

OS2

LUKE GYGAX'S WORLD OF OKKORIM



THE HEART OF CHENTOUFI

AN ADVENTURE FOR 7TH TO 9TH LEVELS

BY LUKE GYGAX AND MATT EVERHART

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THE HEART OF CHENTOUFI

DEEP BELOW THE EYE CALLS
AN ADVENTURE FOR 7TH - 9TH LEVELS



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This adventure module would not have been possible without the contributions of our Kickstarter supporters! A million thank yous is not enough to express our appreciation for everything you did to bring this project to life!

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A TOURNAMENT STYLE ADVENTURE FOR 7TH TO 9TH LEVEL CHARACTERS

THE HEART OF CHENTOUFI

A BLIGHTED LANDS ADVENTURE

A tournament style adventure for Gary Con XIV

THE HEART OF CHENTOUFI

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INTRODUCTION

This short adventure module was developed as a special offering for Gary Con XV, and continues events from Episode 1 - The Eye of Chentoufi. The adventures will find themselves in the fantastic WORLD of OKKORIM™ [oh-KAW-reem], a harsh land where only the cunning and powerful prosper. The scenario unfolds where the previous adventure left off, in the underground complex beneath the Akribulis of Chentoufi.

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 the Warder)
- 50 points for each Event completed
- 100 points for revealing Varnezeer as the evil Abu L'eth
- 100 points for defeating the Warder
- 250 points for defeating the Manifestation of Kthaat

This adventure is designed for from **four to six** characters of **7th through 9th levels** - and should average about 8th 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 Games

Griffon's Roost

Highwatch Gardens

Golden Heights

Old City

Kassir

Gsaheer

Gakwa

Shellah

Ziyr

Januba

Low Quarter

Diwana

Sage Ward

New Temple Ward

Artisan 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 Gygax. However, it can be modified to fit any desert setting in your campaign world. While intended for 7th to 9th level 5th edition characters, it could be easily modified higher or lower to meet your group's needs.

This adventure can be played as a “one shot” or as the second of three adventures in this series. It is intended for 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 Senrahbah** is one of four ancient and powerful relics used centuries ago by the Ydrissid Empire, used 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 Senrahbah 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 until eventually being locked away in a secret vault beneath the city of Chentoufi. However, it was unwittingly discovered by a group of Jhe'dhari cultists a few decades ago, well away from its final resting place.

The group that refers to itself as **The Oracle of Natatorial Verisimilitude**, or simply The Oracle, found this powerful artifact in the Dahloom, or Everdark, below Chentoufi in a massive, natural aquifer supplying the city its water.

In episode one, the adventurers were hired by a mercenary by the name of Pelicos Red to help him find The Eye of Chentoufi - a colloquial term for the Oculus. He claimed to be a treasure hunter at his wit's end and nearly out of money, begging them for their help. The ensuing and rather high-profile hunt through the city alerted some of the most powerful organizations in the area to rally against them, including the Sisterhood of Mazuzuh. The Sisterhood was dedicated to keeping the artifacts and relics of the past - the very thing the adventurers were trying to dig up - left in the past.

Eventually the trail led them into an old ruins in the middle of the city called the Akribulis. Once inside, the adventurers made their way through a series of traps as they followed the clues down below the modern-day city. In the end, the adventurers encountered a magical gate leading into an unknown area of the complex - a place unseen for millennia uncounted. Barring their way, however, was the great water jinn, Yusepefesos.

Now, after having defeated the bronze Warder, the adventurers stand before a massive portal that winds down into the deep, dark Heart of Chentoufi.

ADVENTURE SYNOPSIS

- The adventure opens with the characters in the lair of Yusepefesos, staring into the dark portal leading down into darkness
- As they venture down, they come to the entrance of the old city prison used by the Ydrissid thousands of years ago to hold some of their most dangerous enemies
- In addition to a series of traps, the party must also contend with the denizens of the prison, including a brass construct called the *Warder*, once used to contain the prisoners
- Once past the defenses, the adventurers reach the last holding place of the Eye only to find it has freed itself by dissolving the rock and falling into the Everdark



ADVENTURE SYNOPSIS (CONT.)

- When the **party descends into the Carve**, the find a maze of smooth tunnels *carved* over hundreds or thousands of years by the Eye itself
- Following a harrowing encounter with a massive creature called a **Stone Tyrant**, the party reaches an exit to the Carve and find themselves in the **Dahloom deep underground**
- Following a well-used trail into the darkness, the party makes their way to the worship site of the **Oculus of Senrahbah**, held by corrupt Oracle of Natatorial Verisimilitude
- Unbeknownst to the party, their benefactor, **Pelicos Red has betrayed them** and stolen the artifact for himself
- By the time the party arrives, the **infuriated Oracle of Natatorial Verisimilitude** has discovered the theft and is now prepared to take their wrath out on the unsuspecting adventurers
- The stage is set for Episode 3 as the party **must now track down Pelicos** before he can realize his plan for the artifact.

AROUND OKKORIM

BELUK-TU

The fish folk that inhabit secluded coastal caves and underground waterways in the Dahloom are called Beluk-tu. They are Medium-sized sentient creatures with a wide variety of personality types, skills and professions as a species. They are sometimes called “slime-skins”. This term is considered rude and mildly insulting by most Beluk-tu; they prefer the term fishmen. The tribe encountered in this scenario has ill intentions for the party and is plotting to bring in an ally of the Ancient Ones who has languished for centuries in the blackness far below where sunlight pierces the waters, Kthaat Dark Lord of the Depths.

THE CARVE

There are several different levels of subterranean areas underneath the city of Chentoufi, including a rather obscure area underneath the Akrubulis known only as “the Carve”. This area consists of miles of circular tunnels cut through the limestone layers beneath the city.

These tunnels were created by creatures called ajheyrus or stone tyrants, a very rare type of giant worm. Sages postulate that the Ajheyrus worm is an aberration created by the unique environment in this part of the City of Chentoufi. These massive worms slowly feed on the limestone deposits steeped in elemental magic due to some past incident lost in antiquity.

Over the course of hundreds of years these worms have grown larger and larger and the tunnels they created are bigger, longer, and cover more space. The Carve served as a convenient escape route for the Oculus of Senrahbah once it managed to dissolve its way out of the prison above. The Oculus was able to find a way through the twisting tunnels of the Carve and fall down deep into the dark depths of the Dahloom far below the bustling streets of Chentoufi.

THE CITY OF CHENTOUFI

The ancient City of Chentoufi is a remnant from the Ydrissid Empire that was destroyed millennia ago in a catastrophe known as The Wrath. The city is an amalgam of old and new architecture. The hundreds of majestic onion topped towers that reach impossibly high above the surface, perfectly smooth, wide and durable streets and complex sewer system from the Ydrissid stand in juxtaposition to the small blue mud-brick homes and windy, cluttered alleyways built by the current denizens.

No one is certain why Chentoufi survived The Wrath whilst all other Ydrissid cities were destroyed and/or buried in the Blighted Lands. Whatever the reason, the city was discovered by a tribe of nomads who made it their home and built it into a vast cosmopolitan trade center that it is today.

Chentoufi has denizens of many species, backgrounds, and occupations. The vast population and vibrant trade fuels criminal organizations, cults, shrines, guilds mercenary groups, and many centers of learning, magical and mundane.

DAHLOOM

The Dahloom, more commonly referred to as the *Everdark*, is a vast complex of subterranean caverns well below the surface of Okkorim. The actual size and composition of the Dahloom is known to only a few, if any, surface dwellers. After The Wrath transformed the surface from a hospitable and fertile land to a blackened wasteland rife with danger, many survivors fled for safety below the surface. The ones who survived long enough traveled deep down under the earth into the pitch black where no light reaches the rocky caverns. Hence it earned its nickname, The Everdark.

Chentoufans are no strangers to the unusual and many have encountered the strange and oft times vicious beasts that reside in the Kannat, but not many would consider delving deep into the Everdark voluntarily. Parents frighten children with tales of horrible creatures in the Dahloom, only some of which are false. The descendants of the long lost Ydrissid, servants of the Ancient Ones stuck on Okkorim for centuries with no way back to their home mix with the “normal” species that flourish deep underground.

There have been brave souls who have adventured into the Dahloom, but few returned to the surface to feel the warmth of day upon their countenances. Of those, none remained untouched by what they did and saw there. As a result, reliable information on the species, creatures, and habitat of the Dahloom is impossible to find.

THE INVINCIBLES

The area immediately beneath the Akribulis was once a center for “Uru’khar” or *the Invincibles*, the Ydrissid Emperor’s guard who crushed anyone who dared to disobey his will. It was beneath the city where the Emperor built a prison where the most dangerous of political prisoners and powerful artifacts were held for safekeeping. It was here, as the power of the Empire waned, where the Emperor hid the Oculus of Senrahbah, creating a trap-filled vault for the artifact.

Also worth noting is the architects, guards, and prisoners were all sealed inside the vault. In addition to the traps, many automatons and even some undead victims are still in the area carrying out their final orders or haunting the halls. What was once the “Imperial Judge’s Office” of the Invincibles served as the final resting place for the Eye of Chentoufi.

THE KANNAT

These are the tubular tunnels beneath Chentoufi crafted by Ydrissid craftsmen using knowledge and magic lost to the world today. They run beneath the entirety of the city providing sanitation that makes the dense population of over a million occupants possible. The Kannat is constructed in a series of tunnels and service nodes all flowing towards outlets in the sea to the west.

Despite the centuries of use the Kannat is mostly in good repair as the rulers of the city understand the importance of maintaining the water lines and sewage to sustain the city. The Kannat is also a convenient way for travelling unseen around Chentoufi although it's filled with strange and deadly creatures from above and below. The Kannat also ties into the Dahloom, or the Everdark, in several places.

THE OCULUS OF SENRAHBAH (SIN-RAW-BAW)

The Oculus of Senrahbah - also known as the Eye of Chentoufi - is an immensely powerful artifact crafted by the Ydrissid several thousand years ago. One of four elemental artifacts, the Eye holds immense power over elemental water. Thought to be one of four powerful elemental artifacts, the Eye was locked away many, many centuries ago by those who felt the powerful Ydrissid artifacts were too dangerous to be in the hands of anyone.

The Oculus of Senrahbah had its own plans, however, and found its way into the hands of a cult who plan to use its powers once more!

THE ORACLE OF NATATORIAL VERISIMILITUDE

Once a peaceful and small sect of water elemental priests, the Oracle has been corrupted by the Beluk-tu and, more recently, the machinations of Abu Leth, the aboleth 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 for generations, but no one knew the source. The priests of the Oracle discovered a mysterious artifact at the bottom of the aquifer, radiating a mysterious, but locked-away magic.

However, the priests of the Oracle were not the only people attracted to the power of the Eye. The fishmen also gravitated to the Oculus of Senrahbah and would soon take over and corrupt the Oracle priests with promises of unlocking the secrets of the artifact. Today, the Oracle of Natatorial Verisimilitude has far darker dealings than their once peaceful teachings would imply.

THE ZENOKS OF CHENTOUFI

Chentoufi is the home of many powerful personas. Those that 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

AH'FHYL'BLOOP (AY-FHIL-BLOOP)

A Beluk-tu chieftain and leader of the clan which presides over the Oculus of Senrahbah deep in the

Dahloom. Ah'fhyl'bloop is fierce and proud of its position within the clan and has risked much aligning itself with Abu Leth - also known as Varneezer among the surface dwellers. Its tribe reveres the Eye, but sees it only as a means with which to bring forth its true master - Kthaat, the Dark Lord of The Depths.

Its Secret: Ah'fhyl'bloop has not yet pieced together how to call out to Kthaat, but it and its fellow clansfolk have a plan to bring forth its manifestation, destroying Abu Leth and washing this part of the Dahloom clean of the pesky humans of the Oracle as well. What would the Beluk-tu need the humans for, after all, with the blessings of Kthaat upon them?

KTHAAT (ALSO *THE MANIFESTATION OF KTHAAT*)

Kthaat is the Dark God of the Depths, an Ancient One who fed upon humanity's instinctual fear of the vast, deep oceans. Depictions of the Ancient One show an unfathomably large water elemental with black iron bracers writhing in dark energy.

Kthaat is worshiped by many creatures throughout Okkorim, in particular the Beluk-tu who have promised to summon the dark god to the Prime Material Plane through the power of the Oculus of Senrahbah.

