl has the statistics of a **knight** with the following changes:
He has a Strength of 18 (+4)
He has AC 21 (***+1 plate***, shield)
He has 84 (13d8 + 26) hit points
He has the following action instead of a Greatsword:
+1 Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one

target. *Hit*: 9 (1d8 + 5) slashing damage.
His weapon attacks score a critical hit on a roll of 19 or 20.
His Challenge Rating is 4 (1,100 XP)

Shuggeth Lrak, Warlord of the North

Shuggeth Lrak has the statistics of a **knight** with the following changes:
He has a Strength of 18 (+4)
He has AC 19 (***+1 plat***e)
He has 91 (14d8 + 28) hit points
He has the following action instead of a Greatsword:
+2 Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage.
His Challenge Rating is 4 (1,100 XP)

Threllana

Threllana has the statistics of a **mummy** with the following changes:
She has a Charisma of 18 (+4)
She has the following additional trait:
Innate Spellcasting. Threllana's spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring only no material components:
At will: *darkness*
2/day each: *detect magic*, *inflict wounds*, *hold person*, *dispel magic*, *conjure animals* (snakes only)

Thrensil Braggennoc, Afflicter of Her Incessant Mockery

Medium humanoid (human), lawful evil

Armor Class 19 (***+1 plate mail***)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Wis +7
Skills Medicine +10, Persuasion +4, Religion +7
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Thrensil can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Thrensil expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Thrensil can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.
Ring of Telekinesis. Thrensil has a ***ring of telekinesis***.
Potion of Gaseous Form. Thrensil has a ***potion of gaseous form***.
Spellcasting. Thrensil is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Thrensil has the following spells prepared:
Cantrips (at will): *inflict self wounds* (see **Appendix D**), *resistance*, *sacred flame, unhinged* (see **Appendix D**)
1st level (4 slots): *bless*, *cure wounds*, *detect magic*, *inflict wounds*
2nd level (3 slots): *calm emotions*, *hold person*, *lesser restoration*, *zone of truth*
3rd level (3 slots): *dispel magic*, *mass healing word*, *protection from energy*
4th level (3 slots): *death ward*, *stoneskin*
5th level (2 slots): *mass cure wounds*, *raise dead*
6th level (1 slot): *blade barrier*, *harm*

Actions

+1 Mace. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage.

Thressa Narlkep, Captain

Thressa has the statistics of a **veteran** with the following changes:
She has 84 (13d8 + 26) hit points
She has AC 20 (***plate +1***, ***cape of distortion*** [see **Appendix E**])
She has the following actions instead of longsword and shortsword:
Hatchet of Speed. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) slashing damage.
Triumphant Hatchet. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) slashing damage. If Thressa kills a creature with this attack, her next attack with this weapon made before the end of her next turn is +8 to hit and deals 9 (1d6 +6) damage.
Her Multiattack consists of two hatchet of speed attacks and one triumphant hatchet attack
Her Challenge Rating 4 (1,100 XP)

Underpriest

Medium humanoid (human), lawful evil

Armor Class 16 (chain mail)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +5, Persuasion +3, Religion +3
Senses passive Perception 13
Languages Common
Challenge 1 (200 XP)

Spellcasting. The priest is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The underpriest has the following spells prepared:
Cantrips (at will): *resistance*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *command*, *cure wounds*, *protection from evil and good*
2nd level (2 slots): *hold person*, *silence*

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage.

Vlor Romatal

Vlor has the statistics of a **dread knight** (see **New Monsters** below) with the following changes:
He has 115 (14d8 + 52) hit points
He has the following additional action:
Greatclub of Anguish. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. *Hit*: 10 (1d8 + 6) bludgeoning damage plus 18 (4d6 + 4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The target must also succeed on a DC 14 Wisdom saving throw or be incapacitated with despair until the end of its next turn.
His Challenge Rating is 7 (2,900 XP)

Wedran

Medium humanoid (human), neutral evil

Armor Class 19 (***+2 chain mail***)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +7, Dex +6, Con +7
Skills Athletics +10, Intimidation +8
Senses passive Perception 11
Languages Common
Challenge 8 (3,900 XP)

Brave. Wedran has advantage on saving throws against being frightened.
Brute. A melee weapon deals one extra die of its damage when Wedran hits with it (included in the attack).
Potion of Flying. Wedran has a ***potion of flying***.
Potion of Giant Strength. Wedran has a ***potion of frost giant strength***.
Potion of Supreme Healing. Wedran has a ***potion of supreme healing***.
Action Surge (Recharges after a Short or Long Rest). Wedran takes an additional action on top of his regular action and possible bonus action.
Improved Criticals. Wedran's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Multiattack. Wedran makes three melee attacks or two ranged attacks.
+2 Greataxe. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 19 (2d12 + 6) slashing damage.
+1 Javelin. *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. *Hit*: 8 (1d6 + 5) slashing damage. Wedran has four ***+1 javelins***.

Reactions

Parry. Wedran adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Xenalder

Medium humanoid (human), lawful evil

Armor Class 18 (***bracers of greater defense*** [see **Appendix E**])
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Dex +7, Int +6, Wis +7
Skills Arcana +6, History +6, Medicine +7, Religion +6
Damage Resistances necrotic, poison
Senses passive Perception 14
Languages Common
Challenge 8 (3,900 XP)

Control Undead. Xenalder targets one undead creature he can see within 80 feet of him. The target must succeed on a DC 15 Wisdom saving throw or be controlled by Xenalder for 24 hours.
Potion of Flying. Xenalder has a potion of flying.
Ring of Poison Resistance. Xenalder wears a ***ring of poison resistance.***
Spellcasting. Xenalder is a 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Xenalder has the following spells prepared:
Cantrips (at will): *chill touch*, *eldritch blast*, *sacred flame*

1st level (4 slots): *cure wounds*, *inflict wounds*, *shield*
2nd level (3 slots): *blur*, *hold person*, *silence*, *warding bond*
3rd level (3 slots): *counterspell*, *haste*, *necrotic blast* (see **Appendix D**), *vampiric touch*
4th level (3 slots): *black tentacles*, *confusion*, *polymorph*, *stoneskin*
5th level (2 slots): *animate objects*, *cloudkill*, *flamestrike*
6th level (1 slot): *create undead*, *heal*
7th level (1 slot): *finger of death*

Actions

Multiattack. Xenalder makes one ***dagger of venom*** attack and either casts one spell or uses his ***wand of lightning bolts***.

Dagger of Venom. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit*: 7 (1d4 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute.

Wand of Lightning Bolts. Xenalder expends 1 or more charges from his **wand of lightning bolts** to cast the *lightning bolt* spell.

Yemma Deltara

Medium humanoid (human), neutral

Armor Class 18 (***bracers of greater defense*** [see **Appendix E**])
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	17 (+3)

Saving Throws Dex +6, Cha +5
Skills Deception +7, Insight +5, Investigation +6, Perception +7, Persuasion +7, Sleight of Hand +8, Stealth +8
Senses passive Perception 17
Languages Common
Challenge 4 (1,100 XP)

Cunning Action. On each of her turns, Yemma Deltara can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Yemma Deltara deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of hers that isn't incapacitated and Yemma Deltara doesn't have disadvantage on the attack roll.

Actions

Multiattack. Yemma Deltara makes two melee attacks.

+1 Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: *8* (1d6 + 5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack*: +6 to hit, range 30/120 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage.

Yol-kithil, Agonizer of Her Unyielding Grasp

Medium humanoid (human), lawful evil

Armor Class 20 (plate mail, shield), 18 (***medallion of Egramish's protection***)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Con +5, Wis +7
Skills Medicine +10, Persuasion +4, Religion +7
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Yol-kithil can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Yol-kithil expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Faction Cantrips. Yol-kithil can cast one of his faction cantrips as a bonus action, without interfering with his ability to cast any of his normal spells on the same turn.

Spellcasting. Yol-kithil is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Yol-kithil has the following spells prepared:

Cantrips (at will): *gasping breath* (see **Appendix D**), *resistance*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *cure wounds*, *detect magic*, *inflict wounds*
2nd level (3 slots): *darkness*, *locate object*, *silence*, *warding bond*
3rd level (3 slots): *bestow curse*, *dispel magic*, *mass healing word*
4th level (3 slots): *blight*, *stoneskin*
5th level (1 slot): *contagion*, *flame strike*

Actions

+1 Mace. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage.

