

SPLINTERS OF FAITH



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ON THE COVER

Senid Frech, the fen witch priestess of Hel, rides her undead white dragon over the land as she spreads the pestilence of her goddess.



ADVENTURES
WORTH
WINNING

FROG GOD GAMES IS:
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SPECIAL REMEMBRANCES

This book is dedicated to the memories of:

- Gary Louis Schotter Sr., 1944–2013
- Brian David Atkins, 1973–2000
- Deanna Lynn Rhodes, 1971–2000
- Dustin “Lanky” Ray Cook, 1985–2009
- Scott Fuce, 1962–2017

SPECIAL THANKS

Jeff still dedicates this book to Tammy (33 years together, a year of quarantine, and still going!) and our wonderful daughters, Kaitlyn and Alyssa.

Gary would like to dedicate this work to Christina, and his equally wonderful children Brooklyn, Kaden, and Amberlyn.

We also want to again thank Greg Wilson for his

wisdom and advice in solving many of the game issues so many years ago.

Thanks also to Bill Webb and the **Frog God Games**’ team for putting *Splinters of Faith* into the hands of 5e players. We’ll add this new crop of characters’ names to the list of those who have fallen over the years to the dangers hidden inside this volume.

Which brings us to a special dedication to the original 32 characters who lost their lives during playtesting ... and to the numerous other casualties we can only guess at over the years.

And finally, we want to thank Endzeitgeist, Bryce Lynch, and the many other helpful reviewers who took the time to dissect the original *Splinters of Faith* adventures. You were right on so many points. We fixed what we could, added what you suggested, and hope we’ve improved the adventure along the way. Thanks for everything.

AUTHORS' INTRODUCTION



We started out gaming like so many of you. For us, we began our friendship in 1983 during seventh-grade band. We had a limited knowledge of Dungeons & Dragons but unlimited imaginations (like all kids at that age do). Through the years, we experienced countless adventures, slew fantastic beasts, acquired kingdoms of gold, and rescued a plethora of damsels. We played valiant heroes, evil villains, and everything in between (and yes, some of those characters are hiding in this book).

But the love of the game went well beyond these imaginary experiences, especially as we got older. D&D traveled with us through colleges, our careers, our relationships, and the births of our children. It served as a refuge for distress, a deterrent for trouble, and an outlet for our disturbing thoughts.

It was only natural that we wanted to share our experiences with other gamers.

So more than a decade ago we sat down to write a book containing different temples for use in your campaign. Something in the same vein as *The Book of Taverns* that would have further use at the gaming table beyond just one-off adventures. And we did. It ended up being one big book with a variety of good and evil temples in addition to the usual heroes, villains, and monsters galore. We put in things from our past and present (way back then) and polished everything until we thought it was perfect.

So why haven't you seen that book before now?

Looking back, it was a combination of factors: **Frog God Games** was just getting rolling; we had an excessive number of maps (a hundred perhaps?); and let's face it, we were unknown authors. But Bill took a chance on us and decided that the best thing to do was to split the original big book into 10 smaller volumes designed for the *Pathfinder* and *Swords & Wizardry* game systems.

So that one big book was quickly stripped down and split into 10 adventures. Introductions were rewritten to give GMs a feel for the complete adventure, and various changes were made to fit the new 10-volume format. We duplicated introductions to get readers up to speed and made sure each volume included the overland map (which seemed so big at the time but is actually just a small part of the Lost Lands setting). By necessity, some information that didn't fit into



the smaller format was left out. It changed things a little, but readers still got the adventures and the temples.

But now, with a newest edition of our favorite game, the decision was made to publish *Splinters* again — this time as one big book. You read that right: One. Big. Book. So, if you're keeping score at home, that means this work was written as one tome, was then split into 10 volumes, and has now been stitched back together into one book. What a long strange trip it's been.