As with many of the Ancient Ones, Kthaat whispers to those who have been tainted by the dark energies of the cosmos. Those who succumb to the gibbering of the Dark God of the Depths inevitably find themselves inexorably drawn to the umbral embrace of the sea.

PELICOS RED

The first person the adventurers met in this series and the one who hired them to track down the Eye in the first place. Pelicos is an operative acting on behalf of the Pale Covenant. He 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, heavy-set human male. He has dark black hair that is usually

usually cut very short, a dark complexion, and dark eyes.

His Secret: Pelicos has no intention of ever allowing the adventurers to lay a hand on the Eye. He trails the adventurers throughout the adventure, allowing them to get through the traps and find their way to the artifact. Similarly, while he is terrified of the Pale Covenant, he believes he has found a way to escape them and plans to covet the Eye for himself.

VARNEEZER

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.

Its 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 millennia ago before The Wrath ended the Empire. It holds a 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.

Under the guise of Varneezer, Abu Leth has been searching for a suitable victim or victims for the ceremony that will finally unlock the secrets of the Eye - Abu Leth does not realize the Beluk-tu plan to betray their pact. Once he encounters the adventurers, he realizes he may have found just the right subjects.

ACT I - PRISON OF THE INVINCIBLES

THE ADVENTURE RESUMES ON THE HEELS OF EPISODE I. OUR ADVENTURERS STAND BEFORE THE GAPING PORTAL, ITS STAIRS FALLING INTO DARKNESS.

- The *Heart of Chentoufi* picks up immediately where the *Eye of Chentoufi* left off, staring into a stairwell descending into darkness
- As the adventurers head down, they reach the entrance of the Uru'khar prison

- After discovering a way to get past the entrance, the party finds themselves in an ancient prison untouched for thousands of years
- While investigating the area, they do encounter several traps and even a few automatons still active within the prison
- Eventually the adventurers trigger the prison's main defense, the **Warder** which was once used to suppress prison riots
- After dealing with the **Warder**, the party reaches the original resting place of the Eye of Chentoufi
- Unfortunately, the Eye itself had other plans and over the course of its imprisonment, the watery artifact dissolved the stone and escaped into The Carve
- As the party descends into the Carve, it's on to Act II!

DEVELOPMENTS

The prison underneath the **Akrubulis** has been silent and inactive for centuries. The only real developments that occur during Act I are initiated by the party. Many of the traps remain active, but just as many have inadvertently triggered from disrepair. Once a **trap on this level has been triggered**, it activates the guardians of the prison, including the **Warder**.

The **Warder** audibly stomps throughout the complex on its previously assigned routine and does not begin searching for intruders until a cell door is opened or a second trap is triggered.

CRESCENDO

Once the **Warder has been defeated** the adventurers are free to explore the remainder of the level. The true problem for the party in this Act is figuring out they must use the **key attached to the Warder** in order to unlock the final door where the Eye of Chentoufi was once held.

ENVIRONMENT

The Akrubulis, where this book starts, is largely cool and dry. The room in which the party finds themselves at the beginning of this adventure was initially high in humidity, but that dissipates in mere minutes after the doors were opened.

SET THE MOOD WITH MUSIC!



Search for **Dark Desert Music**
by *The Cryo Chamber* on YouTube!

Similarly, the prison is also very dry and has also cooled considerably as years of exposure to the Everdark through the Carve have allowed the air to circulate. The smell is that of mechanical oil and dust from the traps, automatons and dust in the air.

EVENTS

1. A PORTAL INTO DARKNESS (REQUIRED)

The adventure begins where we left off at the **end of Episode I**, The Eye of Chentoufi. The room where the adventurers defeated Yusepefesos the greater water jinn. A gaping portal lies in front of them leading down into the stygian depths. The steep stairs descend exactly 1,000 steps, carrying the adventurers nearly 500 feet further under the city and well beneath the Kannat.

At the bottom of the stairs is a gate, a **ten-foot wide silvery metal portal with no identifiable seams**. When a creature approaches within 10 feet of the gate 4 images and 4 pictograms appear in glowing golden writing on the wall next to the portal. To **open the gateway** and gain entry to The Invincible's prison, the party must solve **the puzzle** presented to them. Written above the gate in the pictograph language of the Ydrissid is The Invincible's Motto:

**“My armor is loyalty. My shield faith.
My sword is justice. My heart for the
Emperor.”**

SECURING THE PRISON

When the gate is finally opened, the door above at the top of the steps immediately slams shut with a loud, ground-shaking rumble. The gate at the top of the steps will not open again until the pictograph cipher is again entered on the wall.

The adventurers must **touch the matching symbols on the wall in the same order as the motto**. The images, in order from left to right, are a **a sword, a breastplate, a heart, and a shield**.

The gate is made of mithral and magically reinforced. It requires 100 points of magical damage to destroy the gate by force. **Destroying this gate will activate all the constructs within the complex.**

Characters may attempt a **Wisdom (Insight)** or **Intelligence (Investigation)** or **Intelligence (History)** check with a DC 14 to reveal a clue that indicates one likely pairing. Additionally, a *comprehend languages* spell will translate the ancient Ydrissid language so the players get a chance to see what each word means.

READ THE FOLLOWING ALOUD ONCE THE PORTAL IS OPENED:

You manage to successfully open the silvery gateway revealing a 20 foot square room. There is nothing in the room except a large oak door opposite of the gate from which you are entering. To the right, against the wall a cylinder sits embedded in the wall next to a large wooden lever. The cylinder bears the same four pictograms as were on the door. An inspection of the wall above the cylinder shows a breastplate, shield, sword, and heart, from left to right.

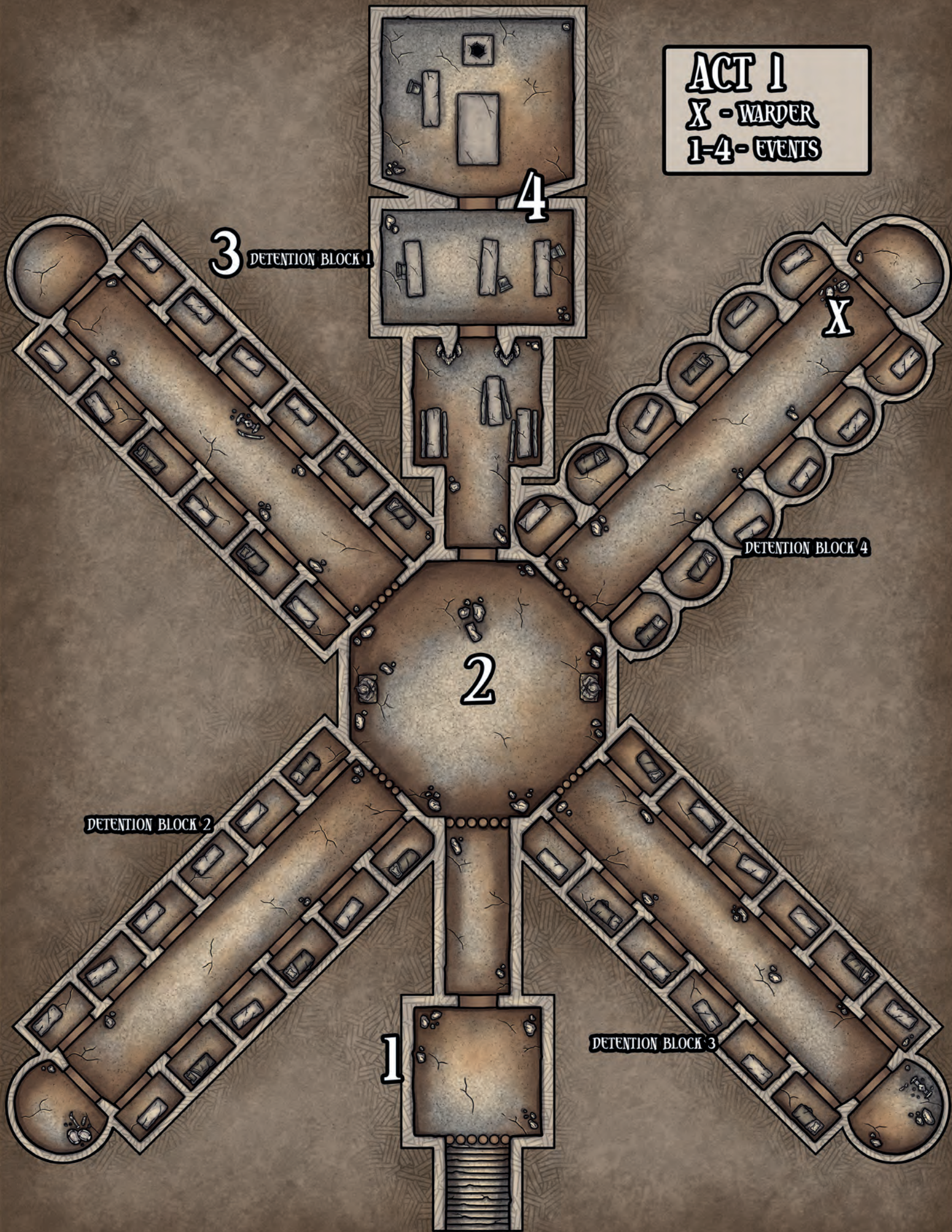
FOR THE GAMEMASTER

Beyond the silvery portal is a dark stone room with no decorations or adornments. Within the room, opposite the gate 20' away is a stout wooden door that is closed and locked.

The door is locked and has no keyhole for picking. The **cylinder is the key** for opening the oak door while the **lever next to it opens and closes the silvery gate from within this room**. Above the lever, in Ydrissid pictographs reads the word "Close".

The oak door will open with the same combination

ACT 1
X - WARDER
1-4 - EVENTS



as the silvery gate and takes three actions to move through to the correct combination.

In addition to being locked, there is an active magical ward on the oak door. If it is opened without first using the lever to close the **silvery gate**, all creatures within 10' of the door must make a DC 16 Constitution saving throw or gain the **Paralyzed condition for 1 minute** and the **Poisoned condition for 1 hour**.

These conditions may only be removed through magical means.

THE SLUMBERING GIANT

When the door is eventually opened, it activates all of the automatons within the jail itself, including the **Warder**. These constructs had ceased to operate ages ago around the complex. They will remain in place for now until a second alarm or trap is triggered, at which point they will begin patrolling the prison again, searching for intruders.

ONCE THE WARDER IS ACTIVATED, READ THE FOLLOWING ALOUD:

The walls of the room shake and dust falls from the ceiling heralding some unknown danger in the distance, further inside the complex. You cannot be sure, but you feel as if the air in the room has suddenly shifted - as if just before a lightning strike.

2. THE CROSSROADS (REQUIRED)

FOR THE GAMEMASTER

The center of the Complex was referred to as **The Crossroads** and is labeled as such in **Ydrissid pictographs** on the wall in this room. Each of the 6 hallways leading away from this area are labelled as well, but in order to read them requires a **Comprehend Languages spell** in order to read them.

A successful **Wisdom (Insight)** check against DC 12 will reveal that both the hallway from which they entered, and the hallway immediately across from them are labeled differently than the other four hallways. The other four pictographs look very

similar because they indicate the four cell blocks and are labeled **"Detention Block"** and then numerically incremental from 1 to 4.

Immediately across from where the party entered, the hallway is labeled **"Administration"** in Ydrissid script, while the hallway from which they just entered is labeled **"Outprocessing"**.

This area was used as the main guard post when the prison was active. Today, there is nothing remaining but a few scraps of wood and metal amongst the cobwebs. As indicated on the map, **five of the exits from this room are barred**, however only the south exit, from which the party entered is open. They remain shut until a lever on the south wall labeled **"Secure"** is pulled, closing the south gate and opening the others.



CONTRACTS, CONTRACTIONS, AND DEATH

From this point forward within the prison, use the following table to determine if the adventurers encounter a magical trap or one of the guard automatons as they explore any area. This includes any hallways or rooms searched **outside of the Crossroads**.