Rod of Spectral Force. Yol-kithil targets up to 3 creatures within 20 feet of him. Each target must make a DC 15 Dexterity saving throw. On a failed save, a target takes 3d6 force damage per charge expended on it, is pushed 5d6 feet away from Yol-kithil, and is knocked prone. (see **Appendix E**)

Yungvel, Commander of the Shadow Legion

Yungvel has the statistics of a **bandit captain** with the following changes:
She has a Dexterity of 18 (+4)
She has AC 17 (***+1 studded leather***)
She has 78 (12d8 + 24) hit points
She has the following actions instead of Scimitar:
+1 Shortsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 5) piercing damage.
+1 Dagger. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d4 + 5) piercing damage.
Her weapon attacks score a critical hit on a roll of 19 or 20.
Her Challenge Rating is 4 (1,100 XP)

Zsollana Irongrasp, Underpriestess of Her Unyielding Grasp

Medium humanoid (human), lawful evil

Armor Class 13 or 19 (***+1 chain mail***, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	13 (+1)	17 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +5
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Divine Eminence. As a bonus action, Zsollana can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Zsollana expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.
Faction Cantrips. Zsollana can cast one of her faction cantrips as a bonus action, without interfering with her ability to cast any of her normal spells on the same turn.
Spellcasting. Zsollana is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Zsollana has the following spells prepared:
Cantrips (at will): *gasping breath* (see **Appendix D**), *light*, *sacred flame*
1st level (4 slots): *cure wounds*, *inflict wounds*, *protection from evil and good*
2nd level (3 slots): *hold person*, *silence*
3rd level (3 slots): *dispel magic*, *protection from energy*
4th level (3 slots): *blight*, *confusion*
5th level (1 slot): *flame strike*

Actions

Meteorite Rod of Corrosion. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage. If the target is wearing or carrying metal objects, it must succeed on a DC 13 Dexterity saving throw or have one of its metal objects hit. If the struck object is nonmagical metal armor or a nonmagical shield, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the struck object is a nonmagical metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Captured Characters or NPCs

Any characters or NPCs captured by evil minions are imprisoned (**Area 17**, **Map X**), sacrificed (**Area 8**, **Map W**), or enslaved (if dwarven) in the Mines of Woe (**Area 4**, **Map I**).

New Monsters

The following new monsters are found in this adventure:

Deadly Visage

Medium undead, chaotic evil

Armor Class 16
Hit Points 90 (12d8 + 36)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses passive Perception 11
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Rapid Aging. The deadly visage rapidly ages. At the end of each of its turns, the deadly visage's maximum hit points are reduced by 10. It dies if this reduces its hit points to 0.

Actions

Touch. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 11 (2d6 + 4) necrotic damage and the target must succeed on a DC 14 Charisma saving throw or have its Charisma score reduced by 1d4. The target dies if this reduces its Charisma to 0. The deadly visage's maximum hit points are increased by 10 for each point of Charisma lost by the target. Its maximum hit points cannot exceed 90.
Considered a "limited" undead creature, the life of a Deadly Visage among mortals lasts but a few fleeting moments

before time catches up with them. They are usually preserved in some manner, whether it be a sealed tomb or encasement in magic. Once freed of their imprisonment, they rapidly age, continually losing life essence until they are finally dead. They are often initially found as beautiful and charismatic men or women before their appearance wanes as they quickly age. Each strike may permanently drain Charisma as they try to sap their foes of their looks.

Deathlock

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Con +6
Skills Arcana +3, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 7 (2,900 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The deathlock can innately cast the following spells, requiring no material components:
1/day each: *animate objects*, *create undead* (casting time 1 action)
Spellcasting. The deathlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The deathlock knows the following spells:
Cantrips (at will): *eldritch blast*, *poison spray*, *true strike*
1st level (--): *charm person*, *hellish rebuke*, *magic missile, shield*
2nd level (--): *hold person*, *mirror image*
3rd level (--): *counterspell*, *lightning bolt*
4th level (--): *dimension door*
5th level (3 slots): *cloudkill*

Actions

Multiattack. The deathlock makes one claw attack and casts a spell.
Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 6 (1d6 + 3) slashing damage plus 13 (3d6 + 3) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Dread

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (–2)	12 (+1)	9 (–1)

Skills Perception +3, Stealth +3
Damage Immunities necrotic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 1 (200 XP)

Actions

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) slashing damage plus 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Dread Knight

Medium undead, neutral evil

Armor Class 18 (plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (–2)	12 (+1)	9 (–1)

Saving Throws Con +6
Skills Perception +4, Stealth +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 6 (2,300 XP)

Actions

Multiattack. The dread knight makes two melee attacks.
Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 7 (1d6 + 4) slashing damage plus 18 (4d6 + 2) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Frost Salamander

Large elemental, neutral evil

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 5 (1,800 XP)

Chilled Body. A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) cold damage.
Chilled Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) cold damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.
Spear. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) cold damage.
Tail. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) cold damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Giant Carrion Crawler

The giant carrion crawler has the statistics of a **carrion crawler** with the following changes:
It has AC 14 (natural armor)
It has 93 (11d10 + 33) hit points
It has Challenge Rating 3 (700 XP)

Greater Wight

The greater wight has the statistics of a **wight** with the following changes:
It has a Strength of 17 (+3)
It has a Dexterity of 17 (+3)
It has 75 (10d8 + 30) hit points
It has AC 15 (studded leather)
It has Challenge Rating 4 (1,100 XP)

Goreslug

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	15 (+2)	1 (–5)	8 (–1)	1 (–5)

Damage Immunities acid
Condition Immunities blinded, poisoned
Senses blindsight 30 ft. blind beyond this radius, passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Amphibious. The goreslug can breathe air and water.

Actions

Acid Spit. *Ranged Weapon Attack*: +4 to hit, range 30 ft., one target. *Hit*: 5 (2d4) acid damage immediately and 5 (2d4) acid damage at the end of its next turn.

Mural Demon

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	18 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Dex +7, Con +9, Wis +7
Skills Perception +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 17
Languages Abyssal
Challenge 9 (5,000 XP)

Innate Spellcasting. The mural demon's spellcasting ability is Intelligence (spell save DC 16). The mural demon can innately cast the following spells, requiring no material components:
At will: *darkness*, *detect magic*, *dispel magic*
2/day each: *charm person*, *cure wounds* (5th level), *fireball*, *wall of fire*
Magic Resistance. The mural demon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The mural demon makes two whip attacks and either uses its poison breath or casts one spell.

Whip. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 13 (3d4 + 6) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). The mural demon can only grapple one target at a time with its whip. It can end such a grapple in order to use the whip to attack again.

Poison Breath (Recharge 5-6). The mural demon exhales poisonous gas in a 20-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (l2d6) poison damage on a failed save, or half as much damage on a successful one.

Piercer

Medium monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +4
Senses darkvision 30 ft., tremorsense 60 ft., passive Perception 13
Languages —
Challenge 1/2 (100 XP)

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

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

Safe Falling. The piercer is immune to damage from falling.

Actions

Drop. *Ranged Weapon Attack*: +3 to hit, range 30 ft., one target beneath the piercer. *Hit*: 4 (1d6 + 1) piercing damage per 10 feet fallen up to 18 (4d6 + 4).

Skeletal Priest

Medium undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	9 (–1)

Saving Throws Con +5
Skills Perception +4
Damage Vulnerabilities bludgeoning
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands the languages it knew in life but can't speak
Challenge 3 (700 XP)

Spellcasting. The skeletal priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The skeletal priest has the following spells prepared:

Cantrips (at will): resistance, sacred flame
1st level (4 slots): bane, command, inflict wounds
2nd level (3 slots): darkness, hold person, spiritual weapon
3rd level (3 slots): bestow curse, dispel magic, fear, protection from energy
4th level (3 slots): blight, confusion
5th level (1 slot): contagion, flame strike

Actions

Multiattack. The skeletal priest makes two claw attacks.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Stone Scorpion

Small construct, unaligned

Armor Class 18 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 20 ft., swim 30 ft.

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

Skills Perception +2
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 20 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Actions

Multiattack. The scorpion makes one sting attack and two claw attacks

Sting. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d4 + 4) slashing damage.

Stone Snake

Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	2 (–4)	10 (+0)	3 (–4)

Skills Perception +2
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 20 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Troll Chieftain

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 6 (2,300 XP)

Keen Smell. The troll chieftain has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll chieftain regains 10 hit points at the start of its turn. If the troll chieftain takes acid or fire damage, this trait doesn't function at the start of the troll chieftain's next turn. The troll chieftain dies only if it starts its turn with 0 hit points and doesn't regenerate.

Arm Rending. When the troll chieftain hits the same target with two claw attacks on its turn, that target takes an additional 12 (3d8) slashing damage. If at least one of the claw attack rolls was a 20, the troll chieftain has torn off one of the target's limbs.

Savage Stomp. As a bonus action, the troll chieftain makes a stomp attack against a prone creature within 5 feet of it.

Actions

Multiattack. The troll chieftain makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage.

Stomp. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one prone creature. *Hit*: 14 (3d6 + 4) bludgeoning damage.

Vapor Guardian

Large elemental, unaligned

Armor Class 19 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	13 (+1)	17 (+3)	16 (+3)

Skills Perception +6, Stealth +10
Damage Resistances cold, fire, lightning
Damage Immunities poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 90 ft., passive Perception 16
Languages —
Challenge 6 (2,300 XP)

Innate Spellcasting. The vapor guardian's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:
At will: *detect evil and good*, *detect magic*, *detect thoughts*
3/day each: *confusion*, *counterspell*, *haste*, *hold person*, *invisibility*, *magic missile*, *shield*, *sleep*

Actions

Multiattack. The vapor guardian makes two scimitar attacks and casts one spell.

