

OS3

LUKE GYGAX'S WORLD OF OKKORIM



THE FATE OF CHENTOUFI
AN ADVENTURE FOR 8TH-10TH LEVELS
BY LUKE GYGAX AND MATT EVERHART



THE FATE OF CHENTOUFI

**SURVIVAL OF THE CITY HANGS IN THE BALANCE
AN ADVENTURE FOR 8TH - 10TH LEVELS**

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THE FATE OF CHENTOUFI

A BLIGHTED LANDS ADVENTURE

THE FATE OF CHENTOUFI

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INTRODUCTION

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

THE WORLD OF OKKORIM

Eons past, Okkorim was crisscrossed with waterways and rich with flora and fauna. It was a land replete with resources, but one culture prospered more than others. Through the systematic conquest and assimilation of neighboring peoples and their lands, the Empire of the Ydrissid [ee-DRIH-sihd] was born. The Empire's greatest strength was its mastery of dweomercraft, and through it Ydrissid sorcerers established dominion over the entirety of Okkorim. Over the course of centuries, their influence extended to other planes of existence, but at the height of their power, the Ydrissid sorcerers erred grievously. They unleashed a cataclysmic elemental force in the heart of their civilization, a disaster known to modern sages as The Wrath. The Ydrissid's arcane might was eclipsed by their hubris, and it cost them everything.

Centuries have passed since the catastrophe that changed Okkorim and created the BLIGHTED LANDS™, as the wasteland is described today. Though new civilizations rose from the Ydrissid ashes, many of the Empire's secrets remain undiscovered. The structures of the city of Chentoufi, for example, survived The Wrath, but its population was all but wiped out. 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.





Sea of Najur

CITY OF CHENTOUFI

SEPTS, WARDS, QUARTERS & ENVIRONS

Dandione Hares

BACKGROUND

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

In episode one, the adventurers were hired by a mercenary by the name of Pelicos the 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 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.

In episode two, the party ventured deep below the city, beneath even the famed Kannat sewer tunnels where they discovered an ancient prison once controlled by the Ydrissid. After a brief struggle with the mechanical guards still residing in the prison, the adventurers came upon the location of what was once the resting spot for the Oculus of Senrahhah.

Unfortunately the Eye had other plans for itself and had long ago melted its way through the limestone foundation of the prison and into the massive Dahloom—the Everdark of Okkorim—where it was eventually discovered by a group of secret cultists called the Oracle of Natatorial Verisimilitude. These cultists worshiped the Eye for many, many years in the dank recesses of the Everdark, appreciating its power over water and never revealing it as the secret water source for all of Chentoufi.

Eventually the use of the Eye captured the attention of Kthaat, an ancient god of the depths, the seas, and deep horrors. Kthaat sent its minions to corrupt the cult and gain control over the Eye which it saw as a way to regain its presence on Okkorim. Kthaat and its corrupted cult worked for decades attempting to use the power of the Eye to open a portal to the Prime Material Plane that would allow Kthaat to pour through into the world.

While all of this was occurring, others across Okkorim also were learning of the Eye and its power. The Pale Covenant, a group of powerful and influential wizards with ties and reach across Okkorim, hired Pelicos Red to find the Eye and bring it to them at all costs. At the same time, the great Abu L'eth had unraveled the mystery behind The Oracle of Natatorial Verisimilitude and also had its eye on stealing the artifact for its own machinations.

In the end of episode two, the party of adventurers turned out to be the key to setting things into motion. As the group fought their way through the prison, the Carve of tunnels beneath it, and into the Dahloom, their benefactor, Pelicos Red was quietly on their heels. As they struggled against Kthaat and its minions, Pelicos slipped in and stole the Eye from the Oracle and beat a hasty retreat, leaving the party to deal with a very angry group of cultists.

As The Fate of Chentoufi begins some months after the end of episode two, the party is beginning to notice many strange events

occurring in and around the city. For one, mysterious sightings of an apparition have been reported on numerous occasions around the Kassir district. This has caused unease in the area with many people calling it an ill omen. More troubling has been the disappearance of several ships over the last week or more that has some sailors refusing to take to the seas. This, in turn, is beginning to cause some disruptions in trade and travel that has people concerned.

As if this were not bad enough, the most troublesome situation in Chentoufi is an inexplicable and increasingly drastic drought that has been plaguing the city for the last few months. This drought, of course, is the direct result of removal of the Oculus of Senrahbah. Unbeknownst to nearly anyone, the Eye of Chentoufi was magically drawing water into the aquifer beneath the city which, in turn, was used by the citizens as their fresh water source. When the Eye of Chentoufi was removed, water was no longer being drawn into the aquifer. It was not long before the aquifer began to dry up and the drought began.

WATER RELATED SUMMONINGS AND EFFECTS TABLE

Location	DC	Efficacy
In the Blighted Lands	25	10%
Within 25 miles	20	20%
Within 150 miles	15	30%
Within 500 miles	10	50%

NOTE ON WATER RELATED SUMMONINGS & MAGIC EFFECTS IN OKKORIM:

The Great Wrath that devastated Okkorim was a result of one faction of Ydrissid summoning a very powerful fire elemental noble and attempting to bind it to their service. The fire elemental was trapped but not defeated, as it was able to call for help to its kin who descended upon Okkorim in force, laying waste to the Ydrissid Empire and freeing the many elementals held in servitude to the sorcerer-lords.

As a result of this massive influx of beings from the Plane of Fire, the veil between Okkorim and the Plane of Fire is thin. All spells and items that summon or create a magical effect involving water or contact with the Plane of Water are at a penalty. A caster must make a spellcasting statistic save in order to be able to cast the spell successfully. Failure means the spell slot is expended with no result. Even if the spell is cast the efficacy of the spell is reduced according to the table below. Hence an ice storm cast by a warlock within 25 miles of a Blighted Lands hex would need to make a CHA Save of 20 to successfully cast the spell, and the spell would only function at 20% of its normal power. The effect would be weakened resulting in (2d8 x 0.20) bludgeoning and (4d6 x 0.20) cold damage. The Oculus of Senrahbah served to counteract this effect in a 50 mile radius around the city of Chentoufi which is the reason it could support such a large population.

Water spells cast within Chentoufi are at 50% efficacy.

Pelicos, the thief of the Oculus, has not been idle during this time. Pelicos took the Eye for himself, believing he could control the ancient magical item and use it to gain power and influence. Perhaps, he thought, even enough to elevate himself to Zenok, one of the mighty spellcasters who have mastered a portion of the ancient Ydrissid's secrets. He was so confident in his ability to control the powerful device, he betrayed not only the adventurers but also his original employer, The Pale Covenant.

Unbeknownst to Pelicos, however, was that the spirit of Ireshkigal, a once powerful Ydrissid wizard, had awakened with the removal of the device from its resting place in the Everdark and she was very eager to get it back. She immediately began tempting Pelicos from afar with visions of power and glory. At first she gently implanted feelings and urges to walk along the beaches and stare out across the Sea of Najur. Then subtly the Eye began to tug at the edges of Pelicos' mind directly, pushing him out to sea in search of... something. He ventured further and further out, until at last he discovered the blue hole within a remote atoll called Phantom's Reef. Beneath the waves of the blue hole he discovered an ancient and magnificent fortress made of dark basalt. The fortress was well guarded by giant sharks, squids, scaly aquatic humanoids, and others that flitted through the dark waters out of his vision. Mysteriously, none of the creatures that seemingly guarded the place challenged Pelicos as he made his way deep beneath the surface of the sea.

The thief entered the incredibly old structure, discovering the interior was dry and filled with stale but breathable air. He explored the corridors - continuously pulled deeper into the structure towards something... important. It was there Pelicos Red discovered a long forgotten burial chamber filled with chests, urns, clay pots, shining weapons, strange devices, ornate carpets, paintings, and jewelry. Further to the rear of the area, he discovered a sarcophagus carved from a single block of malachite. Pelicos felt a presence in the chamber and for a moment

he knew fear, but then his fear was gone and he simply felt himself falling into dark, warm waters as the Eye pulled him closer. The last thoughts Pelicos had were of laying in the comforting embrace of the deep ocean... forever.

As Pelicos fell, the sarcophagus cracked open and a withered, skeletal hand emerged from the sliver of space.

GAMEMASTER NOTES

This adventure is meant to be run with minimal preparation and ease of play. With that in mind, there are several things to consider when running this adventure:

- Minimal flavor text allowing you set the pace and tone
- Bolded words and phrases to emphasize important parts of the paragraph
- Maps and illustrations to show the players.

ACTS AND EVENTS

This adventure is broken up into three Acts. Each act has a bulleted list and developments that are happening behind the scenes; and a crescendo, which is a question (or questions) for the Gamemaster. Once these have been answered, it should indicate the peak of the act has been reached. From there is an example of how to transition to the next act.

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.

ADVENTURE SYNOPSIS

- Act I begins a few months after losing the Eye beneath the city of Chentoufi. The characters have gone about their lives, perhaps even gone on other adventures since then.
- As time has passed, the city of Chentoufi begins to feel the impact of losing the Eye, whether or not they realized it immediately. In particular, a water shortage has struck the city leaving many without their basic needs during this particularly hot summer. Crops wither, livestock dies, and famine looms.
- Riots begin breaking out as resources become more and more scarce and this is punctuated by a raid into the city by the Beluk-Tu, the slimescaled fishmen who serve the ancient one, Kthaat.
- Worse still, someone or something has been seen wandering the streets of Chentoufi, causing people to cry of ill-omens and curses. Most say it wanders in and around the Azure Spire, almost as if it were searching for something.
- At some point, the Sisterhood of Mazuzah seeks out the adventurers, telling them they are not only responsible for this apocalypse, but also that they must make it right, telling them the Azure Spire must be connected somehow.
- Once investigated, they find an ancient Ydrissid-turned-construct named Loam has projected his consciousness into the Azure Spire and has been searching for someone or something to help him - upon their arrival, he pleads for their aid.
- Loam tells them of the lich and how she has taken possession of the Eye, explaining she is reconnecting with the Eye, her phylactery, in order to revive her body from its deep sleep.
- In Act II, the adventurers must decide how to get out to sea in order to stop the sea lich.
- Asking around the docks, they find that many ship captains are hesitant to leave the safety of the Chentoufi docks, for fear of being lost as several others have been over the last few weeks.
- The party eventually finds two different captains who are willing to take them out to sea, but they must decide which one to work with.
- Following the directions provided by Loam and the information they received about the ships that have recently gone missing, they are able to track down the probable location of Ireshkigal's lair—the Phantom Reef far off the coast.
- Act III begins as the adventurers make it to the atoll and must dive beneath the waves and descend to Ireshkigal's fortress and the cause of all the misfortune in Chentoufi.
- Figuring out how to descend to the temple and fight their way past the temple guardians proves to be quite challenging, but they manage to make it to the bottom of the hole and into the fortress through magic and a little help from Loam.
- Once they are inside, Loam's projection meets them and tells them he is trapped here, but he can guide and assist them in stopping the engine that is slowly raising the fortress from the deep.
- After stopping the magical engine, they must make their way to the inner sanctum where the sea lich Ireshkigal has awakened and is recovering from her long hibernation.
- In the final battle, the party learns of the true, fearsome power of Ireshkigal and the Oculus of Senrahbah, but with the aid of Loam they are able to force the sea lich to flee, recover the artifact, and save the city!

IN AND AROUND CHENTOUFI

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” by others based on the thin coat of mucus on their fine scaly skin. 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.

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

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 thousands of years ago. One of four elemental artifacts, the Eye holds extreme power over elemental water. For decades, the cult known as The Oracle of Natatorial Verisimilitude has coveted the Eye, intending to use it as a conduit with which they could bring their master — the dark god Kthaat — here to the Material Plane.

However, the true owner of the artifact—the lich known as Ireshkigal, who had been in stasis for eons—was awakened when the Eye was so empowered, and seeks to be reunited with the device she had lost so long ago.

THE ORACLE OF NATATORIAL VERISIMILITUDE

Once a peaceful and small sect of water elemental priests who discovered the resting place of the Eye nearly two hundred years ago. The Oracle protected and nurtured the Eye, understanding its power, but not seeking to use it. Unfortunately, the Oracle was infiltrated and corrupted by followers of the ancient one, Kthaat, and their following quickly began a journey along a darker path — a path to summon the dark water god, Kthaat.

THE PALE COVENANT

Thousands of years since the fall of the Ydrissid, a power-hungry and secretive group of influential magic-users known as the Pale Covenant, led by the Zenok named Prezizor—a Disciple of Nerhof—have learned of the existence of the Oculus and its legendary power. The Pale Covenant has but one goal—bringing about the end of this weak and contemptuous world and instead, harnessing the awesome might of the Ydrissid to resurrect the Empire once again!

TIRASH

The Tirash is a sleek and agile ship with a narrow hull and a large, triangular sail that allows it to move swiftly through the choppy coastal waters. It is also capable of maneuvering in low winds and rough seas with 50 oars and is reinforced with sturdy timbers to withstand the rigors of long voyages.

The Tirash has a reputation for being a lucky ship, having weathered many storms and encountered few mishaps during its time at sea. Adad-nirari and his crew are proud to call the Tirash their home, and they take great care to maintain and improve the vessel to ensure it remains seaworthy for many more years to come.

Adar-nirari owns and captains the “Tirash” and the ship has a long and storied history in Okkorim, having been passed down through the generations and serving as a reliable and sturdy vessel for trade and transportation for many years along the coast.

ZENOKS OF CHENTOUFI

Chentoufi is the home of many powerful personas. Many people, powerful adventurers among them, come to Chentoufi seeking the lost knowledge of the Ydrissid. Of the many that search out the lost lore of the city, a few successfully find and understand it. The very top of this elite group earn the title Bitaal il Zenok [BI-tahl ihl ZEN-awk] or simply “Zenok”.

The Zenoks command fear and respect by all in and around Chentoufi. Many Zenoks are famous, or infamous, for their power and deeds. They hold status above that of a hero but below that accorded to actual demi-gods. Zenoks are often aligned with one of the powerful organizations vying for power in Chentoufi, and a few sell their services, which can change the skeins of fate, significantly raising up one group or destroying another.

PERSONALITIES

ABU L'ETH AND THE ANCIENT ONES

Eons ago, the Ancient Ones, incomprehensible gods from an alien cosmos, set their sights on the conquest of Okkorim. The Ydrissid Empire of Okkorim, with its vast power and conquests across many planes, drew their attention and wrath. The Ancient Ones began to influence and cultivate many cults and followers across the land of the Ydrissid. Slowly, they gathered enough energy to open a gateway for Yogshuroth, the Harbinger of Horror, and its aberrant army. They intended to weaken the barriers between realms and prepare for the Ancient Ones' eventual destruction and domination of the petulant Ydrissid.

However, the most adept wizards of the Ydrissid Empire discovered the invasion and rallied their factions, leading to a series of battles that resulted in the defeat of Yogshuroth and the imprisonment of the Harbinger. The high priest,



Abu L'eth's true form
Art by Eerie Dini

the Septarch, along with the True Zenoks, masters of the elements, sealed Yogshuroth away in a secret location. But the victory came at a great cost, as the True Zenoks disappeared, leaving their fate shrouded in mystery. While Okkorim was temporarily saved, the threat of the Ancient Ones still looms over all of Okkorim.

Amidst the aftermath, Abu L'eth, an opportunistic aboleth who served as a subordinate commander under Yogshuroth, seized the opportunity to take control. This millennia-old being, with vast resources and influence across planes, pledged allegiance to the Ancient Ones, but sought godlike status for itself. When the Ydrissid closed the planar gate, cutting off Abu L'eth from its empire, the aboleth realized a new chance for power.

Abu L'eth has studied and lived amongst the people for centuries, waiting for the right moment to strike. Varneezer, known as the "Lord of Sewers," is one of Abu L'eth's favorite and most influential disguises. In this guise, the aboleth wields significant influence in the criminal underground of Chentoufi. With huge amounts of wealth, power, and knowledge, Abu L'eth manipulates events from the shadows even today.

The secrets of Abu L'eth and the Ancient Ones remain known only to a select few. Abu L'eth possesses knowledge of what truly happened at Blood Reef and the fate of the disappeared True Zenoks. As a being of immense power and cunning, Abu L'eth has traversed Okkorim in various forms, observing and studying the people in preparation for its ultimate goal. While its empire remains inaccessible for now, Abu L'eth patiently waits, biding its time and seeking opportunities to gather its otherworldly forces and wage war, ready to claim Okkorim as its own.

ADAD-NIRARI

A skilled and respected leader among the maritime community in Chentoufi, Adad-nirari has spent many years sailing the seas of Okkorim and navigating through treacherous

storms, earning him a reputation as a reliable and capable mariner. Adad-nirari is known for his fair and just leadership style, always putting the safety of his crew and the success of their voyages first. He is fiercely loyal to his home of Chentoufi and works tirelessly to protect its shores and trade routes from pirates and other threats. Adad-nirari is renowned for his ability to navigate the oceans of Okkorim by combining the use of stars and what he calls an "ancient Ydrissid secret" to guide his ship through the vast and unpredictable waters of the world.

IRESHKIGAL (EH-RESH-KI-GAL)

The archlich known as Ireshkigal was one of the few Ydrissid who managed to survive The Wrath that toppled their Empire, but not without cost. She was once feared and respected throughout Okkorim for her formidable control over elemental water and her cunning and ruthlessness among her peers.

Ireshkigal's origins are shrouded in mystery, but it is believed that she was once a great sorceress and high-ranking among Ydrissid aristocracy. She had devoted her life to studying the arcane powers of elemental water and its relationship to the other six elements. She was known for her incredible magical talent and her fierce determination. As part of a cabal of water wizards, Ireshkigal had a hand in the creation of the Oculus of Senrahbah and was among those who used the Eye to great effect during the time of the Ydrissid.