TABLE 1.1 RANDOM PRISON ENCOUNTERS
d12 Encounter

1	1 Arcane Disjunction Trap
2-3	2d2 Anathema of Senrahbah
4-8	No Encounter
9	2 Eyes of the Warder
10	2d4 Mordant Skeleton
11	1 Security Ward
12	The Warder

The **Warder** can only be encountered once, but it **SHOULD** be encountered before the party escapes the Complex. If this is rolled a second time, re-roll on the table. After four random encounters, the Gamemaster should consider the time left in the session and determine whether or not they should skip any remaining possible encounters.

ENCOUNTERS

ARCANE DISJUNCTION TRAP (DEADLY)

Those detained in the Invincible's prison were often very powerful enemies of the Ydrissid. Many possessed substantial magical power or abilities that could have caused significant trouble were they to escape.

The *arcane disjunction* trap disables or destroys any magic within its radius when triggered. The radius of the trap is 15' and is triggered by simply stepping into the middle of the area. The arcane etchings are embedded in stone and can be noticed with a **DC 12 Wisdom (Perception)** check. It can be temporarily disabled with a **DC 20 Thieves Tools** check or by using a **Dispel Magic** against **DC 14**. A disabled trap resumes function after 10 minutes.

If the trap is triggered, every sustained spell and magic item must make a saving throw against a DC 16 (see below for details) or be disjoined. **Artifacts** that fail their saving throws are rendered inert for 1d3 hours, but are not destroyed.

For sustained or permanent spells, the saving throw roll is **d20 + spell level + caster's proficiency bonus**. For magic items the saving throw roll is **d20 + wielder's proficiency bonus + the rarity of the item** (see below).

TABLE 1.2 MAGIC ITEM SAVING THROWS

Rarity	Saving Throw Bonus
Common	+0
Uncommon	+2
Rare	+4
Very Rare	+6
Legendary	+8
Artifact	+10

GUARDS ALERTED

Once any trap is triggered the constructs guarding the Detention Center, The Warder and The Eyes of The Warder, will become fully invigorated and begin roaming the halls for intruders.

If a fully invigorated spider construct (Eye of The Warder) encounters the characters The Warder will telepathically receive their location and move to attack them in 2d3 rounds (See "*When the Warder Approaches*" on page 10 for a description).

EYES OF THE WARDER

The automated security of the prison is ancient, but still quite effective even after all this time. Appearing as Medium-sized bronze spiders with eight clunky legs and a telescoping pincer-arm nested on top of its body.

These bronze spider-like constructs were called Eyes of the Warder by the Invincibles because they had a magical connection to The Warder allowing it to see everything they saw. This power no longer functions reliably due to millenia that passed since the constructs were created.

THE SPHINX GATEWAY TO THE WARDEN'S OFFICE



Art by Carlos
Martins

ANATHEMA OF SENRAHBAH

These mummy-like creatures are the remains of long dead workers that staffed the Invicibles Detention Center. The Oculus preserved and twisted their life force into these undead beings to serve its own purposes.

MORDANT SKELETONS

The mordant skeletons are what remains of most of the prisoners who died here long ago only to rise in undeath as the power of the Oculus subverted the prison. Appearing as skeletal remains of various species, the mordant skeletons are covered from head to toe in a slimy acid.

SECURITY WARDS

Another magical feature of the prison were its security wards placed throughout the hallways and set to trigger on any unknown magical presence. While many of them have failed over the centuries, there are still a few active remaining.

Finding or noticing the slightly lighter magical glyphs against the darker prison walls requires a **DC 14 Wisdom (Perception)** check. The trap can only be disarmed with a successful **DC 14 Intelligence (Arcana)** check. A Dispel Magic will render the ward inert for 2d3 minutes.

The wards are triggered by entering the center of the area. Once this occurs, a 10' section of hallway is immediately sealed off by a Wall of Force at each end. Those creatures near a wall may attempt a **DC 16 Dexterity saving throw** in order to leap to the other side of the wall.

The wall remains in place for 10 minutes or until disarmed by one of the **Judge's croziers**. Each of the mummies carry this crozier, a slender staff with the Seal of the Invicibles on the top of the shaft with a dull silvery metal (mithril) crook above the seal.

While the wall is in place, **roll again on the random encounter table**. Results that indicate another trap instead means nothing happens, otherwise play the results normally.

THE WARDER

The Warder of the prison is a massive bronze golem crafted specifically for the protection of the Invicibles' stronghold. It was responsible for keeping the Crossroads clear and was only one of two ways to open the door to the Judge's office.

READ THE FOLLOWING ALOUD WHEN THE WARDER APPROACHES:

The tunnel walls shake and dust falls from the ceiling heralding the approach of some sort of massive creature. As you look on, an ancient construct comes into view.

A massive body that appears to have once been bronze is now covered in the greenish patina of age. Its enormous right hand carries a blade-tipped chain, while its left is clenched in a hammer-like fist. On its bronze bearded face, one eye blazes a fiery red while the other is dead and lifeless.

A red-hot glow emanates deep from within the golem's chest, bathing the room in a crimson light.

FOR THE GAMEMASTER

STATS AND MORE AT [WORLDANVIL.COM!](https://WorldAnvil.com)



Search for **Okkorim** at WorldAnvil.com or find stats for these creatures in the Appendix of this book.

3. THE DETENTION CENTER (REQUIRED)

FOR THE GAMEMASTER

The four hallways of the detention center leading from the Crossroads are nearly indistinguishable from one another. If someone is able to read Ydrissid, they can relay the hallways are labelled Cell Blocks 1-4.

Each block has 12 cells with a common room at the end of it. When it was in use, the four separate blocks would imprison different types of prisoners. **Detention Block 1** is warded to hold elemental magic. **Detention Block 2** is warded against divine magic. **Cell Block 3** has mundane protections and is appointed more lavishly for high-ranking prisoners whose detention was meant to be comfortable. Finally, **Detention Block 4** was for extraplanar and other non-standard prisoners, for the Ydrissid Empire stretched beyond the Prime Material Plane at its peak.

The adventurers must explore the areas if only to find and defeat the Warder who holds the key - the **Judge's Seal**. It is with this key they are able to enter the Judge's office where the Oculus was interned.

THE WAY IS SHUT

The doors from the Crossroads into each of the cell blocks are shut and nearly impossible to open

without first shutting the main exit to the Complex labelled "Outprocessing" (**See Event 2. The Crossroads** for more information). Once the Outprocessing door has been shut, a very loud and very dense clunk sound can be heard from each of the four cell block doors, unlocking them and allowing them to be opened from the Crossroads side only.

SEARCHING THE BLOCKS

Investigating any of the blocks results in a roll on the Random Encounter table (see Table 1.1). The detention center has become a tomb for the Oculus of Senrahbah. The long forgotten stronghold of the Ydrissid imperial guards doesn't have much of value for an adventurer. There are mostly traps, wards, and the eternal constructs left to guard the place. For each hallway or room investigated roll on the **random encounter table on page 9**.



Art by Maal

4. ADMINISTRATION AND WARDEN'S OFFICE

FOR THE GAMEMASTER

At the north end of the Crossroads, opposite the entrance to the prison is a large, cog-shaped door. When opening, the door rolls into the sidewall and has no hinges. Under normal circumstances, the **Warder would be tasked with opening and closing** the two-ton door. A DC 12 Wisdom (Insight) check will allow a character to infer this based upon the two sockets carved into the door where the golem would place its arms.

Upon the Warder's destruction however, the door magically seals and cannot be opened again without the crystal **Judge's Seal**, a three inch diameter symbol carved out of quartz, which rests within a panel in the chest of the Warder.

AQUIRING THE KEY

There are **two judge's seals** in the complex, one is inside the Warden's Office, while the other is in the bronze golem's right eye and is the focus for its fiery gaze attack. This was meant to give manifestation to the saying that the Emperor's gaze burned away lies to reveal truth, like a torch does cobwebs. A successful **DC 15 Intelligence (Arcana)** or **Intelligence (Investigation)** check will reveal a small, faceted notch in the middle of the door which serves as the key hole for the cog. Once inserted, the door smoothly rolls open.

Once past the main gate, there is a series of two offices with only stone tables and chairs hinting at their possible purpose. The entrance to the second office is flanked by two huge sphinx statues.

READ THE FOLLOWING ALOUD ONCE THE WARDEN'S DOOR HAS BEEN OPENED:

You navigate your way through a series of large connected rooms with stone tables, the remnants of chairs, scroll tubes, scraps of vellum, and a few clay tablets, all of which are covered in a layer of dust. At the far end of the series of interconnected work spaces, there is a large wooden door, stained and polished to an ebony sheen.

Flanking the doorway are two statues carved in bas relief projecting about a foot out from the wall. The carvings are of human headed winged bulls sitting on their hindquarters with their horned heads facing forward. The door appears to open inward as you don't see any hinges on this side.

FOR THE GAMEMASTER

The door to the inner office is locked with an *Arcane Lock* and can be opened with a *dispel magic* or *knock* spell. Forcing it open requires a DC 25 Strength (Athletics) check or by dealing 100 points of damage to the door. The door has a Damage Threshold of 10.

This room was the original location for the Oculus of Senrahbah so many millennia ago. However, as the years wore on, the continuous excretion of water from the Oculus slowly eroded away the limestone, allowing the artifact to eventually escape the prison by falling into the Carve below. Once there, the Eye of Chentoufi slowly slid through the Carve and into the Dahloom where it eventually would come to rest, forming the aquifer used by the city today.



READ ALOUD ONCE THE PLAYERS GAIN ACCESS TO THE WARDEN'S OFFICE

The door leads into a mid-size room perhaps 30 feet wide and 20 feet deep. A great wooden desk stained and polished an ebony color much like the doorway occupies the center right of the room as you look in from the door.

A large, high backed throne-like chair made of the same ebony wood sits behind the desk, the tattered remains of cushions and padded armrests litter its surface. Faded murals cover the walls, and the detritus of furnishings that long ago surrendered to the ravages of time are on the floor.

To the rear of the room, opposite the door sits a stone pedestal. A large gaping hole, perhaps two-feet wide takes up the center of the pedestal.

DARKNESS ON ALL SIDES

The hole itself is tight, just barely wide enough for a grown human to fit through. **No creature greater than Medium-sized can fit through the hole.**

There are plenty of places to attach a rope in the room and the descent itself is only about 50' before it gently slopes away. Climbing down a rope would only require a **DC 10 Strength (Athletics)** check to succeed. Anyone falling would have a scary trip, but only take 2d6 falling damage as they tumbled down the tube. The Gamemasters should attempt to instill a feeling of **dread** and perhaps **claustrophobia** as they attempt to go down.

Once down at the cramped bottom of the tube, they have entered the Carve and we are ready to proceed on to Act II!

ACT II - INTO THE CARVE

THE CARVE IS AN WINDING AND CURVING SERIES OF TUNNELS CREATED BY THE STONE TYRANTS EATING THROUGH THE LIMESTONE.

A SUMMARY OF ACT II

- Once the adventurers head down the hole and into the Carve, they are presented with a circular tube of a hallway

- There is only one direction initially to go, but within just a few steps, the tunnels begin to curve and overlap, quickly becoming a confusing mess
- It is within the Carve, the adventurers meet Varneezer, the hobbled halfling who claims he has been lost in the tunnels for quite some time
- Varneezer tells the party his group was beset upon by a group of Beluk-tu and he was the only one to have escaped
- He tells them, begrudgingly, he can lead them back down to the Dahloom, but only because he wants to recover the bodies of his friends
- All the while, the progress is hampered by the denizens of the Carve who are hungry for a fresh meal
- Finally, as the Act comes to an end, they find their way into the Dahloom and are back on the trail of the Eye!

DEVELOPMENTS

The tubular tunnels of the Carve are a result of creatures called *ajheyrus* or stone tyrants, depending upon who is in the discussion. The ajheyrus slowly make their way through stone, consuming massive quantities over the course of centuries and leaving huge tunnel complexes in their wake. The Carve, known only to a very few number of people in Chentoufi, is such a complex.

In addition to the creatures residing in the Carve, **Varneezer** also seeks out the adventurers. Meanwhile, **Pelicos Red** is not far behind the party, hoping the group finds the artifact so that he may liberate it from them.

CRESCENDO

Once the party encounters Varneezer and he reveals he can lead them into the Dahloom, they adventurers are ready for Act III.

SET THE MOOD WITH THESE CAVERN SOUNDS!



Search for **Damp Cave Ambience** by **Sword Coast Soundscapes** on YouTube!