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

Winter Wolf Skeleton

Large undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	5 (–3)	12 (+1)	5 (–3)

Skills Perception +5, Stealth +3
Damage Vulnerabilities bludgeoning, poison
Damage Immunities cold, necrotic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses passive Perception 15
Languages understands Common, Giant, and Winter Wolf but can't speak
Challenge 3 (700 XP)

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.
Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.
Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Yeti Chieftain

The yeti chieftain has the statistics of a **yeti** with the following changes:
It has 93 (11d10 + 33) hit points
It has AC 15 (natural armor)
Its claw attack does 9 (1d10 + 4) slashing damage plus 5 (1d10) cold damage
It has the following additional attack action:
Club. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 4) bludgeoning damage.
Its Multiattack consists of two club or two claw attacks.
The saving throw against its chilling gaze attack is DC 15.
It has Challenge Rating 4 (1,100 XP)

Appendix D: Spells and Spellcasters

The following details faction priests, new spells, and other aspects pertinent to the Order of Egramish

Clerics and Paladins of Good Within the Goddess's Domain

Good clerics find it exceptionally hard to commune with their deities while within Egramish's domain. Her evil presence in the Mountain of Shadows is so intense that good clerics have only a 50% chance to recover their expended spell slots or alter their list of prepared spells when they pray after a long rest.

Good characters, in general, are easier to spot by Egramish's minions. Evil foes may spot good characters with a result of 1 or 2 on a 1d6.

Order of Egramish Ranks

The goddess created new spells for her followers. Although some of these are ill-suited for good characters, they may be used by non-good characters or adapted for use as you desire.

The highest-ranking priests of each faction are often given a formal rank by the order to indicate their devotion to the goddess and their religion. Secret spells are given to priests when they reach each of the two levels of formal ranks. Note that a third rank is given only to the high priest of the order.

Formal Priest Ranks

Rank	Level	Faction	Benefit
Agonizer	1	Her Unyielding Grasp	(1) faction-specific cantrip
Highgazer	1	Her Penetrating Gaze	(1) faction-specific cantrip
Aspirator	1	Her Jealous Desire	(1) faction-specific cantrip
High Faithful	1	Her Unwavering Faith	(1) faction-specific cantrip
High Pugilist	1	Her Clenched Fist	(1) faction-specific cantrip
Tormentor	2	Her Unending Malevolence	(2) faction-specific cantrips
Afflicter	2	Her Incessant Mockery	(2) faction-specific cantrips
High Caresser	2	Her Final Caress	(2) faction-specific cantrips
Persecutor	3	The Order of Egramish	(3) faction-specific cantrips*

* Includes access to 8th- and 9th-level spells, granted by Egramish
Note that other titles exist but are not listed here (you may add more as needed).

Preferred Spells by Faction

Although any faction priest may use spells from the standard Cleric spell lists, some factions have access to spells not normally on the Cleric list and have spells they prefer over others. The table below suggests favored spells by the factions. Note that the preferred spells by faction list is purely optional.

Preferred Spells by Faction>

Faction	Favored Spells
Her Unyielding Grasp	*protection from evil and good*, *protection from energy*
Her Clenched Fist	*fear*, *warding bond*, *flame blade*
Her Penetrating Gaze	*daylight*, *light*
Her Unwavering Faith	*calm emotions*, *zone of truth*
Her Unending Malevolence	*bestow curse*, *fear*
Her Final Caress	*lesser restoration*, *protection from poison*
Her Incessant Mockery	*protection from energy*, *silence*
Her Jealous Desire	*detect thoughts*, *zone of truth*

New Cleric Spells

The following are new cantrips and higher-level Cleric spells. The factions' high priests have access to up to two cantrips. Although some priests are not yet worthy to have two spells, the faction itself has been given two that they can learn. Three of the factions detail only a single cantrip in the adventure pages. The list of spells below includes the missing three cantrips (*desire*, *pugilistic pain*, *skipped breath*) for you to use as you see fit. New higher-level spells are listed after the cantrips.

Cleric Cantrips

Spell Name	Faction
Blinding Malevolence	Her Unending Malevolence
Blistering Pain	Her Unending Malevolence
Clouded Vision	Her Penetrating Gaze
Covet	Her Jealous Desire
Desire	Her Jealous Desire
Fist of the Goddess	Her Clenched Fist
Gasping Breath	Her Unyielding Grasp
Persecution	Order of Egramish (Miltotok)
Persuasion	Her Unwavering Faith
Poison Embrace	Her Final Caress
Pugilistic Pain	Her Clenched Fist
Ray Gaze	Her Penetrating Gaze
Inflict Self Wounds	Her Incessant Mockery
Skipped Breath	Her Unyielding Grasp
Spell Name	**Faction**
Steadfastness	Her Unwavering Faith
Twin Image	Her Sacrificed Half*
Unhinged	Her Incessant Mockery
Unworthy	Order of Egramish (Miltotok)
Zealotry	Order of Egramish (Miltotok)

* Faction no longer operating or supported

Cleric Cantrips

Blinding Malevolence

Enchantment cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round
One creature you see within range must succeed on a Wisdom saving throw or spend their next turn making one or more melee attacks against their nearest ally. If no ally is present, the creature makes one or more melee attacks against a randomly determined creature.

Blistering Pain

Evocation cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: instantaneous
You cause one creature to succeed on a Wisdom saving throw or suffer great pain and take 2d4 force damage.

Clouded Vision

Necromancy cantrip

Casting Time: 1 bonus action
Range: 50 feet
Components: V, S
Duration: 1 round
You cause a creature to have difficulty seeing, as if it had dust or water in its eyes. Unless it has blindsight, the creature must succeed on a Constitution saving throw or have disadvantage on attack rolls and a -1 penalty to its AC until the end of its next turn.

Covet

Enchantment cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round
You cause one creature to succeed on a DC 12 Wisdom saving throw or become convinced that one of its allies has something it desperately wants. It spend is next turn attempting to take the item from its ally.

Desire

Enchantment cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round
You cause one creature to be suddenly overcome with a desire to be loved by someone within range. The target must succeed on a Wisdom saving throw or spend its next turn confessing its love and desire to that individual.

Fist of the Goddess

Transmutation cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round
You summon an invisible spectral fist and place it squarely in front of a creature. That creature must succeed on a Strength saving throw or be unable to move closer to you until the end of your next turn.

Gasping Breath

Transmutation cantrip

Casting Time: 1 bonus action
Range: 50 feet
Components: V, S
Duration: 1 round
You summon an invisible, spectral hand to choke a creature. The creature must succeed on a Constitution saving throw or have disadvantage on attack rolls until the end of its next turn.

Inflict Self Wounds

Enchantment cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round
You cause one creature to succeed on a Wisdom saving throw or use an action on its next turn to inflict 1d6 damage to itself (of a type appropriate to its weapons or physiology).

Persecution

Enchantment cantrip

Casting Time: 1 bonus action
Range: 50 feet
Components: V, S
Duration: 1 round
One creature must succeed on a Wisdom saving throw or have disadvantage on saving throws against spells and magic effects until the end of its next turn.

Persuasion

Enchantment cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round
You cause one creature to succeed on a Wisdom saving throw or have a -1 penalty to attack rolls until the end of its next turn.

Poison Embrace

Conjuration cantrip

Casting Time: 1 bonus action
Range: 50 feet
Components: V, S
Duration: 1 round
You create a 10-foot cube of green mist centered on a location you can see within range. Each creature in the mist must succeed on a Constitution saving throw or have a -1 penalty to attack rolls until the end of its next turn and a -1 penalty to its AC.

Pugilistic Pain

Enchantment cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round
You cause one creature to feel as if it has been struck numerous times by a trained pugilist. The target must succeed on a Strength saving throw or have a -2 penalty to its AC until the end of its next turn.

Ray Gaze

Evocation cantrip

Casting Time: 1 bonus action
Range: 50 feet
Components: V, S
Duration: Instantaneous
You target one creature, and searing energy blazes from your eyes, tearing through cloth and flesh. The target must succeed on a Dexterity saving throw or take 1d10 + 1 radiant damage.

Skipped Breath

Conjuration cantrip

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: Instantaneous
You cause one creature to skip a long breath. The target must succeed on a Constitution saving throw or take 1d6 force damage.

Soothing Caress

Enchantment cantrip

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Instantaneous
Make a melee spell attack against a creature. On a hit, the creature drops one object it is holding (your choice).

Steadfastness

Enchantment cantrip

Casting Time: 1 bonus action
Range: self
Components: V, S
Duration: 1 round
You gain one of three possible benefits: 1) You gain a +1 bonus to your next attack roll this turn. 2) A spell you cast this turn with a range of 5 feet or greater has its range doubled. 3) A spell you cast this turn with a duration of 1 minute or longer has its duration doubled.

Twin Image

Illusion cantrip

Casting Time: 1 bonus action
Range: self
Components: V, S
Duration: 1 round
Except for its casting time and duration, this spell is identical to the spell *mirror image*, except that you create only one illusory duplicate of yourself.

