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LUKE GYGAX'S WORLD OF

OKKORIM

THE EYE OF CHENTOUFI

AN ADVENTURE FOR 6TH TO 8TH LEVELS

BY LUKE GYGAX AND MATT EVERHART



Signature

THE EYE OF CHENTOUFI

**THE POWER OF THE YDRISSID BECKONS
AN ADVENTURE FOR 6TH - 8TH LEVEL**



A TOURNAMENT STYLE ADVENTURE FOR 5TH TO 7TH LEVEL CHARACTERS

THE EYE OF CHENTOUFI

A BLIGHTED LANDS ADVENTURE

A tournament style adventure for Gary Con XIII

THE EYE OF CHENTOUFI

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INTRODUCTION

This short adventure module was developed as a special offering for Gary Con XIII, and seeks to bring more depth and context to the great city of Chentoufi. The adventure is set in the fantastic WORLD of OKKORIM™ [oh-KAW-reem], a harsh land where only the cunning and powerful prosper. The scenario unfolds with the adventurers completing their last adventure in a great cinematic fashion, but must return to Chentoufi in order to rest and recuperate.

THE WORLD OF OKKORIM

Eons past, Okkorim was crisscrossed with waterways and rich with flora and fauna. It was a land replete with resources, but one culture prospered more than others. Through the systematic conquest and assimilation of neighboring peoples and their lands, the Empire of the Ydrissid [ee-DRIH-sihd] was born.

The Empire's greatest strength was its mastery of dweomercraft, and through it Ydrissid sorcerers established dominion over the entirety of Okkorim. Over the course of centuries, their influence extended to other planes of existence, but at the height of their power, the Ydrissid sorcerers erred grievously. They unleashed a cataclysmic elemental force in the heart of their civilization, a disaster known to modern sages as The Wrath. The Ydrissid's arcane might was eclipsed by their hubris, and it cost them everything.

Centuries have passed since the catastrophe that changed Okkorim and created the BLIGHTED LANDS™, as the wasteland is described today. Though new civilizations rose from the Ydrissid ashes, many of the Empire's secrets remain undiscovered. The structures of the city of Chentoufi, for example, survived The Wrath, but its population was decimated. Reborn in recent decades, the city teems anew with a mishmash of human groups and a sprinkling of non-humans. As a consequence of this growth, trade with other cultures—including the dwarves of Mount Gygantor [gi-GAN-tawr]—has flourished.

TOURNAMENT NOTES

This adventure is suitable for a single session of play by an experienced group. **There is more content than can be completed in a 4-hour session.** This is intentional in order to give particularly good (or lucky) groups more content to score if they move very fast through the adventure.

Each event is labelled **OPTIONAL** or **REQUIRED**. Required events are those that further the story along and need to be presented. Optional events are exactly that and are provided to the Gamemaster as more material to score and fill in time.

Though some Gamemasters (GMs) may wish to determine individual “winners” for this scenario, the authors suggest a team competition, in which the team with the best score wins.

To wit, if this module is run more than once over the course of a gaming convention or hobby shop game day, then the team with the most points wins the tournament. The following scoring system is suggested:

- 10 points for each adversary defeated (not including Yusepefesos)
- 50 points for each Event completed
- 100 points for revealing Varnezeer as the evil Abu Leth
- 250 points for defeating Yusepefesos

This adventure is designed for **four to six** characters of **6th through 8th level** - and should average about 7th level.



N

0 1,000 2,000 3,000
ft. 5,000 10,000

Sea of Najur

"The Fist"
Roc Hold

"Suddocks"

South Docks

Zanlizar's Grove

CITY OF CHENTOUFI
SEPTS, WARDS, QUARTERS & ENVIRONS

©Amaticore Plots

Griffon's Roost

Highwatch Gardens

Golden Heights

Old City

Kassir

Gsaheer

Gakwa

Shellah

Ziyr

Januba

Low Quarter

Diwana

Sage Ward

Artisan Ward

New Temple Ward

High Quarter

Souk

Merchant Quarter

Foreign District

Caravan Ward

Farms

Sunrise Range

Verdurous Vale

NON-TOURNAMENT STYLE PLAY

This adventure was designed for play in the BLIGHTED LANDS, as imagined by Luke Gyga. However, it can be modified to fit any desert setting in your campaign world. While intended for 6th to 8th level 5e characters, it could be easily modified higher or lower to meet your group's needs.

This adventure is a "one shot", tournament-style adventure with a series of "events" to get the players to their goal. Playing this adventure in a standard format and **not** as part of the tournament should not affect gameplay in any way.

ACTS AND EVENTS

This adventure is broken up into three segments called **Acts**. Each act has a bulleted list of developments that are happening behind the scenes; a crescendo, which is a question or questions that indicates the peak of the act when answered; and then some ideas for how to transition to the next act once the crescendo has occurred.

Events are provided within each act for the Gamemaster to shape the story to their liking. Some of the events are required, but others are optional. While they are not necessarily listed in chronological order, some events will logically make sense occurring before others.



BACKGROUND

The **Oculus of Senrahhbah** is one of four ancient and powerful relics used centuries ago by the Ydrissid Empire to grant them control over the four elements - in a similar, but more powerful manner to the Zenoks of Chentoufi today. As the Empire of Ydrissid crumbled, the artifacts were eventually lost and spread to the winds across Okkorim.

The Oculus itself held sway over elemental water and was similarly powerful in magical divination. During the power struggle that preceded The Wrath, the device was in the possession of a powerful wizard whose name is lost in the mists of time, deep in the heart of the Ydrissid Empire. The mage lord fled from the destruction of The Wrath using the power of the Oculus of Senrahhbah to shield him.

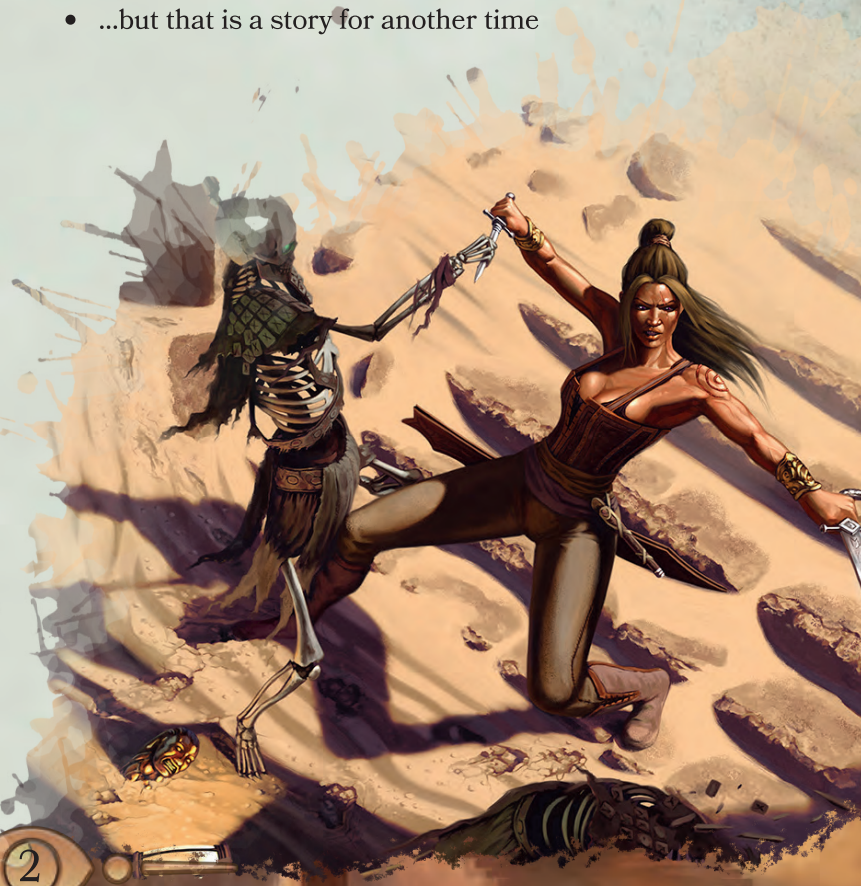
In the tumultuous decades that followed, the power and glory of the once mighty Ydrissid disappeared like water poured in the sands. The Oculus traded owners several times and its exact whereabouts were unknown until it was discovered by a group of Jhe'dhari cultists in the City of Chentoufi. The group referring to themselves as The Oracle of Natatorial Verisimilitude, or simply The Oracle, discovered this powerful artifact in the Kannat, or undercity, below Chentoufi.

Now a cabal of wizards known as the Pale Covenant has discovered the existence of the Oculus, but not its whereabouts - nor do they fully comprehend its true purpose. They know only that it was one of the great artifacts of the ancient Ydrissid. One they seek to recover and put to use advancing their agenda of domination.

Now the most influential among them have devised a plan to find and recover the artifact. The Pale Covenant is a secretive organization of influential and wealthy individuals located throughout Okkorim. In Chentoufi, a human by the name of Pelicos Red has been tasked with finding and recruiting the crew that will aid the Covenant in finding the first piece.

ADVENTURE SYNOPSIS

- An adventurer named Pelicos the Red hires the adventurers to help him locate a mysterious relic from the Ydrissid Empire known only as the "Oculus of Senrahhbah"
- Searching for the device involves some significant detective work which leads them to the Grand Library in the Temple District
- While at the library, they are ambushed by a group of fanatics called The Sacred Sisterhood of Mazuzah
- After the attack, the adventurers uncover a hidden vault deep within the library - protected by the Sisterhood and undisturbed for an age
- The group must unlock the encrypted mysteries of patterns and symbols devised by the Sisterhood to protect information about the Ydrissid
- Their efforts reveal the likely location of the eye in the old city of Chentoufi, an ancient ruins known as the Akribulis
- Inside the ruins the adventurers make their way to a vault which they believe contains the Eye of Senrahhbah
- After defeating the guardian of the eye, the adventurers come to the realization their trek has only just begun for now they must face the meandering tunnels and caverns of the ancient vault containing the true hiding place of the eye
- ...but that is a story for another time



THE HISTORY OF THE EYE

EANIFISILAT (EE-NEF-EE-SI-LAHT)

Thousands of years ago, there were dragons, giants, and all manner of other terrifying creatures that walked the world in far greater numbers than today. All of these creatures, particularly the elemental dragons, were focal points for the magic that coursed through the land - upon which the Ydrissid relied. As dragons are wont to do, many would lay dormant in their lairs for years, decades at a time without moving a scale. In these locations, the magic surrounding them would coalesce and embed itself into the very rock of the lair. The Ydrissids called these locations "eanifisilat" or "the coils" - places of power and magic so pure a wizard's talents were focused and enhanced ten-fold.