ACT II

5-8 - EVENTS

5

6

7

8

ENVIRONMENT

The Carve is damp and feels organic, despite being cut through the limestone under the city. The circular, ribbed uniformity of the tunnels could convince the unaware they were inside the belly of a beast. Water continuously drips and runs from the walls and ceilings, making everything slick and wet.

EVENTS

5. DOWN THE TUBES

READ THE FOLLOWING ALOUD:

The descent from the ancient complex that purportedly held the Oculus leads you into a relatively tubular tunnel about five-feet in diameter.

The pale limestone walls are slick with moisture and make the air feel heavy and thick with humidity. This is a strange and rare condition near the desiccated Blighted Lands. There must be large volumes of fresh water nearby, a valuable commodity in the world above.

You notice that the uniformity of the generally smooth walls is interrupted with ridges, almost like ribs, every six to eight feet or so along the passage. The tunnel leads off to your south at a slight downward slope as the water drops accumulate and slowly roll off in that direction into the absolute darkness.

FOR THE GAMEMASTER

The Oculus isn't necessarily sentient, however it has what could be called a desire to be used, to manifest its power through the bidding of its master. Using its ability to channel water from the Elemental Plane of Water, the Oculus eroded its initial holding device in the Judge's Office and bored a hole into the stone beneath. Once there it slowly moved through the carve, eventually finding its way into the natural caverns of the Dahloom.

As the adventurers move around through the tunnels, they are likely to encounter some of the

random creatures wandering around the Carve. See the table below. The Gamemaster should make at a minimum of 3 rolls as they try to find their way out of the Carve.

PUTTING ON THE SQUEEZE

The five-foot diameter tubes of the Carve are very tight. Large creatures are Squeezed. Medium or larger creatures using two-handed weapons (excluding spears) also suffer disadvantage on attack rolls in the Carve.

TABLE 1.3 - RANDOM CARVE ENCOUNTERS

1d12	Encounter
1	1d2 Blood Slime
2	2d4 Algols
3	1d4 Death Spore Fungus
4-8	No Encounter
9	2d2 Gharr
10	1d6 Sarok il Dahloom
11	1d4 Wererats and 3d6 Jierrka
12	1d3 Ree'sha

AGAR'S BLOOD SLIME

Blood slime, or more properly "Agar's Blood Slime" is a nasty, arcane-crafted slime that was accidentally introduced into the city many years ago. Agar's Blood Slime is a collection of single cell organisms banded together to move and feed more readily. Each of the dark black blood cells is the size of a coin or large stone.

ALGOL (DARK GHOULS)

The algols are fearsome undead who wander the Everdark and Kanaat. Several have found their way into the Carve, feasting on anything that crosses their path. They are intelligent, cunning, and organized undead that appear as gaunt, dirty humans in tattered clothing. Anyone within 30' of an Algol can smell the stench of rotted flesh.

Algol do not rot like zombies, but they nevertheless 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.

DEATH SPORE FUNGUS (THE VILE MELT)

The ecosystem under the city of Chentoufi is alive and thriving. As things die or are partially eaten, they are most commonly beset upon by the vile melt which, in turn, serves to remove detritus and decay from these areas.

Death Spore Fungus is generally dark brown with large slimy brown frills that turn yellowish toward the edges. The body of the fungus exudes the discharge which gushes down the frills when they attack. A typical colony of Death Spores is about three to five feet in diameter and no more than 18 inches tall.

GHARR

This huge lizard has found its way into the Carve, feeding on the copious number of creatures who mistakenly find their way into these tubes. It is just the right size to slither through the tunnels, looking for its next meal.

Gharr are Large-sized creatures having a length anywhere from 12-17 feet (including the tail). They have wide heads with serrated jaws and long black tongues. They tend to have dark green scaly skin with iridescent green and black diamond shaped spots. Their feet have three toes each with a large cupped surface that enables them to travel along sheer walls and ceilings.

JIERRKA

Jierrka are slender rodents of approximately two feet in length, possessing jet black coats of fur and red eyes that seem to glow in the dark. They have bare hairless tails that extend another two feet behind them. Jierrka attack their prey with savage

long front teeth causing slashing damage to their targets. Jierrka travel throughout the Kannat, The Carve, and The Dahloom searching for carrion or easy prey to satiate their hunger.

REE'SHA

These large cephalopod-like creatures range from seven to ten feet in length and are two to three feet in diameter. They hunt in caverns and other dark areas in order to find sustenance consuming carrion and fresh meat with equal relish. They derive their name from the sound the whip-like tentacles near their maw make as they lash out towards its target. The tentacles have a slimy fluid on the end that paralyzes most creatures that come in contact with it. Ree'sha have a hard carapace to protect their heads, but the rest of their three segments are relatively soft-shelled. They are typically brown with green and yellow stripes on the top of their backs.

SAROK IL DAHLOOM

These intelligent spider-like creatures are one of the few permanent inhabitants of the Carve. They use these tubes as a breeding ground, generally venturing into the Everdark to hunt. Once encountered, the adventurers should be very close to the exit of the Carve.

Sarok are approximately four-feet in diameter and stand two-feet tall. They have eight legs and two body segments like most spiders. Their coloration varies from a bluish white with a black skull shape coloration flecked with red spots on their head to an ebon colored hue overall with a white skull shaped coloration flecked with red. They have powerful mandibles and possess a deadly toxin that makes them a feared predator throughout the Dahloom.

6. THE WRITHING WORM (OPTIONAL)

FOR THE GAMEMASTER

As the adventurers continue along, Varneezer, or Abu Leth disguised as a halfling, begins tailing the adventurers. The halfling does not want to approach the party just yet, but does need to push them towards the Everdark and their eventual sacrifice to Kthaat.

READ THE FOLLOWING ALOUD:

You pause briefly to take a sip of water before continuing your explorations when you feel a slight vibration emanating from the tunnel walls. These vibrations soon grow in amplitude and begins shaking the very ground you are standing upon.

Before you have time to contemplate the source, you see an immense worm rounding the bend just ahead of you. In the gloom you can really only make out a mouth full of razor teeth, filling the entirety of the circular tunnel you are in.

A long probing appendage lashes out in front of the gaping maw, testing the ground as if searching for prey. The creature is moving forward inexorably getting closer to your position. Its progress is slow as it seems to be scraping some of the earth into its mouth as it goes, widening the tunnel in its search.

The Gamemaster is encouraged to use this event should the adventurers be taking too long in the Carve or become lost. The Stone Tyrant is not impossible to defeat, but in the tight conditions of the tunnels, it is very difficult to harm.

The creature is an *Ajheyrus* or colloquially called a Stone Tyrant, a huge, armored worm which subsists on a diet of mineral-rich stone. Limestone is a particular favorite for this species. The **worm is roughly 40-feet long and more than 5-feet in diameter**. Its grayish scaled armored hide is more than a match for most weapons and its sharp, vorpal-like teeth will make quick work of anything in its path. This creature has dissolved and chewed its way through the Carve over the last many decades, feasting on the stone.

The Stone Tyrant **moves at a slow but steady pace of 20' per round** and does not stop under any circumstances, taking a **moving on each of its turns**. As it moves, it attempts to reach out with its 20' tentacles and drag a victim into its maw, swallowing them whole.



7. COLLAPSING TUNNELS (REQUIRED)

FOR THE GAMEMASTER

As the adventurers are wandering around the tunnels, they come to a portion where it overlaps another tunnel below it. While the area looks the same as any other spot in the Carve, it is only about an inch thick. When stepped on, **an area roughly 10' long collapses** along the width of the tunnel. Those in the affected space must make a **DC 22 Dexterity saving throw** or fall into the tube below taking **2d6 falling damage**. The tube below leads directly into the Dahloom.

AFTER THE COLLAPSE, READ THE FOLLOWING ALOUD:

You groan a little as you recover your footing and briskly brush the dust and debris off of yourself. As you collect yourself, you realize the dust around you is not settling, but rather blowing about the tunnel. A light breeze freshens the stale air and is a welcome change from the endless tunnels you traversed through to get here.

You take a few steps across the rubble created by your fall through the ceiling to find firm footing on the smooth stone passageway. To the south, you can sense the tunnel opens up into what appears to be a large cavern.

The tunnel behind them has largely collapsed with big chunks of limestone falling down to block off the tube. The only easy way out is straight ahead and on into the Dahloom. If they have not encountered Varneezer yet, it is recommended they run into him just at the entrance to the Dahloom (See **Event 8** below for more details).

8. RUN IN WITH VARNEEZER (OPTIONAL)

FOR THE GAMEMASTER

The clever, old halfling who goes by Varneezer is actually the **infamous Abu Leth in disguise**. When encountered, he tells the party of how he and

his compatriots were investigating reports of a mysterious magical effect down in the Kannat when they were ambushed by a group of **slimeskins**, the slang term for the Beluk-tu fish folk. He ran for his life, trying to find his way back out, but instead managed to fall down into this area where he has been sitting for hours now. His twisted his knee and is hoping some rest will give him strength to make the long trek out to safety.

Varneezer says he's hungry and cold and would like to get out of the tunnels. He can show them a way back to the Kannat, however **he knows the party will most likely continue on their way to find the Eye**. This is, in reality, exactly what Varneezer wants and expects to sacrifice at least one of them to **Kthaat** in order, it believes, to power the Oculus of Senrahbah.

The halfling is armed only with a dagger and has tattered clothing. He looks like, if he is an adventurer, he is a very bedraggled one. However, he **insists on staying with the party in order to "feel safe"** and refuses to leave their side, even if they do



Varneezer. Art by Carlos Martins

go further into the caves. He will leave if threatened with violence, but only for a little while before coming back and admitting he cannot do it on his own and promising the party a reward for rescuing him. It can be gold, gems or even magic items.

As he **walks with them, he begins chatting about his life**, albeit made up as it is. The Gamemaster is encouraged to use some of the following lines as conversation starters from Varneezer.

SHAPECHANGING DECEIVER

Varneezer's form is no illusion. As a powerful cosmic being, it has the ability to *Shapechange*, as the 9th level spell, once per day. It may sustain this ability indefinitely.

VARNEEZER QUOTES AND TALKING POINTS

- Varneezer and his companions were searching for a magic item rumored to create vast quantities of water. Something the Wazir would pay a rich reward for.
- The slimeskins worship a powerful water god known only as Kthaat. It is thought Kthaat will one day wash away the world in a terrible flood. It is then the slimeskins believe they will take their rightful place as rulers of the world
- Varneezer misses the green hills near Bell Adia and hunting in the forests of Alwahra. He hoped to gain enough wealth to buy a villa there and start a family. (Alwahra is the Ydrissid name for The Withered Forest and is a desolate place.)
- The creation of the Carve has made transit from the Kannat to the Dahloom more convenient than trekking through the territory of the Sebketi or dealing with the ways under the palace of Wazir Wudlaharrum III. (The current Wazir is Wudlaharrum the IV - his grandfather was the III who reigned over 60 years ago).

ABU L'ETH THE ANCIENT

Abu L'eth is thousands of years old. As a result it doesn't always remember the most current name of something. These are hints to be inserted in the dialogue subtly as little clues to the adventurers.

ACT III

THE DAHLOOM IS A VAST UNDERGROUND WORLD NETWORK OF LONG TUNNELS AND EXPANSIVE CAVERNS. MANY ADVENTURERS HAVE VENTURED HERE, BUT FEW RETURN.