Unhinged

Enchantment cantrip

Level 0 Cleric spell
Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round
You cause one creature to succeed on a Wisdom saving throw or believe that all creatures it can see or sense are enemies until the end of its next turn.

Unworthy

Enchantment cantrip

Casting Time: 1 bonus action
Range: 50 feet
Components: V, S
Duration: 1 round
One creature must succeed on a Wisdom saving throw or spend its next turn considering its general life worthiness (doesn't move or take any actions).

Zealotry

Enchantment cantrip

Casting Time: 1 bonus action
Range: 50 feet
Components: V, S
Duration: 1 round
Up to four creatures you can see gain a bonus to attack and saving throw rolls until the end of their next turn. If one creature is targeted, the bonus is +3. If two creatures are targeted, the bonus is +2. If three or four creatures are targeted, the bonus is +1. Unwilling targets must succeed on a Wisdom saving throw to avoid the effect.

New Higher-Level Spells

Necrotic Blast

3rd level evocation

Casting Time: 1 action
Range: 100 feet
Components: V, S, M
Duration: Instantaneous
You send a black sphere of energy flying to a location within 100 feet of you. All non-undead creatures within 30 feet of the target must make a Constitution saving throw, taking 28 (8d6) necrotic damage on a failure or half as much damage on a success. You regain 1 hit point for each target that takes necrotic damage.

Immunity

8th level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Concentration, up to 1 hour
For the duration, the willing creature you touch has immunity to one damage type of your choice: acid, bludgeoning, cold, fire, force, lightning, piercing, poison, psychic, radiant, slashing, or thunder.

Vulnerability

8th level evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes
Make a melee spell attack against a creature within your reach. On a hit, the target must succeed on a Constitution saving throw or be vulnerable to one damage type of your choice for the duration: acid, bludgeoning, cold, fire, force, lightning, piercing, poison, psychic, radiant, slashing, or thunder.

Appendix E: New Magic Items

The following new magic items appear in this adventure:

Amulet of Egramish

Wondrous item, rare (requires attunement by a creature of evil alignment)

This amulet is a circular, platinum amulet on a silver chain, engraved with the silhouette of Egramish's face and head. If you are a follower of Egramish, while wearing it, you are invisible to and unheard by undead creatures. If you are not a follower of Egramish but have an alignment other than good, you gain a +4 bonus to AC and saving throws versus attacks and effects by undead creatures. If you have a good alignment and put on the amulet, you take 1d4 necrotic damage immediately and every 10 minutes until you remove the amulet. This amulet is attuned to the Catacombs of the Past and does not provide any benefits beyond its halls and chambers.

Amulet of Repulsion

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you have a chance to repel a spell cast at you. It does not affect spells whose area of effect merely includes you. The amulet has a running total number which represents a percentage chance that it will repel the next spell cast at you. Each time a spell is cast at you, roll 1d100. If the result is equal to or under the amulet's running total, the spell does not affect you, and the amulet's running total resets to 1. If the result is over the amulet's running total, it does not repel the spell, and its running total increases by an amount equal to 1 + your Wisdom bonus.

Animated Parrot

Wondrous item, uncommon

When you place this clockwork parrot on your shoulder, you may use an action to expend a charge to ask it for advice regarding the near future. When you do so, it functions like casting the *augury* spell (with 25% chance of an errant reading). The parrot has 3 charges and regains all expended charges daily at dawn.

Battleaxe of Leaping

Weapon (battleaxe), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. While holding it, you can use a bonus action to leap up to three times the distance you normally could. If you do so and then hit a target with the battleaxe on the same turn, the target takes an additional 1d8 slashing damage. Once this leap action is used, it can't be used again until the next dawn

Belt of Dragon Command

Wondrous item, legendary (requires attunement)

This wide belt is made from the tongue of a red dragon. While you wear it, you can use an action to direct the belt's enchantment magic at a dragon you can see within 120 feet of you. The dragon must succeed on a DC 20 Wisdom saving throw or be affected as if by a *dominate monster* spell for 1 hour. If the dragon fails its saving throw, it may not use its legendary resistance to avoid the belt's magic. You cannot use this property of the belt again until the next dawn. You are also a masterful rider of dragons while wearing this belt.

Bloody Blade of Souls

Weapon (greatsword), legendary (requires attunement)

Made from thrice-forged steel and titan blood, this greatsword weighs nearly 50 pounds. You may only wield it if your Strength score is 17 or higher. When you swing this massive blade, a crimson arc is briefly visible in the air following the blade's path.

You have a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this blade, all creatures within 30 feet that are hostile to you must succeed on a DC 15 Wisdom saving throw or be affected as if by a fear spell for 1 minute. Once the duration expires or a creature succeeds on its saving throw, it is immune the sword's fear effect for 24 hours.

When you find this sword, it contains 1d100 trapped souls within it. When you kill a creature with this weapon, there is a 25% chance that its soul is absorbed into the blade. Once 100 souls are contained within the sword, the next time you successfully hit a creature with it, those souls are released. All non-undead creatures (including you) within 60 feet take 8d6 psychic damage.

Book of the Order of Egramish

Wondrous item, legendary

Considered the first book written about the goddess Egramish and her religious service, the *Book of the Order of Egramish* contains three valuable chapters. The first chapter details the full history of Egramish, from her mortal life to ascension to goddesshood. If you are of evil alignment and spend 1 hour reading the capter, there is a 25% chance that your Wisdom score increases by 1. The second chapter fully details the eight factions and the order's purpose. If you are a cleric of evil alignment and spend 1 hour reading this chapter, you gain a bonus daily spell slot (roll 1d4 to determine the spell slot's level). Finally, the third chapter lists all the cantrips and spells specific to Egramish's followers (see **Appendix D**). If you are a cleric (at least 9th level) of evil alignment and a follower of Egramish and you spend 1 hour reading this chapter, you can learn any of the order-specific spells.

Bracelet of a Dozen Lives

Wondrous item, very rare

This bracelet is a golden, braided chain with 12 tiny skull charms. Each skull has two tiny ruby gems for the eyes. While wearing the bracelet, you may use an action to pull one skull from the chain and swallow it, which removes the poisoned condition on you, cures all diseases with which you are afflicted. Any reductions to your hit point maximum from undead life drain attacks are reversed. When the last skull charm is consumed, the necklace ceases being magical.

Bracers of Greater Defense

Wondrous item, very rare (requires attunement)

While wearing these bracers, you gain a +4 bonus to AC if you are wearing no armor and using no shield.

Bracers of Superior Defense

Wondrous item, legendary (requires attunement)

While wearing these bracers, you gain a +6 bonus to AC if you are wearing no armor and using no shield.

Cape of Distortion

Wondrous item, rare (requires attunement)

This black cape absorbs light and shadow, making it difficult to see where the cape ends and light or darkness begins. While you wear it, you gain a +1 bonus to your AC.

Chain Mail of Putrefaction

Armor (chain mail), very rare

While wearing this armor, you gain a +2 bonus to AC.

Curse. Once you put on this cursed armor, you can't take it off unless you are targeted by the *remove curse* spell or similar magic. While you wear it, you have disadvantage on saving throws against disease.

Chain of Truth

Wondrous item, uncommon

This heavy, 10-pound gold-plated chain motivates the telling of the truth. You can use an action to place this chain around the neck of a creature. If it tells a lie, the magical chain doubles in weight. Each time the weight doubles, there is a cumulative 10% chance that the creature takes 1d4 force damage.

Evil Horn of Summoning

Wondrous item, very rare

Made from the rib of an ancient red dragon, this alabaster and red horn was crafted by soul-bound elves and infused with enchanted silver. The horn was once owned by the high priest of Her Penetrating Gaze.

When you use an action to sound the horn, you call forth a vrock from the lower planes. It appears in an unoccupied space with 30 feet of you. If you are of evil alignment, the vrock obeys your commands. The vrock disappears if killed or after 1 minute.

Clenched Fist Holy Symbol

Wondrous item, rare (requires attunement by a cleric of Egramish)

The high priest of Her Clenched Fist has carried this holy relic since the formation of the faction. When you wear this holy symbol, you can use a bonus action to enhance a spell you cast on the same turn. If the spell has a duration of 1 minute or longer, you can double its duration. Or you can make one target of the spell have disadvantage on the saving throw.

Courtier's Headband

Wondrous item, rare (requires attunement)

While wearing this solid platinum headband, you have a +2 bonus to Wisdom saving throws and your Charisma score increases by 1 to a maximum of 20.

Crown of Victory

Wondrous item, very rare (requires attunement)

This crown is silver, adorned with red, blue, and green precious gemstones. If you kill a creature while wearing this crown, you gain a +1 bonus to attack rolls for 5 minutes. For each additional creature you kill, you gain another cumulative +1 bonus, up to a total of +3. If you take damage from an enemy's spell or attack, you lose the bonus.

Cudgel of Permanent Bruising

Weapon (club), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, a creature hit by this cudgel must succeed on a DC 12 Constitution saving throw or suffer permanent bruises. Only a *wish* spell can remove the bruises.