However, Ireshkigal's thirst for power and eternal life separated her from the interests of the group and she instead sought to control the Eye herself. Eventually this corruption led her down a dark path and she turned to dark magic and necromancy in order to extend her life, escaping The Wrath. This transformation into a lich came at a great cost, however, as it required her to sacrifice her physical body and become an undead being bound to the Oculus, forever trapped between life and death.

After The Wrath, the Eye itself was misplaced or stolen from the lich's lair and lost to antiquity.

Ireshkigal was defeated, but not destroyed. Her powerful necromantic bonds sent her into a state of torpor beneath the waves in her fortress where she rested and waited for eons.

After the revivification of the Eye, the connection—albeit weak—was reestablished and the essence of Ireshkigal began calling out to it, seeking a way to reunite her body with the artifact.

GLUH'BLOOG

The new leader of a fanatical group of Beluk-Tu beneath the surface of Chentoufi in the Dahloom. Gluh'bloog is enraged by the loss of his master, Ay'fhyll'bloog (in episode two) and believes all surface dwellers in Chentoufi are to blame. After winning a brief civil war among the Beluk-Tu clans, Gluh'bloog has decided to take the fight to the city surface. The raids are small to begin with and are barely noticed among the population, but by the time the adventurers are engaged in events, Gluh'bloog leads a very large raiding party to the surface in an attempt to burn as much of the city to the ground as possible.

Unlike his deceased master, Ay'fhyll'bloog, Gluh'bloog sees the advantages in alliances with others in the Chentoufi underworld. As a result, Gluh'bloog has aligned itself with Abu L'eth, lending what is left of its clan to the vast network of the evil mastermind.

KTHAAT

(ALSO *THE MANIFESTATION OF KTHAAT*)

Kthaat is the Dark Water God, 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 Material Plane through the power of the Oculus of Senrahbah.

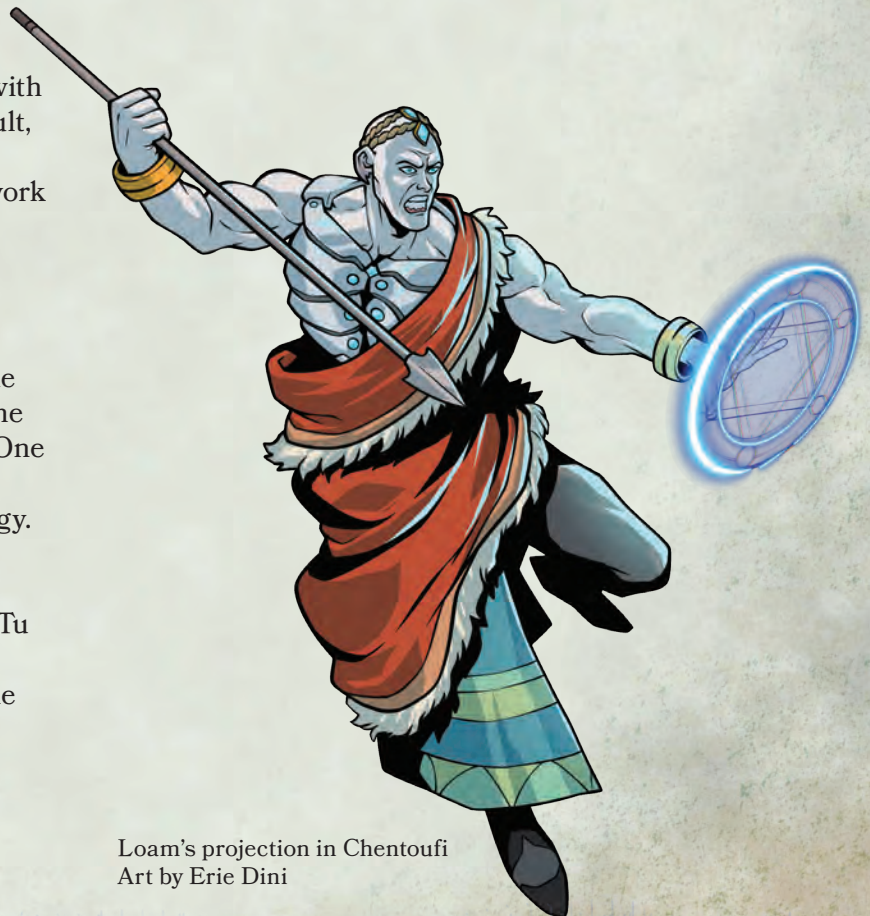
As with many of the Ancient Ones, Kthaat whispers to those who have been tainted by

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.

LOAM

Magically bound within the fortress's structure exists a unique spirit entity known as Loam. Once the inseparable lover of Ireshkigal, Loam's essence has been trapped in the lich's fortress as her guardian and seneschal for the last four thousand years. Loam's consciousness is capable of projecting his spirit about the complex as well as into a specially crafted construct that was initially designed to be the overseer of the entire complex. Over the years, however, Loam's physical form has severely deteriorated. This mechanical monstrosity, standing over seven feet tall, has gone from a once magnificent adamantite titan to a horrifying amalgamation of spare metal, swords, and shields arranged in a humanoid form.

Loam's jawless iron skull is decorated with a porcelain half-mask, placed there in a vain



Loam's projection in Chentoufi
Art by Erie Dini

attempt to hide the horror he has become. Glowing green orbs peer out from behind the mask, creating a striking visage. Loam is dressed in aged linen fabric that covers much of the construct's limbs, presenting a crude imitation of human skin. This results in a form that is a jarring mix of metal and cloth that creates both an imposing and disturbing appearance.

Despite the ability to venture throughout the fortress in an incorporeal form, the physical construct has long been confined to the third floor of the complex. This is both because doors and locks throughout the fortress have failed and because his ability to move from the infusing station where the construct recharges itself is now severely limited to just a few minutes at a time. The fortress isn't sentient, but it serves as a conduit for Loam to perceive the complex and respond to threats. Through this system, he has been the stalwart guardian for Ireshkigal for thousands of years. Now, after year upon endless year of contemplation, Loam has revised his pledge from guarding Ireshkigal to preventing the lich from ever leaving her tomb here in the fortress.



Pelicos Red
Art by Carlos Martins

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 was an operative acting on behalf of the Pale Covenant who had hired him to find the Oculus of Senrahbah. He betrayed the adventurers—and the Pale Covenant—instead stealing the Eye for himself. He has been missing ever since. Pelicos was of middle-height, but heavy-set human male. He had dark black hair that was usually cut very short, a dark complexion, and dark eyes.

After stealing the Eye of Chentoufi, Pelicos was drawn out to Ireshkigal's burial crypt far from the coast of Chentoufi. He ventured out and made his way down to her burial chamber where he was immediately killed by the ancient sea lich.

SAMMURA AMAT

The leader of the Sisterhood of Mazuzah, Sammura is a confident, lithe human woman in her late thirties with bronze skin and a quiet, poised manner. She wears well-worn leather armor beneath a frayed linen cloak of indistinct gray, making her blend in unnoticed with any crowd of ordinary folk. Her deep hood hides sharp, arresting features and a cascade of black hair with a few locks of pure white peeking out of a loose braid. Those colorless streaks are the medals she earned in countless battles against the life-leeching wizards of the Pale Covenant.

Sammura loves to wander alone through the bustling Chentoufi streets, becoming just another faceless traveler in the crowd. While walking through the shaded alleyways, her ears always catch the chatter of everyday workers and street folk—intelligence and rumors more valuable than the Wazir could buy. It's in these moments she slips into her old self, becoming the resourceful treasure-hunter and secret-finder who always kept one step ahead of her enemies.

Behind closed doors, Sammura transforms into the stately leader of the Sisters of Mazuzah, making every effort to carry herself in a way befitting of such an important figure. Sammura projects fearless confidence in this role, though

in truth, she fears a great deal for the future of a world so rife with power-hungry madmen and catastrophic magicks. But even when Sammura doubts herself, she does not doubt Mazuzah, who has guided her through her darkest hours. She sees it as her duty to share this strength of faith with her sisters.

Sammura's goals center around protecting the future of civilization itself. She believes only destruction can come from unearthing the secrets of the past, and so those secrets must remain dead and buried. She has paid a lifetime in blood and tears in this pursuit.

Sammura ceaselessly hunts for the four legendary relics of the Ydrissid empire, which are believed to have played a role in causing The Wrath. Her driving motivation is to find and utterly destroy these artifacts before another faction gets to them.

Sammura's other desire is to crush the Pale Covenant, a league of wicked magic-users who seek the Ydrissid empire's relics for their own evil purposes. Her worst rivals in the Covenant have survived and grown alongside her for almost two decades, always keeping pace. Her life has centered around trading blows with these villains as they constantly try to outdo and undo each other. Too many of her cherished sisters have fallen to their accursed magic.

ACT I - DARK TIDINGS

A SUMMARY OF ACT I

- The adventurers are in the market, perhaps having just returned from an adventure in the Blighted Lands.
- They are well-known now within the city, particularly in this area, but have long lamented the loss of the artifact known as the Oculus of Senrahbah — so many people wave or stop and chat with them.
- As they are having lunch or walking through the local market, a scuffle breaks out nearby over a bucket of water, emphasizing the dire straights in which the city finds itself.

- Quickly people in the market begin shouting of the end of times and a curse; they begin fighting over resources in the market, and a riot erupts over water which they believe will soon be gone.
- Successfully intervening (or not) in the riot, the party is approached by several acolytes of the Sisterhood of Mazuzah.
- The sisters have recognized them and are angry at them for disturbing the balance in the city; they implore them to resume their search for the Oculus and bring it back to the city, for they are certain its disappearance has something to do with the water shortage.
- The sisters insist the party must undo their wrongs and stop whatever is going on in the tower.
- By the time they get to the Azure Spire, they can see seaweed and even coral forming on its exterior, originating from the top.
- At the top of the tower they encounter none other than Pelicos Red who is in the middle of some sort of ritual related to the location of the three other elemental artifacts.
- After putting up a brief fight, Pelicos transforms into a blue ball of water and jets out to the sea, ending the battle and leading to Act II!

DEVELOPMENTS

While the adventurers have not been idle since their expedition to the Everdark, they nevertheless may have missed signs the city is in serious trouble. Individually, these indications have not amounted to much, but there is the opportunity for several different events to occur early on that will allow them to draw their own conclusions. While things may continue to deteriorate without the intervention of the adventurers, the Sisterhood eventually comes to insist the party fix the problems they have caused.

It may occur to the adventurers that clerics and druids could use the Create Water spell to stave off the drought and water shortages. Unfortunately spells aligned with water, to include creating water, are not working

effectively in the city. The Eye shielded Chentoufi from the dampening effect that The Blighted Lands has on all such castings. In fact, many of the temples and churches around the city are already providing this service, rationing out water in a fashion similar to that of a soup kitchen. For a city of over 1-million people, however, it is enough to slake thirst, but not enough to solve the problem entirely. It also amounts to a full time effort for many of the clerics and is thus not a long term solution.

CRESCENDO

There are several events in Act I that can be used to fill out the story more, as time allows. The party should get the sense that something ominous is building up behind the scenes. It is up to them to figure out exactly what that is. The encounter with Loam in the Azure Spire will be the indication it is time to move on to Act II!

EVENTS

I. MORNING IN THE MARKET (REQUIRED)

READ THE FOLLOWING ALOUD:

It has been months since the loss of the Oculus of Senrahbah to the treacherous Pelicos Red... just enough time for the sting of betrayal to lessen, if just a little. You have spent your days since seeking different treasures and solving other mysteries. This morning you find yourselves in the market of the Low Quarter, meeting for breakfast with your friends. Times of late have been troubling as the fresh water in Chentoufi is mysteriously drying up. You have to get to the market early if you want a chance of getting at least a small measure of water before it is gone for the day.

The party has had a number of adventures since losing the Eye and regularly meet here to exchange rumors and generally stay in touch. This morning, however, is different insomuch as the water in Chentoufi is at critically low levels and the riots are about to begin.

HAPPENINGS AROUND CHENTOUFI

If the adventurers ask around for rumors and events in the city, they are informed of the following recent events:

- DC 10 Charisma (Persuasion) - The city has been experiencing water shortages for over a month, but in the last week the shortage has grown critical as mud has started coming up from some wells.
- DC 10 Intelligence (Religion) - The Temple of Mazuzah has shut its doors to all worshippers in recent weeks. The rumors are that the Goddess of Luck, Fortune, Fate, and Brewing has turned her back on her priestesses.
- DC 12 Wisdom (Survival) - Many people in town believe deaths due to lack of water are inevitable and people should flee to the mountains where water is more plentiful.
- DC 12 Charisma (Persuasion) - There are rumors of several ships having been lost out to sea in the last month. The numbers vary, but somewhere between three and six ships have been lost.
- DC 12 Intelligence (Investigation) - A mysterious figure has been seen walking the city streets at night. Most of the sightings seem to have been around the High Quarter. Thus far, no one has been brave enough to approach the figure.

The adventurers meet as usual but as they begin exchanging stories and barbs, two groups of a Chentoufan citizens nearby begins shouting at each other over a bucket of water and the verbal altercation quickly escalates to a brawl in the street. The heat, lack of water and fear cause the brawl to spread rapidly in the crowded space.

A voice in the crowd shouts out that the gods have deserted us and exclaims this is an ill omen that surely means the end is here! Almost immediately people begin toppling carts and ransacking the area in a desperate bid to grab what they can and flee. Breaking up the mob could prove challenging, but instinctively the characters know they should not use lethal force against the mob.

There is nothing necessarily preventing them from doing so, but should they begin cutting down citizens it will escalate the situation and the garrison will be deployed. Within 10 minutes of the riot breaking out, a group of 25 soldiers will show up in addition to the guards. They will put those who do not submit to the sword in order to quell the upheaval. Should this prove insufficient to deter the violence, an ice storm, per the Wizard's spell cast at 9th level, will rain down on the area dealing 4d8 bludgeoning and 2d6 cold damage (note: 50% damage from the effects of the Blighted Lands) to everyone in the square. The DC to save against the spell is 18. This serves simultaneously as a warning to stop the violence, and a magnanimous gesture from a nearby Zenok to provide some extra water for the morning crowd. City guards will move in afterwards to arrest those who are still alive.

2. WRATH OF THE SISTERHOOD (REQUIRED)

As the crowd breaks up, the party has a chance to notice a few people on the periphery who have not dispersed. With a successful DC 12 Wisdom (Perception) check, the party will notice several cloaked and shrouded individuals standing near open alleyways and around the corners of buildings. These are members of the Sisterhood of Mazuzah (NG; AC: 12; HP: 45; 2 per character) and are led by the high priestess of Mazuzah herself, Sammura Amat (NG; AC 20; HP: 111).

The Sisters were drawn from their temple nearby to investigate the Azure Spire when they came upon the riot. They too were involved in breaking up the fight and dispersing the crowd. Now, having spotted the party, they are cautious before approaching to parlay. Sammura recognizes the adventurers from the Sisterhood's encounter with them when they began their search for the Eye in episode one.

While not interested in fighting with the adventurers, Sammura and the rest of the Sisters are angry with the party for uncovering and releasing the Oculus of Senrahbah into the world. The high priestess

tells the party this encounter between them was not by chance - Mazuzah has sent a sign to her. She tells the adventurers they must investigate the Azure Spire and undo the damage they have done to Chentoufi.

If the party agrees to help, she will instruct several Sisters to join them in their efforts. She also presents them with a drinking horn she calls the Replenishment of Her Good Fortune, telling them it will heal their wounds and restore their mind should they need it. If they refuse or hesitate, Sammura becomes visibly angry and scolds the party for their part in this travesty. The water will run out and the riots will grow worse until the city is nothing but a flaming ruin.

As the situation worsens, others more powerful and less polite personages in Chentoufi will discover who is responsible. First the Council of Shadows will send a representative suggesting strongly that they should correct their mistake. If they don't take the advice there will be a bounty put on their heads by the Council. If they still refuse to investigate, then the Wazir will declare them outlaws, have them hunted down, jailed and tried for treason against the Wazir for stealing the source of water in Chentoufi. They will be executed or agree to recover the Oculus.



Art by Vagelio Kaliva

REPLENISHMENT OF HER GOOD FORTUNE

Wondrous item, legendary (requires attunement)

The Replenishment of Her Good Fortune is made from the 12-inch long horn of a Kudurru, the mystical and holy messenger of the goddess Mazuzah. Once attuned, the horn has seven charges. Using the listed number of charges, the owner may cast one of the following spells as an action:

- aid (1 charge)
- healing word (1 charge)
- spare the dying (1 charge)
- aura of vitality (1 charge)
- heroes' feast (2 charges)
- mass healing word (3 charges)

Once the last charge has been used, the horn will no longer function until taken to a Cleric of Mazuzah of at least 10th level who can perform the ritual to replenish the horn.

3. ATTACK OF THE BELUK-TU (OPTIONAL)

The lack of water in the city is affecting more than just the inhabitants above ground. Below the city, the Beluk-Tu who once held control over the Oculus of Senrahbah have experienced much trouble as well. Without their leader Ay'fyhl'bloog—who died in episode two—a civil war broke out among the remaining clans in the Everdark beneath the city. Many of the Beluk-Tu fled the area which was now drying up after the removal of the Eye. However, a fanatical group led by a new boss named Gluh'bloog has decided to take their frustrations out on the citizens of Chentoufi. Their plan is to destroy what they can and take everything they can carry to the sea where they hope to make a new home for their clan.