A SUMMARY OF ACT III

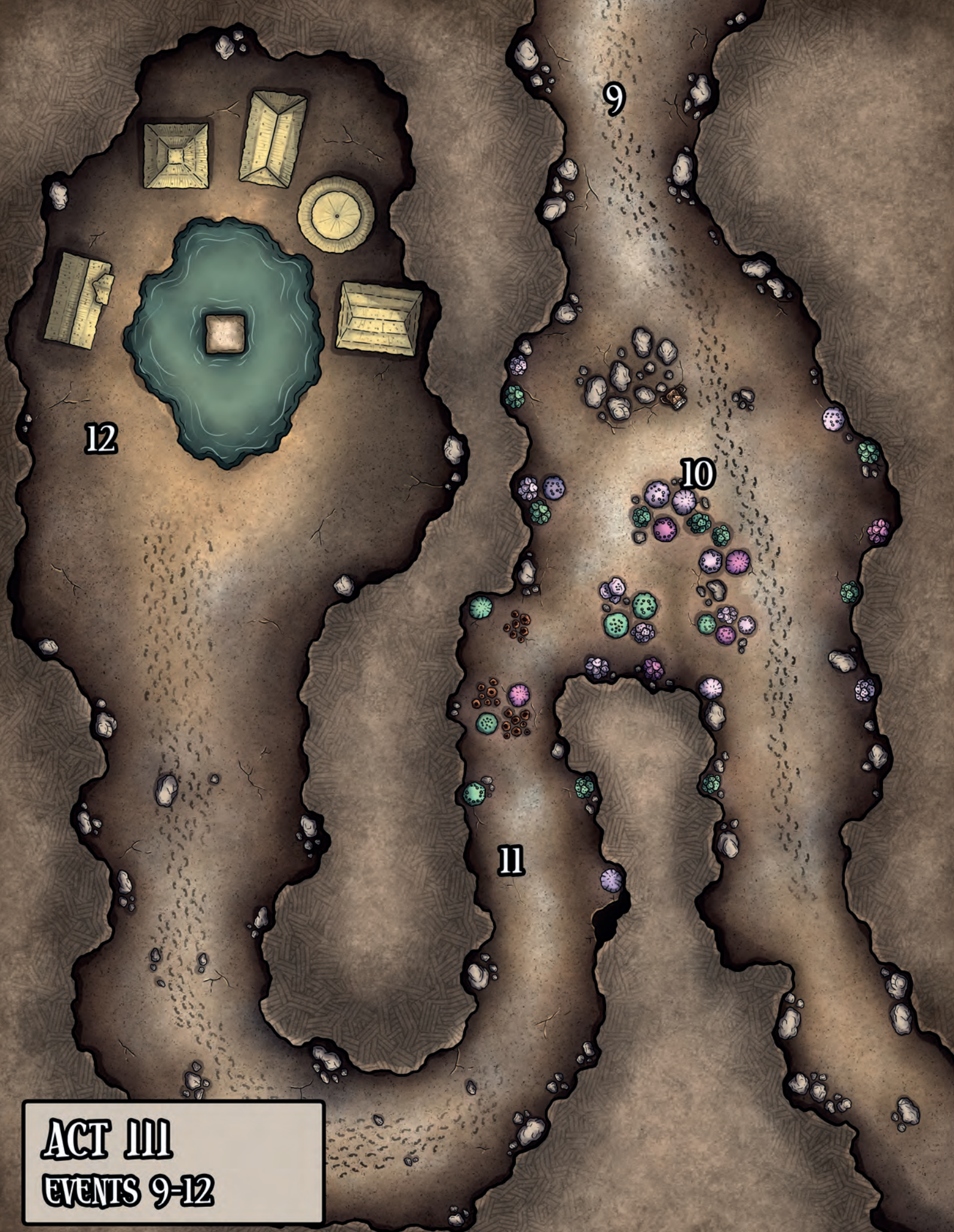
- As the adventurers wander through the Everdark, they become more and more harried, with both Beluk-tu and other creatures moving to ambush them
- At one point, the minds of the adventurers are overwhelmed by the cosmic influence of Kthaat and are forced to engage in a twisted, mental battle with the horror
- The group finds their way to the final resting place of the Oculus of Senrahbah, which appears to have a wanderer's camp setup all around it
- Unbeknownst to all, the treacherous and crafty Pelicos Red has infiltrated the Beluk-tu's stronghold and absconded with the Oculus long before the party faces off with them
- Betrayed, the adventurers have little choice but to pursue the thief - but where to begin is a story for another time!

DEVELOPMENTS

Abu L'eth believes it can finally unlock the true powers of the Oculus through sacrifice to the Ancient One, Kthaat. It has worked tirelessly over the last few weeks to bring down a creature worthy of the notice of the God of the Dark Water, but to no avail. Serendipitously the adventurers, who are already searching for the Oculus, will fit nicely into Abu L'eth's machinations.

As the adventurers get closer, Abu L'eth sets its plan into motion, executing prepared traps and ambushes along the route in an attempt to capture the party and sacrifice at least one of them to Kthaat.

Unbeknownst to everyone, Pelicos, who originally hired the adventurers in the first place, has been following the party and has his own ideas on what to do with the Oculus.



ACT III
EVENTS 9-12

CONCLUSION

The final confrontation with Abu Leth and the Beluk-tu occurs within sight of the most recent resting place of the Oculus of Senrahbah. Unfortunately for the party, Pelicos is two steps ahead of the party and managed to steal the artifact just before the adventurers arrive - an event which enrages the Beluk-tu and Abu Leth.

Abu Leth, as its Varneezer persona, rants and raves as its plans have been foiled and the Beluk-tu fly into a murderous rage, attempting to kill everyone including Varneezer, himself.

At the end of the battle, the story should find the party back on the surface of Chentoufi, at a loss for where to begin their search again for the Oculus. Pelicos, with the artifact in-hand, has his own plans that will be revealed in Part III of this series. The chase is on as the adventurers must now stop him from unlocking the world-ending power of the Eye!

9. FINDING THE PATH (REQUIRED)

The large cavern represents the edge of the Dahloom, colloquially known as the Everdark. The cavern looks to be wild and untouched, save for some of the limestone debris that has spilled out from the Carve.

In the distance, the sound of rushing water can be heard, but otherwise there are no other sounds or features that indicate which direction to proceed.

READ THE FOLLOWING ALOUD:

The walls and ceiling rapidly slope away from you in this seemingly huge cavern. While you cannot see just how large, the echoes of your voices clearly indicate a vast space beyond. In the distance, the sound of rushing water can be heard. What you can see before you is wild and untouched.

Continuing into the cavern, the party will be required to make a **DC 14 Wisdom (Survival)** check in order to uncover traces of passage by the cultists. Additionally, if they make a **DC 18 Wisdom (Survival) or Wisdom (Perception)**

check, they also find a backpack, long ago discarded and rotting.

Inside the backpack is a journal detailing the travels of an explorer named **Jarvi Refflebrush**. There are **(4) Potions of Superior Healing, Oil of Sharpness, and a magical weapon called an Aqueous Atlatl**.

Inside the journal is a detailed map of the Kannat, as well as the path from the Kannat into the Dahloom.

Using this map, the party can easily find their way **out of the Dahloom through the Kannat and back to the surface**.

10. FUNGI AMBUSH (OPTIONAL)

FOR THE GAMEMASTER

Following the sounds of the river will lead the adventurers down the **wrong path** and deep into the Dahloom. Should this happen, **Varneezer** will indicate he believes he saw something the other way.

Following Varneezer's direction, they venture down deep, they are ambushed by a hunting party of **saprophyte (sap-row-fites) warriors (AC: 15, HP: 75; 2 per adventurer)** and dozens of smaller **saprophyte harvesters (AC: 9; HP: 3, 36)** who are seeking living organisms in which to plant their spores, growing the next generation.

The saprophytes do not necessarily consider themselves evil, but they have no love or compassion for surface creatures. Anyone caught by the saprophytes will be immediately swarmed by the harvesters and prepared for spore implantation. Should they have the opportunity, the hunting party will take the adventurers far deeper into the Dahloom.

The ambush is started when one of the adventurers sets off one of the several traps setup in the area.

There are a variety of traps in the area. The Gamemaster can choose which traps are in the party's path, or roll 1d6 on the following table:

TABLE 3.1 SAPROPHYTE TRAPS

1d6	Trap Type
1-2	Spiked Pit
3-4	Lashed Nets
5	Pit Traps
6	Fungal Bloom

SPIKED PIT

Mechanical

A five-foot deep covered hole in the ground with wooden spikes in the bottom. A creature must make Intelligence (Investigation) check with a DC of 15 to spot the debris-covered hole. When it is stepped on, a Dexterity saving throw of 16 is required to not fall in. On a failed saving throw, the creature will take 1d8 piercing damage and have their movement speed reduced by five feet until the lost hit points are restored. Any creature that takes damage from the spikes must also make a **DC 12 Constitution saving throw** or be paralyzed for 1d4 rounds.

LASHED NETS

Mechanical

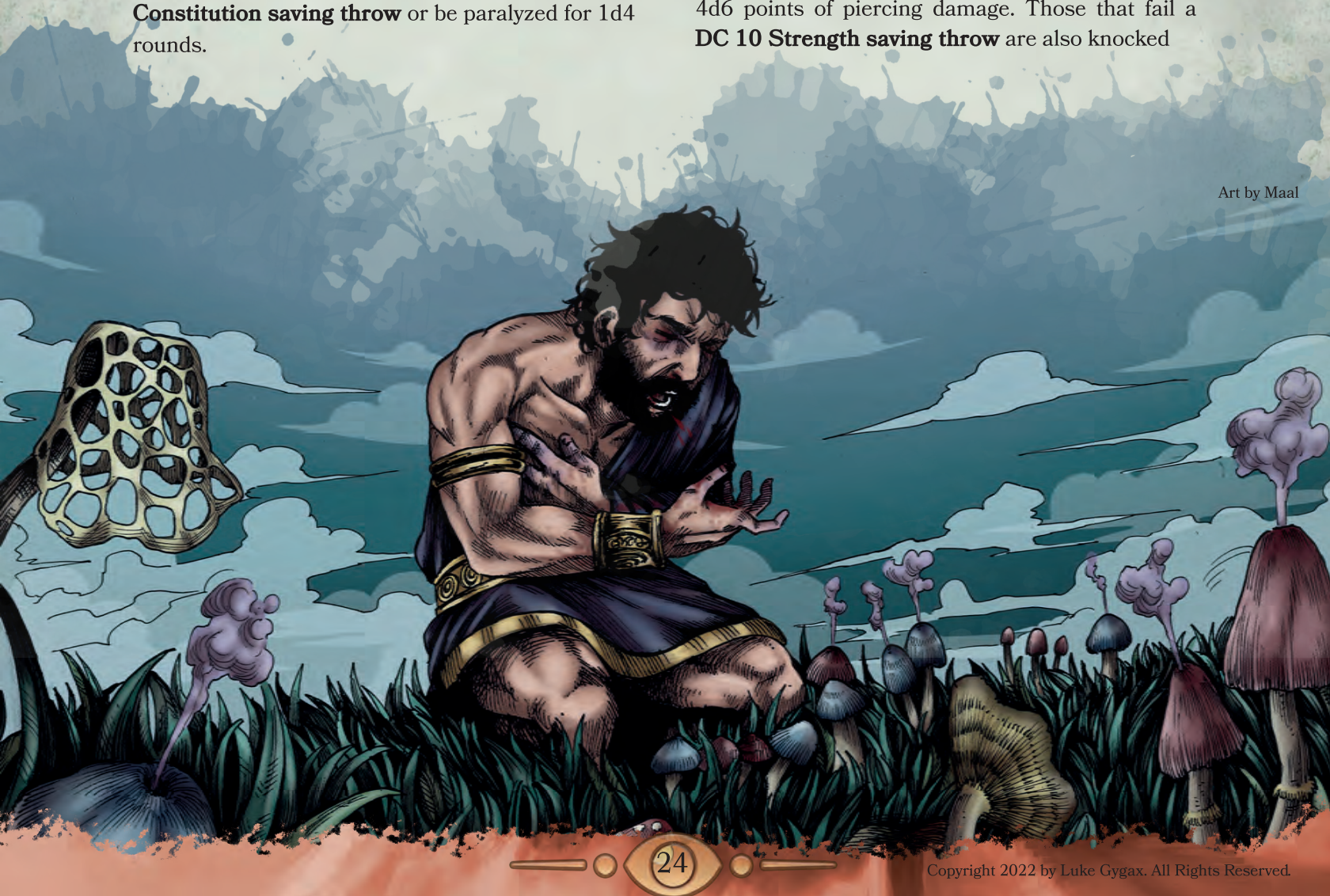
This trap uses a trip wire to release tightly bound spiked vines to lash and entangle a target.

The trip wire is 3 inches off the ground and stretches between two rocks or columns. The lashes are hidden among the rocks. The successful **DC 12 Wisdom (Perception)** check spots the trip wire, if someone is looking for it, otherwise a passive perception check of 14 will spot it.