Cursed Scepter

Rod, very rare

Once you touch this cursed scepter, you cannot remove it from your hand unless you are targeted by the remove curse spell or similar magic. While holding it, you have a -2 penalty to saving throws. You have a -1 penalty to attack and damage rolls made with this weapon.

Dagger of Return

Weapon (dagger), rare

You have a +1 bonus to attack and damage rolls with this magic weapon. When you use it to make a ranged attack, it flies back to your hand immediately after the attack.

Demiurgic Mace of Egramish

Weapon (mace), very rare (requires attunement)

Made from dragon-blood-infused steel and meteorite fragments, this 40-pound mace must be wielded two-handed (unless your Strength is 18 or higher). You have a +3 bonus to attack and damage rolls made with this magic weapon.

If you are a cleric of evil alignment, you gain two additional benefits while holding this mace. You gain an extra spell slot of each level for which you already possess spell slots (up to 7th level). And when you hit a creature, if you roll a 20 on the attack roll, you regain hit points equal to the damage inflicted.

Dwarven Hammer of Lightning

Weapon (warhammer), legendary (requires attunement by a dwarf)

A legendary artifact of the dwarven realm, this hammer was once wielded by dwarven kings and queens. The hammer is one-handed and half as light as a normal weapon.

The hammer has the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after a ranged attack, the weapon flies back to your hand.

While holding the hammer, you gain an additional action on each of your turns which may only be used to make an attack with the hammer. As a bonus action, you may speak the hammer's command word in Dwarvish to charge it with electrical energy. The next target you hit with the hammer within 1 minute takes an additional 4d8 lightning damage. After you use this ability twice, it can't be used again until the next dawn.

Ebony Mace of Fear

Weapon (mace), rare (requires attunement)

This black steel mace has a head shaped like a screaming skull, with garnets inset in the eye sockets. The black oak handle is wrapped in leather.

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, the target must succeed on a DC 13 Wisdom saving throw or become frightened of you for 1 minute. While frightened, the creature must take the Dash action and move away from you on each of its turns if possible. If the creature end its turn where it doesn't have line of sight to you, it can make repeat the Wisdom saving throw, ending the effect on itself on a success. Once it successfully saves against the effect or the effect ends for it, the creature is immune to the mace's fear ability for the next 24 hours.

Evil Shortsword of Paralysis

Weapon (longsword), rare (requires attunement by a creature of evil alignment)

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a non-undead creature of non-evil alignment, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Globe of the Profane

Wondrous item, rare (requires attunement)

This palm-sized glass sphere is filled with a shimmering, viscous liquid. Typically 1d3 *globes of the profane* are found together.

You can use an action to throw the globe up to 60 feet. The globe shatters on impact and is destroyed, but a clinging fog escapes in a 10-foot radius area. Each creature within that area must succeed on a DC 15 Wisdom saving throw or be unable to cast cleric or paladin spells or use a channel divinity ability for 2 minutes. An affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Glove of Evaluation

Wondrous item, uncommon

When you don this black leather glove, place a nonmagical gemstone or other natural mineral in the palm, and squeeze your hand into a fist around it, you immediately know the type, clarity, weight, and value of the stone. You cannot assess items larger than palm size.

Ghreznal's Clay Pot

Wondrous item, rare

When you place a raw or flawed gemstone into this pot for 24 hours, the pot cuts and polishes the gemstone, adding 25% to its base value.

Half Pendant of Protection Against Miltotok

Wondrous item, rare (requires attunement)

This special pendant is one-half of a two-piece set. Originally, Miltotok and Galnatak each wore one half of the metal charm they received from their parents. Galnatak has slowly imbued it with protective magic over the years. While you wear this pendant around your neck, you have:

Immunity to 1st and 2nd levels spells cast by Miltotok.
advantage on saving throws against spells cast by Miltotok.
a +2 bonus to your AC against Miltotok's physical attacks.

Hammer of Bloody Transference

Weapon (warhammer), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, a creature you hit with this hammer must succeed on a DC 14 Constitution check or take 1d8 necrotic damage. You regain hit points equal to the necrotic damage.

Hatchet of Speed

Weapon (handaxe), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

Helmet of Death Avoidance

Wondrous item, rare (requires attunement)

While wearing this helmet, you have advantage on saving throws against spells and attacks that explicitly cause death (not just damage which might lead to death) such as ***arrows of slaying*** or the *power word kill* spell.

Helmet of Spiritual Cleansing

Wondrous item, rare (requires attunement by a cleric)

This black, visored helmet has eight narrow eye slits that provide limited vision. While you wear it, the number of hit points regained by a creature on whom you cast a healing spell (such as *cure wounds*) is doubled. Casting a *lesser restoration* or *greater restoration* spell while wearing the helmet allows you to remove up to two of the relevant conditions or diseases. Also, you may use an action to cast *inflict wounds* (as if using a 2nd-level spell slot). Once you have used this ability three times, it can't be used again until the next dawn.

Helmsplitter

Weapon (battleaxe), legendary (requires attunement)

Helmsplitter is a magical and intelligent battle axe forged in a forgotten dwarven smithy of old.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This bonus does not function when attacking dwarves. You gain a +2 bonus to attack and damage rolls made against trolls, ogres, orcs, and goblins.

Sentience. *Helmsplitter* is a sentient neutral good weapon with an Intelligence of 12, a Wisdom of 9, and a Charisma of 12. The weapon telepathically communicates with its wielder and provides its owner with fluency in Dwarvish, but cannot itself speak.

Personality. *Helmsplitter* urges its wielder to always speak with dwarven flair. It convincingly requires its owner to drink more than they should and to hoard wealth every chance they get (a successful DC 10 Wisdom saving throw, as needed, fights the urges).

Her Penetrating Gaze Holy Symbol, Egramish Blessed

Wondrous item, rare (requires attunement by a cleric of Egramish)

The goddess Egramish herself blessed this holy symbol. While you wear the symbol, you have a +2 bonus to saving throws and are immune to petrification.

Hooded Robe of Shadows

Wondrous item, uncommon (requires attunement)

This magical robe seems to accumulate nearby shadows. While wearing it with the hood pulled up, when you make a Dexterity (Stealth) check, you are considered proficient in the Stealth skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Horn of the Wind Riders

Wondrous item, very rare

You can use an action to blow this ivory and gold horn. In response, a great rumble of the ground occurs. After 1d4 rounds, a great horde of shadowy riders appears, riding at the speed of the wind. The riders trample down any creatures hostile to you in a 60-foot radius around you. Each creature in the area must make a DC 15 Dexterity saving throw, taking 12d6 bludgeoning damage on a failure, or half as much damage on a success. The riders then vanish. Once you have used the horn, it can't be used again until 7 days have passed. If you blow the horn again before 7 days have passed, the horde of rider appears but tramples you and your companions.

Invisible Bowstring

Wondrous item, very rare

When you affix this string to a longbow or shortbow, it help to nock arrows more quickly. Each time you make an attack with a bow that has this string strung on it, roll 1d4. On a roll of 4, you may immediately make another attack with the bow as a bonus action.

Javelin of Piercing

Weapon (javelin), uncommon

You have a +3 bonus to ranged attack and damage rolls made with this magic weapon. The javelin disintegrates upon impact, whether or not you hit your target.

Letter Opener of Detection

Wondrous item, uncommon

When you hold this letter opener within one foot of a letter or document, it alerts you to the presence of any magical or mundane trap or glyph on the paper or seal.

Lightshield

Armor (plate), legendary (requires attunement)

This ornate armor looks to be made of solid gold when viewed within brightly lit areas. In areas of dim light or darkness, it appears to be made of pure shadow. The plate armor is layered with transforming paint that shifts from gilded to deep black based on the surroundings.

While wearing this unusually light magic plate armor, you have a +2 bonus to your AC in areas of bright light or a +3 bonus to your AC in areas of dim light or darkness. You also have immunity to spells of 3rd level or less, though you may voluntarily allow a spell to affect you.

+1 Longbow, +2 vs. Lizards

Weapon (longbow), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. You have a +2 bonus to attack and damage rolls made with this weapon against lizards (including dragons).

+1 Longsword, +2 vs. Plants

Weapon (longsword), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. You have a +2 bonus to attack and damage rolls made with this weapon against plants.

Mace of Vanquishing Elementals

Weapon(mace), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you attack elemental creatures, this bonus increases to +2.

Mace of Bleeding

Weapon (mace), very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, whenever you strike a creature other than an undead or a construct, the target begins bleeding. At the start of each of its turns, it must make a DC 14 Constitution saving throw. On a failed save, the target takes 3 (1d6) necrotic damage. On a successful save, the target ends the bleeding effect on itself. Magical healing also ends this bleeding.

Mace of Fire Resistance

Weapon (mace), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding it, you have resistance to fire damage.

Mask of Disguise

Wondrous item, uncommon

While wearing this mask, you can use an action to cast *disguise self* from it at will. When cast in this manner, the spell can only alter the appearance of your face and head. The spell ends if the mask is removed.

Mask of Fluency

Wondrous item, uncommon

This gruesome mask is made from the flayed flesh of some sort of scaly creature. While wearing it, you can use an action to cast *comprehend languages* from it at will.