FOCAL POINTS OF MAGIC

These coils were focal points of elemental magic scattered across the continent. While the power of each location varied depending upon the age and activity of the dragon that lived there, many of them were strong enough to raise the hairs on even the most mundane of people upon entering the area. The abilities of any arcane spellcaster who entered a wurmcoil, however, was greatly magnified. Their spells would wane at a much slower rate, and the effectiveness of any magic in the area was extended and enhanced to a great degree.

KEY TO YDRISSID POWER

At their height, the Ydrissids had a network of these coils mapped and connected through powerful enchantments. This enabled the rulers of Ydrissid to consolidate their power and place much of the continent under their boot, establishing their legendary Empire. The coils served as a center of power, greatly enhancing their powers and enabling them to control vast swathes of Okkorim with relatively small armies. In the blink of an eye, soldiers could be sent from one end of the Empire to another in order to quell rebellion or deal with any major threat. Incredible displays of power

could be conjured in one location and delivered to another in seconds. Communication, resources, and people could be moved about through the coils as freely as passing through the city gates.

THE OCULUS OF SENRAHBAH (SIN-RAW-BAW)

Eventually, the immense power of the coils began to dwindle. Some locations burned out entirely, while others lost much of their potency. Over the course of a thousand years, as the coils faded, the Ydrissids were forced to put forth more and more resources towards controlling their territories. Inexorably, the influence Ydrissid held over lands began to atrophy.

When their sorcerous god-kings realized they were losing ground, they desperately sought to retain the power afforded them by the coils. They tracked down and killed many and more dragons over the course of the next several hundred years. Their lust for power, however, was insatiable and the number of dragons on Okkorim was finite.

LAST OF THE GREAT WYRMS

When it appeared as though most of the dragons were gone, the Ydrissid wizards took it upon themselves to create devices of their own that would allow them to maintain their stranglehold over the continent. The wizards, however, were unable to reproduce the pure magical conduits of the eanifisilats. What they instead created were mere fragments of the eanifisilat's power - the elemental components of air, earth, fire, and water that make up pure magic.

One of the last great wyrms slain by the Ydrissid was named Senrahbah. From this mighty creature, the Ydrissid wizards took her eye and crafted a powerful artifact they called the **Oculus of Senrahbah**.

This device was the manifestation of elemental water, granting its owner the power over nearly any denizen of that plane, as well as granting upon them many of the magical properties of water itself. Divination magic used with the Oculus was far more potent as well, enabling its owner to view distant locations and even across the planes.

It was a priceless object of immense importance to the Ydrissids. It was coveted by them, and was at the center of several bloody assassinations during the power struggle that preceded the calamitous end of the Ydrissid Empire.

STEALING THE ARTIFACT

In the end, as the unknown power was released upon the Ydrissid, destroying their once vibrant lands. A powerful Ydrissid wizard managed to use the power of the Oculus to make good his escape and survive. In the tumult that followed, the nameless wizard gathered the remnants of his brethren together and fought back against the evil unleashed into their homeland. Their numbers were few and their enemies numerous but they and others saved pockets of the empire from annihilation. One such place that was spared was the City of Chentoufi. The last surviving Ydrissid high wizard hid the Oculus beneath the city where it remains to this day.

There, the story of the Oculus ends and the trail has been cold for centuries.

THE ORACLE OF NATATORIAL VERISIMILITUDE

Once a peaceful and small sect of water elemental priests, the Oracle has been corrupted by the machinations of Abu Leth, a creature of terrible power and influence that resides deep below in the undercity of Chentoufi.

Many years ago, the Oracle discovered an unnatural aquifer under the city. This aquifer had been part of the city's water supply and has been drawn from deep within the ground by the **Oculus of Senrahbah**. The priests of the Oracle discovered the magical source many years ago, but are unaware of the true power of the Oculus. Since its discovery, the sect has treated this secret location as a holy site.

Many years later, the cult was discovered by Abu Leth, the aberration who holds sway over much of

the underworld of Chentoufi. Abu Leth was quick to corrupt the sect's leaders and take control of the group, manipulating the group from within with the help of its minions, the beluk'tu, an evil fishfolk who live beneath the city.

THE PALE COVENANT

Thousands of years since the fall of the Ydrissid a power-hungry and secretive group of influential magic-users known as the **Pale Covenant** have learned of the existence of the Oculus and its legendary power. The Pale Covenant has but one goal - bringing about the end of this weak and contemptuous order and instead harness the awesome might of the Ydrissid to dominate the world, resurrecting the Empire once again!

With this Oculus in hand, the Covenant would be able to not only increase its influence, but they would also be able to use the device to locate any eanifisalats that remain. In their minds, this would at last give them power they would need to set their plans of destruction in motion.

THE SACRED SISTERHOOD OF MAZUZAH (MAH-ZU- ZAH)

The Sisterhood been a part of Chentoufi for generations. This secret society can be identified only by the tattoo of a winged scarab beetle holding an orb. The tattoo is often concealed on the wrist or forearm amid other tattoos up and down the arm. The Sisterhood long ago swore to protect the secrets of the past and keep them buried - preventing anyone from gaining the power of the former Ydrissid Empire.

THE WRATH

A cataclysmic elemental disaster in the heart of the Ydrissid empire known to modern sages as The Wrath. The Ydrissid's arcane might was eclipsed by their hubris, and it cost them everything.

The Sisterhood has knowledge on the cause of “The Wrath” and don’t want to see it loosed upon the world again by power-mad fools. Unlike many of the underworld organizations vying for power in Chentoufi, the Sisterhood relies on their connection with Mazuzah and refuses the help of any Zenok.

ZENOKS OF CHENTOUFI

Chentoufi is the home of many powerful personas. Some have achieved the elite status of **Bitaal il Zenok** [BI-tahl ihl ZEN-awk]. The Zenok (as they are less-formally called) are legendary in their status and nearly everyone in the city and surrounding areas knows of them by sight and description. They hold status above that of a hero but below that accorded to the demi-gods. They are endemic to the covert power struggles permeating Chentoufi, and it is a symbol of any faction’s noteworthy status when it can boast of one or more Zenok as a supporter of their cause.

PERSONALITIES

ASAFWA

A beautiful human female with dark hair and eyes; her brown skin possesses warm orange-red undertones, only highlighting her beauty. Asafwa, a prominent member of the Sacred Sisterhood of Mazuzah, is as deadly as she is stunning. Once she learns of the adventurer’s intent to enter the Acropolis, she will hunt them relentlessly in order to stop them.

Her Secret: Asafwa is deeply religious and heavily relies on “signs” and premonitions to guide her. Her language, even in short discussions with the adventurers will indicate as much. If the adventurers attempt to negotiate with her using this type of language - indicating signs from the Gods or referencing prophecies - they gain advantage on negotiation, persuasion, and intimidation skill checks.

DAIFAMEN (DA-IF-A-MEN)

The head of the Grand Library in the Temple District of Chentoufi, Daifamen the Younger is a quiet human male. He is well known among educated circles within the city. He is not a greedy man, nor does he desire fame. He wants only for the legacy of Chentoufi to be well-documented and precise. With this in mind, Daifamen is not easy to bribe, but could be threatened with the destruction of the library, or the tomes within it. He might be persuaded by appealing to his greed or convinced he has a great part to play in this particular discovery.

His Secret: Daifamen would never admit it under normal circumstances, but he is well aware of the hidden vault in the library that contains information on artifacts from around Okkorim. If properly motivated (see above), he might be convinced to take someone there, but only under threat of imminent death would he reveal it through intimidation.



Asafwa, Handmaiden of Mazuzah
Art by C. Martins

PELICOS RED

The first person the adventurers meet and the operative acting on behalf of the **Pale Covenant**. Pelicos is a member of the **Three Shivs**, or just “Shivs”, a very influential thieves guild from the far off city of **Hazoch** (ha-ZUK). Pelicos is a middle-height and heavy-set human male. He has dark black hair that is usually cut very short, and dark eyes.



Pelicos Red
Art by Carlos Martins

He has been here running contraband and smuggling goods for the better part of a decade. The Shivs will take just about any work they can as long as it does not mean exposing their interests here in Chentoufi. In this case, Pelicos was contacted through his Three Shivs network to locate information on parts of a mysterious artifact in Chentoufi on behalf of the Pale Covenant.

Pelicos typically takes on the guise of a witless street merchant. In reality, he is quite crafty and will not hesitate to stab anyone in the back if it means saving his own life. He is fairly spineless, however, and will avoid up-front combat at all costs. He often resorts to poisons and traps if forced to act.

His Secret: Pelicos is terrified of failure. He is convinced either the Three Shivs or the Pale Covenant will turn on him any day. He has secured a significant stash of wealth here in Chentoufi and plans to use it soon to escape into the mountains.

SIRAJ (SEE-RAJ)

A captain in the city guard, Siraj is a battle-hardened and loyal soldier of Chentoufi. He has taken this commission in the city in order to move up in rank and prestige - but mostly out of duty, rather than ambition. Siraj is quick to respond to reports of mischief or violence while on duty (and often when not). In the event the party starts a ruckus in town, Siraj and a contingent of city watch will respond.

Gamemaster Notes: In the event there are fewer than four adventurers in the party, Siraj will find a way to accompany the party as an NPC.

His Secret: Siraj long ago accepted the blessing of Heyalqasim (HEY-al-qwa-sim), the Slayer, at a time he was facing grave odds in battle. The demigod has rarely let him forget this favor and Siraj will often see premonitions related to battle and particularly loss, hours or sometimes minutes before it occurs.

He feels this is a curse and does not see it as worth the life-saving blessing so long ago.

VARNEEZER (VAR-NEE-ZER)

At some point the party may encounter Varneezer, a relatively well-known dweller of the Kannat. Varneezer, a venerable male halfling, is a small fellow who looks as though he has seen better days. Missing teeth, overweight, with his hair pasted in greasy tendrils across his bald pate. His prodigious nose and milky eyes further add to his disturbing visage.

His Secret: Varneezer is actually the great Abu Leth magically disguised. Abu'Leth is a remnant of a failed invasion by the Ancient Ones that took place well over a millenia ago before The Wrath ended the Empire. It holds powerful sway over the denizens below the city and is very wary of intruders. It not only knows the sewers and the underground, it owns them.

Abu Leth possesses the Oculus Senrahbah, but is unable to activate it. It has committed much of its resources to uncovering the key to accessing it, but unfortunately has been looking in all the wrong places. When it hears of the adventurers seeking to unlock the mysteries of the eye, it may become curious enough to seek them out.

YUSEPEFESOS (YOU-SAH-PEF-EH-SOS)

The great wizard who hid away the Oculus did not leave it unguarded. When he buried the artifact, he bound a greater water jinn named Yusepefesos to watch over and keep it from falling into the hands of anyone else. The powerful jinn had but one charge, destroy any who tried to reactivate the Oculus of Senrahbah, whether or not they possessed the key with which to do so.