But don't fret. We've done it again. In addition, we've added some of the things we left out when we chopped it up the first time. The connective tissue between the adventures, if you will. In this volume, you'll find the original adventures updated with new information, new monsters, new magic, and new rules. And new dangers. There's also an entirely new adventure hiding in the middle section to offer your players a change of pace as they crisscross the Lost Lands in search of the various temples from the original book. We've even included overland travel wandering monster charts for the deserts, jungles,

mountains, and forests, as well as extra information taken from Tom Knauss' various excellent environmental books about the high and low temperatures and other unique features to be found in these different environments. We included everything we could think of to make the full campaign as complete as possible.

So welcome back to the *Splinters of Faith Campaign*. We hope you enjoy it as much as we have in the decade we've been working on it. It's an adventure drawn straight through history from the inspired minds of those two boys from 1983 who didn't really know where this game was going to take them.

— Gary and Jeff

P.S. If you preferred the 10-volume setup, feel free to chop up your book on your own. We've done it a few times now, and we're out of that business.

P.P.S. Just an update, but this book was originally scheduled to release in the spring of 2020. But we all remember how that year-that-shall-not-be-spoken-of-forevermore turned out. Chalk it up to another bump in the road that delayed things yet again.



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SPLINTERS OF FAITH CAMPAIGN



he *Splinters of Faith Campaign* is a series of linked adventures that starts with a few chickens going missing and eventually leads to a deadly confrontation with a reawakened death-priest. Along the way, characters must recreate a relic called the *scepter of faiths* to aid them when they finally face off against the death-priest.

This campaign is designed to take characters from 1st level all the way to 14th level or higher.

Characters following the full series of adventures from start to finish will take part in a massive campaign that spans deserts, forests, icy mountain passes and the deepest jungles — all of which are located on the continent of Libynos in the Lost Lands setting from **Frog God Games**. Almost every adventure offers a set of temples — one good, one evil — for characters to explore. If you plan to use the adventure in your own campaign world, you'll just need to drop the temples into the appropriate environments.

As you read through the book, you'll find numerous detailed temples to use. Raid them as you see fit and drop them into your campaign wherever they work. Think of this book as your personal sourcebook for a variety of unique temples set in different environments. Need a temple for an icy plateau? We've got you covered with the Monastery of World Sundering in **Chapter 10: Morning of Tears**. Are the characters heading into the desert? Check out the temple Seraph in **Chapter 9: Eclipse of the Hearth**. Simply put, use the ideas and unique holy sites presented here for when your characters go in search of healing. They'll find that and so much more.

If you use the linked campaign as presented, don't be fooled. The *Splinters of Faith Campaign* is an extremely dangerous adventure designed to put characters through their paces as they try to recreate the scepter needed to put down the evil death-priest once and for all. Characters will die during this adventure (and did in great numbers during playtesting). Be prepared for this eventuality, and either allow players to create new characters of an appropriate level for the ongoing adventure or let them take possession of one of the many NPCs they meet and flesh them out as they join the party. Overall,

parties should be balanced; some adventures involve quite a bit of fighting, while others need skillful thieves. Arcane and divine spellcasters are definitely useful.

ADVENTURE BACKGROUND: A SPLINTERED SOUL

The death-priest Akruel Rathamon rose to power in -613 I.R. (Imperial Record) during the Age of Silence, as he built his fledgling empire around the sprawling jungle city of Al-Sifon. Fear reigned in the Seething Jungle of Libynos as Akruel's forces marched outward and overthrew nations and cities in a spreading circle around his burgeoning city-state, forcibly bringing more people under his banner in an ever-widening gyre of destruction.

Bloodshed marked Akruel's rise to power as he forced a single deity upon those he conquered: Aurikus, a god of death and rebirth of the soul. The death-priest forced all those he conquered to worship Aurikus, and human sacrifice became commonplace in the growing empire, with those who refused to follow the new god's beliefs often ending up being the first sacrificed. Under Akruel's iron fist, Aurikus' power grew as more people — most unwillingly — began worshipping the dark being. Dark cults to Aurikus flourished in the dark corners of even the noblest cities, and sacrificial worship spilled blood in the wake of Akruel's march to power.