Mask of Mockery

Wondrous item, legendary (requires attunement)

This mask is made of human skin and is a patchwork of different faces sewn into one maniacal face. While you wear the mask, you have a +1 bonus to AC. When a creature first looks at you wearing the mask, it must succeed on a DC 12 Wisdom saving throw or be affected as if by a *fear* spell for 1 minute.

If you are a follower of Egramish, you gain some additional benefits while wearing this mask. Your Charisma is 18, you regain 1 hit point at the start of each of your turn, and creatures have a -2 penalty on their Wisdom saving throws after looking at the mask.

Medallion of Egramish's Protection

Necklace, rare (requires attunement by a cleric of Egramish)

When you wear this medallion, your base AC is 16 plus your Dexterity modifier.

Meteorite Rod of Corrosion

Weapon (mace), rare

This rod is made from a meteorite rich in alien metals and hardened stone. You have a +1 bonus to attack and damage rolls made with this magic weapon. Each time you hit a target wearing or carrying metal objects, they must succeed on a DC 13 Dexterity saving throw or have one of their metal objects hit. If the struck object is nonmagical metal armor or a nonmagical shield, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the struck object is a nonmagical metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Necklace of Cleanliness

Wondrous item, rare (requires attunement)

This necklace is a thick silver chain with a dozen large, white pearls and a bone clasp. While you wear it, you have advantage on saving throws against disease and poison. You may use an action to remove and swallow a pearl to cast lesser restoration on yourself.

Penetrating Maul

Weapon (maul), very rare

You have a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with the maul, you gain advantage on the next attack roll you make with it before the end of your next turn. Note, this advantage only applies if the target of the next attack is wearing armor.

Prybar of Service

Wondrous item, uncommon

This plain metal tool is two feet in length. While holding it, you can use a bonus action to speak its command word. Doing so causes the prybar to extend to six feet in length, or revert to two feet in length. The prybar gives you a +2 bonus to Strength check rolls to open doors, lift gates or portcullises, or any similar task.

Ratkiller Knife

Weapon (dagger), uncommon

You have a +2 bonus to attack and damage rolls against rodents with this magical weapon.

Ring of Greater Protection

Ring, very rare (requires attunement)

You gain a +2 bonus to AC and saving throws while wearing this ring.

Ring of Protection From Missiles

Ring, rare (requires attunement)

While wearing this ring, you have resistance to damage from ranged weapon attacks.

Ring of Teleportation

Ring, rare (requires attunement)

This ring has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *teleport* spell from it. The ring regains 1d3 expended charges daily at dawn.

Ring of Undead Protection

Ring, uncommon (requires attunement)

While wearing this ring, you gain a +1 bonus to AC and saving throws against attacks and effects by undead creatures.

Ring of Unquenchable Thirst

Ring, rare (requires attunement)

When you attune to this ring, you become cursed until you are targeted with the *remove cursei* spell or similar magic. While cursed, you crave the blood of your enemies. If you kill a creature, you

must succeed on a DC 10 Wisdom saving throw or spend your next turn attempting to drink their blood.

Ring of Unwavering Faith

Ring, legendary (requires attunement by a cleric)

When you choose your list of prepared spells while wearing this platinum ring, roll on the following table to determine how many additional spell slots (beyond your normal complement) of which level you gain.

Extra Cleric Spell Slots

1d100	Slot Level	Number of Extra Spells
1–50	1	2
51–60	2	2
61–70	3	2
71–80	4	1
81–90	5	1
91–95	6	1
96–100	7	1

Robe of Authority

Wondrous item, rare (requires attunement by a cleric of evil alignment)

While you wear this crimson robe, your Charisma is increased to 18. If your Charisma is already 18 or higher, the robe does not alter it. You can use an action to cause a creature to have disadvantage on one saving throw against a spell you cast that affects it within 1 minute. Once this ability is used, it can't be used again until the next dawn.

Robe of the Elements

Wondrous item, very rare (requires attunement by a spellcaster)

While wearing this tight-fitting robe, you have resistance to cold, fire, lightning, and thunder damage. In addition, you gain a +2 bonus to saving throws involving those damage types.

Rod of Animate Recently Deceased

Rod, rare (requires attunement)

This rod has 5 charges. While holding it, you can use an action to expend 1 charge to cast the *create undead* spell from it. The casting time is 1 action, and the target bodies must have died within the last 48 hours. The rod regains 1d4 charges daily at dawn.

Rod of Cancellation

Rod, rare (requires attunement by a spellcaster)

This rod is an unadorned length of smooth black metal. While holding it, you can use an action to expend 1 of its charges to cast *dispel magic* (as if with a 4th level spell slot). The rod has 7 charges and regains 1d6 + 1 expended charges daily at dawn.

Rod of Divine Might

Rod, very rare (requires attunement by a cleric)

Made from virgin steel and platinum, this three-foot rod acts as a magical mace and has 10 charges which may be used for three exceptional abilities. The rod regains 2d4 charges daily at dawn.

When you hit a creature with this rod, you may expend 1 or more charges. If you expend 1 charge, the target must succeed on a DC 17 Wisdom saving throw or be blinded for 1 minute. The target may repeat this saving throw at the end of each of its turns, ending the blinded condition on itself on a success. If you expend 2 charges, the target creature must succeed on a DC 17 Constitution saving throw or have its hit point maximum reduced by 14 (4d6). This reduction lasts until the target completes a long rest. The target dies if this effect reduces its hit point maximum to 0. If you expend 3 charges, the target creature (if it is a spellcaster) must succeed on a DC 17 Wisdom saving throw or lose 1d4 unused spell slots (starting with its lowest level slots and working up). The lost slots are regained according to the normal procedure for the target's class.

Rod of Spectral Force

Rod, very rare (requires attunement)

The rod is two feet long with an end made to look like a shimmering silver hand. While holding it, you can use an action to expend 1 or more of its charges to send a wave of telekinetic energy at 1 or more targets within 20 feet of you. You may use more than one charge per target and may expend up to 3 charges. Each target must make a DC 15 Dexterity saving throw. On a failed save, a target takes 3d6 force damage per charge used on it, is pushed 5d6 feet away from you, and is knocked prone. On a successful save, a target takes half as much force damage and is not pushed or knocked prone.

The rod has 12 charges and regains 2d6 expended charges daily at dawn.

Rod of Resurrection

Rod, very rare (requires attunement)

You can use an action to expend 1 charge from this rod to cast the *resurrection* spell. The rod has 3 charges and regains 1d3 expended charges daily at dawn.

Rod of Unbreakable Concentration

Rod, very rare (requires attunement)

This rod has 7 charges. While holding it, you can use an action to expend a charge. For the next 10 minutes, you have advantage on Constitution saving throws made to maintain concentration on a spell. You also have a +1 bonus on saving throws. The rod regains 1d4 expended charges daily at dawn.

Sharpening Block

Wondrous item, rare

Dwarves imbued a dark stone with magic to assist smiths and warriors in sharpening their nonmagical gear. When you spend 5 minutes using this block to sharpen a nonmagical metal weapon or 10 pieces of nonmagical metal ammunition that deal slashing or piercing damage, they gain a +1 bonus to damage rolls made by anyone using them. This bonus lasts for 24 hours starting when the weapon or ammunition is next used. Spending more than 5 minutes sharpening provides no additional benefit.

Sheet of All Seasons

Wondrous item, uncommon

While covered or wrapped in this sheet, you have resistance to cold damage and can tolerate temperatures as low as -50 degrees Fahrenheit and as high as 150 degrees Fahrenheit.

Shortsword of Swiftness

Weapon (shortsword), rare

You have a +1 bonus to attack and damage rolls made with this magical weapon. While holding it and a ***sword of agility*** (see below), you also have advantage on initiative rolls.

Sword of Agility

Weapon(longsword), rare

You have a +1 bonus to attack and damage rolls made with this magical weapon. In addition, while holding it and a ***shortsword of swiftness*** (see above) you can make one attack with it as a bonus action on each of your turns.

Shortsword of Troll Slaying

Weapon (shortsword), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you attack a troll with the shortsword, you have a +3 bonus to attack and damage rolls, and if you roll a 20 on the attack roll, the troll takes an extra 6d8 slashing damage.

Special Holy Symbol

Wondrous item, uncommon

You must be a cleric of Egramish and of evil alignment to use this holy symbol. You may use an action to use the holy symbol to cast *conjure elemental* and conjure an invisible stalker. Once you have used this ability, it can't be used again until the next dawn.

Spectacles of Darkvision

Wondrous item, uncommon

While you wear these silver-rimmed, gray-tinted spectacles, you have darkvision. You have a -1 penalty to Wisdom (Perception) checks in bright light.

Spectacles of Stalwart Sight

Wondrous item, very rare (requires attunement)

While wearing these gold rimmed spectacles, you have immunity to being petrified and a +2 bonus to saving throws against spells cast by clerics of Her Penetrating Gaze.

Spellward Staff

Weapon (staff), very rare (requires attunement)

You have a +1 bonus on attack and damage rolls made with this staff. While holding it, you have advantage on saving throws against spells.