A successful **DC 15 Dexterity (Thieves Tools)** check breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the lashes are released, covering a 10-foot-square area. Those in the area are entangled by the lashes and *Restrained*, taking 4d6 points of piercing damage. Those that fail a **DC 10 Strength saving throw** are also knocked

Art by Maal



prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The lashes have AC 10 and 20 Hit Points. Dealing 5 slashing damage to the lashes (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

PIT TRAP

Mechanical

This Pit Trap is a hidden pit with sharpened stakes at the bottom. A creature falling 20 feet into the pit takes 11 (2d10) piercing damage from the spikes and 7 (2d6) falling damage. There is also poison smeared on the spikes. Anyone taking piercing damage from the spikes must also make a **DC 13 Constitution saving throw**, taking 22 (4d10) poison damage and is *Poisoned* for 1d4 rounds on a failed save, or half as much damage on a successful one.

FUNGAL BLOOM

Mechanical

The saprophytes have carpeted a 10 foot square section of the area with poisonous, spore-bearing mushrooms. When these golden fungi are stepped upon, they release a five-foot cube of toxic spores. Any creature in the cube must make a **DC 14 Constitution saving throw** or be *Poisoned* for 1d10 rounds and suffer from hallucinations (as if affected by the Confusion spell) for 1d4 rounds. If they succeed in their saving throw, they are confused for just 1 round and do not suffer the *Poisoned* condition.

11. IN THE MIND'S EYE (OPTIONAL)

FOR THE GAMEMASTER

As the party gets closer to Oculus of Senrahbah, Varneezer telepathically contacts Ah'fhy'l'bloop and the Beluk-tu of their impending arrival. Even if Varneezer is not with the party, he is able to keep tabs on them and warns the cult. Once alerted, a manifestation of Kthaat who resides within the Ethereal plane around the Beluk-tu camp, prepares

a mental assault against the adventurers.

READ THE FOLLOWING ALOUD:

As you contemplate your next move, the air seems to shimmer and a blue-purple mist rapidly coalesces around you. You can see your breath now as a chill seeps into your bones. As your metal armor and weapons gains a crystalized sheen, the sound of rushing water increases to a roar that you swear sounds suspiciously like laughter.

As the Dark Lord of the Depths, Kthaat launches a psychic attack on the adventurers creating a quasi-reality of water and ice around them. The edges of their vision begin to flicker and the movements of their companions seems to be jerky like a movie skipping a few frames every few seconds. This is unsettling and the adventurers feel the pressure in the cavern dramatically increase, while the temperature drops considerably. At first, the adventurers notice their ears popping, but soon nose bleeds and intense pain also manifest.

The first character who reaches for a weapon realizes they are no longer carrying any of their gear. They are wearing an approximation of the clothing they were wearing in the real world, but otherwise they have lost all their existing equipment while they are in the quasi-plane.

In order to escape, the party must defeat the minions of Kthaat and break free. To engage in this contest of wills, the characters must use their mental attributes instead of their physical ones. What the characters must figure out is they are able to create the weapons they want to use with their own minds.

READ THE FOLLOWING ALOUD:

As your mind starts to wrap around exactly what is happening to you - that you have been somehow transported to a watery demiplane of some sort - an enraged voice penetrates your mind.

"You DARE to pollute my domain, you disgusting lovers of dirt! Your entire species are meaningless and inconsequential in the cosmos. You will serve a purpose now, that of feeding my pets with your worthless flesh. And I'll strip away your souls to give me amusement while you scream soundlessly forever in your watery torment."

In your *Mind's Eye*, you see the vivid image of your benefactor, Pelicos Red, standing over a plinth made of water. On the plinth is a beautiful greenish-blue orb about the size of a fist. As you take it in the scene before you, Pelicos - your benefactor in this entire endeavor - reaches out and grabs the orb just as crossbow bolts and rays of energy streak out towards him.

Before any of them can connect, Pelicos disappears, the smirk on his face the last thing you see.

Your mind is slammed back to reality as the strange anthropomorphic cuttlefish materialize in front of your eyes water sluicing off of their bodies as the pop into this world from the gods only know where.

Their malevolent gazes lock onto you as they advance with evil intent clear in their movement and glowing blue eyes.

ENGAGING THE NAAUTS

There are several creatures called **naauts** (AC: 14; HP: 90; 1 per adventurer) which Kthaat conjures into the quasi-plane to face the party.

In order to **attack the naauts**, the party must first arm themselves by conjuring mental weapons. To do this, they must make a **DC 12 Wisdom (Insight)** check as a bonus action to bring the weapon of their choice into existence.

Next, the party must consider different combat **attributes** in the quasi-plane (see Changing Combat Attributes below). Initiative and attack rolls mechanically work the same, but for role-playing flavor, the players should understand they are in a battle of wills against an entity powerful enough to draw them into another plane of existence.

CHANGING COMBAT ATTRIBUTES

Combat in the quasi-plane is a test of will, not strength. Make the following changes to combat stats, but otherwise Initiative and combat rolls are the same.

- **Attack Rolls.** Roll a d20 + Intelligence modifier + Proficiency Bonus
- **Armor Class.** 10 + Wisdom Modifier + Proficiency Bonus
- **Hit Points.** Class Hit Dice + Charisma Modifier
- **Spellcasting.** In order to cast any spell, the spellcaster must make a saving throw against a DC equal to 8 + the level of the spell using their primary spellcasting attribute. Cantrips or orisons are DC 8.

12. THE OCULUS OF SENRAHBABH (REQUIRED)

READ THE FOLLOWING ALOUD:

The natural tunnel you have been following abruptly opens into another massive cavern. This area, unlike the rest of the cave thus far, is illuminated with a bluish light through a natural bioluminescence from the plants and fungi throughout the cavern. Roughly 100 meters away, you can see several primitive huts surrounding a huge pool of water. That area is lit not only in blues, but also oranges and greens.

In the center of the room is a watery plinth that sits empty in the middle of the pond. Several creatures are in the pond staring up at it in either wonder or contemplation.

FOR THE GAMEMASTER

This was the final resting spot of the Oculus of Senrahbabh and where The Oracle of Natatorial Verisimilitude came from the surface to worship. Slowly over the last several years, Abu Leth and the Beluk-tu have infiltrated and corrupted the Oracle priests, converting their traditions and rituals to that of Kthaat.

However, just minutes ago, the party's benefactor, Pelicos Red, used the adventurers as a distraction and stole the device from its resting place here. The Beluk-tu were initially stunned by the theft, but now are enraged and ready to punish the party who they assume took part in the theft.

Currently, there are no priests from the surface present here, but **Ah'fhyl'bloop** and the **Beluk-tu** (AC: 12; HP: 24; 3 per adventurer) are here taking account of the current situation.

IF VARNEEZER IS WITH THE PARTY

If the halfling is still with the party, he grows very excited and exclaims over and over that "Someone has stolen the artifact! It was here. It was right here!" he screams hysterically. As he does so, his facade shifts slightly. With a **DC 14 Wisdom (Perception) check**, the party notices what appears to be tentacles writhe beneath his skin in some parts.

IF VARNEEZER IS NO LONGER WITH THE PARTY

Abu Leth has alerted the Beluk-tu and they are ready to attack when the party arrives. Several are in hiding and wait for Ah'fhyl'bloop to command the attack before jumping out to spring the trap.

THE AMBUSH

There are a **number of Beluk-tu hidden** in the dark water along with several more in the huts and surrounding rocks. Upon seeing the adventurers enter the area, **Ah'fhyl'bloop, screams in rage, casting Tidal Wave (4d8 bludgeoning damage; DC 14 Dexterity saving throw)** as a reaction in the area with the highest number of characters. This will serve as the signal of the rest of the Beluk-tu to attack.

The fishmen in the huts will use their crossbows to attempt to distract and pin the party, while those in the pool emerge to engage in melee. Varneezer / Abu Leth will retreat to a corner of the cavern and mostly observe, but will use its magic to inhibit the party as needed, particularly if individuals separate from the group.

THE MANIFESTATION OF KTHAAT

Ah'fhyl'bloop will fearlessly - almost recklessly - engage in melee, believing he is the chosen of Kthaat and protected. However, the Old One offers him no such protections. When the **Beluk-tu chieftain does fall in combat**, the body immediately begins to bubble and boil. At the start of Ah'fhyl'bloop's next turn, the **Manifestation of Kthaat** (AC: 16; HP: 247; 1) has entirely taken over the corpse and entered the world.

READ THE FOLLOWING ALOUD:

The body of the fishfolks' shaman writhes before you, its limbs twisting and snapping in a grotesque display. Before you are able to act, the body contorts and grows, its flesh tearing as it does so. From the corpse, a new creature emerges - one made almost entirely of a viscous liquid with bones, flesh, and tissue roiling about within it. As you watch, the monstrosity grows and expands to gargantuan proportions, lashing out at everything in its path.

This is potentially a very deadly encounter. See the entry on page 38 for more details. The GM should roll randomly to determine who the creature attacks on each of its turns using its tentacle attacks.

While the creature may seem formidable, the party can capitalize on the fact that the manifestation will not necessarily attack them directly each round. The Gamemaster should portray a scene of chaos as Beluk-tu, Oracle priests, and perhaps even other creatures of the Everdark criss-cross the battlefield.

In the end, the adventurers do not need to defeat the manifestation and there is no harm in fleeing. Pelicos has the **Oculus of Senrahbah** and is on the run. He should be their primary focus which will come to an epic conclusion in episode three!

AFTER THE BATTLE

Once combat is over, the area that was once the worship site for the Oracle and the home of the Oculus is in complete ruin. Rubble is all that is left of any of the houses or standing structures. Much of the rest of the cavern is a mud-covered mess. There is no sign of the Oculus, Varneezer, nor any of the Beluk-tu; those that fell in combat were turned to a fishy paste under the sheer impact of the Manifestation's attacks.

Searching through the rubble, the adventurers are able to come away with at least some treasure and not left empty handed. This treasure includes:

- 3,210 Gold Pieces (GP)
- 11,202 Silver Pieces (SP)
- 12 Various Gems (1,000 GP each)
- Axum's Watery Amulet
- Lens of the Briny Deep
- Ring of Free Action
- Sandals of Swimming
- Staff of the Deep

END OF PART II

This concludes the Heart of Chentoufi! The adventurers should return to the surface in order to contemplate their next moves. While not leaving empty-handed, the adventurers are likely at a loss for how to begin their search for their employer-turned-rogue.

In part three of the series, the party will travel into the watery depths of the ocean in pursuit of Pelicos. Once the artifact was in his possession, the Oculus revealed to him its true potential and he immediately changed his plans - instead of delivering the Eye of Chentoufi to the Pale Covenant, he now plans to keep the artifact for himself and use it to take over the world... but that is a story for another time.