Abu Leth has tried several times to deal with the water jinn, but is woefully unprepared to finish the job. He has sent his cultists to negotiate and even fight with Yusepefesos on several occasions, but to no avail. Abu Leth wrongfully believes the water jinn holds the key to accessing the Oculus.

His Secret: Yusepefesos is aware someone or something is in possession of the Oculus, but as he is bound to this location in the ruins he is not aware of who it is.

His long imprisonment and forced servitude makes the water jinn burn with rage at the insult. He will seek to kill those trying to use the Oculus and destroy it to set himself free if there is an opportunity.

ACT I - A DEAL IS STRUCK

FROM ONE QUEST DIRECTLY INTO THE NEXT, THE ADVENTURE BEGINS IMMEDIATELY FOR THE PARTY!

- The act opens with an action scene of the adventurers finishing their last harrowing quest somewhere in the **sands of the Blighted Lands**
- Once complete, the party is approached by **Pelicos Red** who has a job for them, helping him locate the **Oculus of Senrahbah** here in Chentoufi
- Assuming they agree, Pelicos gives them the clues with which he has been searching for the artifact
- As the adventurers begin scouring the city, they attract the notice of the **Sacred Sisterhood of Mazuzah** who attempt to first deceive the party and misdirect them away from their prize
- The adventurers may be thrown off, but should eventually make their way to the **Grand Library in the Temple District**
- Once the party has made their way to the library in the Temple District, they meet one of the librarians, Daifamen, who agrees to help them in their search
- While looking through the ancient information, the party is attacked by the Sisterhood of Mazuzah inside the library
- During the battle or just after, a hidden vault is opened revealing a great deal of information about the Ydrissid and leading the adventurers on to Act II

DEVELOPMENTS

After the initial **intro encounter**, the adventurers find themselves back in Chentoufi to sell their treasures. At the same time, Pelicos Red is desperately seeking a solution for his current plight. He has two factions - the Pale Covenant and his guild, the Three Shivs, wanting results. Either of them could turn on him and call their debt due.

In his **desperation**, he reaches out to the adventurers to help him **locate the Oculus of Senrahhbah** that he knows is somewhere here in the city. Once the adventurers take up the task, they are quickly targeted by Asafwa and her Sisterhood. They attempt to track them down and throw them off the trail.

When it is clear they are going to make it to the Grand Library and perhaps uncover more information there, Asafwa leads her maidens to battle against them inside the Library. While the fight is going on, Pelicos - or perhaps an adventurer - discovers a secret door that leads to an ancient vault once protected by the Sisterhood. Uncovering a vast trove of knowledge and leading into Act II.

CRESCENDO

The highpoint of Act I occurs when the Sisterhood attacks the party in the library. This should feel like confirmation for the party that they are on the right track. The sisterhood is somewhat desperate, and while they are proficient, they do pull back if they are badly outmatched.

ENVIRONMENT

The feel of this scene should be one of a hot and sweaty city surrounded by almost nothing but a hot, barren desert. Merchants fan themselves with palm fronds, and trade talismans and magical tokens that stave off thirst. Dehydration is a constant problem and water is a precious resource in Chentoufi.

EVENTS

1. SETTING THE STAGE FOR GREATNESS (REQUIRED - 15 MINUTES MAXIMUM)

READ THE FOLLOWING ALOUD:

Suddenly the ground drops from beneath your feet as the once solid stone landing rapidly sinks downwards. You are on an unstable, sinking stone column, the black sand and blazing sunlight both beating down on you from above. At your feet, a horde of dark algol are clawing their way onto the platform to tear your flesh from your bones and drink your life's blood to quench their insatiable thirst! In the distance of the massive cavern, a colossal megapede undulates towards you, its many giant legs propelling it as fast as the fleetest courser. You may have been in worse predicaments, but you can't think of any as you plummet towards the hungry host of undead. Above you, a thick, frayed, and rapidly recoiling rope rises up silently amid the falling sand. Just above it in the shadows, a massive counter-weight is hurtling in the opposite direction towards the ground.

Fifty feet below you, at the base of the stone column upon which you find yourselves, the floor teams with hundreds of dark forms - more algols. They scramble through the sand, vying to be first to the smorgasbord of fresh meat that is you and your companions.

FOR THE GAMEMASTER

The adventure opens with a scene in which the entire party finds themselves on a stone landing that is rapidly sinking into the shifting sands of a dark cavern. It appears as though the landing was secured to the surface high above them by a now sheared rope. They are back to back with a horde of *algols* - a vicious type of undead - climbing over the edges of the platform, teeth and claws bared. In the distance, a colossal-sized *megapede* is making its way towards them, tearing through the ghouls in its rampage.

One of the characters is carrying a gold idol in the image of a stylized megapede, similar to the one approaching them now.

This opening scene lets the players get a little experience with their new characters and give them the impression they are skilled treasure hunters. However, even at the party's level, the megapede spells certain doom if they wait to engage it.

The **scene is currently in cinematic slow-motion** as the rope has just broken and their lives are flashing before them. The rope has just snapped and is moving up quickly as the stone column begins to sink back down.

Once a single character makes it to the rope or otherwise finds their way to the surface, the scene snaps back to full-speed.

ALGOLS OVERWHELMING

The intent of this event is to instantly immerse

the players into their character roles. The Gamemaster should continue to give the impression the party is going to be overrun any second by the algols.

Every round their numbers increase. In addition, certain doom - the megapede - is going to be upon them shortly. They cannot win and nor should they try.

EQUIPPING THEIR CHARACTERS

During this frantic skirmish, the Gamemaster should encourage the players to describe what sort of additional equipment they might have with them. Anything from the Player's Handbook is available - assuming they could carry it. Other requests are at your discretion. Once they have accomplished this, have them write this equipment down on their character sheet. It will be in their inventory for the remainder of the adventure unless they use or drop it.

Once the adventurers have made it out the encounter ends and the Gamemaster can cut to Chentoufi where they presumably take the megapede statuette to their dealer and receive their reward.

FALLING INTO THE DARKNESS

Should an adventurer be so bold as to attempt to attack the horde or sacrifice themselves to save their friends (so noble), they will indeed die in amid the hundreds of algols and the megapede. However, should this occur, the GM is encouraged to reintroduce the character in town during a later event. Perhaps they miraculously survived, or

ESCAPING THE PIT

Round	DC	Skill Check	Suggested Outcome	Algols on Platform
1	12	Perception (Wis)	The quick thinking adventurers realize the ascending rope is their best hope of getting out, but it's quickly rising out of reach	0
2	14	Acrobatics (Dex)	Using their agility and speed, an acrobatic type in the party can attempt to grab the rope. With a DC 10 Strength check another character may assist, granting advantage on the roll.	1d4
3	14	Investigation (Int)	At the top, a quick Investigation check allows the character to find a rope or other means to enable escape for the rest of the party	+2d4
4	12	Climbing (Str)	With a rope lowered or other method, the characters can begin their climb out.	+3d4
5	10	Climbing (Str)	Anyone unable to climb until the last round has one last chance.	+5d4

maybe it is the character's twin or cousin. The intent is not to knock the player out of the game, but rather set a very dangerous precedent for the rest of the game!

TRANSITION TO CHENTOUFI

As soon as the adventurers escape the pit, they find themselves in the vault of a long dead noble. Black sands swirling everywhere. At this point, the Gamemaster should transition to Event 2 in Chentoufi in order to start the adventure!

2. A SERIOUS TASK (REQUIRED)

Pelicos Red has been searching for the better part of a year for the artifact known as The Oculus of Senrahbah. He has nearly exhausted his resources and his benefactors in the **Pale Covenant** grow tired of waiting. Pelicos has received word of adventurers in town who have earned a reputation as crypt-hunters and problem solvers. Before he breaks into his own personal stash for funding, he has decided he will first attempt to enlist these adventurers as a last-ditch effort to find the Oculus. Pelicos prefers to approach one of the adventurers alone, perhaps when they are at the market or library.

He asks if they are the traveler everyone has been whispering about - then proceeds to describe the character he is talking to, as if confirming to himself the stories are true.

READ THE FOLLOWING ALOUD:

"An age ago there was a powerful artifact called 'The Oculus of Senrahbah'. It was created by the Ydrissid Empire and helped them discover great mystical secrets. My search has led me to this city, but I have yet to come up with any clues here to locate it. I have heard people whisper of your skills and resourcefulness in such matters. Will you help me?"

If the PC makes to leave or denies it, he hastily mentions he has a well paying job for someone with their talents. He offers the group a sum of **500 gold suns** to help him track down a long-lost

artifact right here in this very city. The players may negotiate for higher pay and Pelicos will likely agree, mostly because he has no **intention of paying them**.

SET THE MOOD WITH MUSIC!



Search for **Arabian Music "City By The Sea"** on YouTube!

3. THE INVESTIGATION BEGINS (REQUIRED)

Pelicos will keep tabs on the party, following them a bit as they begin searching around. Eventually, he will say his goodbyes and starts working arrangements to quickly move the artifact out of town, should they find it.

Starting the search from scratch may prove tough, but there are a few directions they can go to get going.

NOTE: *These should be used only if the players ask the correct questions. Simply rolling the d20 and getting answers is not the intent.*

- A DC 12 Religion (Wisdom) check will suggest to the party that such a device was probably referred to in the old texts, but likely not many of a religious nature
- A DC 12 Arcana (Intelligence) check reminds someone that the Ydrissids were a proud and somewhat arrogant people that recorded their triumphs in the form of statues, monuments and carved pictograms (Ancient Ydrissid script) in their buildings
- A DC 12 History (Intelligence) check brings to mind several scholars over the last few hundred years who had dedicated their lives to the study of the Ydrissids - they would have captured much about the Ydrissid Empire's history and likely stored it in the Grand Library in the Temple District

AROUND TOWN

If the group **decides to gather more information from around town**:

- With a DC 12 Persuasion (Charisma) check and the expenditure of d100 gold pieces, the party will be able to gather enough information that points them in the right direction. The gold represents the payment of drinks to loosen tongues and gratuities, or bakhshesh, to get referred to someone who knows about such things
- A DC 12 Insight (Wisdom) will pick up on something someone said about a library in town - they will recall passing the Grand Library when they first enter Chentoufi

At some point, these clues should lead to the **Grand Library in the Temple District**. The library is as old as the city itself and consists of hundreds of rooms, hallways, vaults, nooks, and hidey-holes. Over the centuries much of the original works on Ydrissid history, magic and lore have disappeared, but a few pieces remain amongst the newer writings.

4. SPOTTING THE SISTERHOOD (OPTIONAL)

FOR THE GAMEMASTER

While the group is asking questions and looking around Chentoufi, they attract the attention of the **Sisterhood of Mazuzah** - a group dedicated to keeping the secrets of the Ydrissid safely hidden away. Their informant network is extensive as Mazuzah's blessing is sought after by brewers and bakers throughout Chentoufi.