At some point in the first evening or night of the adventure, the Beluk-Tu (CE; AC: 12; HP: 24; 10 per character) led by Gluh'bloog (CE; AC: 18; HP:

98) begin their attack upon the city in the vicinity of the party. Fires break out and people begin dying as the Beluk-Tu continue their rampage towards the sea. The Beluk-Tu use magical snares to entrap people as they move, hauling their victims with them out to sea where they will be used for food.

If Gluh'bloog is killed, the remaining Beluk-Tu seem to lose their initiative and begin attacking in a less coordinated manner. Within 5 rounds of its death, the assault is reduced to individuals running pell-mell for the sea. In the end, dozens of Chentoufans are dead or missing and many more are injured. The fires are extinguished, but not before significant damage is done to the city.

Citizens who witnessed the attack immediately begin whispering of angered gods and ill-omens that are going to kill everyone and destroy everything in the city.

4. RETURN TO THE AZURE SPIRE (REQUIRED)

When the adventurers approach the tower, they can see the square around it has been completely abandoned. Even the city guard and homeless who occasionally stay in this area are absent. Notably, the area smells strongly of the ocean and a DC 14 Wisdom (Survival) check notices the water running along the cracks in the street from the tower is sea water.

As they approach the glorious lapis-lazuli tower, they can see a mass of green vegetation visibly growing from the top of the tower down its length. There are kelp vines descending dozens of feet down the sides of the tower dripping salt water down in a steady staccato of drops on the stones. The door to the tower has not been relocked or chained since they were last inside of it months prior, but the door itself is dripping with water and has swelled in the doorway requiring a DC 16 Strength check in order to open it.

When the door is opened, a small wash of water flows out from within the tower. Inside the tower,

it is practically raining with seawater from above and the air is thick with moisture. Once inside the party is faced with the hundreds of steps to the top of the tower, but there is nothing but an empty room at the bottom of the tower.

At the top of the tower:

As the adventurers get closer to the top the greenish light intensifies significantly, as does the smell of the ocean.

READ THE FOLLOWING ALOUD AFTER THEY LOOK INTO THE ROOM AT THE TOP OF THE TOWER:

As you approach the top steps of the tower, the green glow seems to wash through the opening and the creeping seaweed flows down at least ten steps from the top, making the remaining distance treacherously slick.

Inside the room you see a tall figure standing on the sea side of the tower looking out into the distance. A moment later you hear a deep voice in your head that says, "Fear not. I am not here for conflict. Quite the contrary. I need your help."

With that, the figure turns and you see what now appears to be a nearly transparent warrior in an ancient gleaming armor you've not seen before. He carries a spear with a small shield on his left arm. He has a shaved scalp save for a single braided tail at the back of his head. Green glowing eyes pass over each of you, as if evaluating you. The man's peaceful countenance somehow puts you at ease despite his piercing gaze.

This is Loam, or rather, the mental projection of Loam as he remembers himself thousands of years ago. He is the forsaken lover of the lich, Ireshkigal, and guardian of her tomb since it submerged beneath the waves millennia ago. If the party has been listening to the whispered rumors, it is easy to match the person before them as the same being who witnesses have

seen wandering about the city and flying in and out of the Azure Spire.

Loam was once a powerful Ydrissid eldritch knight and consort to Ireshkigal who served her faithfully during (and well after) her quest for power. When Ireshkigal fled to her fortress to escape the Wrath, she took Loam and other minions with her to guard her body for all of eternity—until such a time as she could return to power.

Loam has faithfully guarded her ever since, but over the years this has turned from protecting her to ensuring she never returns to power. After thousands of years of contemplation and introspection, Loam has realized Ireshkigal is too dangerous for the world and she must remain in her tomb beneath the waves. When the Eye was finally returned to her by Pelicos, her body began to reconstitute and Loam knew he had to act.

The ancient knight is using the power imbued upon him by Ireshkigal's magical fortress to send a projection of his spirit to Chentoufi to seek help in stopping the lich. Should the adventurers be willing to listen to him, he explains all of this to them and asks them to make their way to the Phantom's Reef. There they will find an entrance to her fortress, hidden for thousands of years. Once they make their way past the entrance, Loam himself will help them the rest of the way.

"You must make haste!" Loam states finally, "Should Ireshkigal rise again, all of the world will face her wrath!" With that, the projection evaporates leaving a brief misty afterimage before vanishing completely.

5. ATOP A PALE HORSE (OPTIONAL)

The Pale Covenant has become impatient and decided to send their minions abroad in search of Pelicos Red. Assuming, but unaware of his betrayal, a Pale Rider (LE; AC: 17; HP: 110; 1) has been told to seek out the mercenary thief and bring him back alive. By tracing Pelicos' steps, the Rider is able to track down who was most recently associated with the thief. That, of course, has led the Rider to the adventurers.

READ THE FOLLOWING ALOUD:

You are considering what steps to take next when suddenly people begin rapidly getting off the street, hurriedly ducking into shops and alleyways. In a matter of moments the street is eerily silent with only a few curious observers lingering to see what unfolds....At the end of the street, a rider dressed in pale gray garments sits atop a muscular white horse. The rider carries a long pole-arm and seems to be staring intently in your direction.

FOR THE GAMEMASTER

This is the Pale Covenant emissary sent to recover Pelicos Red. Initially the rider speaks to the party in a language they do not understand (ancient Ydrissid), but upon realizing they do not speak the same tongue, they switch to Common.

"You are in concert with the one known as Pelicos Red," the Rider states calmly, switching to Common, "I would see him...Now."

If the adventurers say anything other than (or similar to) "We will take you to him", the Rider attacks. Roll for surprise. This is a standard initiative roll, but anyone who the Rider beats in initiative cannot act on the first round of combat.

The rider first charges the party with its pole-arm attempting to knock them prone. The horse and rider will focus on those in particular who are surprised. If the emissary manages to defeat the characters he will interrogate them to find out Pelicos' location.

ACT II - OUT TO SEA A SUMMARY OF ACT II

- By the end of Act I, it is clear the loss of the Eye of Chentoufi will have grave consequences beyond the drought should the adventurers fail to act.
- If they intend to follow Loam's instructions, the party must find a ship on the docks and hopefully convince someone to take them out on the water.
- On the docks they meet several potential captains, but ultimately have to choose between an expensive, but reliable ship or a captain offering a more reasonable fee, but a clearly a shadier crew on board.
- The more reliable sailor is named Adad-nirari, a ship captain who says he is willing to take them out to the location of a strange "water cloud" that has formed in the sea and swallowed several of his friend's ships.
- Another captain who agrees to help them is named Captain Nzinga Okoye. She is willing to take them out on the water for a smaller fee and a favor; a seemingly better deal.
- When the party does manage to get on the water, they have different encounters depending upon the choice of captains they make.
- Sailing with Adad-nirari, the adventurers are attacked at sea by a giant sea creature that attempts to sink the ship.
- If they sail with Nzinga Okoye, she and her powerful crew attempt to take them prisoner with the expectation of selling them to the highest bidder in the far off city of Xal-Gor.
- Whether they fight the sea monster or the crew of the Wave Crasher, they manage to get close enough to Phantom's Reef to finish their journey and get to the entrance of Ireshkigal's fortress.

DEVELOPMENTS

Ireshkigal does not sit idly by as the adventurers work to thwart her plans. She begins using the Oculus to awaken her minions and bring her

fortress to the surface where she will start her reign anew. Loam's consciousness has returned to his body within the fortress and he is doing his best to prepare for the arrival of the party while avoiding alerting either Ireshkigal or her minions. The second of seven elemental gates is now open and the third begins to rumble to life as it starts opening as well.

CRESCENDO

At the conclusion of the epic battle on their ship, the party is within sight of Phantom's Reef and may now proceed on to Act III!

EVENTS

6. GOING TO THE DOCK OF THE BAY (OPTIONAL)

This event is best used if the party seems to be stuck or hesitating to chase after Pelicos.

Soon after their encounter with Loam in the Azure Spire, the party begins hearing whispers of concern coming from the people of the city. People talk of running out of water; of more ships going missing from the Najur Sea as well; others speak of a deadly wave that has washed up thousands of dead fish; while still more speak of the ocean turning red with blood!

FACTS AND RUMORS:

- **Deadly Wave.** Indeed there was a wave that washed ashore in the early morning hours before the party met with Loam. Word of this huge wave has made its way quickly around the city. This heralded the opening of the second of seven gates in her fortress, creating another frothing whirlpool off the coast. The shockwave killed tens if not hundreds of thousands of fish in a huge diameter around the fortress. A DC 14 Wisdom (Survival) check will reveal the cause of death as concussion or bludgeoning damage.
- **Blood Red Sea.** While discomforting, the origin of the "blood red" color of the ocean is far more mundane. When the ritual began, it disturbed

the seafloor to such a degree that it stirred up sediment for miles around. The red clay floor combined with the reddish tint of the silt has produced a blood-like appearance in the water. A successful DC 14 Intelligence (Nature) check will remind the character of the nature of the seafloor and reveal the actual source of the blood red color of the water.

- **Missing Ships.** The list of missing ships continues to grow. Now people whisper of another ship that had not returned from fishing that morning. Ship crews are starting to refuse to go out to sea. These ships have fallen prey to the whirlpools that are sucking air into Ireshkigal's fortress. They have all been sunk with all hands lost.

Overhearing these concerns is intended to draw the party to the docks where they can continue their investigation.

7. WHO TO TRUST? (REQUIRED)

Finding a sea captain willing to hear their story and overcome their superstitious attitude towards what is going on in the water is difficult. However, two such captains eventually present themselves: Adad-nirari, the captain of the Tirash and Nzinga Okoye the captain of the Wave Crasher.

As the party reaches the docks, they find both Adad-nirari and Nzinga Okoye ready to set sail. They must now make a decision on which captain to trust and whose ship to board.

Adad-nirari. The respected sailor stands near his ship, the Tirash, alongside his crew who are preparing for the voyage. As the adventurers approach, he reiterates his conditions: a higher price for the journey to the island of Mull and the small fishing village of Mulampur. He explains that once they reach Mulampur, the party can easily find a local fisherman to take them to Phantom's Reef.

The party might be inclined to choose Adad-

nirari if they value trustworthiness and would prefer to deal with a reputable captain, even if it means paying much more and having to make additional arrangements once they reach Mulampur.

Nzinga Okoye. The pirate captain leans against her ship, the Wave Crasher, surrounded by her rugged crew which even includes a few evil Beluk-Tu. When the adventurers approach, she smirks and offers them a much better deal. Her price is one-third of Adad-nirari's request and she promises a direct journey to Phantom's Reef. However, her reputation as a disreputable figure raises doubts about her true intentions.

The party must decide which ship to take based upon time and money. If they have had previous encounters with the Beluk-Tu, they might be more cautious about trusting Nzinga, knowing that the fishmen are dangerous adversaries. On the other hand, they might be willing to take a risk for the sake of reaching their destination more quickly.

Once the party has made their choice, the chosen captain begins preparations for the journey. The unchosen captain remains at the docks, possibly to reappear later in the campaign, either as an ally or a rival depending on the circumstances.

The outcome of this event leads directly to the encounters and challenges that the party faces in the following events of Act II, as they take sail and head to Phantom's Reef.

8. THE WAVE CRASHER (OPTION 1)

Should the party decide to hire Nzinga Okoye, they are able to board the Wave Crasher the following morning to set sail. The vessel is well-worn and has seen many battles, with numerous patchwork repairs and scars adorning its hull. The crew is a motley assortment of rough-looking sailors, each bearing their own scars and tattoos, hinting at their dubious pasts. Despite their disreputable appearances, they

seem capable and efficient as they prepare the ship for departure.

The journey progresses quickly and without incident for the first day, however despite the promise of a short journey Nzinga informs the party late in the day that they must lay anchor overnight because of an incoming storm. The crew drops the anchor and begins making preparations by lashing equipment and supplies to the deck and eventually go below decks for the evening.

Hearty Meal. The cook has made up a hearty stew and the captain invites the characters to dine with her in her cabin. Note the food and drink is drugged with a slow acting poison. All that eat or drink the food will have to make a CON save (DC 15) after 2 hours. Failed saves result in the poisoned condition for 8 hours or until magically cured.

Betrayal. Unsurprisingly, Nzinga knows the party by reputation and once she booked their passage, she immediately went to her underworld contacts in the city and found out there was a substantial bounty on their heads. Specifically, through a mutual acquaintance, she made a deal with a gang of Beluk-Tu to stop at this location and wait for the fishmen to come collect the party.

Overnight, the ship will be boarded by a large crew of the Beluk-Tu (CE; AC: 12; HP: 24; 3 per adventurer) with their leader (CE; AC: 16; HP: 92; 1) and a Beluk-Tu shaman (CE; AC 12; HP: 52; 1) in an attempt to capture the adventurers. The Beluk-tu are in position for the attack by nightfall and will await the signal from Nzinga to board stealthily to ambush the characters, or they will climb the ropes immediately if they hear shouting or the sounds of combat.

Negotiations and Threats. Nzinga will not be persuaded by any attempt to negotiate the stop. She is here to sell the party to the Beluk-Tu and will not jeopardize her underworld reputation by backing out of the deal she's made. However, if the group presents a credible threat to her and



her crew, she can be threatened with a DC 20 Charisma (Intimidation) or Strength (Intimidation) check. If the party were to physically attack the crew, they will rally and retaliate, but only until a few of them have been killed or incapacitated. Should this happen, Nzinga will admit to trying to sell out the party and agree to finish the journey to Phantom's Reef.

After the Fight. Following the fight with the Beluk-Tu, the adventurers discover they are within sight of Phantom's Reef, but the Beluk-Tu have damaged the ship to the point of being disabled and unable to sail further. In order to reach the reef, they must take the dinghy instead. The trip takes an hour or so.

9. THE TIRASH AND THE ISLE OF MULL (OPTION 2)

Choosing to trust the more respectable Adad-nirari, the party boards his ship, the Tirash. The vessel is well-maintained and clean, a testament to its captain's competence and professionalism. The crew, while still a diverse group, presents a more disciplined demeanor than that of the Wave Crasher. As the ship sets sail, the journey to the island of Mull is relatively uneventful, with calm seas and fair winds.

Upon arrival at Mull, the party is greeted by the sight of the quaint fishing village of Mulampur.

As the Tirash approaches the island of Mull, you catch sight of a small, picturesque fishing village

nestled along the coast. Thatched-roof cottages are scattered among the lush green landscape, while colorful fishing boats dot the shore. The salty scent of the sea mingles with the aroma of freshly caught fish and cooking fires as you approach the village. The locals, dressed in simple, weather-worn clothing, offer you curious but wary glances.

In Mulampur, the party begins to inquire about the mysterious anomaly at sea. As they talk with the villagers, it becomes apparent that strange events have been occurring in town as well. Fishermen report their nets coming up empty, while others speak of strange sounds echoing beneath the waves. Some even claim to have seen bizarre, shifting shadows in the water's depths. Unbeknownst to the villagers, these occurrences are linked to the awakening of the ancient dragon turtle, Tiash'ut, a servant of Ireshkigal.

To reach Phantom's Reef, the adventurers will need to convince a local fisherman to take them out to sea. The villagers may be initially reluctant, but when convinced their lives may be at stake, several brave fishermen offer to take them to the atoll.

10. THE CRABMEN COMETH (OPTIONAL)

The arrival of the adventurers on Mulampur is opportune because a few hours later, as the sun begins to set, a raiding party of Sentinel Carapaxians (LN; AC: 16 ; HP: 39 ; 4 per adventurer) from Phantom's Reef have arrived in town. Disturbed by the awakening of Tiash'ut and the fortress, they have taken this as a religious omen that their time to rise up has come (see the Carapaxians in event 14, The Leviathan Drive, for more information).

The carapaxians are methodical in their raid, going from building to building rather than rampaging without direction. They kill any living creature they see and even consume parts of them. Anything of perceived value they throw into the nets upon the backs of their carapaces.



The adventurers go from hunters to prey when the zombie sharks catch their blood scent.
Art by Carlos Martins

II. SMALL DINGHY, BIG OCEAN (OPTIONAL)

Should the Gamemaster so choose, this event can be used either when the party takes a dinghy from the Wave Crasher or when fishermen from Mulamper take them out to the atoll. The boat they are on is a small, oar-powered vessel that can accommodate ten Medium-sized creatures safely. In order for the boat to travel straight, two people must be on the oars at the same time. If the party is with the fishermen from Mulamper, they control the oars for the party.

While in the water, roll twice on the following encounter table. If the first roll results in an encounter, do not roll again.

Roll 1d10	Results
1-4	No Encounter
5-6	2d10 Soraquans (U; AC: 13; HP: 33). Hungry and out for an easy meal.
7-8	2d3 Zombie Sharks (CE; AC: 13; HP 87). Undead fish seeking living flesh.
9	2d4 Carapaxian (LN; AC: 16; HP 39). Protecting their territory from intruders.
10	1 Bahlruk (N; AC: 16; HP 189). Floating on the surface waiting for prey.

ACT III - THE DEPTHS OF DESPAIR

Finding their way to Phantom's Reef is just the first step in uncovering what is behind the disturbance. Once at the bottom of the "blue hole" at the center of the atoll, the adventurers discover an ancient underwater fortress resting on the sea floor. From here they can see the first two elemental gates are drawing air and water into the fortress. The party must continue forward and discover a way into the fortress—the resting place of Ireshkigal and the current location of the Eye. Their efforts culminate in the discovery of a U-shaped entrance near the floor of the ocean that is guarded by an ancient kraken and several undead minions. After dealing with these guardians, the way is clear to enter Ireshkigal's lair.