Staff of Astral Travel

Staff, very rare

While holding this staff, you can use an action to expend 1 charge to cast the *astral projection* spell from it. The staff has 3 charges and regains 1d2 charges daily at dawn.

Staff of Necromantic Power

Staff, very rare (requires attunement by a cleric, sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *blight* (5 charges), *black tentacles* (5 charges), *necrotic blast* (4 charges) (see **Appendix D**), *vampiric touch* (3 charges). If you cast vampiric touch this way, hitting a creature with the *staff of necromantic power* counts as touching that creature for purposes of the spell.

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly teleport to a known location within one mile, avoiding the explosion. If you do not teleport away, you take necrotic damage equal to 13 x the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw, taking necrotic damage equal to 9 x the number of charges in the staff on a failure, or half as much damage on a success. If a humanoid dies from this strike, a specter rises from the corpse 1d4 hours later.

Sunburst Sword of Savagery

Weapon (greatsword), very rare (requires attunement)

This greatsword is made from a strange, orange metal of unknown origin and age. The blade has a red leather hilt and topaz pommel. Each end of the cross guard terminates in a sunburst.

You have a +2 bonus to attack and damage rolls made with this magical weapon.

Cursed. Attuning to the sword curses you until you are targeted by the *remove curse* spell or similar magic. While cursed, you feel no pleasure in anything but savagery and death. Each day at dawn, you must succeed on a DC 13 Wisdom saving throw or become temporarily insane and violent. You use your action to make a melee attack on a nearby creature. If no enemies are near, you attack a randomly determined creature. If no creatures are near, you seek out the nearest creature, moving as fast as you can. You may repeat the saving throw at the end of each of your turns, ending the effect on yourself on a success. When you fail this saving throw for the first time on a particular day, roll d100. If the result is less than

the number of full days since you were first cursed by the sword, you succumb to utter suicidal despair which may only be cured by ending the curse.

Time-stepper Ring

Ring, legendary (requires attunement)

This platinum ring is infused with comet dust. When you wear it, you can use an action or reaction to travel backward in time 1 round. You arrive in your own body, and no one else is aware of your travel. You can take a different action or do something differently than you did before activating the ring. But if you attempt the exact same action or activity (for example, attacking the same creature with the same weapon while occupying the same space as you did previously or making a Dexterity saving throw to dive out of the way of a spell), your knowledge of future events gives you advantage on your first attack, saving throw, or ability check roll. You can't use the ring again until the next dawn.

Each time you use the ring, there is a 1% cumulative chance you will be instantly transported to a random plane of existence. For example, the first time you use the ring you have a 1% chance of being transported and the fifth time you use it you have a 5% chance. Not using the ring for 7 days resets the percent chance.

Triumphant Hatchet

Weapon (handaxe), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you kill a creature with it, you gain a +3 bonus to the next attack and damage roll made with it before the end of your next turn.

Truth Seeker

Rod, very rare (requires attunement by a spellcaster)

This rod is of interplanar origin. It is black with petrified molten and gem fragments. It functions as a magic mace. You have a +1 bonus to attack and damage rolls made with it. If the creature you attack with it has lied to you in the past 24 hours, you have a +3 bonus to attack and damage rolls made against that creature.

You can also use an action to expend 1 or more charges to cast the following spells from it: *detect evil and good* (1 charge), *zone of truth* (1 charge), *find the path* (3 charges). The rod has 10 charges and regains 1d6 + 2 charges daily at dawn.

Vial of Perfect Health

Potion, very rare

When you drink this potion, you regain all lost hit points, cease being poisoned, and are cured of all diseases.

Vial of Sanity

Potion, rare

When you sip the thick, syrupy contents of this vial, you are cured of all normal or magical madness or insanity afflictions. If you are cursed by the ***sunburst sword of savagery*** (see above), this magical concoction removes the curse. Only one dose (one sip) remains in the vial.

Wand of Necrotic Blast

Wand, very rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 charge to cast the necrotic blast spell (see Appendix D) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, you take 8d6 necrotic damage, and the wand crumbles to dust.

Wanderer's Walking Stick

Staff, rare (requires attunement)

While holding this staff outdoors, you gain a number of benefits useful to travelers and explorers. You always know which direction is magnetic north, fatigue is lessened by 50% when walking outdoors, regardless of terrain or climate, and you gain a +1 bonus to Constitution saving throws.

Greatclub of Anguish

Weapon (greatclub), very rare (requires attunement by a barbarian, fighter, ranger, or paladin)

This 30-pound greatclub is made from a titan's petrified femur. You have a +2 bonus to attack and damage rolls made with this magical weapon. When you hit a creature, it must succeed on a DC 14 Wisdom saving throw or be incapacitated with despair until the end of its next turn.

+2 Warhammer of Haste

Weapon (warhammer), very rare

You have a +2 on attack and damage rolls made with this magical weapon. In addition, you may use an action and speak its command word to gain the effect of the *haste* spell for 1 minute (no concentration required). Once you have used this ability, it can't be used again until the next dawn.

Whip of the Unbreakable Chain

Weapon (whip), rare

This 10-foot-long, black, barbed leather whip has the tensile strength of steel. You have a +1 bonus to attack and damage rolls made with it. When you hit a creature of Medium size or smaller with it, the target must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 16). Until this grapple ends, the target is restrained. As a bonus action, you may end such a grapple.

Wrist-Ring of Hrunkpax

Ring, very rare

When you wear this ring, you may use an action to expend 1 charge and wave your hand in front of your face. Doing so casts the spell clairvoyance from the ring. The ring has 3 charges and regains all expended charges daily at midnight, at which time you take 1 necrotic damage.

Appendix F: Special Search Tables

Many locations within the adventure are used by soldiers and priests. Instead of populating them all with details, general search tables have been provided for you to use when characters search quarters or temples.

Priests' Quarters

1d30	Results
1	Wooden comb
2	White belt made of frayed rope
3	Blank parchment
4	Crumpled love letter (from a previous relationship)
5	Wooden flute
6	Torn page from a book, details steps of a complicated ritual
7	Single sandal, worn
8	1d6 sp
9	Wooden cup stained with wine
10	Straw pillow
11	Wooden tablespoon
12	Small clay pot filled with clean water
13	Broken quill
14	Torn robe (color matches faction)
15	Thin blanket, new
16	Empty burlap sack, small
17	Dirty chamber pot
18	Piece of charcoal
19	Small leather pouch filled with fine-grain sand
20	Broken silver chain
21	***Spell scroll*** with the ***cure wounds*** spell
22	1d2 gp
23	Wool hood, stained faction color
24	Parchment with a list of chores
25	***Spell scroll*** with the ***bless*** spell
26	Rusty mace
27	Pair of wool socks
28	Bloodstained cudgel
29	Pair of warm, fur gloves
30	***Spell scroll*** with one random 2nd-level cleric spell

Soldiers' Quarters

1d30	Result
1	Broken dagger, rusty
2	Crudely drawn picture of a curvaceous human form
3	Iron goblet, stained
4	Half-eaten loaf of bread
5	Hairbrush, dirty (50% chance of lice)
6	1d4 scraps of old leather
7	Empty leather belt pouch
8	Javelin tip
9	1d10 sp
10	Paper with written guard duty rotation
11	Empty sword scabbard, no belt
12	Chamber pot, filled to the brim
13	Wooden spoon
14	New bowstring
15	Small uncut ruby (value 25 gp)
16	Bowl of gruel, filled with maggots
17	Dented and dirty leg greaves
18	Leather gloves
19	1d12 gp
20	Wool undergarments
21	Letter from a worried mother
22	Written offer from a rival faction for better pay
23	Sword belt, well-used
24	Parchment with list of soldiers killed in the last year
25	Chainmail vest, unused
26	Steel dinner plate, clean
27	1d100 sp
28	Well-made longsword, nonmagical
29	Book of poetry
30	1d30 gp

Temples

1d30	Results
1	Half-written confession under prayer bench/seat
2	Dried flowers
3	1d6 silver-painted iron tokens (they look like silver coins)
4	Folded blanket used as a seat cushion
5	Parchment with a request for the goddess to strike an enemy down
6	Dried vomit
7	1d4 sp
8	Bits of incense
9	Dried blood
10	Discarded cotton shirt
11	Written promise to Egramish to bring a donation “next time”
12	Bloody knife
13	Rotting headless goat
14	1d8 sp
15	Walking stick leaning against worship benches
16	Crimson hair ribbon
17	Forgotten mop and bucket
18	Wooden cup, smells of whiskey
19	Several finger bones
20	Parchment with list of sacrificial items (mundane)
21	1d12 sp
22	Wedding band, bent (made of iron, gilded)
23	Dead rodent in a jar
24	Small silver bell
25	Torn slipper
26	Crumpled and stained altar cloth
27	Slipcover for a fancy book; book is missing
28	1d20 sp
29	1d4 lit candles made of sweet-smelling wax
30	Misplaced donation bowl with 1d100 sp and 1d20 gp

Appendix G: Triptych of Abhorrence Printout

Appendix H: Triptych of Transcendency Printout

Appendix I: Character Creation

Since this campaign takes the character through some unique areas of adventure, we thought it best that you have the option to mimic this uniqueness during character creation. This is a fun and simple way to fine-tune your character before you set out on your next best adventure. If you are interested in using the random character generator, roll one time each on the following charts:

D10	Race
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Halfling
7	Half-Orc
8	Human
9	Tiefling
10	Reroll

D12	Class
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

D10	Alignment
1	Lawful Good
2	Neutral Good
3	Chaotic Good
4	Lawful Neutral
5	True Neutral
6	Chaotic Neutral
7	Lawful Evil
8	Neutral Evil
9	Chaotic Evil
10	Reroll

D10	Personality Trait
1	I've spent so long in training that I know little of the outside world.
2	I am very tolerant of any and all beliefs.
3	Sarcasm is my most volatile weapon.
4	Never tell me the odds.
5	I must always be the center of attention.
6	I am quiet and reserved until you get to know me.
7	I react with emotions before seeking logic.
8	I seek to find a deeper meaning in anything that comes my way.
9	My word means everything.
10	I speak what comes to mind, even if it is better unspoken.