If a paranoid or vigilant player attempts to keep an eye out for people following them, they are able to spot the Sisterhood watchers with a DC 16 Perception (Wisdom) check.

From the corner of the next building, you see a face you recall seeing earlier this morning. The elfen female is clad in all white robes with a shawl covering her head and much of her face. Before you can blink, she disappears around the corner and out of sight.

If the adventurers attempt to track down the elf, they can do so with a successful DC 14 Perception (Wisdom) or Survival (Wisdom) check. She does not attempt to run, but will not wait for them to catch up either.



Should they successfully find her, she offers no resistance and calmly answers any of their questions:

- Her name is **Elydrissa of the Sisterhood of Mazuzah** (true)
- She has heard of Pelicos Red and his quest for the Eye of Senrahbah (true)
- She has information that would be useful for them at the cost of 1d100 gold coins (mixed)
- Her Sisterhood is dedicated to locating and protecting artifacts and knowledge from the Ydrissid Empire (mostly false - they more often silence those who seek such information)
- If pressed or paid, Elydrissa will give them the location of an ancient outpost about a day's ride east of the city
- **NOTE:** Should the party make the fool's journey out into the sand, the Sisterhood will move their ambush from Event #8 out to the ancient outpost and attempt to silence them all there

5. DEBT COMES DUE (OPTIONAL)

FOR THE GAMEMASTER

The characters may be going about town searching for where to start, or what to even look for, when they come across a group of ruffians looking for Pelicos. Whether or not he is with the group, these street thugs (**NE; AC: 13; HP: 35; humans, lizardfolk, and fire genasi; 1 per character**) are looking for him to collect on money he owes their boss.

These are low-level members of the **Three Shivs**, a small criminal organization that deals in racketeering, illicit substance trade, stolen goods and other lucrative amoral endeavors. They are looking to make a name for themselves with the boss, Otar, and need little excuse to draw steel, should the party prove to be less-than-helpful in finding their quarry.

The **Three Shivs** is a powerful criminal organization in the city of Hazoch. Pelicos is a member, but has been out of touch with them for over a year while on the hunt for the Pale Covenant.

Unfortunately for Pelicos, they had a falling out when Pelicos botched an attack on a rivals headquarters. In fact, Pelicos told the rival group, **The Fangs**, about the attack in hopes of getting Otar killed so he could take over the Three Shivs. Consequently, he has not been maintaining contact with Otar and the Three Shivs Crew, nor paying the considerable fines for botching the attack on The Fangs. Otar wants a pile of gold or Pelicos' blood.

TAKING OUT THE TRASH

If more than half their number are defeated, the remaining ruffians will flee, with one of them shouting

that **"...the Shivs won't forget this..!"** as they disappear into the allies and side streets.

6. MEETING THE PREFECT (REQUIRED)

FOR THE GAMEMASTER

The **Grand Library in the Temple District** is very old and very large. The people of Chentoufi know that knowledge is power and discovering the secrets of the Ancient Ydrissid who built this wondrous city is a path to greater wealth and influence. From very early on, children from powerful and rich families are sent to the library to work and learn. Learning how to read, write, and work basic arithmetic is essential to entry into the Wazir's bureaucracy, admittance as an acolyte in one of the temples, or apprenticeship to one of the Magi or Arcane Conclaves throughout Chentoufi..

The structure is old, but an incredible sight to behold. **Four pillars rise into the sky** at each of the four cardinal points. The building has four sides, each tapering near the top, giving the four-story structure a ziggurat-like appearance. The grand entrance to the building has a series of fifty columns leading up to it lined up in the immaculately groomed grounds of the library. The green gardens are a display of power and immense wealth beyond the imagination of commoners who use water for practical purposes such as agriculture, brewing, baking or simply drinking to sustain themselves.

SURRENDER YOUR WEAPONS

Before anyone can be admitted into the library, they must surrender their arms and anything capable of creating a fire. Wizards suspected of being able to use fire magic will be accompanied by library guards at all times.

SPLITTING UP THE PARTY

Should the group decide it is a good idea to split up and look for clues around the city, the Gamemaster should allow them to do so. However, whether through role-playing or story telling, the Gamemaster should bring the party back together before heading into the lower vaults with the prefect.

There are fifty of the **Wazir's personal Guard (LN; AC 13, HP: 25; 50)** on the grounds at any given time. The library is considered to be under the protection of the Wazir himself, and anyone violating the Wazir's rule faces the harshest penalties, as can be witnessed in the commons of any district as violators suffer anything from caning to execution.

DAIFAMEN THE YOUNGER

The current **Prefect of the Library** is Daifamen the Younger. He is an aged man, perhaps in his 80s, but is still very sharp and very fit. Were it not for being hunched over with age, he would stand right at 6-feet tall. He is thin, with gray hair and bushy eyebrows. There is a gleam in his eye whenever he talks about books and knowledge.

When the party enters the library, word reaches Daifamen quickly of the group's arrival - **standing out particularly because of their weapons and armor**. He goes to investigate and inquire how he might help them. Daifamen does not know much about the particular artifact they seek and he will say that he is confident that nothing in the library from the *main floor or above* has anything related to such a device as the Oculus of Senrahbah.

He is hesitant to reveal the existence of the lower vaults where such secret and potentially valuable information may reside. A **DC 12 History (Intelligence)** check will remind a character they have heard there are parts of the city that have extensive catacombs beneath and the sewer system, called the **Kannat**. If the party asks Daifamen if there are catacombs or vaults under the library he will consider revealing the information.

The players will need to role-play the discussion and make a **DC 16 Persuasion (Charisma)** check in order to convince him to reveal the vaults. Daifamen will respond more favorably if a small gift is offered to him (**+1 modifier per 100 gold pieces up to +5**). If they fail the check then Daifamen will thank them for the donation to keep the library and its collections preserved, as he wishes them a good day and attends to his other tasks.

If the characters suggest that they are employed by a powerful organization, such as one of the Wazir's counselors (The Divan) and not cooperating could be seen as treasonous; or perhaps there at the behest of a Zenok who would take a personal interest if they report that the prefect was lying to them then they can make a **DC 12 Deception or Intimidation (Charisma)** check. Once again, the payment of *bakhshesh* lends a positive modifier of +1 per 100gp up to +4.

7. VAULTS OF FORBIDDEN KNOWLEDGE (REQUIRED)

FOR THE GAMEMASTER

NOTE: Events 7 & 8 overlap. Be sure to read both and have them occur in the correct sequence.

Underneath the library there are secret chambers that are not commonly known outside of a few senior staff members, magi, high priests, well-informed underworld leaders, and other groups such as the **Sisterhood**.

The vaults lie in between the passages that make up the Kannat, or expand even further below the ground than the old sewer system. These meandering tunnels have locked vaults at various intervals, marked sigils and pictograms unfamiliar to the characters.

If asked, Daifamen tells the adventurers that in order to earn the title of "Senior Librarian" you must memorize each pictogram and the contents sequestered therein. If asked about the content of the rooms, here are a few examples for the Gamemaster:

- Geological specimens from the Wyvern's Peak Mountains (including a selection from the heart of Mount Gygantor)
- Flora of Okkorim, Prior to The Wrath
- Heresies of the Obeid Dynasty
- Isle of Ma'habiz
- Enigma of the Heptagon and Septarchial Proverbs
- Nomadic Jhe'dhari migrations and totemic religions
- Fey portals and nexuses of Okkorim
- Summons and Binding Elements for civic service

THE REPOSITORY OF AZYMM

Daifamen leads the party far into the recesses of the lower levels. At a door marked with a **pictogram of a crown** over three wavy lines, he stops, removes a single, rather unremarkable looking key and unlocks the door. He pulls the door open and beckons the party to enter.

The **Sisterhood** has gained entry to the repository of Azyymm, the Ydrissid god of the sea, and created an extra-dimensional space off of it in order to hide the truly magical artifacts and dangerous information about the Ydrissid.

READ THE FOLLOWING ALOUD:

The room is larger than you were expecting. Six steps go up into a roughly 30' x 30' room filled with vellum tomes, dusty scroll tubes, and slender leather portfolios while spears, tridents, and nets adorn the walls. The walls have faded murals depicting nautical scenes. Mermen, octopuses, tritons, and other sea creatures all saluting a blue-skinned figure walking on top of the waves.

The human-like figure has a long sea green colored beard and holds a large silver trident in his left hand. The floor is made from green marble squares, each roughly 2' on a side. An elaborate tapestry hangs on the far side of the room, depicting several people laying offerings on a stone pedestal. A majestic feminine figure, clearly some sort of deity, stands over the pedestal with glowing hands extended over the offerings plate.

THE PUZZLE

The tapestry is the clue to opening the secret vault within this chamber (See Below). After searching around, the party may soon realize the same or similar stone offering pedestal resides within this room, but are covered with various nautical objects and relics from Ydrissid culture.

The tapestry has writing in it (pictograms) that translate as “Tribute - The Brew Mistress - Sacrifice - Prosperity/Riches - Unlock/Open”. This may be deciphered with a Read Languages spell or with a **DC 16 Wisdom (Religion) check**.

Examination of the tapestry shows that the offerings consist of dice, golden horseshoes, mugs of frothing liquids, a Hand of Mazuzah charm (hand with an eye in the palm), and gold coins.

DESCRIPTIONS OF OBJECTS IN THE REPOSITORY

Pedestal. There is an offering plate on top of the 3’ high stone pedestal that resembles a fluted corinthian column. The plate is inlaid with gold.

Key. Opposite the pedestal, on the other side of the seal is a unique marble tile with a faint handprint upon it. In order to see the handprint requires a successful DC 15 Perception (Wisdom) check; or a DC 15 Investigation (Intelligence) check must be made to deduce it's the key to opening some sort of portal. Passive Perception of 18 will detect it simply by walking near to it.

Tapestry. The tapestry is the key to discovering the secret vault. It depicts worshippers making offerings to the goddess in exchange for her favor. Upon a successful Investigation check based upon the DCs in the following table, the party reveals various bits of information about the seal and associated puzzle.

CLUES TO THE PUZZLE

The GM is strongly encouraged to let the players figure out the puzzle on their own, however, if they are having a hard time figuring out the puzzle, the Gamemaster may wish to give them a few hints. **Only one hint should be given per skill check.**

- DC 12 - The goddess is wearing a scarab symbol similar to that of the elven woman they met in the streets.
- DC 12 - The worshippers appear to be offering coins, charms, and beer to the goddess
- DC 14 - The figure is almost certainly Mazuzah, the Goddess of luck, fortune, fate, and brewing
- DC 16 - There are two coins sitting in the center of the pedestal and the next worshipper in line appears to be prepared to place their outstretched hand, with the coins upon it.
- DC 18 - Several of the female worshippers are armed and appear to be guards. They each have a tattoo depicting a hand with an eye in the center of it on their arms
- DC 22 - Behind Mazuzah, there is a small opening - what appears to be a trapdoor of some sort, mixed among the various religious accoutrements; a hand-print sits conspicuously beside the portal

A character who places a proper offering upon the pedestal with their bare hands activates the process.