The interior of the fortress is massive, but not incredibly complex.

A SUMMARY OF ACT III

- The characters must now make their way to the seafloor and find the entrance to Ireshkigal's fortress.
- Once there, they discover the whirlpools are actually vortices sucking air from the surface into the fortress in order to raise it to the surface.
- After defeating the guardians of the entrance, the adventurers are able to proceed inside to search for Loam, their guide through the fortress.
- In addition to several traps, Ireshkigal has also populated her fortress with dozens of aberrant guardians to protect her as she continues the ritual of reviving her body.
- As the party explores, they finally encounter Loam, the Seneschal of the fortress who will help them stop the ritual and defeat Ireshkigal.
- Loam wants only to be released from his obligation and finally find the eternal rest of death, but he cannot do so until Ireshkigal has been dealt with.
- Before they can face their final challenge, the party must slow down or stop the remaining gates from opening, lest they allow the fortress to surface and the lich to reach her full strength.
- After dealing with the gates the adventurers make it to the ritual room where Ireshkigal is reviving her body and merging with her phylactery, the Oculus of Senrahhbah.
- Even at a fraction of her strength, Ireshkigal is a powerful and mighty foe—the party is unable to deal with her on their own and Loam is forced to break his vow to protect his love and join in the combat.
- With Loam's help, the party manages to separate the lich from the Oculus, but are unable to defeat her entirely.
- Ireshkigal uses her considerable magical power to make good on her escape, teleporting to her dragon turtle servant, Tiash'ut, and fleeing the fortress.
- Once her magical energy leaves the fortress, it immediately begins collapsing under the weight of the water above it and the party must flee or be crushed.
- When the adventurers return to Chentoufi they are faced with a dilemma—restore the Eye of Chentoufi and bring water back to the city or attempt to destroy the artifact and seal the fate of the people of Chentoufi!

DEVELOPMENTS

Ultimately, the key to stopping the gates from opening is defeating Ireshkigal. However, the party can slow them down if they help Loam and sabotage the gates found throughout the complex. The lich, in her concentration, is largely unaware of the approach of the adventurers, but her minions quickly rally to attempt to defend the fortress and stop the party. Additionally, Tiash'ut, the enormous and extremely ancient dragon turtle dracolich has stirred from its eon-long slumber at the behest of Ireshkigal and is occasionally shaking the entire complex.

CONCLUSION

The final confrontation with the lich is not an easy one. Ireshkigal is not only a supremely powerful wizard, but also a full lich with the knowledge of the ancient Ydrissid at her disposal. The party would likely be entirely destroyed were it not for the intervention of Loam on their behalf. While they are able to force her to flee and thwart her plans to raise her fortress with the power of the Oculus of Senrahbah, they are unable to completely destroy her. She flees the fortress and escapes on the back of Tiash'ut to fight another day.

Back in Chentoufi the party must decide what to do with the artifact. The city is dying from the drought and replacing the Oculus on its pedestal below the city would renew the flow of water to the desperate population. However, doing so raises the question about the continued existence of the Oculus with its ties to Ireshkigal. Undoubtedly she will attempt to retrieve it again and destroying it now—as her phylactery—would likely destroy her as well.

II. DOWN IN A HOLE (REQUIRED)

READ THE FOLLOWING ALOUD:

Phantom's Reef is an eerily serene atoll, stretching only about 900 feet long and 600 feet wide. A few stubborn trees and shrubs dot the landscape, peeking up from the sand like skeletal remains. The true marvel of the atoll is the seemingly bottomless azure chasm carved into its heart. A nearly perfect circle cut in the island, framed by stark white sand and filled with a deep blue water. The contrast of the hole in the sea to the surrounding shallow water gives the appearance of a gateway to the depths. What lies beyond is simultaneously mysterious and terrifying.

Art by Daniel Comerci



A “blue hole” is a natural phenomenon in which sinkholes have developed in limestone or reef formations. Some, such as this one, can be hundreds of feet deep. Ireshkigal’s complex lies at the bottom of this blue hole, some 400 feet below the surface. The water here is a deep, dark blue making the structure impossible to see from the surface.

The adventurers must use water breathing magic or magic-items to make it to the entrance of her lair, but not before dealing with the guardian of the atoll which rests within the blue hole. The guardian who calls itself Absu (N; AC: 22; HP: 294; 1) has lived here for almost as long as the fortress has been here, having been drawn to the powerful elemental water magic resident here. Absu is an intelligent cephalopod that hides in the recesses of the cavern, only coming out when intruders disturb the area.

Absu will detect and approach all but the stealthiest of groups by the time they reach the bottom of the hole.

WHEN ABSU IS ENCOUNTERED, READ THE FOLLOWING ALOUD:

The creature before you is an otherworldly amalgamation of horror and fascination. Its vast form undulates in the gloom of the water, presenting a silhouette that stretches across most of the cavern. Its elongated body tapers into eight powerful, writhing tentacles, each of these tipped with hard, bone-like protrusions. Its skin is a mottled fusion of iridescent blues and greens that shimmer occasionally with iridescent light providing momentary trails of light in the darkness.

Above a gaping, beak-like maw lined with rows of jagged, bone-crushing teeth, two large eyes gaze out with an eerie intelligence. Their glow burns with primal fury and cold calculation. Perhaps the most eerie of its features might be the crown-like structure adorning its massive head, a mass of shorter, writhing appendages giving it an almost regal yet dreadfully grotesque visage.

Absu Just Wants to Talk. Surprisingly, Absu is not a brutal killing machine and is rather intelligent. It has been alone for thousands of years, and will stop its attempts to devour the party if they attempt to negotiate or converse with it. While it cannot speak Common, a DC 16 Charisma (Performance) or Charisma (Persuasion) check will stop Absu from attacking assuming it is associated with a good story or riddle. If it is satisfied with the conversation, it will let them pass through the gate of the fortress; if not, it will resume its attempts to eat them.

During a battle with the behemoth, should the party reduce Absu to less than 50% of its HP, it will summon Zombie Sharks (CE; AC: 13; HP 87; 1 per character) to the area who arrive at the start of the next round. Additionally, Absu will use its ink cloud ability to blind the party as often as possible because it is not affected by its own ink.



Absu of the Depths
Art by Erie Dini

12. FIRST CONTACT (REQUIRED)

The seneschal of the fortress has the magical ability to project its consciousness to nearly every part of the complex, but its physical form is trapped on the third level. When the adventurers arrive at the front gate there should be a few minutes where they try to figure out how to get into the keep, but at some point, Loam detects their presence and opens the outer gate for them.

READ THE FOLLOWING ALOUD:

The gate before you is as imposing as it is old. Reliefs of sea creatures adorn both doors, and barbed spikes meant to repel invaders reach out at least two feet from the portal, intent upon impaling anyone foolish enough to charge at the doors. While you can see the seam between the twin gate doors, it is obvious that it has not been opened in many, many years.

FOR THE GAMEMASTER

Allow the players to contemplate how to open the gate for a few minutes before reading the following aloud:

As you are debating what to try next, you hear a thunderous crack that reverberates through the water around you. As you look towards the gate, you see a mass of bubbles rise from the crack that is forming between the two doors. Before your eyes, the doors begin to open and an eerie green light can be seen beyond. In just a few short seconds, the gate is opened wide enough for you to proceed inside.

FOR THE GAMEMASTER

Once inside, the outer gate shuts behind them and the water level quickly lowers. As soon as the water has been completely evacuated, the inner gate opens and the party is greeted by the same apparition of Loam they met in the Azure Spire. Loam tells them his situation and agrees or confirms with the party that it will help them stop Ireshkigal if they agree to free Loam from its prison.



READ THE FOLLOWING ALOUD:

You take a moment or two to collect yourselves as you readjust to being back out of the water. Suddenly the ghostly image of the warrior Loam appears again before you, looking just as he did in the Azure Spire, but more solid this time; less faint.

"I am humbled by your arrival, heroes," Loam says in his deep, echoing voice, "but your trek is not yet over. Within these walls lies seven gates that are in the process of opening. Once complete, the Leviathan Drive—a magical engine which powers this fortress—will come to life and raise it to the surface. When that happens, I fear stopping Ireshkigal will become nearly impossible."

He continues, "I am able to assist you in this process, but I must have your word you will free my body when you find me on the third floor. Do I have your promise?"

FOR THE GAMEMASTER

Loam looks nothing like he did in the Azure Spire in Chentoufi. What he mentally projected was how he perceived himself, but over the last 4,000 years, his physical body has decayed and he has been forced to replace parts and pieces with scrap and various pieces of metal he had around the fortress. Today, Loam is a shadow of his once glorious visage, appearing almost as a scarecrow of metal and cloth.

FOR THE GAMEMASTER

If the party agrees, Loam tells them the location of the seven gates and which are next to open. He details the location of the Leviathan Engine as well, but informs them it is guarded by machines created by Ireshkigal herself, similar to his own form.



The real Loam, pieced back together from scrap metal and weapons.
Art by Erie Dini

LEVEL 1



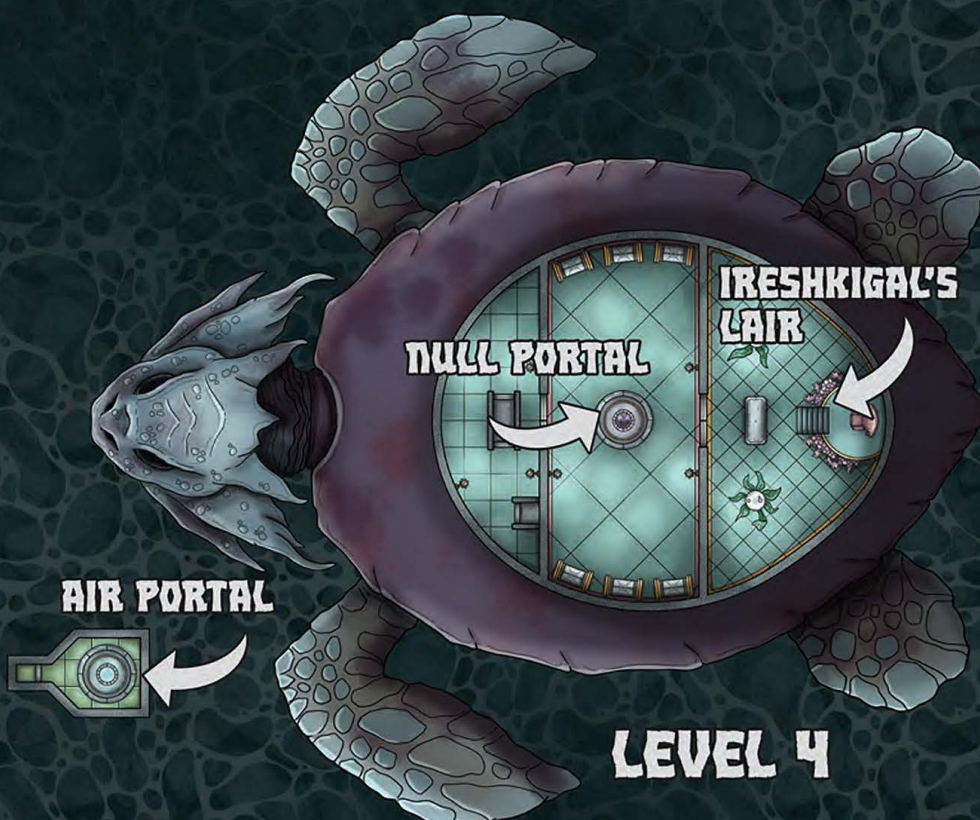
LEVEL 2



BASEMENT



LEVEL 3



LEVEL 4

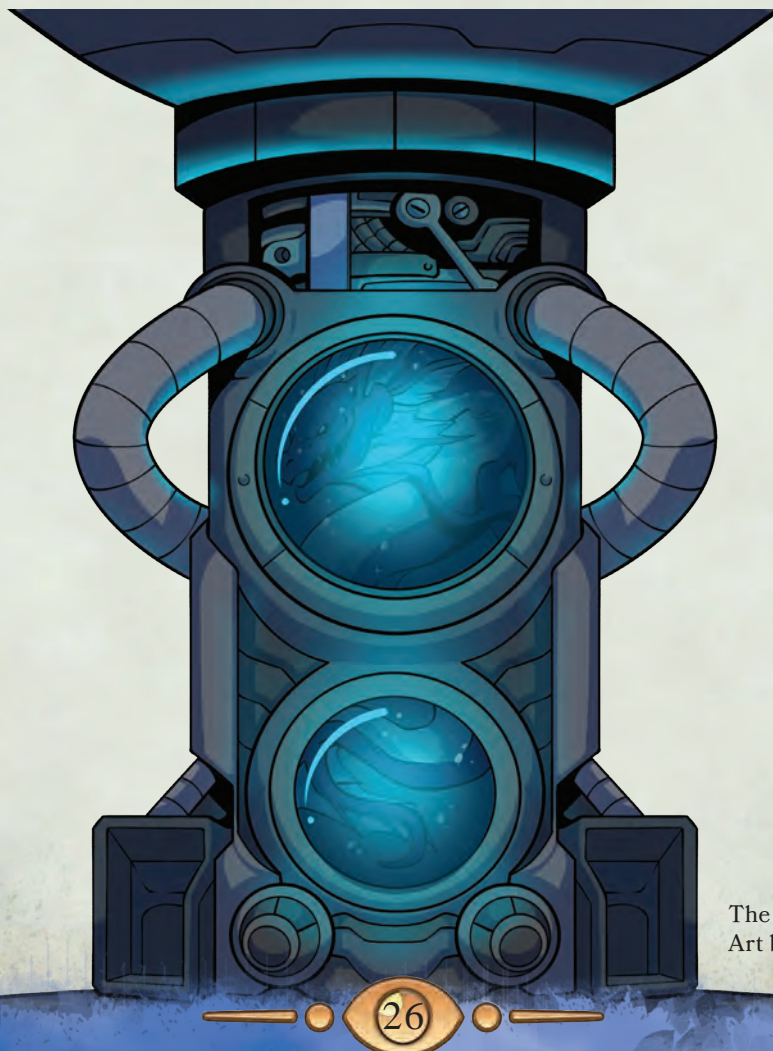
13. THE LEVIATHAN DRIVE (OPTION 1)

If the party decides to tackle the Leviathan Drive first, they must get to it through the basement level. On the first and second floors, there are balconies overlooking the massive device, but there is a seemingly indestructible glass barrier that is further buttressed by a permanent wall of force between the main levels of the complex and the engine room. Getting through the barrier would require a wish spell or weeks of effort in order to make a hole large enough to fit through.

The Guard Room. The southern stairwell off of the ballroom leads to a guardroom that protects the engine room in the basement. On the floor behind a table are the remains of two undead guards who once occupied this room. However, even their bodies decayed to the point where the negative energy could no longer sustain them and they lay lifeless on the floor.

In order to open the door to the stairwell, the party must enter the correct sequence of visible glyphs on the door. This may be accomplished in one of three ways. First, a DC 16 Intelligence (Investigation) check can be made in order to decipher the correct sequence. Alternatively, a successful DC 20 Dexterity (Thieves' Tools) check will bypass the glyphs and open the door. Finally, should the party search the remains of the two guards, they will find a small, rectangular key that will effortlessly unlock the door.

The Engine Room. In the basement level of the complex, below the guard room is the engine control room for the Leviathan Drive. The large room is a complex mix of Ydrissid arcana and technology with several large machines and a multitude of gauges and control panels around the room. For the last several hundred years, the entire system has been managed by generation after generation of Ireshkigal's Chosen (LE; AC 17; HP: 135; 1 per adventurer).



The Leviathan Drive
Art by Erie Dini

Ireshkigal's Chosen -
carapaxian aberrations.
Art by Erie Dini



These aberrant versions of the carapaxian species are large, intelligent crustaceans who were entrusted with these duties long ago. The carapaxians consider Ireshkigal a god and have treated maintenance of the systems as if it were a type of religious ceremony.

NOTE: As a side adventure, the party could venture into the nearby lair of the carapaxians for additional treasure and experience. The creatures have populated the caverns in and around the “blue hole” for centuries and have collected much in the way of wealth from vessels that have crashed upon the rocky atoll above.

The carapaxians are initially not hostile, but as soon as it is apparent the party intends to do harm to the Leviathan Drive, they immediately attack—this is their holy site, after all.

After dealing with the carapaxians, the party must figure out how to deal with the Leviathan Drive itself. They can easily destroy the components of the device, but in doing so they will free a very angry vortex dragon named Benthogyr who has served as the heart of the Leviathan Drive since Ireshkigal created it thousands of years ago. See *Benthogyr Released* below for more information.

Alternatively, the party can attempt to shut down the engine through a series of skill checks called a Skill Challenge.

Skill Challenge: Shutting Down The Leviathan Drive. In order to complete this challenge without a fight, the party must achieve six successes of various skills before suffering three skill check failures. If the party succeeds, they

successfully disable the Leviathan Drive without freeing the vortex dragon and prevent Ireshkigal from being able to raise the fortress to the surface. Should they fail, the Leviathan Drive is destroyed instead of being safely shut down and the party must then face Benthogyr in all of her fury.

A Skill Challenge is broken up into turns, similar to a combat round except that the duration is likely longer between each turn. During a skill challenge turn, each player tells the GM what they would like to do in order to overcome the challenge. The GM should be fairly lenient in what would and would not apply, but is free to say a particular skill check or ability would not work in shutting down the engine.