But as Akruel's power grew, so, too did his enemies' resolve to stop him. Pockets of opposition survived in the hearts of his blood-drenched cities, and priests of many faiths united in secret rebellion against the tyrannical death-priest. In -604 I.R. as

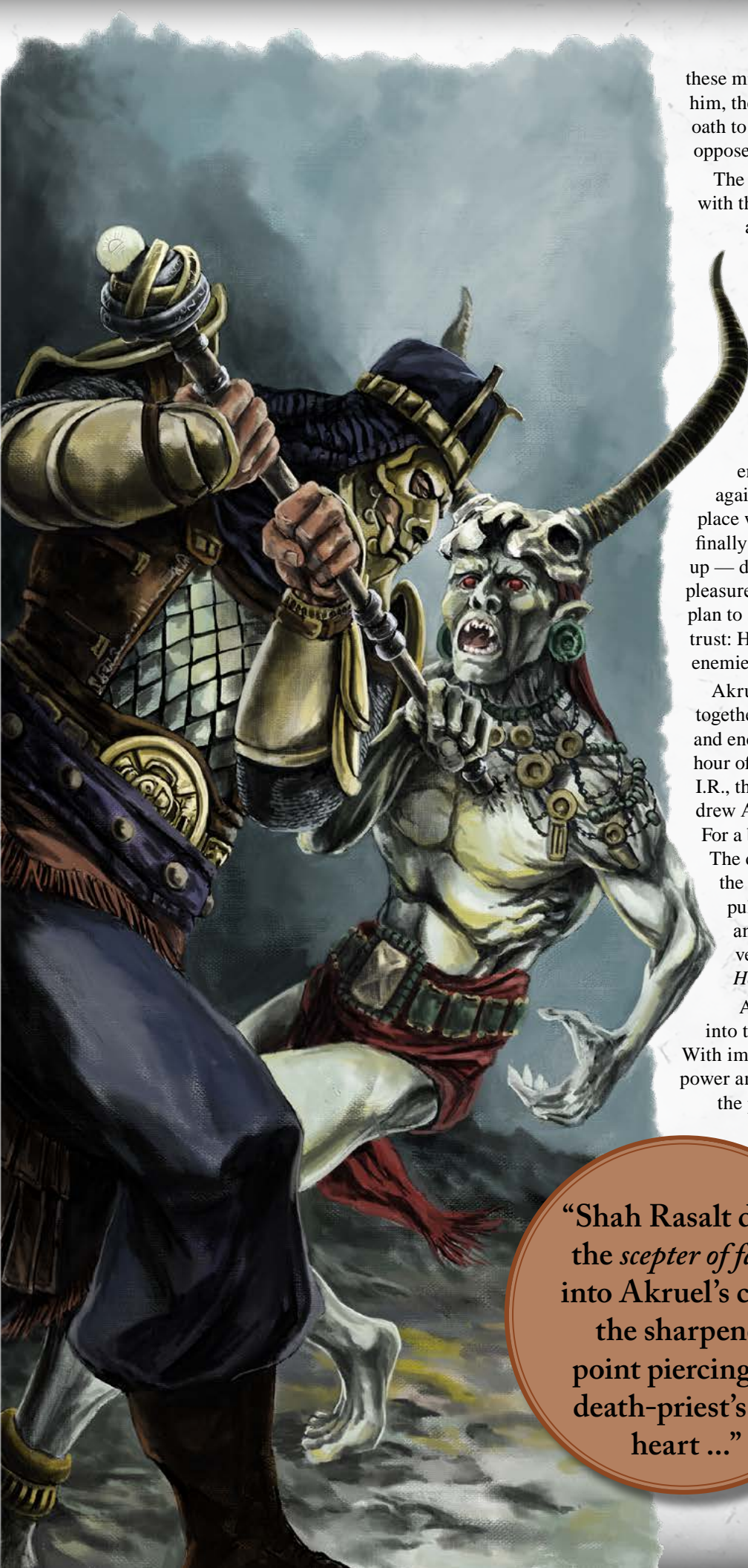
TIMELINE

The following calendar details key events in the Lost Lands and specific events relevant to the *Splinters of Faith Campaign*. It builds on and adds to the timeline provided in *The World of the Lost Lands* setting from Frog God Games.