The acceptable gifts are **two mugs of beer or ale, two gambling sets (cards/dice), two good luck charms, or two gold coins** placed on the pedestal over the markings. Within seconds of doing so, the character’s hand begins to turn to **solid gold**. There is no way to stop this transformation. By the end of the next round, the character’s hand is unmoving, solid gold all the way to the wrist.

For the next step in the process, the character with the golden hand must place it on the **Key** tile across the room from the **Pedestal** and nearest to the Mazuzah tapestry (see Portal below). Once this is accomplished, the **Tapestry** evaporates into a magical mist.

READ THE FOLLOWING ALOUD:

As you touch your golden hand to the impression on the tile, a cracking sound can be heard from behind you. You look to see the tapestry fall away, sucked into a purple light now shining behind it. In seconds, the tapestry is completely gone, replaced by a dark space beyond.

If **Asafwa** is present, she shouts (See Event 8): “No! You must not enter the sacred vault of Mazuzah!” She continues to shout and throw curses at the party, even as they make their way into the secret vault.

NOTHING OF INTEREST

If the party does not dig deeper into the mystery of the room itself, they find no information related directly to their quest. The Sisterhood has removed all of the pertinent information about the Oculus or related artifacts to the secret vault just below this chamber. In order to get to it, they must solve the puzzle of the seal.

8. AMBUSHED (REQUIRED)

READ THE FOLLOWING ALOUD:

You feel as though you have all of the pieces, but cannot quite figure out the puzzle. There must be something you are missing. However, your postulating is cut short as a crossbow bolt plants itself into the wood just right of your head. Turning to the door, you see several female figures entering the room. They are armed with khopesh swords and small crossbows.

FOR THE GAMEMASTER

Note: Unless the adventurers have managed to sneak them into the library, they are without weapons and fire-creating magic items. In order to acquire them here, they will need to take them from the Sisters or use makeshift weapons from around the room.

MAKESHIFT WEAPONS

Makeshift Weapon. Damage: 1d4. Damage Type: Bludgeoning, Piercing, or Slashing. Properties: Fragile

Asafwa (LN; AC: 16; HP: 74; 1) takes the lead, dropping her crossbow and swinging at the first character she encounters. The **Sisters** (LN; AC: 12; HP: 31; 2 per PC) have to enter the room one by

one, but move quickly. They will attempt to subdue the character closest to the door first. Once three Sisters have targeted the closest characters, the remaining Sisters move to the next party member.

DOWN ON THE GROUND!

The Sisters will attempt to push the characters to the ground. With a successful melee attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

HOG-TIE

If the Sisters do knock a character prone, their very next available action will be to tie-up the character with a minor magical item called a *yorbit*. This short length of rope magically grapples a character who fails a DC 12 Dexterity saving throw. The character may attempt to break free with a DC 14 Strength check -or- if someone assists them by cutting it with a sharp object.

CAPITULATION

The Sisterhood is nearly fanatical in their desire to stop anyone from obtaining the secrets of the Ydrissid. If more than 80% of the Sisters are seriously wounded or dead, they will surrender and will explain their fervor in attempting to stop the party. They will not, however, willingly tell them of the secret vault beneath their feet.

LOSING TO THE SISTERHOOD

Should the party lose the battle to the Sisterhood, they find themselves taken out into the desert and left for the buzzards. They may escape their bonds and return to Chentoufi, but lose 100 points from their tournament score.



ACT II - ON THE TRAIL OF THE EYE

TRANSITION TO ACT II

Once the adventurers either defeat or drive off the Sisterhood, they should gain access to the secret vault with a large amount of secret information about the ancient Ydrissid and their Empire. The mood should change from adventurous to one of curiosity and discovery.

A SUMMARY OF ACT II

- Whether during or after the attack, the adventurers learn of a secret vault inside the library containing untold amounts of ancient information
- Inside the vault, the adventurers learn not only about the existence of four artifacts, but also of the protectors of that information - the Sisterhood who just attacked them
- The adventures learn, among other things, of the existence of four artifacts, not just one, each controlling one specific element
- From the vault, they learn of something called "The Blue Tower" where they deduce they should be able to find what they seek
- From the tower, looking west across the city, they see their quarry - an ancient and almost forgotten ruins in the middle of the Old City
- The adventurers must still find the entrance to the tunnels beneath Akrubulis before they can move to the next act.

DEVELOPMENTS

With the Sisterhood out of the way, the only thing happening in the background is the machinations of Abu Leth and its cult. It is not yet aware of the adventurers and their quest to find the Oculus.

CRESCENDO

After the adventurers defeat the *majnoon*, Bephetis, they are well on their way to discovering the tunnels beneath the Akrubulis. The mood should change from investigation to that of a dungeon crawl.

9. THE SECRET VAULT

FOR THE GAMEMASTER

Once the portal has been opened, the party can make out another chamber below the Vaults of Forbidden Knowledge (See Event #7 for more information). The area below is not a real room at all, but rather a **small pocket dimension** created by the Sisterhood and maintained through the will of Mazuzah.

In the chamber there is a suit of scale mail fashioned to look like fish scales (*Azymm's Armor*), an ivory horn (*Shophar of Qarash*), a metal trident (*Trident of Azymm*), and hundreds of other ancient, but non-magical relics of a bygone age. There are

several grimoires locked in a metal book case. One massive tome with a flat grey stone cover is out on a table. The cover is secured with a sturdy silvery metal clasp. This is the codex (see below)

Azymm's Armor. This scale mail +2 armor allows its wearer to breathe water and provides resistance to fire damage. Additionally, the wearer may *walk on water* one hour per day. Finally, the wearer gains a swim speed of 20 and advantage on all swimming checks.

Shophar of Qarash. When this horn is submerged under ocean water, the bearer is able to magically summons 3d6 reef sharks (75%) or 2d4 hunter sharks (25%). The sharks stay for 1 hour or until slain. They will obey the simple commands of the summoner. The owner may use this ability again after 7 long rests.

Trident of Azymm. This +2 magical trident delivers 2d8 additional radiant damage on a critical hit. Thrice per day wielder can call upon the god of the sea to shoot a jet of water in a 30-foot long bolt. Any creature struck must make a DC 14 Dexterity saving throw or be knocked prone.

The Codex. For purposes of continuing the adventure, the most important find in the space is an ancient tome called simply "The Codex". Within details not just one artifact, the Oculus of Senrahhbah, but four artifacts used by the Ydrissid.

The book references many, many lost works from an age long ago. What can be deciphered from the text is that there are four artifacts, each associated with control over a different element.

THE POEM

The Codex ends with a poem that reads:

*Wherein the sky touches the ground,
in Chentoufi shall be found
From all directions they lie in wait
Finding them will seal your fate*

The poem refers to the **Azure Spire of Tah'weal**, the tallest tower in all of Chentoufi. It was built a

millenia ago by some of the first architects of the city and tiled entirely in lapis lazuli. While not a common phrase today, in ancient times, the tower was said to allow the sky to touch the ground since, at the time, there were no other buildings in the city that broke the skyline.

At the top of the tower lies at least a partial answer to where to locate the Oculus, and hints at which direction to find the other artifacts (in later adventures). For those players unfamiliar with Chentoufi, a DC 14 History (Intelligence) check will offer some clues to the probable meaning of "**where the sky touches the ground**".

The Gamemaster is encouraged to let the players consider all aspects of the poem, however, before giving this opportunity.

THERE ARE FOUR ARTIFACTS

In addition to the poem, the codex also has details revealing not just one, but **four** artifacts created by the Ydrissid, each giving the owner the power over one of the four basic elements: air, earth, fire, and water.

The four artifacts described are:

The Oculus of Senrahhbah. A large crystal eye that holds power over elemental water, as well as strong divination magicks. Has the effect of attracting aquatic creatures to it. Grants the wielder the ability to speak with aquatic creatures. Can see far into the distance; occasionally into the future or far into the past.

The Shafraat Ai'seefa. Translated to the *Storm Blade*, this dagger is rumored to be a tooth of a cosmic and long forgotten diety, the Storm Blade is an ivory dagger with a platinum hilt inlaid with diamonds. Possession of the dagger is said to grant the owner the power over elemental air.

Flame Crown of Urgameine. A gold headdress typical of the Ydrissid empire. The crown fits over the back of the head and ears while rising up in a tall flat-topped cylinder with a portion extending up an additional 6 inches. The crown grants power over flame and fire.

Rod of Khajurrah. A triangular basalt rod of one cubit in length tipped with a fist sized sphere of purple jadeite. The rod is said to give its owner the power over elemental earth, allowing them to shape stone as if it were clay or pass through as if it were water.

SECOND PEDESTAL

If the party searches around, they find a pedestal here very similar to the one in the repository. The difference is this has a handprint in the plate on the top and no gold plating.

Any character with a gold hand from the pedestal in the repository may place it here and have it returned to their normal appendage.

CLOSING THE PORTAL

Important! Once their hand has been returned to normal, the portal into this room begins to rapidly close. Each character has one action before it seals off completely.

Unless they are on the chain ladder characters already in the room will be unable to reach the portal before it closes. Characters remaining in the Repository of Azymm will be able to jump into the portal before it closes.

Without their own lightsource inside this secret vault, the room begins to glow very faintly in a wide variety of colors. If it was not already clear, this should indicate the high levels of magic in their immediate surroundings.

THE KEY

In addition to the poem, a **small metallic bookmark** is nestled inside the book just behind the last page and the back book cover. While thin, the **metal is sturdy** and will not bend under normal circumstances. the bookmark is actually the **key to the gate** of the lower levels of Akribulis where the Oculus is stored. It is an artifact that Abu Leth and its minions have been searching for for years.

RE-EQUIPPING

The adventurers are likely without the majority of their weapons and some equipment. Allow each character the opportunity to search for replacement gear here in the secret vault. Each character may replace their main missing weapon with a **base +1 equivalent** (the GM is encouraged to use weapons like scimitars, kopesh, jambiyas, spears, and other similar weapons of the region).

There is also armor in this area, but the characters are unable to find anything substantially better than their own, just different, older styles.

EXITING THE VAULT

Searching the pocket dimension, the party is able to locate an exit that drops them into the Kannat, the ancient tunnels crafted by the Ydrissid that serve as the sewers for the vast and populace City of Chentoufi.

READ THE FOLLOWING ALOUD DURING THEIR SEARCH OF THE VAULT:

It starts with the faint sound of water, but as you get closer to the wall opposite the entrance from which you arrived, you are certain you hear the sound of running water coming from just beyond the wall of this place.