After each player has decided what they will do during the turn, each player rolls the requisite skill check (if required) or spends the appropriate resource (such as casting a spell). For this Skill Challenge, physical skills and abilities have a DC 20, while mental skills and abilities have a DC 14. Spells that are appropriate to the situation count as a free success when used. A Comprehend Languages spell might help decipher the instructions on the control panels, while a Magic Missile spell would probably be ineffective.

Read the Following Aloud as each success and failure occurs:

Skill Challenge Success

1. The systems on the nearby panel come to life as Ydrissid symbols begin to hover over the controls.

2. You hear the sound of steam releasing somewhere in the next room and a fan decreasing in speed.

3. Energy, once coursing through various tubes around the room slowly diminishes and then disappears entirely.

4. A radiant field of energy sweeps from the next room and across this one as a deep pulse can be heard.

5. An intricately crafted magical mechanism on one of the panels that has been ticking back and forth in a slow rhythm begins to slow significantly. At the rate it is going, it will stop in just a minute or two.

6. The Ydrissid symbols fade from view as the room is plunged into darkness; all mechanical sounds drift away until everything is completely silent.

Skill Challenge Failure

1. You hear a loud clang followed by a long grinding sound in the adjacent room. Something falls to the floor nearby.

2. A screeching metallic sound turns into an organic roar. The room around you trembles and shakes.

3. A cacophony of sounds and falling debris leads you to believe something has broken loose in the next room. You can't be sure, but it would appear the machine is broken.

If the Skill Challenge is successful, nothing else happens in the engine room or with the Leviathan Drive. The dragon, who has been in a coma-like state for thousands of years, does not wake up and will remain dormant until it dies of old age centuries from now.

Benthogyr Released. The vortex dragon (CN; AC:18; HP: 300; 1) has never truly known a life other than that of the Leviathan Drive and is far more feral and less intelligent than the average member of her species. It attacks anything that moves without caution or consideration which includes not only the adventurers, but also any carapaxians that may still be alive, or Loam if he is with the party.

READ THE FOLLOWING ALOUD IF THE ADVENTURERS FAIL THE SKILL CHALLENGE:

The incredibly loud sound of rending metal can be heard from the next room followed by a guttural, animalistic roar. You hear (and feel) several loud thuds as if something very large were stepping down onto the ground of the engine room.

Do or Do Not. Ultimately, either outcome from the Skill Challenge results in the disabling of the Leviathan Drive. However, if the party is successful, they will not be forced to fight Benthogyr, the vortex dragon. Once the engine has been disabled or destroyed—and Benthogyr has been dealt with, the adventurers receive a vision from Loam who tells them, “The Leviathan Drive has been disabled. Now, quickly, make your way to the third floor and free me from my prison!”

14. THE SEVEN GATES (OPTION 2)

Choosing to stop the process by disabling the gates proves to be challenging as the gates themselves are located throughout the complex and must be closed in a certain sequence. Currently two of the gates - air and water - are open and a third, the fire gate, is in the process of opening.

In order to stop the sequence of gates from opening, they must be shut down in a specific order. Loam knows this and will tell the party as much, but he does not know the correct sequence. He has read the instructions over and over again, but he tells them it is a cipher and he does not have the key to it. Perhaps they would have better luck?

He takes them to the back of a room that serves as the fortress’ ballroom and there sits a brass placard on the wall that has cryptic instructions on it.

READ THE FOLLOWING ALOUD WHEN THE ADVENTURERS ENTER:

Loam explains the room you are in once served as Ireshkigal’s ballroom –although she never once entertained guests here. Now at the opposite side of the room from the entrance, the apparition brings you to what looks like a series of mechanisms, switches, and oddly cut gemstones set into a pitted brass panel. There are instructions written in what you now recognize as Ydrissid script.

FOR THE GAMEMASTER

If the party doesn’t have the means to translate the text, let the players consider their options for a while before Loam absently declares he can translate it for them. Once the instructions are translated, the following stands out as important:

With the piercing gaze of the eye, channel the unwavering strength of the arm. Ignite the passion within with the burning heart. Let the wings of the mind carry you to new heights. Illuminate the path with the radiant mind’s eye, explore the depths with the umbral core - in all of this you will find nothing but the void.

FOR THE GAMEMASTER

The correct sequence is Water, Earth, Fire, Air, Light, Dark, Null. Each gate must be disabled in the correct order. If they are not, roll 1d4 on the table associated with the gate that was out of order and the listed effect occurs.

After three failed attempts, Ireshkigal's Chosen (LE; AC 17; HP: 135; 3d4) from outside the complex begin to investigate what is going on. Roll 3d4 after the third failed attempt to determine how many of Ireshkigal's Chosen show up at the party's location (See Event 13. The Leviathan Drive for more information on Ireshkigal's Chosen).

Water Gate. Located on the first floor of the complex, the water gate is being used to keep water from entering the fortress once it has been evacuated. Closing this gate requires the following: a successful DC 16 Intelligence (Nature) check to determine they require a drop of pure elemental water, and a successful DC 20 Dexterity (Thieves' Tools) check to place the water and shut the gate at the same time. Failing to disable the water gate or doing so out of sequence will result in a 1d4 roll on the following table:

1. **Torrential Downpour.** A powerful flood of rain inexplicably starts in the area, creating difficult terrain for 2d4 rounds. It quickly fills the area to a height of 10 feet unless doors are opened to release the water.
2. **Freezing Blast.** A sudden freezing blast engulfs the room, dealing 21 (6d6) cold damage and creating difficult terrain for 1d4 hours. A successful DC 18 Constitution saving throw results in half damage.
3. **Scorching Steam.** A cloud of blistering steam erupts from the gate reducing visibility to just 5 feet and dealing 35 (10d6) fire damage to everyone in the room. A successful DC 18 Constitution saving throw results in half damage.
4. **Tsunami Wave.** A massive wave crashes down from seemingly nowhere, dealing 42 (12d6) bludgeoning damage and pushes large or smaller creatures up to 30 feet from the gate, knocking them prone. A successful DC 18 Dexterity saving throw results in half damage and not being pushed or knocked prone.

Earth Gate. The earth gate is located in the basement of the complex and is necessary to

hold the fortress together once it is in the air. Closing this gate requires the following: a DC 16 Intelligence (Nature) check to determine that a fresh leaf must be placed upon the gate and then a DC 22 Strength (Athletics) check to close the gate. Failure to accomplish these tasks or attempting to disable the earth gate out of sequence will result in a 1d4 roll on the following table:

1. **Sudden Quakes.** The ground shakes violently, permanently creating difficult terrain and knocking creatures in the room prone if they fail a DC 16 Dexterity saving throw.
2. **Rocky Burst.** Earthen projectiles burst from the ground, dealing 21 (6d6) bludgeoning damage to all creatures in the room. A successful DC 16 Dexterity saving throw results in half damage.
3. **Petrifying Touch.** A wave of petrification emanates from the ground, turning creatures into stone if they fail a DC 18 Constitution saving throw.*
4. **Sinkhole Surprise.** Sections of the ground collapse, creating dangerous sinkholes that can swallow creatures and objects. Every character must roll a 1d6. On a roll of 1-3, a sinkhole opens beneath them. They must make a DC 16 Dexterity saving throw or fall in the hole and be engulfed. Engulfed characters begin to suffocate and will die after a number of rounds equal to their Constitution score. Removing a character from a sinkhole requires a DC 20 Strength check from within the hole, or simply the assistance of another creature outside the hole.

Note: Should all the characters fail their Constitution saving throw, the GM could end the adventure or decide that Loam has the means available to de-petrify them.

Light and Dark Gates. The light and dark gates are co-located on the third floor near Loam's prison. Just like the Inner Planes, the presence of positive and negative energy is necessary to maintain the balance of the other elemental energies coursing through the fortress.

Shutting the gates must be done simultaneously and requires the following: a DC 16 Intelligence (Arcana) check to determine that positive energy must be used on the light gate while simultaneously using negative energy on the dark gate. Once this is accomplished, the party simply closes the covers of the gates and the portals wink out of existence. Failure to follow this process or doing so out of sequence results in a 1d4 roll on the following table:

1. **Blinding Radiance.** Intense light floods the area, permanently blinding anyone who fails a DC 18 Constitution saving throw.
2. **Negative Burst.** Negative energy explodes outward, dealing 54 (12d8) necrotic damage to all within a 30 feet diameter with no saving throw.
3. **Searing Beam.** A focused beam of scorching radiant light lances out and strikes one creature randomly within the room. This creature must succeed in a DC 16 Dexterity saving throw or be affected as if they were hit with a disintegrate spell (10d6+40 force damage).
4. **Cacophonic Explosion:** The two energies inadvertently touch causing a deafening explosion in the room. All creatures in the room must make a DC 16 Constitution saving throw. Those that fail take 70 (20d6) thunder damage and are permanently deafened. Those who succeed take half damage and are deafened for 1d4 minutes.

Fire Gate. Located on the second floor, the fire gate is used to ignite the Leviathan Drive and provide propulsion to the fortress. Closing this gate requires the following: a DC 16 Intelligence (Nature) check in order to determine that warm ash must be strewn across the threshold of the gate, and a DC 18 Dexterity (Sleight of Hand) check must then be made in order to snatch the

elemental flame from the gate, extinguishing it. Snatching the flame results in 10 (3d6) HP of fire damage. Failure at completing this process or doing so out of sequence results in a 1d4 roll on the following table:

1. **Infernal Flames.** Flames erupt from the gate, dealing 10d6 fire damage to all creatures in a 20 foot radius and igniting flammable objects.
2. **Fiery Burst.** Explosions of intense heat scorch the entire room, causing fire 35 (10d6) fire damage, igniting flammable objects, and releasing 1d3 fire elementals (N; AC: 13; HP: 103; 1d3)
3. **Burning Embers.** Small burning embers rain down, causing all creatures in the room to take 21 (6d6) fire damage for 2d3 rounds. Flammable objects also catch fire.
4. **Fiery Ally.** Interestingly enough, an efreeti (LE; AC: 17; HP: 200; 1) near the gate on the Elemental Plane of Fire, named Zawi Bitterhell, notices the commotion and pushes his way through. Aware of Ireshkigal and her machinations, the efreeti decides to aid the party in their quest to defeat her, but demands 50% of the gold they gain.

Air Gate. Located on the top level of the fortress, the air gate was opened first and is bringing air from the surface into the complex. Closing the air gate requires the following: a DC 16 Intelligence (Arcana) check to know that some sort of vacuum must be formed over the gate in order to force it to collapse in on itself. This could be accomplished most easily by placing an extradimensional space (such as a bag of holding or portable hole) over the opening of the portal. Tampering with the gate, but failing this process or doing so out of sequence results in a 1d4 roll on the following table:

1. **Violent Windstorm.** Powerful gusts of wind whip through the area, knocking creatures prone if they fail a DC 14 Dexterity saving throw and gain the confused condition for 1d4 rounds.
2. **Lightning Surge.** Lightning crackles and strikes randomly, dealing 40 (7d10) lightning

damage to all creatures within the room. If they make a DC 16 Dexterity saving throw, creatures suffer half damage.

3. Suffocating Atmosphere: The air becomes thin, making it difficult to breathe. Creatures must make DC 18 Constitution saving throws or suffer one level of exhaustion.
4. Whirling Vortex: A swirling vortex of air engulfs the area, pulling creatures and objects towards its center of the room. Anyone failing a DC 18 Strength saving throw is thrown around the room, eventually landing near the gate, suffering 10d8 bludgeoning damage.

Null Gate. The null gate is located in close proximity to Ireshkigal's lair and is used as the controlling element that allows the other gates to function through time and space. Without the null gate in place, the remaining gates would either fail entirely or potentially explode. For more information on what happens if the party interferes with the null gate, see Compartment Two - The Null Drive in Event 15 - Ireshkigal's Revival.

Ireshkigal summoning her minions.
Art by Chris Arneson



15. IRESHKIGAL'S REVIVAL (REQUIRED)

The fourth floor of the fortress is made entirely of Ireshkigal's servant, an undead dragon turtle that has been built into the structure. The creature has been dormant since Ireshkigal went into her state of torpor, but with her awakening it too has been reanimated.

Entry into the dragon turtle from the third floor is through an elevator that brings the adventurers into the carcass just behind its head. From there, the dragon turtle is separated into three large compartments.

Compartment One - Storage. The first compartment is the one in which the party enters. It serves as a storage area for equipment and treasure. If they take the time to search the area using something that can find magical items (such as a detect magic spell), allow each player to roll for a random magical item of a type of their choice. Otherwise the party is able to collect up to 10,002 gp, 23,221 sp, 2,452 pp, and a large assortment of baubles and jewelry amounting to roughly 20,000 gp if sold in the markets in Chentoufi.

Compartment Two - The Null Gate. This room serves as the housing for the null gate, the seventh and final gate that magically contains the power of the Leviathan Drive and maintains the fortress' cohesion. In the nexus of the gate resides the Nullstone, an artifact that embodies the essence of the Null Elemental Plane. Because the gate is the combination of both the artifact and a magically sustained gate, the party would need a Sphere of Annihilation or a Wish spell in order to destroy the gate and close it. Fortunately, destruction of this gate is not required in order to stop the fortress from flying, it is merely the one power source that contains and enables the other six gates.

READ THE FOLLOWING ALOUD WHEN THE PARTY ENTERS THE ROOM:

As you enter this room, the air around you becomes preternaturally still. Out of the darkness loom figures of immense height, close to 9-feet tall. Their forms absorb the light and are more shimmering pools of inky blackness than coherent shapes. Where their eyes would be on a human, two points of yellow light pierce the darkness with their cold, inhuman gaze. The light around these creatures seems to dim, drawn into the abyss of their form. Instead of a physical form, their bodies appear to be the absence of form and space. The very ground beneath them seems to fade away, replaced by an inky blackness that swallows the light. The alien beings do not acknowledge your presence at all. They are intently focused on the black hole in the center of the room. The figures move in a strange mix of fluid dance-like movements punctuated by almost frantic bursts of motion, only to return to the slower more fluid movements.

These are Null Elemental creatures called Void Walkers (N; AC: 20; HP: 101; 7). Each Void Walker is formidable in their own right, but the seven of them combined would be an incredible chore to defeat. The Void Walkers, however, have but one task which is to maintain the connection between the Nullstone and the Null Gate in order to prevent it from collapsing in on itself— or potentially consuming everything around it in a seven mile radius.

If Loam is with the party at this time, he explains to them the seriousness of the situation and the importance of leaving these creatures alone. If Loam is not with the party, his spirit-projection appears near them after the first round of combat, should the party choose to attack the Void Walkers. In doing so, he explains the dire situation and implores them to cease their attack. If they agree, the Void Walkers return to their ritual and leave the party alone.

If the adventurers choose not to listen to Loam, the Void Walkers fight back against the party.

READ THE FOLLOWING ALOUD IF THE PARTY ATTACKS THE VOID WALKERS:

As you attack the creatures in the room, it draws their attention from whatever ritual they are performing in order for them to defend themselves. In doing so, the black gate in the middle of the room stutters and begins shifting at odd intervals, almost as if attempting to turn a gear that is stuck, is suddenly released, and then is immediately stuck again. The light in the room dims considerably and the entire area begins to tremor slightly.

Loam, if present, will turn on the party and fight on the side of the Void Walkers in order to stop total annihilation of the area. After three rounds of combat the integrity of the ritual containing the Nullstone disappears and the gate collapses completely. The GM should roll 1d100 at this point. If the roll is 1-50, the Null Gate collapses in on itself and frees the Void Walkers from their servitude. In this case, the Void Walkers continue their attack against the party until one side or the other is defeated.

However, if the roll is 51-100, the Null Gate begins rapidly expanding. In one round, it consumes all of the Void Walkers and only continues to grow. Only characters who immediately declare they are leaving the room escape into round two. However, on the second round, the Nullstone engulfs the entirety of the fourth floor and much of the third as the expansion accelerates. A character who makes a DC 20 Dexterity saving throw narrowly escapes total annihilation. In the third round, the entire fortress is consumed and anyone still alive is swallowed by the expansive sphere of Null. The sphere continues to expand until it reaches a radius of seven miles, consuming everything in its path including water, stone, and all organic life.

Each adventurer so consumed by the Null must roll 1d100. A roll of 1-50 means the character is utterly destroyed by the forces of elemental Null. A roll of 51-100 means the character is sucked into the Elemental Plane of Null—a cold, desolate, empty void of nothing. Should they have the means to protect themselves from the cold and lack of air, they can survive for as long as these abilities protect them. Otherwise, they die in a number of rounds equal to their Constitution modifier (minimum of 1 round).

The aftermath on the Material Plane is utter devastation as the waters of the ocean rush back to fill the sudden 14 miles wide and nearly 7 miles deep hole of nothingness created by the Null sphere. When the waters collide in the gap it creates an immense tsunami that washes out in every direction destroying boats, whole islands, and cripples the coastline in and around Chentoufi for months.

The adventure ends here. The party temporarily stopped Ireshkigal, but she managed to be transported to the Elemental Plane of Null where she, after a few hours floating in the nothingness, plane shifted back to the Prime Material Plane where she begins her machinations anew. If there is any silver-lining to this ending, it is that the lich lost both the Nullstone and the Oculus of Senrahbah during the cataclysm.

Note: This “nuclear option” is meant as a “most dangerous” scenario, should the players decide to push the boundary of sensibility. There are numerous indicators (Loam’s warnings, the fact that the Void Walkers initially do nothing against them, the immediate destabilizing effect attacking the Void Walkers has on the null gate) that suggest the party should not continue this course of action. However, if they do, the GM should feel free to follow through with the ultimate consequence for ignoring these warnings.

COMPARTMENT THREE - THE TOMB.