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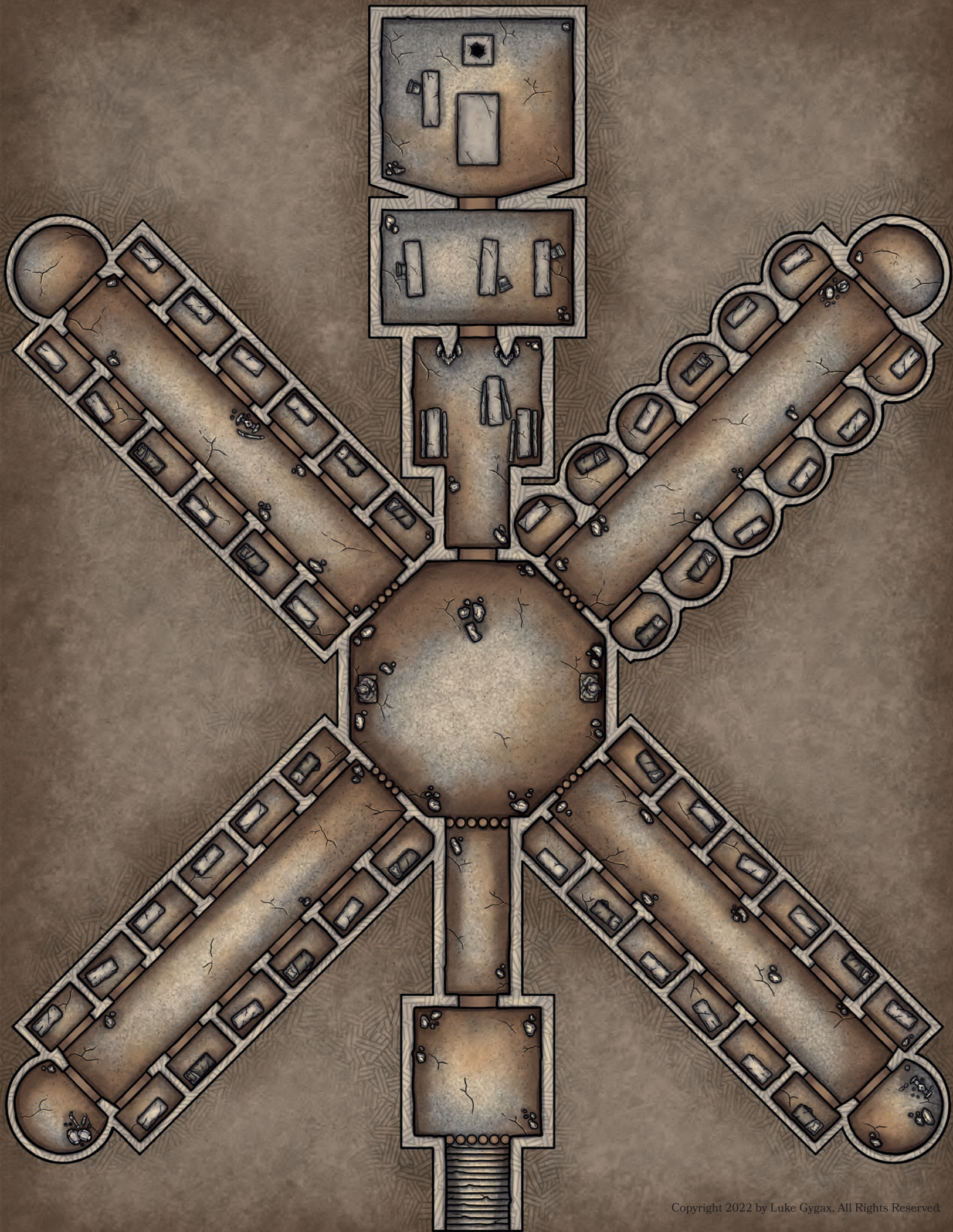


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CENTRAL COAST OF OKKORUM

CITY OF CHENTOUFI & LITTORAL REGION OF THE MYR NAJUR



Ruk

Danetcore Wens

Dowia

Amella

Bent Woods

Wyvern Peaks

Ghelmarak

Burning Hills

Chentoufi

Uazeen

Nassir

Al Kadeeri

Bel-Adia

Withered Weald

The Rift

Blighted Lands

Drowned Forest of the Spectre King

Tamara

Kenza

The Bee Be

ADVENTURE CODEX

MAGIC ITEMS

AQUEOUS ATLATL

Ranged Weapon, Legendary (requires attunement)

This two-piece weapon consists of a barnacle-covered handle (or lever) and a rusty javelin-like spear. The weapon is ineffective as a melee weapon, but triples the range of a spear as a ranged weapon (60/180). When the atlatl hits a creature, it deals 3d4 piercing damage. If the target is an evil creature with a swim speed the damage increases to 5d4.

As a reaction, the wielder of the atlatl can instantly call the weapon back to their hand.

SANDAL OF SWIMMING

Wondrous Item, Uncommon

These kelp-wrapped sandals allow the wearer to move at their full speed underwater. They are also quite bouyant and will not sink unless they will themselves to go underwater.

If the wearer is already underwater, they gain a +20' bonus to their movement speed when attempting to surface.

AXUM'S WATERY AMULET

Medium Armor, Legendary (requires attunement)

This necklace made of coral will produce an air bubble that covers the head of the wearer and provides the ability to breath underwater for 2 hours before it needs to be exposed to breathable air again. This requires a short rest in order to recharge.

If the bubble (AC 14) suffers any damage, it breaks. If the bubble breaks, the owner must attempt a DC 12 Wisdom saving throw or become incapacitated for 1d2 rounds. The bubble requires an action to (re)form.

STAFF OF THE DEEP

Staff, Legendary (requires attunement)

This driftwood staff is roughly six-feet in length. It is covered in barnacles and topped with a pearlescent conch shell.

When used in combat, the staff grants a +2 bonus to hit and damage. It deals 1d6 bludgeoning damage and an additional 1d6 acid damage. When held, the staff allows the wielder to breath underwater.

The staff has 20 Charges for the following Properties. The staff regains 2d8 + 4 expended Charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to Attack and damage roll but loses all other Properties. On a 20, the staff regain 1d8 + 2 Charges.

Spells: While holding this staff, you can use an Action to expend 1 or more of its Charges to cast one of the following Spells from it, using your spell save DC and spell Attack bonus: *Cone of Cold* (5 charges), *Control Water* (4 charges), *Create/Destroy Water* (1 charge), *Lightning Bolt* (5th-level version, 5 charges), *Wall of Water* (3 charges).

The Staff of the Deep can douse a nonmagical fire up to the size of a campfire as an Action.

LENS OF THE BRINY DEEP

Wondrous Item, Uncommon

These bronze and glass goggles allow normal vision underwater. Additionally, they grant +2 to Wisdom (Perception) checks and low-light vision while underwater.

CREATURES AND NPCs

AGAR'S BLOOD SLIME

Medium ooze, unaligned

Armor Class 12

Hit Points 84 (14d8+14)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	13 (+1)	2 (-4)	15 (+2)	6 (-2)

Proficiency Bonus +3

Skills Stealth +4

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

Damage Immunities Acid, Cold, Lightning

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical weapons

Damage Vulnerabilities Fire

Senses Blindsight 120 ft., passive Perception 12

Languages -

Challenge 5 (1,800 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the blood slime or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the slime corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the blood slime is destroyed after dealing damage.

The blood slime can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stealthy. Agar's blood slime gains advantage on Dexterity (Stealth) checks while in caverns or other underground environments.

Actions

Multiattack. The Agar's blood slime makes 3 slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 10 (3d6) acid + Corrosive Form (see above).



Art by Gary Dupuis

AH'FHYL'BLOOP

Medium Humanoid (Beluk-tu), Lawful Evil

Armor Class 14 (natural armor)

Hit Points 58 (8d8+24)

Speed 30 ft., Swim 40 ft.

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

Proficiency Bonus +3

Saving Throws Wisdom +6

Senses Darkvision 60', passive Perception 11

Languages Beluk-tu, everdark

Challenge 4 (1,100xp)

Beluk-tu Sonar. While underwater, Beluk-tu have a limited form of telepathy with which they can communicate direction and distance to other Beluk-tu within 300'.

Limited Amphibiousness. The Beluk-tu can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Spellcasting. Ah'fhyl'bloop is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Ah'fhyl'bloop has the following spells prepared:

Cantrips (at will): Frostbite, Shape Water, Thunderclap

1st Level (3 slots): Entangle, Ice Knife

2nd Level (2 slots): Enlarge, Gust of Wind

3rd Level (2 slots): Sleet Storm, Tidal Wave

Actions

Multiattack. Ah'fhyl'bloop makes two melee attacks: one with its bite and one with its claws or staff.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d8) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d4) slashing damage.

Staff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d8) bludgeoning damage. Two-handed.

Staff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6) bludgeoning damage.

AJHEYRUS (STONE TYRANT)

Gargantuan Monstrosity, Unaligned

Armor Class 20 (natural armor)

Hit Points 198 (12d20 + 90)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Proficiency Bonus +5

Saving Throws CON +10, WIS +3

Senses Blindsight 60 ft., Tremorsense 120 ft.,
Passive Perception 9

Languages -

Challenge 13 (10,000 XP)

Tunneler. The ajheyru can burrow through solid rock and stone at half its burrow speed. When doing so, it leaves a 5-foot-diameter tunnel behind it.

Plated Head. The head of the ajheyru is nearly impenetrable with an AC of 20 and a Damage Threshold of 10. Attacks which deal 10 or less damage do no damage to the ajheyru. Attacks dealing 11 or more, deal full damage.

Once behind the head of the creature, its AC is reduced to 16 and has no Damage Threshold

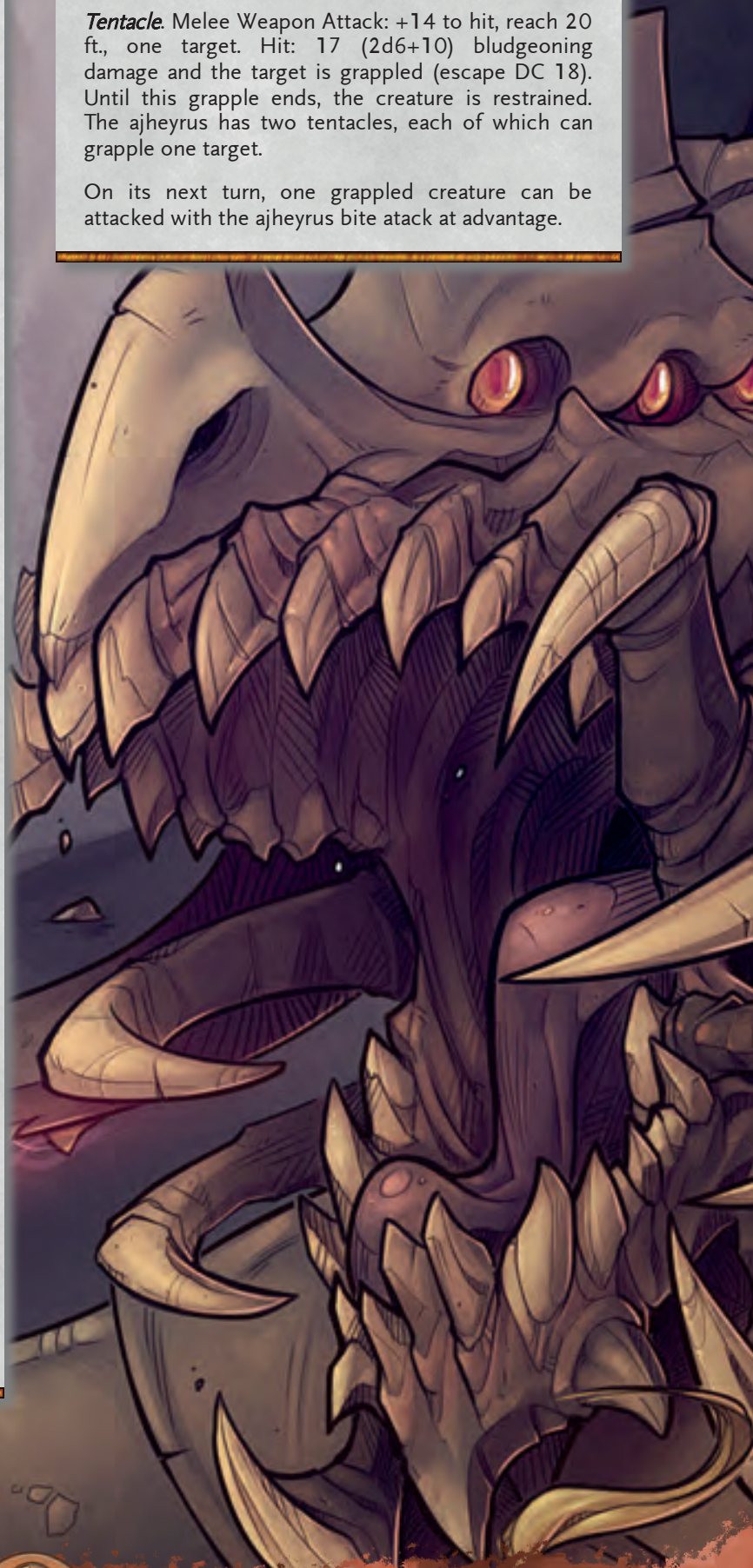
Multiattack. The ajheyru makes two attacks: one with its bite and one with its tentacles or two tentacle attacks.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 37 (6d8 + 10) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the ajheyru. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the ajheyru, and it takes 12 (3d6) acid damage at the start of each of the ajheyru's turns.

If the ajheyru takes 20 damage or more on a single turn from a creature inside it, the ajheyru 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 5 feet of the ajheyru. If the ajheyru dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d6+10) bludgeoning damage and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained. The ajheyru has two tentacles, each of which can grapple one target.