Reaching out, a character's hand passes right through what appears to be a solid wall, touching nothing but empty space beyond. The sound of water immediately increases as they break through the magical barrier.

The Sisterhood normally uses this hidden entrance from the Kannat to enter this dimensional space, but it is necessary to maintain the Library entrance in order to keep an eye on any new additions to the collection, should they arrive. Fortunately there is a ladder up within but a short distance of the secret entrance as the Kannat is known to be a dangerous place filled with strange creatures and dangerous traps.

10. THE AZURE SPIRE OF TAH'WEAL (OPTIONAL)

Once the characters know their destination it is easy getting to the tower. If they are having issues determining the probable location from the poem however, they should be allowed to spend 1d100 gp in order to elicit clues to the location. **Encountering the Blight Vampires is optional.**

READ THE FOLLOWING:

The majestic azure spire of Tah'weal is one of the tallest building in all of Chentoufi. Standing over 450-feet tall, it is still dwarfed by several of the onion-topped towers that dominate the unique skyline of the ancient wonder. The tower is constructed of what appears to be lapis lazuli. It is difficult to know how such a massive tower was constructed as there are no seams or stonemasonry evident. It's as if the whole tower was carved from one giant piece of the blue gemstone. You drink in its beauty as the scorching sunlight draws sweat from your brow and makes the tower shimmer a deep royal blue.

FOR THE GAMEMASTER

The entrance to the tower is chained and locked - and has been so for decades. Today, while still beautiful, the tower sits untended and unused. A DC 14 Theives Tools (Dexterity) check will allow for the main padlock to be unlocked. Other than creating quite a stir as the chains fall to the ground, nothing else happens. Inside the base of the tower, there are dusty boxes, crates, and barrels stored here.

A rather rickety set of stairs spirals up the inner wall of the tower, all the way to the top and an unlocked trap door.

While there is **nothing of value** in the containers, anyone thoroughly searching one of the barrels finds the **completely desiccated corpse of a halfling female** stuffed into the bottom of it. Further searching reveals the bones and clothing of several other people.

Living in the tower are three **Blighted Vampire Spawn (NE; AC:15; HP: 82; 3)** who have enjoyed the relative privacy the tower has afforded them for several years.

With their hiding place discovered, the spawn quietly drift down from above using their **Desert Sands** ability. They descend upon the players gaining surprise unless someone is either actively watching (Perception check) or succeeds in their passive perception check against them, requiring a DC 16 Perception (Wisdom) check.

11. THE APEX OF THE AZURE SPIRE (REQUIRED)

The tower is roughly **450' tall** with just over **900 steps to the top**. The air elemental powered lift dias has not functioned properly in over a century.

ONCE THEY HAVE MADE THE ASCENT, READ THE FOLLOWING ALOUD:

Your chests heave with the exertion of climbing so many stairs. Your feet feel like they are made of blocks of stone as you will yourself to lift them up just a few more of the gorgeous, mosaic tile inlaid steps. You push open a trap door at the top and find yourself with an unparalleled view of Chentoufi, the Sea of Najur to the west and in the distance to the east the great blowing sea of sand that leads to the Blighted Lands.

Seeing no immediate threat you succumb to your aching body's need for a few minutes of rest after ascending what must have been one thousand steps!

You are on a relatively small square turret at the very apex of the tower. It is open on all sides with a short, three-foot wall wrapping around the entire structure.

Atop each of the four walls is an empty sconce. The tower is canted 45 degrees from the cardinal directions so they look northeast, southeast, southwest, and northwest.

There is nothing else here save the beautiful view of Chentoufi; its sights, distant sounds, and an occasional whiff of the pungent aromas that make up the olfactory terrain of the city.

FOR THE GAMEMASTER

Above in the ceiling of the turret, an Ydrissid script reads:

*Four precious choices in my presence
Each with their own consequence
A breath, a flame, a drop, a grain
A touch to them is all that remains*

Upon **closer inspection** of the walls and with a DC 14 Investigation (Intelligence) check, the adventurers discover a small holes looking out from the tower in each of the four walls of the turret. Above each and barely discernable, stylized in tiny pieces of lapis-lazuli are symbols for air, earth, fire, and water.

THE PUZZLE

At the top of the barrier wall, directly above each sigil, is a sconce. Each sconces requires that element to be touched to it in order to function. Once water, for example, is poured over the water sconce, it activates.

After the sconce is activated, a gemstone winks into existence from a pocket dimension. Looking through the gemstone and out from the tower, the gemstones are carved in such a way as to point towards the location of the hidden Ydrissid artifacts.

Emerald (Earth). The emerald lens looks out to the northeast of Chentoufi, focused on a mountain top amid the Wyvern's Spikes mountains.

Diamond (Air). To the northeast, the diamond lens peers out to an island many leagues out in the Sea of Najur

Ruby (Fire). The ruby lens points out to the southeast, over the Burning Hills, and into the Blighted Lands to an abandoned ruin far, far in the

distance. The gemstone somehow seems to magically enhance your vision as these details are impossibly clear for hundreds of miles away.

Sapphire (Water). The sapphire lens looks to the **southwest over the city** and points directly to a pile of stones atop a hill in the middle of the Merchant District. Interestingly enough, they can make out what appears to be the outline of a tower on the hilltop, one that does not exist today.

For any character with knowledge of Chentoufi, the ruins pre-date the city itself and are simply referred to as the **Akrubulis** by historians and storytellers.

Any attempt to remove the gems will result in the gemstone itself disappearing back to its pocket dimension.

12. AKRUBULIS - RUINS ON THE MOUNT (REQUIRED*)

READ THE FOLLOWING ALOUD:

The Akrubulis, you have learned, is an ancient ruin atop this old, rocky hilltop in the middle of the Merchant District of Chentoufi. It overlooks the fisher's wharves and commercial docks there. Sitting above nearly every other parcel of land in the area, Akrubulis has sat crumbling for centuries. It is the place mothers tell their children mischievous genie-kin and foul mephits take children who misbehave.

Nearly 100 feet above the street, Akrubulis has no accessible means of ascent, with rock- and mud-slides covering the original stairs long, long ago. Climbing up seems to be the only means by which you may gain access.

FOR THE GAMEMASTER

NOTE: Encountering Bephetis is optional, particularly if the party is running short on time.

When the **great archmage** brought the Oculus to this area, he hid it in a great labyrinth he built within the rocky hillside. On top of the hill, he constructed the first buildings in the area,

including his great tower that overlooked what is now the area around Chentoufi. He named this tower **Akrubulis**.

As workers, slaves, and settlers began moving into the area, the hilltop became the center of commerce and religion in the region. In mere decades, what was once a small settlement exploded into a trade center of Okkorim. Akrubulis and its significance was soon lost amid commerce and an ever-expanding population.

ASCENDING THE MOUNT

The ascent up to Akrubulis requires 1d6 DC 10 Climbing (Strength) checks in order to avoid taking damage (1d4 bludgeoning, piercing, and slashing for each failed check) from scrapes and bumps on the way up.

ONCE AT THE TOP READ THE FOLLOWING ALOUD:

At the top of the hill, the air immediately seems cooler. You are above the city now, but even then it feels uncharacteristically cool. The light is much more dim here as well - as if your journey took well into the evening.

You are contemplating your current situation when a figure, some 30-feet away, rises up from the ground itself. Around him float small, triangular shaped creatures - each with their singular eye fixated upon you.

"Begone," the figure announces in a deep and gravelly voice, "this is not the place for you. I told them before and now I tell you. Not now, not ever."

The figure is **Bephetis**, an **earth majnoom** (CE; AC: 16; HP: 122; 1) - evil elemental humanoids who feed on and corrupt the richest deposits of their elemental type on the Prime Material Plane. He is referring to the water cultists who several years ago attempted to come through Akrubulis in the search for access to the resting place of the Eye.

Bephetis calls the mineral-rich Akrubulis his home. With him are a dozen **darkmantles** (U; AC: 11; HP: 22; 12) who readily obey the majnoom's every command. If the **party does anything** besides turning around and leaving, he motions for his darkmantles to attack.

If the darkmantles are successful in attaching themselves to a character, Bephetis will focus on that character first. If defeated, Bephetis will explode in a cloud of dust and rock, his essence descending into the rock to be reborn at dawn the next day.

The only way to completely destroy a majnoom is to destroy its corrupted core. The core is a fist-sized piece of its element with a connection back to its elemental plane.

Bephetis' core is deep under the surface here and cannot be found without magical means.

13. FINDING THE ENTRANCE IN THE GARDEN OF MAZUZAH (REQUIRED)

Once **Bephetis is defeated**, the adventurers still must find the entrance to the lower levels under Akrubulis. Searching the grounds will prove difficult as there are sixteen buildings atop the mount. However, the adventurers might recall looking from the Blue Tower that they were looking directly at the ruins of an amphitheater.

If they begin their search there, they find a seal amid a pile of stones that was once the stage of an amphitheater. Upon the seal is the carved symbol of Mazuzah upon it - a winged scarab holding a golden orb. While they investigated the area, the cultists of the Oracle never made it through the traps and other difficulties and have never made it past Yusepessos (See Act III).

If the party instead searches the grounds a DC 14 Survival (Wisdom) check will eventually lead them to the amphitheater after roughly an hour of searching.

ONCE THEY HAVE ENTERED THE AMPHITHEATER, READ THE FOLLOWING:

Like the rest of the buildings atop the Akrubulis, the amphitheater is ancient and amounts to not much more than a pile of stones. Rows and rows of stone seats overlook a small stage. Above the stage, between two stone plinths is an inscription in ancient Ydrissid script that reads "The Garden of Mazuzah".

OLD DOOR TO THE TUNNELS

The trapdoor is unremarkable but for the seal. Anyone investigating the stone surface can quickly outline the square, 3'x3' shape of a trapdoor.

Unlocking the trapdoor requires a magical key long lost to the ages, however a **Knock** or **Dispel Magic** upon the door will suppress the arcane lock for 1 minute.

Alternatively, the adventures can just break through the stone or pry it open with the right tools. A DC 20 Prybar (Strength) check will break the stone trapdoor in half and allow the party to gain access. Alternatively, the door has 24 hit points and a damage threshold of 5.

Once the party is ready to enter the caverns under Akrubulis, it is time to move to Act III!

ACT III - UNDER AKRUBULIS

TRANSITION TO ACT III

The tension should be building at this point. If this is being played in a tournament-style, the players are undoubtedly running out of time. If the Gamemaster is playing music in the background, the intensity should ratchet up a notch or two.

The oppressive heat of the open streets, along with the myriad noises, smells both enticing and odoriferous, disappear as the party enters the portal under Akrublis. The hustle and bustle of the denizens of Chentoufi slowly diminishes until it is gone entirely. The cool air is a welcome relief to the normally oppressive heat of the city.