The third compartment within the belly of the dragon turtle is the actual tomb of Ireshkigal. She has been in torpor here for the last four thousand years and only recently has awoken. When the adventurers enter, Ireshkigal is sitting atop a throne made of bones. Her tomb and resting place are at her feet. The tomb itself has clearly been opened very recently. In her hands she holds the Oculus of Senrahbah, admiring it and ignoring the party as they enter.

READ THE FOLLOWING ALOUD:

Ireshkigal. Clothed only in a few immodest blue and red sheets of cloth, the woman before you resembles nothing of the undead creature you expected to find. In her hands she holds what can only be the Oculus of Senrahbah—the Eye of Chentoufi. Its rich azure color glows with magical radiance in the dim light and even from your position across the room you can see the mystical eye engraved upon it.

“You have risked much,” Ireshkigal coos, “for so very little in return.” Her eyes turn to you and a bone-chilling cold suddenly envelopes you.

“I have been apart from this precious stone for so long I’d forgotten how beautiful it truly was. Can you see it?” She holds the stone between her forefinger and thumb, tilting it slightly in your direction.

FOR THE GAMEMASTER

Ireshkigal is not interested in battling the party, but she certainly knows it may come to that. She makes a modest offer to the adventurers allowing them to make any one wish, within reason, in exchange for leaving her fortress and never returning. If they accept, she uses her wish spell to honor her part of the bargain and then magically draws a teleportation circle that will teleport them all back to the top of the Azure Spire.

Should they decline her offer, she chides them softly for their foolishness, sets the Eye down, and attacks them. Using her Lair Ability, she goes first on any initiative within her fortress.

The combat should go poorly for the party since Ireshkigal is a Challenge 23 lich. Between her ability to use Legendary Actions, her Legendary Saves, and her resistances, she should be more than a match for the party. However, once the battle has started, Loam will also join in the combat and help the party to fight her back. So shocked is the lich by this betrayal that she will not take an action on the round following his entrance into the battle.

Awakening the Dragon Turtle. Once Ireshkigal is below 100 HP, she will use a Legendary action point to call Tiash’ut, her ancient dragon turtle in whose belly the party currently stands. This causes the entire complex to shake as the massive turtle breaks free from the structures holding it in place. Each character must make a DC 16 Dexterity saving throw or fall prone.

On her next turn, the lich calmly states, “So it shall be... lover”, adding as much venom as possible to the last word. She then uses her action to teleport to the head of Tiash’ut and a bonus action to activate a ward to release an imprisoned Greater Water Elemental (N; AC 15; HP: 161; 1) to defend her retreat. She automatically avoids any attempt to interrupt her spellcasting or any opportunity attacks.

Jettison the Garbage. Ireshkigal leaving the room immediately triggers the doors to her chamber to magically lock, sealing the party inside. The doors are made of some sort of magically infused metal used by the ancient Ydrissid and are very difficult to even scratch. These doors should be treated as adamantine with an AC of 23, damage resistance to all damage, and 70 HP. The doors can be forced open with a DC 25 Strength check or a Knock spell.

The party has one round to attempt to open the doors before Ireshkigal’s next action. If Loam is with them, he quickly warns them of what is about to happen.

READ THE FOLLOWING ALOUD AT THE START OF THE FIRST ROUND FOLLOWING IRESHKIGAL'S ESCAPE:

The entire room shifts and you feel momentarily as if you are floating again in the water. You're not sure how, but you can sense that you are slowly beginning to rise up through the water. Around the room you hear creaks and pops as if a house were settling.

Suddenly your gut rises up into your throat as the sensation of falling hits you. The room sways back and forth as if in a cradle and then, just as suddenly as it began, the rocking stops with a bone-jarring crunch. For a brief moment all is silent until you hear the sound of water spraying somewhere in the darkness. It is quickly followed by another jet of water on the other side of the room. Within seconds water is touching your toes and rising quickly.

IF THE PARTY DID NOT GET THE OCULUS OF SENRAHBAH FROM IRESHKIGAL BY FORCE:

As you desperately search for some way out of the room, your eyes catch a glimpse of something blue shimmering in the few inches of water. Paying closer attention to it, you realize the lich left the Eye of Senrahbah behind in her hasty retreat. You can only assume she expects you to drown and will retrieve the stone later. For now, however, you have other more immediate concerns at hand.

FOR THE GAMEMASTER

The internal structures built within Tiash'ut's body were individually attached to its shell as separate compartments. By design, any of the three compartments inside the dragon turtle's body could be jettisoned on command. When Ireshkigal fled her tomb chamber, she went to the head of Tiash'ut and then jettisoned her tomb compartment with all of the adventurers inside. As she rapidly rises to the surface on top of her

Ireshkigal surfacing with her massive undead dragon turtle, Tiash'ut.
Art by Alexandre Silveira



dracolich dragon turtle, Tiash'ut, the party falls to the ocean floor in the now rapidly collapsing tomb chamber.

Without the magical nature of Tiash'ut's dracolich body keeping it together, the tomb compartment begins to collapse under the weight of the entire ocean above it. The party has just a few rounds to figure out what to do and how to escape. The doors are still locked and immovable unless they are able to force their way through. While everyone in the party should have some ability to breathe underwater, it is not the water that will be the problem. Once the compartment collapses, it will do so violently. The resulting explosive decompression of the chamber will occur three rounds after the description is read to the players. When it occurs, each player must make a DC 20 Constitution saving throw or take 70 (20d6) points of bludgeoning damage as the water and debris crush them. Characters who make the saving throw take half damage.

Escaping to the surface will require the party to use some sort of devices or spells that allow them to breathe water. Left without any such ability, any character that deep will be unable to make it to the surface in time and will drown.

CONCLUSION.

The aftermath of the adventure is not all bad. The characters either have the Eye of Chentoufi in their possession or, if they all died, it lies at the bottom of the ocean hidden somewhere in the debris of her fortress. If this occurs, the GM can relay to the players that they witnessed the revivification of one of the most powerful adversaries on all of Okkorim—and they played their part perfectly.

Assuming the party does survive, however, they are able to make it back to Mull and then, eventually, back to the coast and the city of Chentoufi itself. They have in their possession the Oculus of Senrahbah, the Eye of Chentoufi which is an exceedingly powerful artifact of elemental water magic. Unfortunately for the

party, however, the entire city of Chentoufi is suffering without this artifact; without the water it brings to the surface.

Keeping the Eye. The party can attempt to keep the artifact, but will immediately become a sworn enemy of the Sisterhood of Mezuzah who will make very clear to the people of Chentoufi and the leaders of the city exactly who is responsible for the continued shortage of water. This will result in an enormous bounty being placed upon their heads and their ability to stay in Chentoufi will be limited to the Kannat below the city streets—even there, however, it is likely the various underworld factions in the city will also be interested in hunting them down for the reward.

There is also the added complication of the Oculus of Senrahbah being Ireshkigal's phylactery. Should it not be hidden and protected by the Sisterhood, the lich will know where to find it and relentlessly pursue the party, attempting to retrieve it.

Giving Back. The Sisterhood meets with the adventurers when they return to Chentoufi. They tell the party they are adding them as honorary members of their order and will reward them with one magical item of their choice (the GM may determine whether or not they have extremely potent items). Additionally, the city leaders will reward them each with 2,000 gold pieces and the “key” to the city.

Key to the City. Typically the city's key is awarded to members of society who have done a great service for the people of Chentoufi. It consists of a 12" key made of solid gold (4,000 gp if sold). More importantly, those with the Key to the City gain a level of renown in Chentoufi, allowing them to roll any Charisma-based skill with advantage. The key-holder may use this ability again after taking a long rest.

A Lich Released. Overall, the climactic battle with Ireshkigal is intended to serve as a narration for those playing the game to witness her release into the world. The lich is meant to serve as an antagonist in the world of Okkorim, akin to well-known adversaries in other RPG settings. Should the party somehow manage to contain or defeat the 20th level lich spellcaster, future encounters with her will be a result of her life force reforming her body after her defeat at their hands.

Destroying the Eye. Conceivably, the party could decide to destroy the artifact... or attempt to destroy it. While out of the scope of this adventure, destroying the Oculus of Senrahbah, a 4,500 year old artifact made from the eye of a dragon and infused with the power of elemental water, could be destroyed under the right conditions and circumstances. However, simply smashing the eye is not an option as it is impervious to any physical or magical damage.

The GM could derive a way for the party to destroy the artifact, but it would involve a perilous journey and extremely difficult tasks - an adventure series in its own right! That is not to mention this would also incur the wrath of the city and the Sisterhood of Mezuzah as described above. Destroying the artifact is possible, but it would ultimately cause more problems than it would solve.

THE END OF AN ADVENTURE!

Luke and Matt hope you have thoroughly enjoyed going on this adventure with us. This series started as an idea to run at Gary Con XII and was scheduled to run as a tournament adventure during that show. However, due to the COVID 19 outbreak and the lockdowns, GC XII ended up being entirely virtual and the tournament itself never happened. There was a silver-lining to the lockdowns, however, in that this “one-shot” adventure expanded into a series of three books that allowed us to greatly expand the lore, the creatures, and the vision of Okkorim that we could then share with you.

We greatly appreciate your support and enthusiasm as this series and the world developed (and continues to develop)!

Cheers!

Luke Gygax and Matt Everhart

Art by Paweł Parol

CREATURES AND NPCs

ABSU

Gargantuan monstrosity (aquatic), neutral evil

Armor Class 17 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Dex +83, Con +11, Wis +7, Cha +10

Skills Perception +12, Stealth +8

Senses darkvision 120 ft., passive Perception 22

Languages Aquan, Common, telepathy 120 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +5

Amphibious. Absu can breathe air and water.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around Absu if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, Absu can use the Dash action as a bonus action.

Spellcasting. Absu is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): mage hand, minor illusion, shocking grasp

1st level (4 slots): charm person, detect magic, shield

2nd level (3 slots): mirror image, misty step

3rd level (3 slots): counterspell, dispel magic

4th level (3 slots): polymorph, stoneskin

5th level (2 slots): dominate person, telekinesis

Multiattack. Absu makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Absu can't use this tentacle on another target.

Fling. On the surface, Absu can throw one Large or smaller object held or creature grappled by Absu up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Lair Actions

On initiative count 20 (losing initiative ties), Absu can take a lair action to cause one of the following effects. Absu can't use the same effect two rounds in a row:

Surging Current: Absu releases a powerful jet of water that creates a massive current around it. Each creature within 30 feet of Absu must succeed on a DC 18 Strength saving throw or be swept 60' away from Absu and considered prone on their next turn.

Summon Zombie Sharks: Absu beckons to the depths, summoning forth a group of zombie sharks to defend its lair. Three zombie sharks appear in unoccupied spaces within 60 feet of Absu. These creatures are friendly to Absu and obey its commands until they are destroyed or the end of the encounter.

Abyssal Roar: Absu lets out a deep, resonating roar that reverberates through the water. Each creature within 60 feet of Absu must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Absu of the Depths
Art by Eerie Dini



BAHRULK (SEA STRANGLER)

Ancient Red Bahrulk (Sea Strangler)
Huge plant, neutral

Armor Class 16 (natural armor)
Hit Points 189 (18d12+72)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	8 (-1)	16 (+3)	9 (-1)

Damage Resistances fire, lightning, bludgeoning, piercing

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Aquan but can't speak

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Fire Absorption. Whenever the bahrulk is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Siege Monster. The bahrulk deals double damage to objects and structures.

Actions

Multiattack. The bahrulk makes two slam attacks. If both attacks hit a Large or smaller target, the target is grappled (escape DC 16), and the bahrulk uses its Engulf on it.

Slam. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 6) bludgeoning damage.

Engulf. The bahrulk engulfs a Large or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 16 Constitution saving throw at the start of each of the bahrulk's turns or take 21 (6d6) fire damage. If the bahrulk moves, the engulfed target moves with it. The bahrulk can have up to four medium-sized creatures engulfed at a time.

Heated Body. A creature that touches the bahrulk or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Reactions

Electric Discharge. When a Bahrulk takes lightning damage, it can use its reaction to release a powerful electric discharge into the surrounding water. Each creature of the Bahrulk's choice within 20 feet of it must make a DC 16 Dexterity saving throw, taking 27 (5d10) lightning damage on a failed save, or half as much damage on a successful one.

Additionally, the Bahrulk gains advantage on its next attack roll made before the end of its next turn.



Bahrulk
Art by Erie Dini

BAHRULK VARIATIONS

Gray Sea Strangler (Bahruk Umbral):

This variety has the capacity to blend in with the rocky seafloor or murky waters. It possesses a strong, resistant exoskeleton, providing it protection from physical damage.

Green Sea Strangler (Bahruk Verdant):

This variant, with its bright, vibrant hue, can photosynthesize rapidly making it very difficult to eradicate. Blooms of bahruk verdant often plague many of the small atolls and islands off the coast.

Golden Sea Strangler (Bahruk Auros):

This rare variant possesses a stunning golden color. It has the ability to release a cloud of luminescent, intoxicating spores that can confuse its prey.

Blue Sea Strangler (Bahruk Azure):

A deep-sea variety, this Strangler is adapted to low-light conditions. It can create a hypnotic, bioluminescent display that stuns its prey, leaving them vulnerable to its attacks.

BAHRULK STAGES OF LIFE

Sporeling: CR 1/2 or 1 - Tiny in size, Sporelings are just starting to develop, their bodies not yet large or strong enough to be a significant threat. They often exist in large clusters, their weak individual strength made up for in numbers. They're typically passive, focusing more on gathering nutrients and growing rather than engaging in conflict.

Bloom: CR 2 to 3 - Small in size, Blooms have started to expand in size and strength, their vine-like appendages are capable of entangling small creatures or pulling loose objects. They're more active than Sporelings but still primarily focus on growth over aggression.

Tendrill: CR 5 to 6 - Medium in size, Tendrils have developed more offensive capabilities, using their strong tendrils to ensnare and strangle opponents. They're more aggressive than Blooms, actively seeking sources of nutrients, including unwary creatures.

Rampant: CR 8 to 10 - Large in size, Rampants are mature Bahruk that pose a serious threat. They have a wide reach with their tendrils, capable of grasping and crushing small boats or large creatures. They are very territorial and will aggressively defend their area of the sea.

Ancient: CR 12 to 14 - Huge in size, Ancients are very old. They've lived for centuries, amassing great knowledge and power. Their physical forms are thick, coiling tendrils and their central masses are often studded with shells, rocks, and remnants of their past meals.

Monarch: CR 15+ - Gargantuan in size, Monarchs are the stuff of legends. A Monarch's tendrils can crush a ship's hull, and their bodies are known to reach out for a quarter mile or more across the ocean. No first-hand accounts of monarch bahruk have ever been recorded, but the Ydrissid texts talk of their existence and fearsome reputation.

BELUK-TU

Medium humanoid, any

Armor Class 14 (natural armor)

Hit Points 21 (3d8+6) 3d8+

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Constitution +4

Skills Athletics +3, Survival +3

Damage Vulnerabilities Fire

Damage Resistances Cold, Poison

Senses darkvision 120 ft; Passive Perception 13

Languages Beluk-Tu, Everdark

CR 1/2 (100 XP)

Proficiency Bonus +2

Amphibious. Beluk-Tu can breathe air and water.

Infectious Bite (recharge 6). If a Beluk-Tu hits a creature with both claw attacks, it may attempt a free bite attack. If the bite attack is successful, it deals 4 (1d6+1) slashing damage and the Beluk-Tu infects the target with ichor. A creature infected must make a DC 12 Constitution saving throw or suffer 7 (2d6) poison damage on their turn. The infected creature may attempt a DC 12 Constitution saving throw at the start of each of their turns. They

take 3 (1d6) poison damage each round in which they fail. The creature takes no damage on any round they make their saving throw and the effect ends.

If a creature dies while infected, the ichor consumes the host creature in 3d3 days, hatching 2d4 new Beluk-Tu.

Squamous. Beluk-Tu are covered in sharp, scaly skin. When grappled or grappling, their opponent suffers 1d4 slashing damage.

Sunlight Sensitivity. While in sunlight, the Beluk-Tu has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Beluk-Tu may take 2 melee attacks with their claws. Alternatively, they make only 1 attack with their large, 8-foot trident.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

Trident. Melee or Ranged Weapon Attack: +3 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.



Art by Paweł Parol

BENTHOGRY

Gargantuan dragon (vortex), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 262 (15d20 + 105)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	10 (+0)	10 (+0)	19 (+4)

Saving Throws Dex +8, Con +13, Wis +6, Cha +10

Skills Perception +14, Stealth +8

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Aquan

Challenge 14 (11,500 XP)

Proficiency Bonus +7

Legendary Resistance (3/Day). If Benthogyr fails a saving throw, it can choose to succeed instead.

Amphibious. Benthogyr can breathe air and water.

Water Mastery. Benthogyr has advantage on attack rolls, ability checks, and saving throws while fully immersed in water.

Actions

Multiattack. Benthogyr can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) cold damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the Benthogyr's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect

ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Water Vortex (Recharge 5–6). This ability can only be used underwater. Benthogyr creates a swirling vortex of water within a 60-foot radius centered on itself. Each creature in that area must make a DC 21 Strength saving throw, taking 36 (8d8) bludgeoning damage on a failed save, or half as much damage on a successful one. The vortex lasts until the start of the dragon's next turn. The area within the vortex is considered difficult terrain for creatures other than the dragon.

Legendary Actions

Benthogyr 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. The dragon regains spent legendary actions at the start of its turn.

Detect. Benthogyr makes a Wisdom (Perception) check with advantage.

Tail Attack. Benthogyr makes a tail attack.