On its next turn, one grappled creature can be attacked with the ajheyru bite attack at advantage.



ANATHEMA OF SENRAHBAB

Medium undead, lawful evil

Armor Class 12 (armored vests)

Hit Points 90 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	6 (-2)	10 (0)	12 (+1)

Proficiency Bonus +3

Saving Throws Wis +3

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Damage Immunities Necrotic, Poison

Damage Resistance Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Vulnerabilities Fire

Senses Darkvision 60 Ft., passive Perception 10

Languages The languages it knew in life

Challenge 5 (1,800 XP)

Dispelling Rod. Each Anathema of Senrahbab is armed with a *dispelling rod* that can only be used within the prison walls. When touched to a *ward* within the prison, the effect is immediately dispelled for 1 minute and the trap resets.

Actions

Multiattack. The Anathema of Senrahbab can use its Dreadful Glare and make one attack with its corrosive fist or two corrosive fist attacks.

Corrosive Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d6 + 4) bludgeoning damage plus (4d6) acid damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or continue to take 2d6 acid damage on its turn. The creature may attempt this saving throw at the beginning of its turn. If it succeeds, the effect ends. If it fails the saving throw, it continues to take acid damage.

Gaseous Breath (Recharge 5-6). The Anathema of Senrahbab exhales a cloud of caustic gas in 20' cube. Creatures caught in the area must make a DC 14 Constitution saving throw. Those failing the saving throw take 8d6 acid damage. Creatures making their saving throw take 1/2 damage.

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. Alghols take double damage if healing spells are cast upon them.

Actions

Multiattack. Alghols 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.

DEATH SPORE FUNGUS (THE VILE MELT)

Medium ooze, unaligned

Armor Class 12
Hit Points 28 (5d8+8)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	13 (+1)	1 (-5)	10 (0)	8 (-1)

Proficiency Bonus +2

Condition Immunities Immune to all conditions

Damage Immunities Poison, Psychic, Bludgeoning, Piercing, and Slashing damage from nonmagical attacks

Damage Resistances Force, Lightning, Necrotic, Radiant, and Thunder

Damage Vulnerabilities Fire, Cold

Senses Blindsight 60 ft., Tremorsense 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Amorphous. The fungus can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The fungus can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vile Melt Thrall. The fungus may communicate and command any Vile Melt Thrall within 60 ft.

Spore Cloud. Melee Weapon Attack: +6 to hit, reach 5 ft cube, one target. Hit: 5d6+1 Necrotic damage, plus target must make a DC 13 Constitution saving throw or become infected with the *vile melt* disease.

An infected creature gains the *Poisoned* condition until the infection is removed with a *Cure Disease* spell or they resist the disease. To resist the disease, an infected creature must attempt a saving throw every hour. They resist and remove the disease after three successful DC 13 Constitution saving throws. After failing three saving throws, the creature dies and immediately becomes a *Vile Melt Thrall*.

VILE MELT THRALL

The following changes are applied to the original statistics of the creature when they become a *vile melt thrall*:

- **Strength** and **Constitution** +4
- **Intelligence** -10 (minimum of 1)
- **Wisdom** -4 (minimum of 1)

- **Condition Immunities** Immune to all conditions
- **Damage Immunities** Poison, Psychic, Bludgeoning, Piercing, and Slashing damage from nonmagical weapons
- **Damage Resistance** All non-cold, non-fire, nonmagical damage
- **Senses** Blindsight 60 ft.,
- Creature loses all previous special abilities
- Creature retains all previous action abilities
- Creature's attacks deal an additional +1d6 Necrotic damage
- Vile Melt Thrall dies in 1d3 days, becoming a full Death Spore Fungus

EYES OF THE WARDER

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	5 (-3)	10 (0)	1 (-5)

Proficiency Bonus +3

Skills Athletics +4, Intimidation -3

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Immutable Form. The Eyes of the Warder is immune to any spell or effect that would alter its form.

Magic Immunity. The Eyes of the Warder is immune to spells of 3rd level or lower. It has advantage on saving throws against other spells and magical effects.

Telescoping Arm. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Lightning Rod (Recharge 6). The Eyes of the Warder electrifies its arm with an lightning charge that remains until the end of its turn. If it hits a creature with a melee attack, the target takes an additional 2d10 lightning damage and must make a DC 13 Constitution saving throw or be Stunned until the end of its next turn.

GHARR

Large beast (giant lizard), unaligned

Armor Class 12

Hit Points 19 (3d10+3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	2 (-4)	10 (0)	5 (-3)

Proficiency Bonus +2

Skills Stealth +4

Senses Darkvision 30 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Stealthy. Gharr have advantage on Dexterity (Stealth) checks when in caves or underground environments.

Venomous Bite. A creature bitten by the gharr must make a DC 13 Constitution saving throw or take an additional 12 (4d6) poison damage and suffer the *Poisoned* condition for 1 hour.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8+3) piercing damage.

JIERKA

Medium beast, unaligned

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (0)	2 (-4)	10 (0)	4 (-3)

Proficiency Bonus +2

Senses Darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Keen Smell. The jierka has advantage on perception checks based on smell.

Pack Tactics. The jierka has advantage on attacks if another jierka ally is within 5 feet.

Rat King. Up to 5 jierka can fill the same 5' square.

Sharp Teeth. The teeth of the jierka are extremely sharp and deal +4 damage. This is damage is calculated into its bite attack.

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.



Gharr. Art by Sverker Castillo

MANIFESTATION OF KTHAAT, THE

Gargantuan Monstrosity (Titan), Chaotic Evil

Armor Class 15

Hit Points 247 (15d20 + 90)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28(+9)	11 (0)	24 (+6)	20 (+5)	15 (+2)	18 (+4)

Proficiency Bonus +5

Saving Throws STR +14, DEX +5, CON +11, INT +10, WIS +7, CHA +9

Condition Immunities Frightened, Paralyzed, Prone

Damage Immunities Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Truesight 120 ft., Passive Perception 14

Languages Abyssal, Primordial, Telepathy 120 ft. but can't speak

Challenge 13 (10,000 XP)

Amphibious. The manifestation of Kthaat can breathe air and water.

Freedom of Movement The manifestation of Kthaat ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The manifestation of Kthaat deals double damage to objects and structures

Throw. A creature of Large-size or smaller who has been grappled by the manifestation of Kthaat can be thrown as a bonus action. Creatures thrown in such a manner fly up to 60 feet in a random direction and are knocked prone. The creature takes 3 (1d6) bludgeoning damage for every 10 feet thrown. If the creature is thrown at another creature, that creature must make a DC 11 Dexterity saving throw or take the same damage.

Actions

Multiattack. The manifestation of Kthaat can make four tentacle attacks, a single bite attack.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 18 (2d8 + 9) piercing damage. If the target is a Large or smaller creature grappled by the manifestation of Kthaat, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the manifestation of Kthaat, and it takes 21 (6d6) acid damage at the

start of each of the manifestation of Kthaat's turns. If the manifestation of Kthaat takes 30 damage or more on a single turn from a creature inside it, the manifestation of Kthaat must succeed on a DC 25 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 manifestation of Kthaat. If the manifestation of Kthaat dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. Hit: 16 (2d6 + 9) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The manifestation of Kthaat has eight tentacles, each of which can grapple one target.

Legendary Actions

The manifestation of Kthaat can take 3 Legendary Actions, choosing from the options below. Only one legendary Action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of each turn.

Tentacular Slap. The manifestation of Kthaat may use its **Throw** ability against a creature which is not grappled and has attacked it.

Water Retch (Costs 2 Actions, Recharges 5-6). The manifestation of Kthaat exhales a torrent of water in a 10 foot wide, 60 foot long line. Creatures caught in this retch take 30 (10d6) acid damage and are pushed back up to 60 feet and are knocked prone if they fail a Dexterity 15 saving throw. Creatures who make their saving throw suffer half damage and are not pushed back, nor knocked prone.

Tactics

Once manifested on the Prime Material Plane this behemoth stands over 50 feet tall and boasts eight massive tentacles around its writhing, watery, worm-like body. Its maw consists of a beak-like protuberance that snaps sporadically.

The manifestation of Kthaat is seemingly mindless and will attack anything within reach. There is an equal chance it will expend an attack against a rock or building as there is for it to attack a creature. The exception to this are creatures who have dealt more than 15 hit points of damage to it in a single turn.

REE'SHA

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 64 (8d10+24)

Speed 40 ft., 30 ft. Climb

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	3 (-2)	10 (0)	6 (-2)

Proficiency Bonus +2

Condition Immunities Poisoned

Damage Immunities Poison

Senses Tremorsense 60 ft., passive Perception 1

Languages -

Challenge 3 (700 XP)

Multiattack. The Ree'sha makes 4 tentacle attacks

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 6 (1d6+3) piercing damage and 8 (1d8+3) poison damage and the target must succeed at a DC 13 Constitution save. Creatures failing this saving throw gain the poisoned and incapacitated conditions for 4 (1d8) rounds.

Affected creatures may attempt a new saving throw at the end of each of their turns, ending the incapacitated effect on themselves with a success.

Highly Acidic. The acid of the mordant skeleton is dangerous to nonmagical equipment. Any nonmagical item touching it must make a DC 10 saving throw or be destroyed. If the item is being held, it gains the wielders proficiency bonus to the saving throw roll.

Actions

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage + 5 (1d6) acid damage.

SKELETON, MORDANT

Medium undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	12 (+1)	6 (-2)	9 (-1)	5 (-3)

Proficiency Bonus +2

Condition Immunities Exhaustion, Poisoned

Damage Immunities Acid, Poison

Damage Vulnerabilities Bludgeoning

Senses Darkvision 60 ft., passive Perception 9

Languages Understands All Languages It Spoke In Life But Can't Speak

Challenge 1/2 (100 XP)

Caustic Brawler. The mordant skeleton is covered in a slimy acid. Any creature touching it or attacking with an unarmed attack suffers 1d6 acid damage.



Artwork © Dean Spencer

WARDER

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 225 (17d12 + 115)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (0)	25 (+7)	3 (-4)	10 (0)	1 (-5)

Proficiency Bonus +4

Saving Throws Str +14, Con +11

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 11 (7200 XP) Proficiency Bonus +4

Crystal Key. The Warder is powered by a crystalline key, covered in magical runes in its chest. The key is cleverly locked into place and requires an adjacent character to make a Use Object action and also successfully make a DC 17 Intelligence (Investigation) skill check to realize how to unlock it. There is no penalty for failure beyond being in the golem's proximity. If the key is successfully removed, it triggers its Death Burst ability in 1d3 rounds during which the golem is confused, as per the spell.

Death Burst. When the Warder dies, it explodes in a burst of superheated smoke and fire. Each creature within 30 ft. of it must make a DC 15 Dexterity saving throw, taking 54 (12d8) damage on a failed save, or half as much damage on a successful one.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Legendary Resistance (3/day). If the Warder fails a saving throw, it can choose to succeed instead.

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

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

Superheated Body. A creature that touches the Warder or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. Creatures attempting to touch the crystal key also suffer 4 (1d8) fire damage.

Regeneration. The Warder regains 5 hit points at the beginning of its turn as long as it is in the possession of its crystal key.

Actions

Multiattack. The Warder makes one slam attack and one attack with its chain sword.

Slam. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage and are knocked prone 1d6 x 5 feet away.

Chain Blade. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 23 (3d8 + 10) slashing damage.

Legendary Actions

The Warder can take 3 legendary actions below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Warder regains spent legendary actions at the start of its turn.

Concussive Blast. 30 ft. Cone Attack: All targets in a 30' cone are blasted with a concussive force. Targets suffer 16 (3d10) force damage and must make a successful DC 19 Strength save or be knocked prone and pushed 1d6 x 5 feet away. On a successful save, targets also only suffer half damage, is pushed half the distance (rounded down), and are not knocked prone. If the Warder is no longer in possession of its crystal key, then it loses the ability to use its concussive blast legendary action.

Tactics

The Warder does not know fear, and simply reacts to intruders as per its original orders. When it becomes alerted to targets, it attacks those nearest to it first, hammering all near it with its concussive blast between player turns. The golem attacks prone targets with advantage.

Any creature attempting to disengage its crystal key suffers its full wrath, receiving all attacks during that round.

Created by Brian Berg of TPK Games

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