IR †	Event
–648 I.R.	Akruel Rathamon is born in Al-Sifon in the Seething Jungle.
–630 I.R.	Shah Rasalt is born in Khemit.
–613 I.R.	Akruel Rathamon rises to power in the jungle city of Al-Sifon.
–604 I.R.	Akruel vows to destroy all who oppose his master Aurikus; Arden rallies Shah Rasalt to raise an army to oppose Akruel; the War of Divine Discord begins. Fed up with the war preparations going on in the temple of Seraph, Hamarab Natal gathers his followers and leaves to construct the Hanging Gardens of Iseleine.
–555 I.R.	The Quartzite Vault is discovered. The dwarves of the surrounding area begin pilgrimages to the holy site to venerate Dargath.
–583 I.R.	Forces of good drive Akruel's army into retreating to Al-Sifon.
–582 I.R.	Akruel's soul is placed within the Frore Heart, and he rises as a vampire lord.
–581 I.R.	Akruel marches out of Al-Sifon on a renewed rampage across Libynos.
–580 I.R.	Asani TaAvan betrays Akruel to Shah Rasalt's army; scepter of faiths crafted.
–579 I.R.	Shah Rasalt drives the <i>scepter of faiths</i> through Akruel's heart; the War of Divine Discord ends; a tomb is constructed over the immobilized body of Akruel in what would become Lessef.
–578 I.R.	Shah Rasalt's army marches into the Seething Jungle and razes Al-Sifon; the <i>Frore Heart</i> is not discovered.
–528 I.R.	Shah Rasalt dies in the Temple of Arden (also known as Seraph) in the desert oasis of Zendeth-Jan. Shah Rasalt leaves instructions that his <i>armor of benevolence</i> be taken to a secret temple built in the Hollow Spire Mountains north of Al-Sifon. His instructions are followed precisely, and the armor is delivered into the care of dwarven followers of Dargath in the Quartzite Vault.
–182 I.R.	The god Arden sacrifices himself to stop Tsathogga. Zendeth-Jan suffers as its waters dry up. Seraph falls to various warlords.
2491 I.R.	The poles of Boros shift, causing widespread destruction. Underwater volcano in the Reaping Sea sends a tsunami along the Reaping Coast that destroys the city of Bargarsport. Glaciers sweep south from the Hollow Spire Mountains to consume the Monastery of World Sundering.
2491 I.R.+	The shifting poles cause a subterranean lake of acid to burst forth and surround the Quartzite Vault. The surrounding land is renamed the Dedysh due to the dangers to life. The dwarves in the isolated vault continue to live within its crystal walls, protecting Shah Rasalt's armor.

IR †	Event
2495 I.R.	New city of Bargarsport built over the sunken ruins of the buried city.
3001 I.R.	Mines of Honn opened to provide coal to region.
3415 I.R.	The War of the Winds begins — and ends — as the knights of the Shield Basilica of Muir attack the Pinnacle of Pazuzu in the Hollow Spire Mountains. All cultists are slain in the brief "war."
3425 I.R.	Village of Lessef unknowingly founded atop Akruel's tomb.
3467 I.R.	The demonic Exuviae discovers the Quartzite Vault and leads her son, The Krail, in an attack on the dwarves within. The pair kill all of the dwarves within and claim the crystal vault within the Dedysh as their home. The villagers living in the Dedysh worship the pair of demonic entities as their gods.
3472 I.R.	The religious scholar and explorer Lord Arnsworth Du Vaine visits the Hanging Gardens of Iseleine in his search for knowledge of the scepter of faiths.
3487 I.R.	Lord Arnsworth's adopted daughter Lavina vanishes while he is on a trip; Lord Arnsworth despairs after not uncovering her fate and hangs himself.
3504 I.R.	Mile-wide underground volcano erupts and destroys the Lady of the Searing Waters temple. The Night of Fiery Hues lights the sky for hundreds of miles. The village of Doan barely survives as the land collapses under half the town.
3507 I.R.	Construction finishes on the second Lady of the Searing Waters temple located in the same collapsed volcanic crater where first temple was destroyed.
3510 I.R.	Mines of Honn shut down by the priests of the Lady of the Searing Waters after a series of destructive quakes.
3512 I.R.	Latest incarnation of the Brood of Hecate relights the fires of Abhor Brazier.
3513 I.R.	Phyllox relocates worship of Rachiss into the abandoned Mines of Honn.
3514 I.R.	Moovtu Huglish rediscovers the Monastery of World Sundering in the thawing Wailing Glacier and restarts the religion of Voard.
3517 I.R.	Current year; Rayne D'Anzeray locates Akruel's tomb in Lessef and hires mercenaries to excavate the tomb. Akruel awakens and returns to the Seething Jungle to restore the Nether Sepulcher to its past glory.
3517 I.R.+	Chickens go missing in Lessef, and the characters begin their journey to recreate the <i>scepter of faiths</i> and destroy Akruel Rathamon.