Water Surge (Costs 2 Actions). The dragon creates a surge of water that radiates out from its body. All creatures within 30 feet of the dragon must succeed on a DC 21 Dexterity saving throw or be knocked prone.

CARAPAXIANS

CARAPAXIAN ENGINEERS

Ireshkigal's Chosen (Arcane Engineers)
Large monstrosity (carapaxian), lawful evil

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	12 (+1)	12 (+1)	10 (+0)

Skills Athletics +7, Arcana +5
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities frightened
Senses Darkvision 60 ft., passive Perception 11
Languages Common, Aquan
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Amphibious. The carapaxian can breathe air and water.

Arcane Shell. The carapaxian enginner incorporates Ireshkigal's arcane technology into its carapace, granting it additional protection. It has advantage on saving throws against all spells.

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

Actions

Multiattack. The carapaxian engineer makes two melee attacks: one with its pincer and one with its claw.

Pincer. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. The target must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15).

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 10 (2d4 + 5) slashing damage.

Arcane Cannon. Ranged Weapon Attack: +4 to hit, range 60 ft., one target. Hit: 13 (3d8) fire damage.

Reaction

Arcane Surge. When the carapaxian engineer takes damage from a melee attack, it uses its reaction to unleash a surge of arcane energy. The attacker takes 6 (1d10) force damage.

CARAPAXIAN DRONE

Small monstrosity (carapaxian), lawful neutral

Armor Class 15 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Athletics +2, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Carapaxian
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Amphibious. The carapaxian can breathe air and water.

Actions

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

Net. Ranged Weapon Attack: +2 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success.

CARAPAXIAN SENTINEL

Large monstrosity (carapaxian), lawful neutral

Armor Class 16 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	10 (0)	14 (+2)	10 (0)

Skills Athletics +5, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Carapaxian

Challenge 3 (700 XP)

Proficiency Bonus +2

Amphibious. The carapaxian can breathe air and water.

Actions

Multiattack. The carapaxian makes two claw attacks.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Net. Ranged Weapon Attack: +5 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 13 Strength check to free itself or another creature in a net, ending the effect on a success.

Ink Cloud (1/day). A 20-foot-radius cloud of ink extends all around the carapaxian if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the carapaxian can use the Dash action as a bonus action.

CARAPAXIAN DOMINANT

Large monstrosity (carapaxian), lawful neutral

Armor Class 18 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	16 (+3)	14 (+2)

Skills Athletics +7, Perception +6, Persuasion +5

Senses darkvision 60 ft., passive Perception 16

Languages Carapaxian, Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. The carapaxian can breathe air and water.

Inspirational Presence. Any carapaxian allies within 30 feet of the dominant that can hear it gains advantage on saving throws against being frightened and advantage on attack rolls.

Actions

Multiattack. The carapaxian makes two claw attacks.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 4) slashing damage.

Net. Ranged Weapon Attack: +7 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 15 Strength check to free itself or another creature in a net, ending the effect on a success.

Sonic Blast (1/day). The carapaxian dominant emits a powerful, sonic pulse in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failure, a creature takes 22 (4d10) thunder damage and is stunned until the end of its next turn. On a success, a creature takes half as much damage and isn't stunned.

CARAPAXIAN ARCH-DOMINANT

Huge Monstrosity (carapaxian), lawful neutral

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	13 (+1)	16 (+3)	16 (+3)

Saving Throws Str +9, Con +8

Skills Athletics +9, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, charmed

Senses darkvision 60 ft., passive Perception 15

Languages Carapaxian, Common

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Amphibious. The Arch-Dominant can breathe air and water.

Legendary Resistance (3/Day). If the Arch-Dominant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Arch-Dominant makes two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Sonic Blast. The Arch-Dominant can use its action to unleash a powerful sonic blast in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 33 (6d10) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Claw Attack. The Arch-Dominant makes one claw attack.

Command Dominance (Costs 2 Actions). The Arch-Dominant targets one Carapaxian ally within 60 feet of it. The ally can immediately use its reaction to make one melee attack.

Sonic Wave (Costs 3 Actions). The Arch-Dominant unleashes an intensified sonic blast, creating a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 44 (8d10) thunder damage on a failed save, or half as much damage on a successful one.



Art by Vagelio Kaliva

The Arch-Dominant is the pinnacle of any carapaxian colony. Each has risen to this rank through physical dominance and strength in combination with authority and guile. The physical description of an arch-dominant varies depending upon the subspecies and their particular circumstances, but each is an imposing figure, much larger than the rest of its kin. Many have intricate carvings and piercings adorning their carapace and some have even been known to incorporate pieces of other material into their shells as well.

Ireshkigal's Chosen. A unique variant of the carapaxian species that worships Ireshkigal as their goddess and has incorporated much of her arcane technology into their society. They use their knowledge of her magical apparatuses and incorporate the technology into their shells, often replacing entire parts of the carapace.

Reef Carapaxians. Adapted to survive in and around coral reefs, the reef carapaxians are the most rare variety since they were most likely to have encountered hostile land-based creatures. However, there are still large tribes of reef carapaxians in and around the atolls of the ocean that are thriving.

Trench Carapaxians. Surviving near underwater volcanic vents, these Carapaxians have hardened, metallic shells. This allows them to survive the crushing weight of the ocean at depth, as well as the intense heat found near the vents.

Mire Carapaxians. These carapaxian variants live in brackish waters and mangrove forests in the south of Okkorim. Smaller and more agile than their cousins, the mire carapaxians develop vast networks of tunnels in and around these mangrove forests for protection and seclusion.

Pearl Carapaxians. Not much is known about the pearl carapaxians. Many scholars theorize they are something of an albino variant, similar to that found among other living species of the world. The pearl variant has no society of their own, but rather are very rarely born within any of the other variant types. They are usually considered sacred and often valued as signs from the gods among the carapaxian societies.

Kelp Carapaxians. These reclusive carapaxians live in and tend to vast kelp forests off the shores of Okkorim. They are perhaps the most friendly of the species, often seeking trade with land-based civilizations. They are even occasionally seen traveling or sailing among them.



IRESHKIGAL, MISTRESS OF WATER

Medium undead (lich), neutral evil

Armor Class 21

(robe of the archmagi, ring of protection)

Hit Points 135 (18d8 + 54)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	23 (+7)	14 (+2)	16 (+3)

Saving Throws Con +11, Int +13, Wis +10

Skills Arcana +19, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, Aquan, Common, Draconic, Ydrissi

Challenge 22 (41,000 XP)

Proficiency Bonus +7

Displacement. Ireshkigal projects a magical illusion that makes her appear to be standing near her actual location. This causes attack rolls against her to have disadvantage. This trait is interrupted until the end of her next turn if she is hit with an attack, incapacitated, or reduced to a speed of 0.

Empowered Cantrips. When Ireshkigal casts a cantrip that allows a saving throw, the target still takes half damage from the cantrip, even if they make their saving throw, but do not suffer any additional effects.

Legendary Resistance (3/Day). If Ireshkigal fails a saving throw, she can choose to succeed instead.

Overchannel. Ireshkigal may choose to deal maximum damage for any spell she casts of 5th level and below. When she does so, she takes 1d12 damage.

Rejuvenation. If she has a phylactery, a destroyed Ireshkigal gains a new body in 1d10 days, regaining all her hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spell Mastery. Ireshkigal may cast magic missile,

misty step, and shield without expending a spell slot.

Turn Resistance. Ireshkigal has advantage on saving throws against any effect that turns undead.

Spellcasting. Ireshkigal is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 22 (24 with Robe of the Archmagi), +14 (+16 with Robe of the Archmagi) to hit with spell attacks). Ireshkigal has the following wizard spells prepared:

Cantrips (at will): Ireshkigal's strike*, lightning lure, ray of frost, truestrike, vicious mockery
1st level (4 slots): detect magic, grease, magic missile, shield
2nd level (3 slots): mirror image, misty step, web
3rd level (3 slots): counterspell, dispel magic, water walk
4th level (3 slots): control water, ice storm, greater invisibility
5th level (3 slots): cone of cold, wall of force
6th level (2 slots): chain lightning, globe of invulnerability
7th level (2 slots): plane shift, teleport
8th level (1 slot): tsunami
9th level (1 slot): wish

Actions

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 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.

Legendary Actions

Ireshkigal 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. Ireshkigal regains spent legendary actions at the start of her turn.

Cantrip. Ireshkigal casts a cantrip.

Spell Mastery. Ireshkigal casts magic missile, misty step, or shield without expending a spell slot.

Paralyzing Touch (Costs 2 Actions). Ireshkigal uses her Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). Tlreshkigal fixes its gaze on one creature she can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Ireshkigal's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the Ireshkigal must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Magical Items

Ring of Protection, Helm of Telepathy (her Crown), Black Robes of the Archmagi

Recommendations on Playing Ireshkigal

The lich is an extremely powerful wizard. She was among the most powerful spellcasters known during the time of the Ydrissid. As a lich, her power has significantly increased. Ireshkigal will use her paralyzing touch against any character who gets within melee range of her and reserve her frightening gaze for those in missile range.

On her first round, in addition to her displacement ability, she will cast mirror image, producing three images of herself. When these images are gone, she will use her greater invisibility. On her second turn, Ireshkigal will focus on splitting up the party, first using her wall of force to divide the room and then use web to immobilize combatants nearest to her (remember her spell DC is +2 for the Robe of the Magi).

When faced with a concentrated group, she will use cone of cold and ice storm dealing maximum damage. She will also liberally use ray of frost and vicious mockery to impede those attempting to attack her.

When able, she will use her Ireshkigal's strike cantrip, particularly as her legendary action, to attack multiple characters at a time, each dealing

maximum damage. If no one is attacking her in melee, she will use misty step to get near a spellcaster and attempt to use paralyzing touch on them.

Keep in mind, Ireshkigal has 3 legendary actions each turn that she can use to cast shield to avoid attacks, magic missile dealing maximum damage, or misty step to get away from dangerous melee combatants or use any of her cantrips.

New Spell

Ireshkigal's Strike

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, V

Duration: Instantaneous

You make a melee attack with your hand against one creature within 5 feet of you. On a hit, the target suffers 1d6 force damage, and you can cause blue eldritch flame to leap from the target to a different creature of your choice that you can see within 10 feet of the target. The second creature takes force damage equal to your spellcasting ability modifier. You suffer 1d4 force damage from the strike.

At Higher Levels. At 5th level, the melee attack deals an extra 2d6 force damage to the target on a hit, and the force damage to the second creature increases to 2d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th level (3d6 and 3d6) and 17th level (4d6 and 4d6).

Spell Lists. Sorcerer, Warlock, Wizard (Optional)



KUDURRU

Large celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	15 (+2)	20 (+5)	20 (+5)

Saving Throws Dex +6, Con +7, Wis +9, Cha +9

Skills Perception +9, Persuasion +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages Celestial, Common, telepathy 120 ft.

Challenge 8 (3,900 XP)

Freedom of the Skies. The kudurru is under a constant freedom of movement spell while flying.

Innate Spellcasting. The kudurru's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: detect evil and good

3/day each: calm emotions, lesser restoration, shield of faith

1/day each: banishment, dispel evil and good, holy aura

Actions

Multiattack. The kudurru makes two attacks: one with its hooves and one with its antlers.
Antlers. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be charmed by the kudurru for 1 minute.

Hooves: Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Healing Touch (Recharge 5-6). The kudurru touches another creature. The target magically regains 18 (4d8) hit points and is freed from any curse, disease, poison, blindness, or deafness.

The Kudurru is thought to be the animal form and manifestation of the Goddess Mazuzah. The Kudurru is an otherworldly creature that appears to intertwine the noble grace of a deer with the fierce presence of a dragon. Its body is covered in iridescent scales that shimmer in the sunlight. The kudurru have manes of pure, white flame that undulate as it moves. This white mane is contrasted sharply by the obsidian-like antlers that seem to swallow all light around it. When the kudurru flies, it wraps itself in a radiant, iridescent cloud of pure energy that gives off the appearance of running through the fog.



LOAM, SENESCHAL OF THE FORTRESS

Medium construct (arcanata), lawful neutral

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Str +8, Con +10

Skills Arcana +8, History +8, Perception +7

Damage Immunities poison

Condition Immunities disease, poisoned

Languages Abyssal, Common, Ancient Ydrissid

Challenge 15 (13,000 xp)

Action Surge (1/day). Loam can take an additional action on top of his regular action and a possible bonus action.

Spellcasting. Loam is a 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Loam knows the following Wizard spells:

Cantrips (at will): blade ward,, mage hand, prestidigitation

1st level (4 slots): absorb elements, shield

2nd level (3 slots): blur, hold person

3rd level (3 slots): counterspell, dispel magic

4th level (3 slots): fire shield, ice storm

5th level (2 slots): , wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): etherealness

8th level (1 slot): dominate monster

9th level (1 slot): prismatic wall

Eldritch Strike. When Loam hits a creature with a weapon attack, he can choose to impose disadvantage on the target's saving throw against his next spell.

Legendary Resistance (3/Day). If Loam fails a saving throw, it can choose to succeed instead.

War Magic. When Loam uses his action to cast a cantrip, he can make one weapon attack as a bonus action.

Sentry's Rest. Instead of sleeping, Loam enters a state of inactive mode for 4 hours each day. While in this state, he is fully aware of his surroundings and can perceive any approaching threats.

Actions

Multiattack. Loam makes two attacks with its longsword or two attacks with its shortsword.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 4) slashing damage.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 4) piercing damage.

Legendary Actions

Loam can take 2 legendary actions, choosing from the options below. He can only use one legendary action at a time and only at the end of another creature's turn. Loam regains spent legendary actions at the start of his turn.

Unerring Strikes: Loam makes one longsword or shortsword attack.

Arcane Burst (Costs 2 Actions): Loam taps into its magical abilities, releasing a burst of arcane energy. Each creature of his choice within 30 feet of Loam must make a DC 17 Dexterity saving throw, taking 18 (4d8) force damage on a failed save, or half as much damage on a successful one.



PALE RIDER

Medium humanoid (elf), lawful evil

Armor Class 17 (half plate, shield)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Dex +8, Con +8, Cha +10

Skills Athletics +5, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Mounted Combatant. While mounted on its pale horse, the rider gains the following benefits:

- All spells that affect the pale rider affect the pale horse as well.
- The rider has advantage on melee attack rolls against any creature that is smaller than the pale horse.
- The rider can force an attack targeting the pale horse to target themselves instead.

Spellcasting. The pale rider is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rider has the following spells prepared:

Cantrips (at will). chill touch, eldritch blast, mage hand, minor illusion

1st level (4 slots): hex, hellish rebuke, shield

2nd level (3 slots): hold person, misty step

3rd level (3 slots): counterspell, fear, vampiric touch

4th level (3 slots): banishment, dimension door

5th level (2 slots): contact other plane

Actions

Multiattack. The pale rider makes two attacks. It may take two attacks with their polearm, or one attack with the polearm and one spell that requires no more than one action to cast.

Polearm. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) slashing damage, or 11 (1d12 + 4) slashing damage if used with two hands.

Legendary Actions

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

Spell. The rider casts a spell from their prepared spells, using the appropriate spell slot.

Mounted Attack. The rider makes one polearm attack while mounted.

Disruptive Maneuver. The rider uses their knowledge of mounted combat to interfere with an enemy's attack. They force an attacker to make a DC 18 Dexterity saving throw. On a failure, the attacker's attack misses its target and instead hits another creature of the rider's choice within its reach.



Art by Vagelio Kaliva

PALE HORSE

Large celestial, lawful evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	6 (-2)	13 (+1)	8 (-1)

Saving Throws Dex +5, Con +5

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Common and Elvish, but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +3

Misty Gallop. When not in combat, the legs of the pale horse are enveloped by a white mist which triples its movement speed. The pale horse can maintain this ability for up to eight hours. It regains this ability after a long rest.

Trampling Charge. If the war horse moves at least 20 feet in a straight line, any creature in that line must succeed on a DC 15 Strength saving throw or be knocked prone. If a target is prone, the horse can make a hooves attack against it as a bonus action.

Actions

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 5) bludgeoning damage.

The soraquan is a magnificent aquatic creature, resembling a mix between a seal and a fish with webbed appendages that serve as gliding wings. Its sleek head and shoulders are covered in scales that shift in hues of deep blue and iridescent silver as it maneuvers through the water. While the rest of its body is covered in a thick brindle coat of fur. With elongated, streamlined features, it possesses four powerful limbs with webbed appendages, allowing it to move gracefully and swiftly beneath the waves as well as glide above the waves. Soraquan are usually found in packs of 10-100 individuals.

SORAQUAN

Medium beast, neutral

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	2 (-4)	13 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages None

Challenge 2 (450 XP)

Hold Breath. Soraquan are mammals, but can hold their breath for 30 minutes.

Keen Senses. Soraquan have advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. Soraquan have advantage on an attack roll against a creature if at least one soraquan's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pod Mentality. A soraquan can sense other soraquans within 60 feet of it. It can use its perception skill through any other soraquan within that range.

Actions

Multiattack. The soraquan makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Water Jet (Recharge 5-6). The soraquan exhales a blast of water in a 30-foot line that is 5 feet wide. A single creature of medium-size or smaller in that line must make a DC 11 Strength saving throw, taking 3 (1d6) bludgeoning damage and is knocked back 5-feet, falling prone on a failed save, or half as much damage on a successful one.



VOID WALKER

Large elemental (null), neutral

Armor Class 20 (natural armor)

Hit Points 101 (14d8 + 42)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	15 (+2)	10 (+0)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison Condition

Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 12

Languages understands all but speaks none

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Null Movement. The Void Walker moves through its own plane of Null to change its location on the Material Plane. This appears as if it were winking out of existence for a brief moment before reappearing. This movement does not provoke opportunity attacks. It can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Any creature it moves through takes 5 (1d10) force damage.