D8	Ideals
1	**Tradition.** I will follow the traditions in which I was raised and pass it on to my friends and family.
2	**Greed.** I am in it for the coin and the coin alone.
3	**Wrath.** Anyone who crosses myself or my friends will suffer.
4	**Envy.** The shine of a thousand spotlights is never enough.
5	**Fairness.** I treat all equally and how I would like to be treated.
6	**Charity.** I donate a portion of my earnings to local shelters and orphanages.
7	**Aspiration.** I determined to be the greatest at what I do.
8	**Independence.** No one controls me. I only follow laws that I agree with.

D8	Bond
1	I will always pay 10% of my adventuring profit to my hometown orphanage.
2	My honor defines me.
3	I am in debt to a leader of a criminal organization. I must pay them back or take their life.
4	I will take down any person who strives to harm nature.
5	I face every challenge head on and fight my own battles.
6	We must protect those who cannot protect themselves.
7	Nothing is more important than the pursuit of knowledge.
8	I will do anything to be the very best. I will leave my rival in the dust.

D8	Flaw
1	I grab every loose coin I see, even if it is not mine.
2	I struggle with trusting anyone I come across.
3	I tend to overthink every situation.
4	I have nearly unobtainable expectations for myself.
5	I often am careless with my own safety and others.
6	I will do anything to be the most well-known adventurer the world has ever known.
7	My first reaction to disagreements is violence.
8	Survival of the fittest, and I will survive.

D12	Background
1	Acolyte
2	Charlatan
3	Criminal
4	Entertainer
5	Folk Hero
6	Guild Artisan
7	Hermit
8	Noble
9	Outlander
10	Sage
11	Sailor
12	Urchin

D6	Family Status
1	My family comes from a long line of conquerors and rulers, although none currently hold a significant position of power.
2	My parents run a simple tavern in a distant city. I intend to make them proud.
3	I have never met my parents. I was raised from a young age by my older brother/sister.
4	My mother and father are nobles of high court. I have been sent out to prove myself.
5	I was raised by bears.
6	I grew up close to my sister, who had strange ice powers. After our parents died when we were younger, she shut me out. Now she rules a kingdom of ice and is rumored to sing inspirational songs to herself.

D8	Object of Great Personal Attachment
1	A fine plate that is a family heirloom (worth less than it looks)
2	A mundane brass lamp
3	A jar of dirt
4	A dull training sword from childhood
5	A leather bracelet with my mother's name engraved on it
6	A pet mouse
7	The first gold coin I ever earned
8	A wooden stick I once used as a toy wand

Appendix J: Female Protagonist Pre-Gen

This section is designed for those who would like to fully immerse themselves within *The Lost Triptych* campaign! This NPC featured represents the female cleric on the cover of the book. The backstory and tips for play were created by the author Thom Wilson; however, if you would like to go a different direction with this hero, you may!

Character Backstory

As an infant, Norah was left at the doorstep of a city monastery. She spent her childhood and adolescent years amongst the monks and priests of her order, gaining in skill, knowledge, and dedication to her deity every passing year. Righteous to a fault, Norah would willingly trade her life for another if it meant evil would be thwarted. The young cleric quickly rose in rank amidst her peers and was often challenged with near-impossible tasks – she was successful each time, crediting her faith and her deity for the strength and fortitude needed to prevail.

She is dedicated to law, justice, and order. She is unwilling to relax her principles unless there is a chance that innocents may needlessly suffer from her decisions or actions. She puts other before her always, including friends, peers, and even strangers.

Tips for Play

Norah has willingly accepted the mission to retrieve the holy artifact from the mountain, knowing full well that she will be surrounded by chaos and evil until her task is complete. She is positive and optimistic and will fight for justice to her last breath. She will take charge if no other party members lead and will listen to all options from the group before making her final decision in matters. She is merciless when it comes to evil and is quick to dispatch hopelessly lost souls.

Players should play Norah as a strong-principled leader that treats her friends equally and fairly while destroying those that work against her virtues without remorse. She will heal herself last unless urged by her party to do so. She will be focused solely on the task of retrieving the triptych, rarely deviating from her mission unless there is a good reason to do so.

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Name	NORAH VALORIA
Player	
Class	CLERIC
Level	8
Race	HUMAN

Alignment	LG	XP	
Background	ACOLYTE		
Personality	CARING		
Ideals	GIVE TO THE TEMPLE		
Bonds	RELIGION		
Flaws	MERCILESS WITH EVIL		

Inspiration

Skills

Acrobatics (Dex)	+0	○
Animal Handling (Wis)	+4	○
Arcana (Int)	+1	○
Athletics (Str)	+5	●
Deception (Cha)	+2	○
History (Int)	+1	○
Insight (Wis)	+7	●
Intimidation (Cha)	+3	○
Investigation (Int)	+0	○
Medicine (Wis)	+7	●
Nature (Int)	+1	○
Perception (Wis)	+7	●
Performance (Cha)	+2	○
Persuasion (Cha)	+5	○
Religion (Int)	+4	●
Sleight of Hand (Dex)	+0	○
Stealth (Dex)	+0	○
Survival (Wis)	+4	○

Proficiency Bonus
+3

Initiative Bonus
+0

Passive Wisdom
17

Hit Dice:
Total: 8

Death Saves
Successes ○○○
Failures ○○○

Other Proficiencies
COMMON
ELVISH

Treasure & Loot

Equipment
○
○
○
○
○
○
○
○

Features & Traits
CHANNEL DIVINITY
LIFE DOMAIN
BLESSED HEALER
DICIPLE OF LIFE
LAY ON HANDS
DIVINE STRIKE
SPELLCASTING

Saving throws

○	Strength	+2
○	Dexterity	+0
○	Constitution	+3
○	Intelligence	+1
●	Wisdom	+7
●	Charisma	+6

Strength	14 (+2)
Dexterity	10 (+0)
Constitution	16 (+3)
Intelligence	12 (+1)
Wisdom	18 (+4)
Charisma	14 (+2)

HP
68

AC
20

SPEED
30 FT

Attacks & Spellcasting

Name	Bonus	Damage	Type
MACE +1	+8	1D6 +3	BLUDGEONING

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Spellcasting Ability	Spell Save DC	Spell Attack Bonus
WISDOM	15	+7

Magical Style: LIFE

Cantrips

- MENDING
- SACRED FLAME
- SPARE THE DYING
- THAUMATURGY

Level One Spells

- BLESS
- CURE WOUNDS
- DETECT EVIL AND GOOD
- DETECT POISON AND DISEASE
- GUIDING BOLT
- HEALING WORD
- PROTECTION FROM EVIL AND GOOD

Level Two Spells

- CALM EMOTIONS
- LESSER RESTORATION
- PRAYER OF HEALING
- SPIRITUAL WEAPON

Level Three Spells

- BEACON OF HOPE
- DISPEL MAGIC
- REMOVE CURSE
- REVIVIFY

Level Four Spells

- BANISHMENT
- DEATH WARD
- GUARDIAN OF FAITH
- STONE SHAPE

Level Five Spells

Level Six Spells

Level Seven Spells

Level Eight Spells

Level Nine Spells

Appendix K: Special Thanks

First and foremost, I would like to thank my wife, Tracey, for her constant encouragement and faith in my work. Also, special thanks go out to Milton Oberlechner for the inspiration for the "big bad" in this story and the modified use of his and his son's names within. Finally, thanks to Ben Barsh and Pacesetter for entertaining the idea for this grand adventure and pushing it through to publication.

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Minions of a rival deity have stolen a sacred artifact of your order with the intent to transform it to suit their own nefarious machinations. The holy device has been brought to the Mountain of Whispers, the stomping grounds of evil sycophants and zealot soldiers who serve the goddess Egramish without question. Your precious artifact has been broken into separate pieces and hidden in secret locations to make it harder for your order to recover. No doubt, the high priest Miltotok is preparing the rituals and spells to make the device a vessel for evil at this very moment. Can you persevere through overwhelming odds to defeat Egramish and recover The Lost Triptych?

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