† Imperial Record



these minor thorns in Akruel's side gathered against him, the newly crowned priest-king swore a dark oath to his master Aurikus: He would destroy all who opposed him and his dark master.

The War of Divine Discord began on that dark day with that dark pact. It would rage for another 25 years across the continent, with Akruel's dark cloud of evil stretching west from Al-Sifon to the shores of the Reaping Sea. Akruel's minions spread their master's terror across the land during the long war, with Akruel's cruel stratagems nearly gaining the upper hand.

The tide of war ebbed and flowed, as it does, and Akruel's fanatical forces in -583 I.R. couldn't stem the good-aligned people rising against the death-cult leader. As his enemies rallied and marched by the thousands against Al-Sifon, the death-priest retreated to the place where his conquest began. He knew that death finally stood upon his doorstep. Not willing to give up — despite Aurikus whispering promises of the pleasures of death in his ear — Akruel devised one final plan to stave off the inevitable and to regain his master's trust: He'd take his own life on his own terms before his enemies could do it.

Akruel brought together his remaining priests and together they crafted a heart composed of lifeless flesh and enchanted with the powers of hell. In the darkest hour of the coldest night under a lunar eclipse in -582 I.R., the priests raised their voices in a ritual chant and drew Akruel's tainted soul into the abhorrent flesh.

For a brief moment, the forces of good got their wish: The death-priest died. But as the moon slid from the grasp of penumbral shadows, the *Frore Heart* pulsed with a hellish might as immortal blood and Aurikus' evil flowed anew through Akruel's veins. Akruel's body convulsed as the *Frore Heart* forever after claimed his soul.

Aurikus' dark blessing transformed Akruel into the most ancient of undead: a vampire lord. With immortality now in his grasp, Akruel's thirst for power and bloodshed increased tenfold. He slaughtered the priests who had bestowed his unlife and then marched against the forces surrounding Al-Sifon, singlehandedly destroying the men and women allied against him.

Powerful warriors let their weapons fall from their quivering hands and cowered before the vampire lord as he shrugged off their strongest blows. Wizards fell to their knees exhausted after wasting countless spells trying to stop or even slow the death-priest's deadly rampage. Those who struck the warlord saw his wounds

“Shah Rasalt drove the *scepter of faiths* into Akruel's chest, the sharpened point piercing the death-priest's vile heart ...”

close without a drop of blood flowing onto the battlefield. None knew then that Akruel's soul resided safely within the *Frore Heart*, which made his body nearly impervious to harm as it regenerated all of the wounds he suffered.

Akruel tore his enemies apart with his bare hands as a cloud of churning darkness rolled forth over the dead city of Al-Sifon. The cloud blocked the sun, perpetually darkening the skies. Under cover of a magical darkness trapped beneath this roiling cloud, Akruel walked freely during the day, striking fear into the shattered forces as they retreated from his attacks. Brave warriors fled before the death-priest, and Akruel and his minions pursued them across the continent. Those slain by the death-priest rose in death to swell the ranks of his undead army.