Void Form. The Void Walker is immune to any spell or effect that would alter its form.

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

Actions

Multiattack. The Void Walker makes two touch attacks.

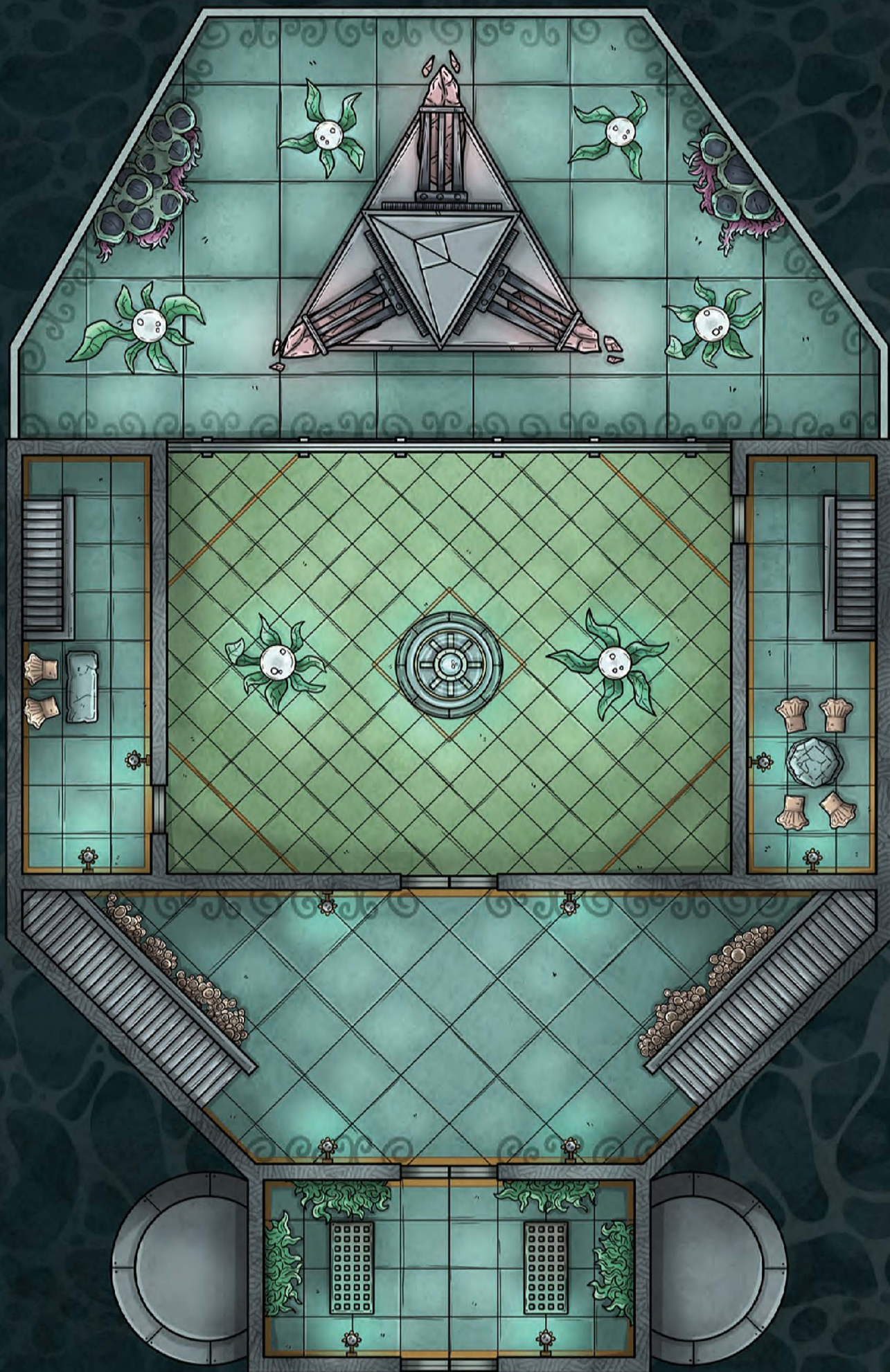
Touch. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

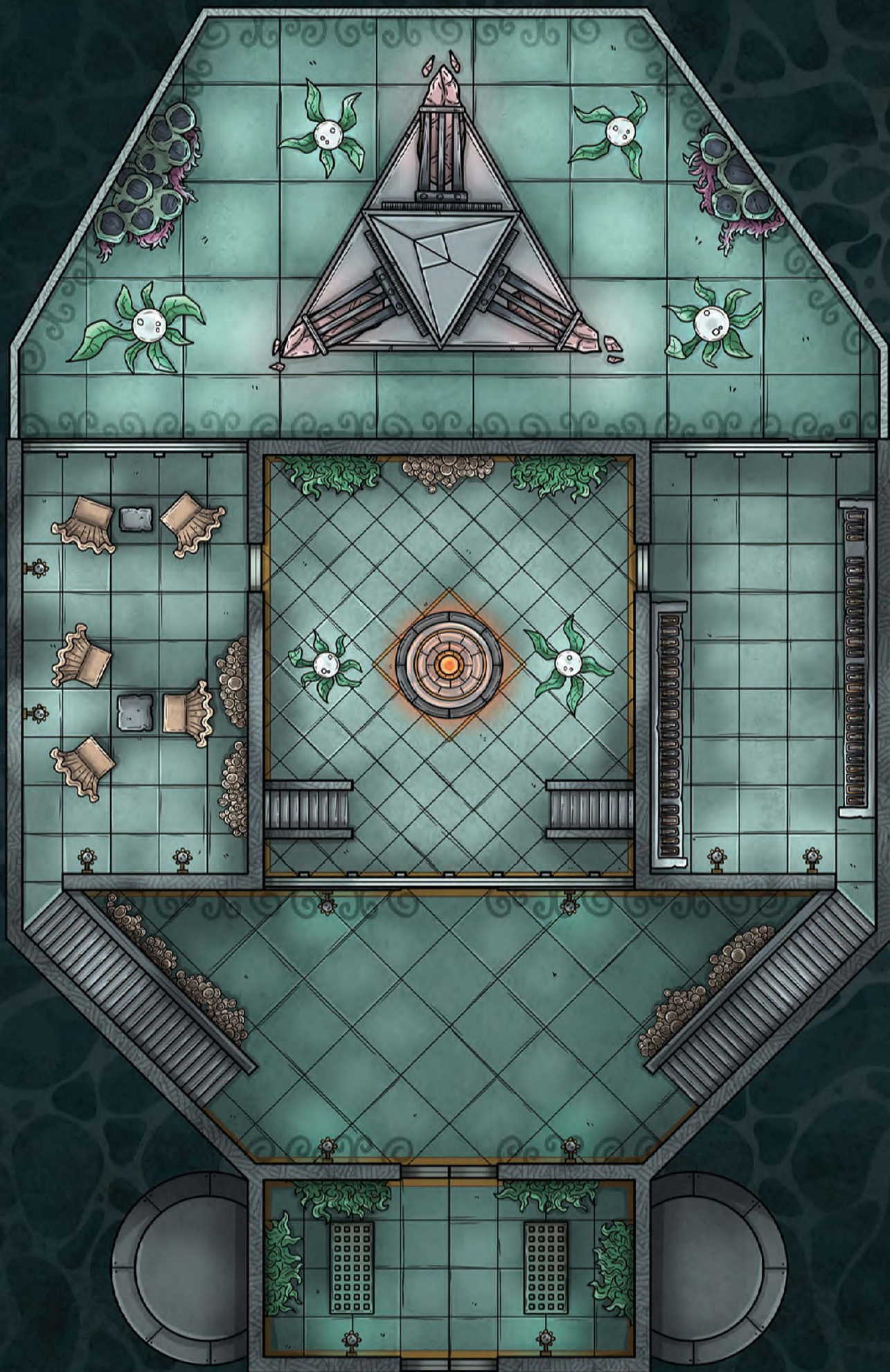
Null Ray (Recharge 5-6). The Void Walker emits a beam of null energy in a line that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

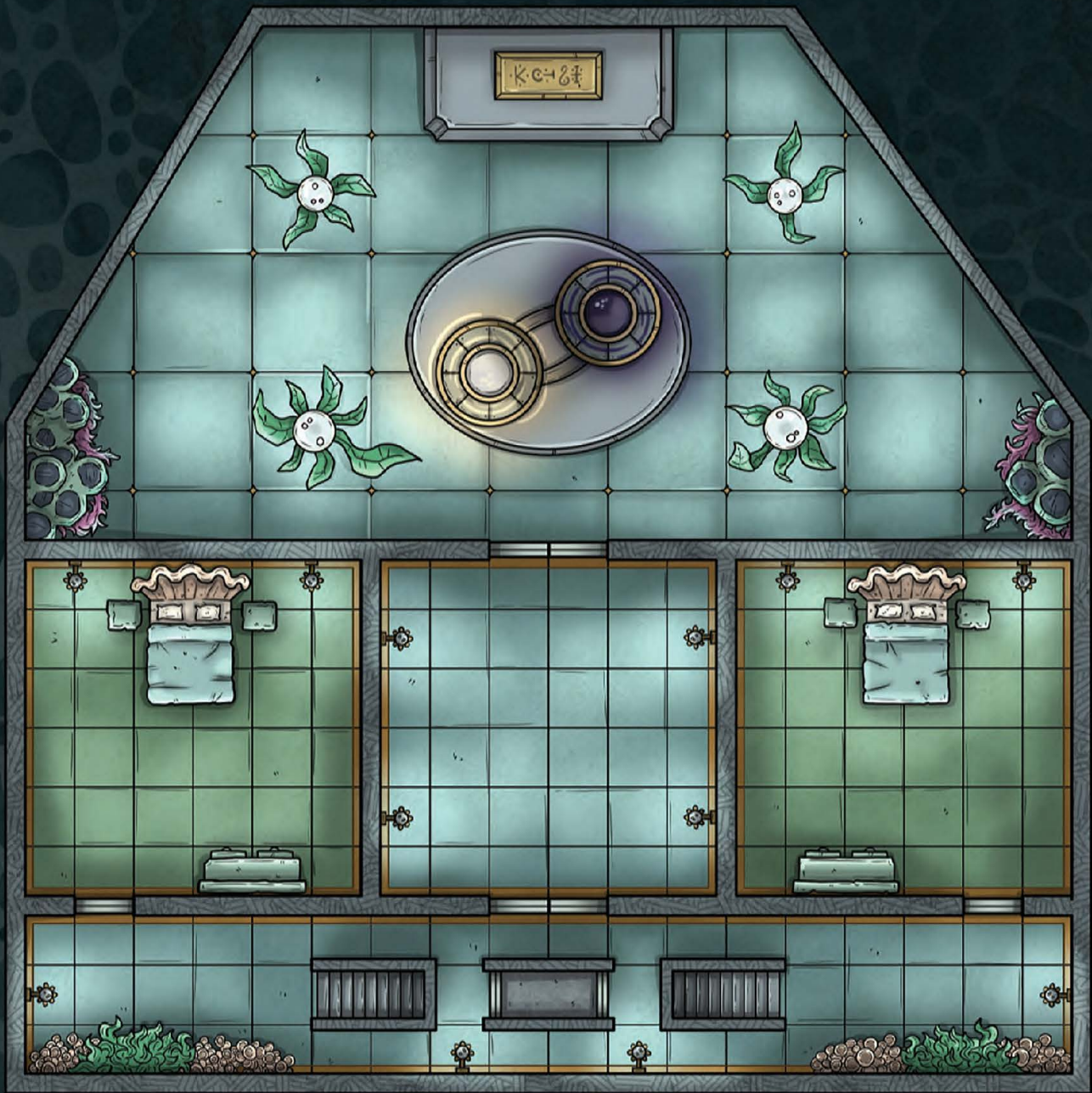
Reactions

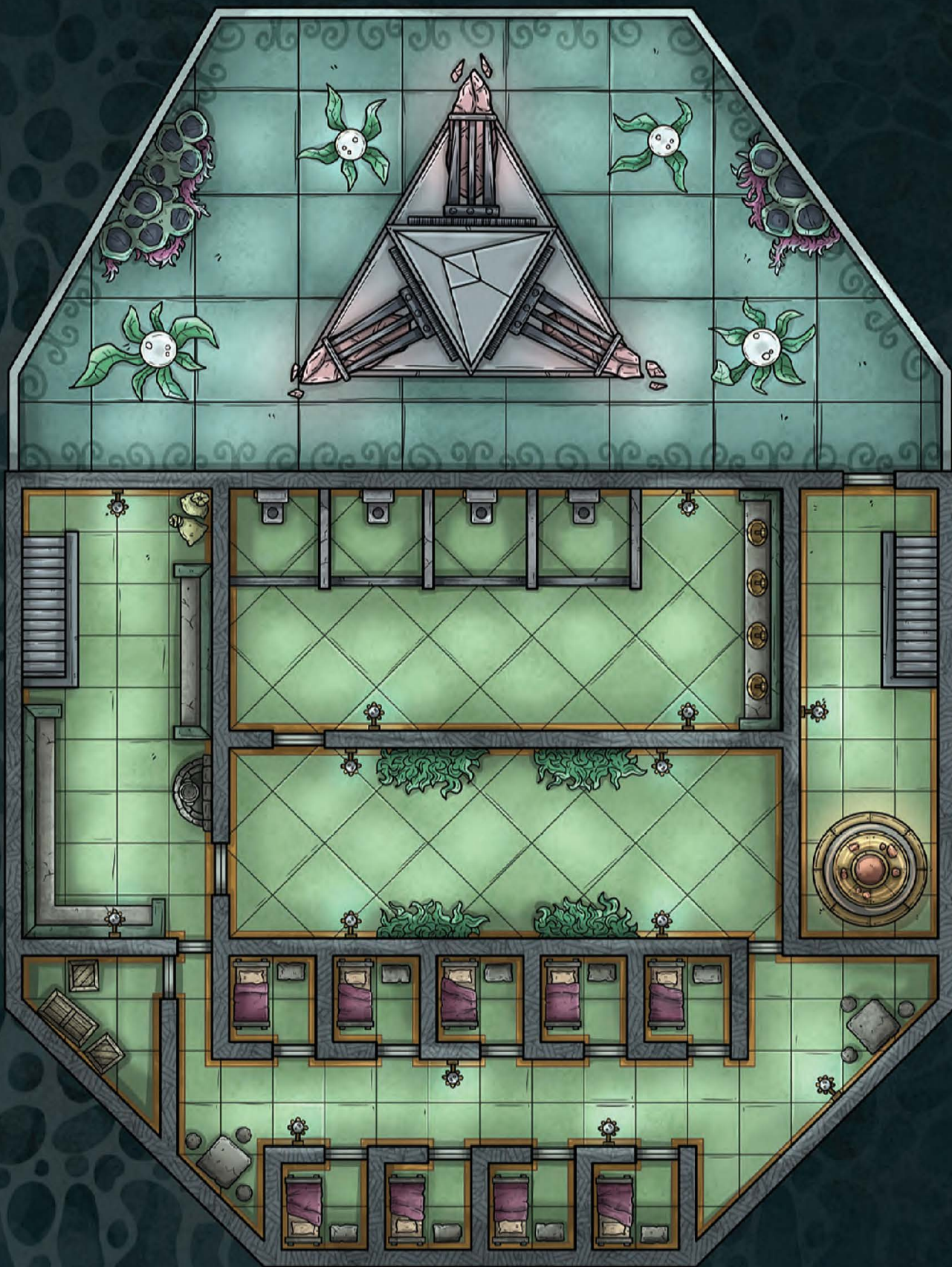
Unravel Magic. When a creature the Void Walker can see within 60 feet of it casts a spell, the Void Walker can use its reaction to make an Intelligence (Arcana) check. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

In the darkness before you looms a figure of immense height, topping 9 feet tall. Its form consists of shimmering, translucent nothing as if part of the darkness itself. Rather than an object you could touch, the creature before you appears to be the opposite—a jagged tear in space where nothing exists. Where their eyes should be, two white tears in the nothing exist and white regard you with an unreadable gaze. The light around it seems to dim, drawn into its form. Each move it makes is eerily smooth, as though the world around it is bending before it. As it moves forward, it does not traverse the space, but rather blinks from one spot to the next.











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LUKE GYGAX'S WORLD OF OKKORIM

ALL SEEMS TO BE LOST IN THE CITY OF CHENTOUFI. THE ARTIFACT KNOWN AS THE OCULUS OF SENRAHBAH HAS BEEN TAKEN TO PARTS UNKNOWN, AND A TERRIBLE DROUGHT HAS BROUGHT CHENTOUFI TO ITS KNEES. JUST WHEN THE CHARACTERS BELIEVE ALL MAY BE LOST, MYSTERIOUS HAPPENINGS OUT TO SEA BRING NEW CLUES AS TO THE WHEREABOUTS OF THE LOST ARTIFACT.

IN PART THREE OF THIS TRILOGY, INVOLVING THE OCULUS OF SENRAHBAH, THE ADVENTURERS MUST TAKE ACTION TO RETRIEVE THE OCULUS AND RESTORE BALANCE BEFORE THE CITIZENS OF CHENTOUFI PAY WITH THEIR LIVES. CAN THEY TRACK DOWN THE ARTIFACT AT LAST? DO THEY HAVE THE STRENGTH TO TAKE IT BACK FROM THE CLUTCHES OF EVIL? FIND OUT IN THIS EPIC CONCLUSION TO THE EYE OF CHENTOUFI CAMPAIGN!



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