A SUMMARY OF ACT III

- Once they open the entrance and make their way down, they realize they must go very deep down along an extremely dangerous series of stairs in order to reach the bottom
- At the bottom, they encounter a several ancient guardians from the time of the Ydrissid, defending a gate into the caverns below
- After dealing with the guardians, the adventurers must get through the portal without killing themselves in the process
- Once through, they are met by the Guardian of the Eye, Yusepefesos who fiercely defends the Oculus
- Part I ends with Yusepefesos defeated and the adventurers presented with the realization they have found not the Eye, but merely the gateway to an ancient temple that houses it.

DEVELOPMENTS

At this point, Abu Leth has learned of the successes of the party in their search and believes they may even make it into the vault of the Eye. He maneuvers and follows behind the group and attempts to find a way to ingratiate himself with the party in his Varnezeer form once they are inside the tunnels.

At the same time, Pelicos sees a light at the end of the tunnel and believes maybe he will be able to complete his task for the Pale Covenant.

CRESCENDO

When Yusepefesos is defeated, Pelicos is elated, but cautious. He knows he cannot defeat the party on his own, but is very concerned about letting them continue. He suggests bringing more resources to bear and venture forth into the crypt once they have recovered from their wounds and have a better idea of what they are now dealing with.

There is no opportunity during this session for them to go further, but should they attempt to (and there is time), Abu Leth will take this opportunity to reveal itself along with a large number of **cultists (NE; AC: 12; HP: 22; 3 per character)** to take this victory from them.



THE AKRUBULIS

LEVEL 1

14. THE GUARDIANS (OPTIONAL)

FOR THE GAMEMASTER

Neither Abu Leth nor the cultists of Natatorial Verisimilitude have made it this far in their search for the Eye. **Abu Leth**, disguised as Varnezeer will attempt to make itself known during this event - feigning capture or being lost in this area.

The space below the ruins is made up of a series of tunnels that connected most of the buildings on the Akribulis together. Many of the rooms are empty, but the remnants of the Ydrissid are everywhere. This includes the **wight guardians (CE; AC: 16; HP: 65; 1.5 per character)** roaming the area. These wights are all that remains of the cursed warriors charged with guarding the wizard's tower so long ago.

TOO LOUD

If the party forced their way past the stone trapdoor, the blighted wights are arriving at the door in which they enter the tunnels.

The wights appear at first to be zombies, but are quick and use coordinated tactics against the adventurers. They will attempt to attack in groups of 2 or 3 at a time using the terrain for cover to fire crossbows at the party before engaging with their longswords.

RANDOMLY ENCOUNTERED

In any room the party enters, there is a 25% chance (1 on a d4) chance there are 1d3 wights in the room. The total number in the tunnels should not exceed 1.5 wights per character, however.

15. ANCIENT DESIGN (OPTIONAL)

READ THE FOLLOWING ALOUD:

The door opens to a medium-sized room. Surprisingly, it is well-lit by three glowing sconces along the walls. On the floor is a stylized dragon breathing fire. The art is significantly different than anything you have ever seen.

Modern art in Chentoufi is dramatically different from the art styles of the Ydrissid. The dragon design depicts a long forgotten deity of the Empire who controlled fire and flame. Stepping on any square containing the dragon engraving ignites the entire design in a purple faerie fire for 1d6 rounds. The character triggering the effect is similarly outlined in purple flame permanently until such time as a dispel magic is cast upon them.

There is nothing else of value or significance in the room.

16. NOT SO ITSY-BITSY (OPTIONAL)

FOR THE GAMEMASTER:

The door to this area is held fast by webbing from the other side. A successful DC 20 Strength check will force the door open, or by destroying the door (HP: 18). Inside is home to a **swarm of sussarate (sue-se-rah-te) spiders (CE; AC: 12; HP: 78; 1 swarm)**.

These obnoxious vermin are about the size of a human's fist and weave webs in both the Prime Material Plane and on the Ethereal plane.

When they attack, they attempt to draw their victim into the Ethereal plane where they consume it.

ETHEREAL TRAP

Any character who enters the room **and is unable to perceive the Ethereal plane** must make a DC 14 Wisdom Saving Throw or become ensnared in the ephemeral web. If they make their saving throw, the character is not ensnared and notices small patches of webbing slowly phasing in and out within the room.

A character inside the room who fails their saving throw is *Grappled*. Instead of strength, they must succeed in a **DC 14 Insight (Wisdom)** check to break free. Every round the character is grappled, they gain one level of Exhaustion.

If the character reaches 6 levels of Exhaustion, they are taken entirely into the Ethereal plane where they are slowly eaten by the sussarate spider swarm.

READ THE FOLLOWING WHEN THEY FIRST NOTICE THE WEBBING:

Without warning your leg (or arm) is snared by some unseen object or force. Looking down you notice your appendage seems to partially disappear precisely where you are ensnared. As you watch, your leg (or arm) pulses briefly back into existence before disappearing again.

17. CHAINS THAT BIND (OPTIONAL)

An easier route might be through this room. However, entering this rectangular room, the party is subjected to a nasty trap consisting of spinning pillars and flying chains. Characters who succeed at a **DC 16 Perception (Wisdom) check** will detect the presence of small pressure plates throughout the room.

Any character who traverses the room without knowing the location of the plates must roll a d6 for every 5' square they travel. On a roll of 5-6, they have triggered a pressure plate and started the trap mechanism.

Once the trap has started, each of the 18 pillars begins to rapidly spin. As they do so, hooked and barbed chains attached to them begin to fly around in a 5' radius of the pillar. Each round, any character in the room must make a **DC 16 Dexterity Saving Throw** or be struck by the chains, suffering 10 (3d6) slashing damage.

A character who fails their saving throw is also *grappled* and knocked *prone*. A character must make a **DC 16 Dexterity (Acrobatics) or Strength (Athletics) check** in order to break free of the grapple on their next turn.

If the character is standing in a square that is affected by two pillars, this saving throw is at disadvantage.

Grappled victims are dragged towards the pillar on their turn. At the end of the second turn, the victim is pulled onto the spinning pillar where they suffer 10 (3d6) crushing / bludgeoning damage each round.

At the far end of the room next to the exit, there is a stone switch that will shut down the trap.

18. GAPING CHASM (OPTIONAL)

FOR THE GAMEMASTER:

The floor to this room has mostly fallen away and what remains seems incredibly unstable.

Any character walking across the floor must roll a d6. On a 1-2 on the d6, the floor falls out from under the character. They must make a **DC 12 Dexterity saving throw** or fall to the caverns below. Any character who falls nearly 250' to the caverns below, suffering **70 (20d6)** hit points of bludgeoning damage.

In order to retrieve the character from here, they must either be able to fly or the party will have to go after them. If unable, the character is lost for the remainder of this adventure.

This chasm leads into an underground area far below the resting place of the Eye and does not have any connections to that area.



FOR THE GAMEMASTER

A **Greater Water Jinn** named **Yusepefesos (CN; AC: 18; HP: 230; 1)** was bound to this location over an eon ago by the archmage who built the Akribulis. Yusepefesos has been here, guarding the portal to the lower levels of the complex ever since and has grown to hate his lot in life. When the adventurers arrive, the room appears to be empty, but the water jinn will materialize when it appears as though they are approaching the bound doorway to the lower levels.

19. THE GUARDIAN YUSEPEFESOS

READ THE FOLLOWING ALOUD:

As you move across the chamber, the water begins to ripple and gain energy until its dancing around the room. The liquid begins to coalesce and rise up into the shape of a giant humanoid. In a matter of seconds the water has transformed itself into a 16' foot tall, blue-skinned, and very angry looking giant humanoid figure. The shape is that of a bald and heavily muscled human with a bare chest. Below his torso the shape is more amorphous and watery. The only objects you see on the figure are two large metallic bracers on each of its forearms. In a booming voice that reverberates painfully off the walls it bellows:

"Ye who seek dominion over the Eye shall drown in the wake of Yusepefesos the Mirza of Arzibros, Rider of Eadro, and Destroyer of Krakens..."

FOR THE GAMEMASTER

This room is a large rectangular area with just two exits. To the **west**, a rusty-hinged door has been blocked open, preventing it from squeaking on its hinges.

To the **south**, a pair of double doors are closed with no obvious handles or hinges. Ancient Ydrissid runes are etched in a circular pattern over both the door and bar.

Perhaps most notable is the ceiling height of this room that reaches **nearly 20'** - significantly higher than the rest of the complex.

Inside the room, a circular piece of floor sits in the middle of a room otherwise covered in 6 inches of water. On the stone, the stylized image of another deity is carved into the floor in the same style as before.

The image engraved onto the floor is that of a powerful triton with dark green scales on its lower half fading into lighter green skin on its upper portion. Its deep green hair seems to float about its head creating the impression the triton is floating still in deep water. About its thick neck is a necklace with a locket. The locket has a **keyhole in its center**.

This is the doorway that leads to the place where the Oculus is secreted away. But before anyone can pass through it they must **defeat the guardian**.

Yusepefesos will give no quarter and expects none. He would easily choose death over one more day bound to this portal.

WHEN THE DOOR HAS BEEN ACTIVATED, READ THE FOLLOWING ALOUD:

As you place the key in the necklace of the triton figure, a very audible and metallic clunk can be heard in the distance. The triton figure begins to transform as a dozen previously unseen concentric circles making up the artwork start turning. In a few short seconds the image changes to that of a large eye and a second clunking sound is heard, this one closer than the last. The sound of metal on stone from behind you turns your attention to the portal to the south. It is opening.

Moving closer, you see a carved stone spiral staircase going downwards. The smell of mud and damp reaches your nose as you peer into the darkness. The feeling of foreboding and ancient magic is nearly overwhelming as you gather, deciding what to do next. Continued on next page.

Above the door, the faint image of an eye - an oculus - appears in a faint blue light. It is the same image used to describe the Oculus of Senrahbah in the catacombs of the library.

This must be the place, you think to yourself, realizing you may be farther from finding the Oculus than you once believed.

THE END OF PART I!

This concludes the first part of the Eye of Chentoufi. We hope you have enjoyed running this module and that the players enjoyed the adventure! For more information on the Blighted Lands and Chentoufi, find us on Facebook, Instagram, and Twitter!

This series continues in part two, The Heart of Chentoufi where the adventurers travel deep below the city in their continued search for the priceless artifact, the **Oculus of Senrahbah!**

Please follow the below link or search WorldAnvil.com for more on this adventure, download digital maps for this and other adventures, as well as the stats for all the monsters in this book!



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UNIQUE MAGIC ITEMS

AZYMME'S ARMOR

Medium Armor, Legendary (requires attunement)

This scale mail +2 armor allows its wearer to breathe water and provides resistance to fire damage. Additionally, the wearer may *walk on water* one hour per day. Finally, the wearer gains a swim speed of 20 and advantage on all swimming checks.