But power did not grant Akruel vision. Unbeknownst to him, Asani TaAvan, a fallen priestess of Aurikus and the death-priest's former concubine, met secretly with the factions opposing Akruel. Asani had grown to fear her lover's undead form and decided the only way to help him was to turn against him. Finally convinced Akruel was lost to her and fearing for her own mortality, she fled Al-Sifon as the War of Divine Discord raged on. The heart-rent priestess betrayed Akruel, offering her knowledge of the *Frore Heart* to his enemies. With the information Asani provided, the assembled priests forged a weapon to use against the death-priest: the *scepter of faiths*. With the help of their gods — who themselves feared Aurikus as he usurped their followers — the priests of the many religions determined that if they could pierce Akruel's heart with the scepter, they could end his reign of bloodshed.

But Asani's knowledge of the *Frore Heart* was incomplete. While she knew that Akruel could be slain by destroying his cold, black heart, she was unaware that the infernal organ now lay outside his body. She incorrectly told the priests that the warlord's heart was the key to stopping him, never knowing that Akruel stored the *Frore Heart* and the very essence of his being in a chamber hidden safely beneath Al-Sifon.

Not knowing that their main objective actually lay within the temple and not within the man, the priests bestowed the *scepter of faiths* on Shah Rasalt, a Khemitian high priest of Arden, to end the bloodthirsty warlord's destructive advance across the continent. As the roiling black cloud crept overhead following Akruel's advance, the armies of good prepared a final trap for the death-cult leader. Thinking his power came from Al-Sifon, they waited until he was far from the city of infamy, throwing good men and women recklessly into the warlord's path to keep him moving forward. Many lost their lives in the days and weeks the led up to Akruel's reckoning.

Finally, just before all hope was lost, Shah Rasalt took the field, holding aloft the *scepter of faiths* like a beacon to the forces of good. During the titanic struggle that followed, Shah Rasalt plunged the *scepter of faiths* through Akruel's chest, driving the weapon into and through the death-priest's heart. The scepter's ash shaft and adamantine point separated Akruel's unbeating heart, blocking the flow of the tyrant's immortal blood. The War of Divine Discord ended in -579 I.R. with Akruel, immobile and powerless, impaled upon the *scepter of faiths*, his face frozen in stunned disbelief and ferocious anger. But while Shah Rasalt's holy relic weakened Akruel's connection to the *Frore Heart*, it unfortunately did not sever the

WHO IS THIS AURIKUS ANYWAY?

In Akruel's day, the relatively weak demon prince Aurikus began consolidating his strength, the first steps in a long rise to power. He first drew evil men such as Akruel Rathamon to his worship by promising them power greater than they could imagine. For a while, this was enough, and his worshippers spread throughout the land during the early days of Akruel's march across the land. After their defeat in the terrible War of Divine Discord, however, Aurikus' worshippers dwindled as Shah Rasalt's forces stamped out the demon prince's remaining influences. Aurikus' followers retreated and worshipped in secret, hiding knowledge of their weakened demon prince from the populace. Aurikus' dominion waned during this time, but it never broke. Memory of his evil deeds declined, but his few surviving worshippers diligently kept alive the demon's cult.

As the cult of Aurikus struggled to keep a foothold in the world, the demon prince's dark cultists took precautions to avoid being hunted anew. To better hide the demon's sinister past and heinous deeds, his mortal followers subtly changed his name. They began calling the demon prince Orcus, a name that has stuck for many centuries and now fills hearts with dread.

Today, Orcus directs the forces of evil with hardly any mention of his past moniker. Akruel's return is a link to this nearly forgotten past, one that Orcus gladly exploits for the terror the death-priest may again inspire. Despite the years, the demon prince's seething anger still burns for the churches that thwarted his plans so long ago. He is more than eager to see them suffer for their roles in his earliest setback.

link completely. Even as Akruel's body hung motionless on the scepter, apparently dead, the *Frore Heart* continued to preserve his soul and body with its tenuous connection.

Despite their efforts, the unified faiths could not destroy Akruel's immobilized body once and for all. They tried burning him, freezing him, dousing him with acid, and cast every spell against his corpse they could muster. Holy water was spilled over his immobile form for a month, but to no avail. No one desired to pull free the scepter — and possibly release the death-priest — but neither could they understand why it hadn't ended the unlife of the vampire lord. Finally, a frustrated Shah Rasalt ordered a mountainous tomb built over the impaled body of the vampiric priest-king. As the stones of the tomb were constructed around his body and the dirt of the knoll was piled over the death-priest's resting spot, Rasalt entombed Akruel's remaining cohorts — the living and the dead — alive within the vault's outer walls. Rasalt felt his actions enough to guarantee the land's safety. To make sure, however, he also marched his army back to Al-Sifon to raze the

temples and salt the earth where evil had flourished. Unfortunately, Akruel's few followers beat the army back to the dread ground and sealed and hid the crypts where the *Frore Heart* still beat. Shah Rasalt thoroughly wiped the upper temple from the jungle, but the evil hidden underground remained.

As the dreadful memories of Akruel and his evil deeds faded, a few church elders who had blessed the *scepter of faiths* feared Akruel might one day awaken. When Shah Rasalt finally passed into Arden's embrace years later in -528 I.R., these church elders decreed that a stone slab be placed atop Akruel's tomb to warn of the ultimate evil buried under the newly fertile land. Markings on the stone slab pleaded that the *scepter of faiths* remain forever driven through the evil death-priest's heart.

Over time, Akruel's tomb blended into the land, eventually disappearing from history. The bloody battlefield where Akruel was finally defeated passed into legend, and a village rose around the artificial hill as new arrivals reclaimed the land. The stone slab became nothing more than a strange rock formation on the hill. More time passed, and men eventually even forgot the dire days of Aurikus' cult. Harsh weather further scoured the slab, and eventually it disappeared into the dirt, just another rock formation buried on the plains. Eventually, followers of Freya discovered the hill and built a shrine atop the warning slab, unknowingly using the rock as the floor of their newly founded temple.

But time and the elements could not permanently erase all memories of the cruelty of Akruel Rathamon. Rayne D'Anzeray, a scholar of necromancy from the Theurgist Seminary of Thasizier, discovered references to Akruel in that vault of knowledge. What intrigued him most were the rumors of Akruel's power over death itself. His ambitions and desire for his own immortality spurred him across the land in search of Akruel's forgotten tomb. After years of research, Rayne's searches through countless brittle scrolls and forgotten tomes finally paid off when he uncovered the name of a small village named Lessef. Rayne hired a small group of thugs and laborers to excavate the newly discovered tomb. The necromancer got far more than he bargained, however. After finding Akruel's lead-sealed tomb, Rayne removed the *scepter of faiths* from Akruel's withered corpse. In the long-forgotten ruins of Al-Sifon, the long-hidden *Frore Heart* again began to beat a stuttering rhythm as long-dormant links between the relic and the vampire lord replenished the warlord's spirit and strength.

Centuries of death and decay vanished in minutes as the death-priest's form drew dark power from the faraway *Frore Heart*. Free at last from his stasis, Akruel immediately broke the *scepter of faiths* into two pieces, destroying the hated relic that had held him helpless for so long. The reawakened Akruel vowed then and there to revive the vanquished cult of Aurikus and to see his enemies suffer for their crimes. After so much time locked in the tomb, however, Akruel had no idea that his master was now a demonic entity of considerable power known by a different, fear-inducing name.

In his haste for freedom or perhaps because of his immortal arrogance, Akruel left the broken pieces of the *scepter of faiths* behind as he took his first steps into a land that had all but forgotten the evil buried beneath it. A land that would soon regret that error.

DO WHAT YOU WANT

These adventures are meant to be versatile. If you don't want to send the characters on an epic quest to restore the *scepter of faiths*, then don't. Use the individual adventures in your home campaign as you see fit. Don't like the *scepter of faiths*? Change it to something more appropriate for your campaign world. It could just as easily be the sword of faiths, the axe of faiths, or the sickle of faiths (or even the greatsword of Muir, the pick of purity, or whatever; change the name if it suits you). You'll need to change a few details along the way, but it shouldn't be too hard. Make whatever changes you feel are necessary. These adventures are meant to serve as a guide; you get to decide the final direction in which it leads your group.