SHOPHAR OF QARASH

Wonderous Item, Legendary (requires attunement)

When this horn is submerged under ocean water, the bearer is able to magically summons 3d6 reef sharks (75%) or 2d4 hunter sharks (25%). The sharks stay for 1 hour or until slain. They will obey the simple commands of the summoner. The owner may use this ability again after 7 long rests.

TRIDENT OF AZYMME

Melee Weapon, Legendary (requires attunement)

This +2 magical trident delivers 2d8 additional radiant damage on a critical hit. Thrice per day wielder can call upon the god of the sea to shoot a jet of water in a 30-foot long bolt. Any creature struck must make a DC 14 Dexterity saving throw or be knocked prone.

Artwork © Dean Spencer

CREATURES AND NPCs

ASAFWA

LEADER OF THE SISTERHOOD OF MAZUZAH

Medium Humanoid (Human), Lawful Neutral

Armor Class 16

Hit Points 74 (13d8 + 13)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Senses passive Perception 12

Languages Common, Can Read Ydrissid

Challenge 4 (1,100 XP)

Blessed of Mazuzah. Asafwa may increase the damage of one of her melee attacks by +10 (+3d6) *Radiant damage*. She may use this ability once per turn.

Down on the Ground. Using the Attack action, Asafwa make a Special melee attack to shove a creature to the ground, giving it the prone condition.

The target must be no more than one size larger than Asafwa and must be within her reach. Instead of Making an Attack roll, she makes a Athletics (Strength) check contested by the target's Athletics (Strength) or Acrobatics (Dexterity) check (the target chooses the ability to use). If she wins the contest, she may either knock the target prone or push it 5 feet away from herself.

Hog-Tie. If Asafwa does knock a target prone, she may tie-up the same target with a magical length of rope called a *yorbit*. A prone target who fails a DC 12 Dexterity saving throw gains the grappled condition. A hog-tied target may attempt to break free with a DC 14 Strength check or may break free automatically if someone assists them by cutting it with a sharp object.

Actions

Multiattack. Asafwa makes two attacks. She may attack twice with her kopesh or one kopesh and one *Down on the Ground* attack.

Light Crossbow. *Missile Weapon Attack:* +7 to hit, 80/320., one target. *Hit* 9 (1d8 + 4)

Sword, Kopesh +1. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 3)

Equipment

Potion of Healing (2), Ring of Free Action

SISTER OF MAZUZAH

Medium Humanoid (Human), Lawful Neutral

Armor Class 12

Hit Points 31 (1d4 + 5)

Speed 11ft.

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

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Down on the Ground. Using the Attack action, the Sisters make a Special melee attack to shove a creature to the ground, giving it the prone condition.

The target must be no more than one size larger than the Sister and must be within her reach. Instead of Making an Attack roll, she makes a Athletics (Strength) check contested by the target's Athletics (Strength) or Acrobatics (Dexterity) check (the target chooses the ability to use). If the Sister wins the contest, she may either knock the target prone or push it 5 feet away from herself.

Hog-Tie. If the Sister does knock a target prone, she may tie-up the same target with a magical length of rope called a *yorbit*. A prone target who fails a DC 12 Dexterity saving throw gains the grappled condition. A hog-tied target may attempt to break free with a DC 14 Strength check or may break free automatically if someone assists them by cutting it with a sharp object.

Actions

Light Crossbow. *Missile Weapon Attack:* +7 to hit, 80/320., one target. *Hit* 9 (1d8 + 4)

Sword, Kopesh. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 2)

ALGOL

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 24 (5d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Cold, Lightning, Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 Ft., passive Perception 10

Languages Common

Challenge 2 (400 XP)

Paralyzing Bite. A character who is bitten by an algol must make a DC 14 Constitution saving throw or be paralyzed for 1d4 rounds.

Grave's Touch. Any humanoid bitten by an algol will lose 1 point of Constitution per hour until magically healed with a Lesser Restoration or better spell.

Creatures who reach 0 Constitution die and will rise up as an algol after 1d6 minutes unless a Bless spell is cast upon the corpse.

Vulnerable to Healing Magic. Algols take double damage if healing spells are cast upon them.

Actions

Multiattack. Algols make up to three attacks. They may take 2 claw attacks. If both claw attacks hit, they may also bite as their third attack. ***Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Appearance. Algol appear as gaunt, dirty humans in tattered clothing. Anyone within 30' of an Algol can smell the stench of rotted flesh.

The Algol is not rotting like a zombie but they reek of the grave. Their skin is a waxy yellow or gray and drawn tight over their frames. The hair of an Algol is usually long, tangled and unkempt. Their mouths are filled with needle sharp fangs stained a dark yellow color

MEGAPEDE

Gargantuan monstrosity, unaligned

Armor Class 18 (Natural Armor)

Hit Points 232 (15d20+75)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	20 (+5)	8 (-1)	8 (-1)	4 (-3)

Saving Throws Con +10

Senses Blindsight 30 Ft., Tremorsense 60 Ft., passive Perception 9

Languages none

Challenge 15 (13,000 XP)

Poisonous Carapace Any target touching the megapede with their bare skin must make a DC 19 Constitution saving throw, or take 14 (4d6) poison damage. A creature takes half as much damage on a successful saving throw.

Actions

Multiattack. The megapede makes two bite attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the megapede. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the megapede, and it takes 21 (6d6) acid damage at the start of each of the megapede's turns.

If the megapede takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the megapede. If the megapede dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Appearance. Much like the name might imply, the megapede is an enormous, 100-foot long, multi-segmented creature with dozens of pairs of legs that ends in a terrifying set of pincers for a mouth. Megapedes feed on almost any organic material it can find and can hibernate for centuries if none is readily available.

MAJNOOM, EARTH

Large Elemental, Neutral Evil

Armor Class 16

Hit Points 122 (14d10 + 5)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +9, Wis +5

Skills Perception +3, Intimidation +6

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 Ft., Tremorsense 60 Ft., passive Perception 10

Languages Common, Terran

Challenge 7 (2,900 XP)

Core Stone. A majnoom is tied to the Prime Material plane by its core stone. Earth majnoom normally bury these deep in their lair. As long as the core is intact, the majnoom cannot be killed. If an earth majnoom reaches 0 hit points, they explode in a burst of rock and earth, however, they will be reborn 24-hours later next to the corrupted core. If the corrupted core is ever destroyed, the majnoom is permanently destroyed as well.

Corrupted Earth. The earth majnoom corrupts all elemental earth around it and its core stone. Any organic material touching the ground within 30' of the majnoom or 60' of its core stone takes 1d4 points of acid damage on its turn. Other elemental earth creatures take 3d4 points of acid damage. If any creature takes damage in this manner, *corrupted earth* heals the majnoom an equal amount. Inorganic material that stays within this same radius for more than 24 hours becomes pitted and tinged with green "rust".

Earth Glide. The majnoom can burrow through nonmagical, unworked earth and stone. While doing so, the majnoom does not disturb the material it moves through.

Actions

Multiattack. The majnoom makes two attacks. It may take either two attacks with its shamshir sword or one sword attack and one *elemental engulf* attack

Shamshir Sword. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 16 (2d8 + 6) slashing damage.

Elemental Engulf. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 7 (2d6) bludgeoning damage and the target is engulfed in dirt and rocks if they fail a DC 14 Constitution saving throw. An engulfed creature can escape on its turn by making a successful DC 14 Strength check.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6+5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses Blindsight 60 Ft., passive Perception 10

Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

Actions

Crush. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: (1d6 + 3) bludgeoning damage. The darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head. An engulfed target is *blind* and unable to breathe while the darkmantle is attached in this way. While attached to the target, the darkmantle speed becomes 0 and it can attack no other creature except the target but has advantage on these attack rolls. A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes. Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

YUSEPEFESOS

GREATER WATER JINN

Huge Elemental (Water Elemental), Lawful Evil

Armor Class 18 (Natural Armor)
Hit Points 250 (20d12 + 120)
Speed 30 ft., fly 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	20 (+5)	13 (+1)	19 (+4)

Saving Throws Strength +11, Wisdom +6, Charisma +7
Skills History +9, Performance +9, Persuasion +9
Damage Immunities cold, lightning, poison
Senses darkvision 120 ft., passive Perception 13
Languages Aquan, Common
Challenge 13 (10,000 XP)

Amphibious. Yusepefesos can breathe air and water.

Numbing Presence. At the start of each of Yusepefesos' turns, each creature within 10 feet of it takes 7 (2d6) cold damage. A creature that touches Yusepefesos or hits it with a melee attack while within 10 feet of it takes 7 (2d6) cold damage. Any creature who spends more than 1 minute in the presence of Yusepefesos must make a DC 14 Constitution saving throw or suffer 1 level of exhaustion. The exhaustion effect is cumulative.

Succumb to the Flame. Yusepefesos is a paragon of his species, but is nevertheless *vulnerable* to fire damage.

Actions

Multiattack. The jinn makes two scimitar attacks or one Tidal Blast attack, if recharged.

Scimitar. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 10 (3d6) cold damage.

Tidal Blast (recharge 6). Water swirls rapidly around Yusepefesos. Any creature within 20 feet of the great mirza must make a DC 16 Dexterity saving throw. On a failure, a creature takes 28 (8d6) cold damage and is knocked prone. On a success, a creature takes half the damage and is not knocked prone.

Legendary Actions

Yusepefesos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Yusepefesos regains spent legendary actions at the start of his turn.

Water Scythe Attack. Yusepefesos throws a razor thin blast of water at his foe. Melee Attack: +12 to hit, reach 10 ft., one target. Hit: 7 (1d6+4) cold damage.

Detect. Yusepefesos makes a Wisdom (Perception) check.



VAMPIRE SPAWN, BLIGHTED

Medium undead, neutral evil

Armor Class 15

Hit Points 82(11d8+32)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistance Necrotic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Senses Darkvision 60 Ft., passive Perception 13

Languages The Languages It Knew In Life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Desert Sands. As an action, the vampire spawn transforms, along with everything it's wearing and carrying, into a medium-sized cloud of sand.

While in this form, the vampire's movement is a flying speed of 10 feet. The vampire can enter and occupy the space of another creature. The vampire is immune to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The vampire can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The vampire can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in this form, the vampire can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with.

Vampire Weaknesses. Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants. *Harmed by Running Water.* The vampire takes 20 acid damage when it ends its turn in running water. *Stake to the Heart.* The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place. *Sunlight Hypersensitivity.* The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13)

WIGHT, BLIGHTED

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 40 ft. Burrow (Sand) 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

Multiattack. The wight makes two Life Drain attacks or one sandblast attack.

Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the 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. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed.

Sandblast (recharge 5-6). The blighted wight exhales a blast of sand in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d8) slashing damage on a failed save, or half as much damage on a successful one.



CENTRAL COAST OF OKKORUM

CITY OF CHENTOUFI & LITTORAL REGION OF THE MYR NAJUR



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