While the *scepter of faiths* must be restored in a certain order, the adventures still provide the characters with plenty of freedom. They can decide where they want to go and what they want to do within the scope of the individual quests. You should guide the characters but be ready to let them get into trouble on their own. If they can't get out of it, well, that's on them.

REFORGING THE SCEPTER

The adventures that make up the *Splinters of Faith Campaign* focus on the characters' efforts to stop the death-priest Akruel's return by restoring the *scepter of faiths*. It's not as simple as taking the broken pieces of the scepter and hunting down the death-priest, however. Reforging the scepter requires tracking down the temples that originally crafted the relic and receiving specific blessings from each one. Once the scepter is again complete, the characters must then journey into the very heart of darkness as they attempt to stop the death-priest in his restored ziggurat of death in the Seething Jungle. Below is a brief description of each adventure, with approximate levels and the chapters in which they can be found:

CHAPTER 4: IT STARTED WITH A CHICKEN

Levels 1 through 3

This opening adventure introduces the characters to the main villain (although they won't face him just quite yet) and sets them on a quest to restore the broken *scepter of faiths*. The characters must delve into a burial mound to recover the pieces of the scepter and discover the steps required to recreate the holy relic.

CHAPTER 5: BURNING DESIRES

Levels 2 through 4

The characters visit the aboveground dwarven city of Anvil Plunge, only to discover the starting ritual needed to re-forged the scepter cannot be undertaken because a piece of the holy forge is

missing. The characters must travel into the sprawling Sin Mire Swamp to recover the artifact.

CHAPTER 6: CULVERT OPERATIONS

Levels 3 through 5

The city of Bargarsport sits upon the sunken ruins of the old city and the underground temple of Clandestine. But the temple's faithful are a conniving lot and require the characters to face down a pair of necromancers and their undead minions moving into the underground city before they offer their help.

CHAPTER 7: FOR LOVE OF CHAOS

Levels 4 through 6

The characters find that the temple of Iseleine perched high atop a pillar standing in the middle of a lush, garden-filled pit is in dire danger from a force strategically destroying the garden below. What's worse is the fact that the temple's high priestess viciously killed her husband before throwing herself from the high pillar. The oil of Iseleine needed to bless the scepter is missing as well.

CHAPTER 8: SOUL OF GLASS (OPTIONAL)

Levels 5 through 7

This optional adventure allows you to bolster the characters' levels if they aren't ready just yet for the tougher adventurers to follow. Characters must enter the haunted manor house of a religious scholar in search of his notes and relics that might lead them to the next temple required to restore the *scepter of faiths*. Many ghosts still haunt the manor house, including the spirit of the scholar and his murdered daughter. This adventure also serves to provide the characters with a possible home base where they can recuperate during the course of the final adventures.

CHAPTER 9: ECLIPSE OF THE HEARTH

Levels 5 through 7

The pyramid Seraph, once a holy temple, now lies under the sway of darkness. Breaking into the temple is hard enough, but braving the sinister twists awaiting in the dark catacombs will test even the strongest characters. And characters who thwart the evil gnolls and traps left by priests of Set must face down the past tragedies that still haunt the pyramid.

CHAPTER 10: MORNING OF TEARS

Levels 6 through 8

The characters enter a frozen wasteland to find a missing statue. But the icy wastes are the least of their worries in the Wailing Glacier, where a clan of yetis guard the stolen idol.

CHAPTER 11: THE HEIR OF SIN

Levels 7 through 9

The characters hope to simply strike the Grindstone of Muir, but are they worthy? They'll have to prove it by rescuing a paladin's daughter from the lair of a demon lord's cult.

CHAPTER 12: PAINS OF SCALDED GLASS

Levels 8 through 12

A disaster has injured and killed many of the priests of the Lady of the Searing Waters, but the nearby abandoned mines hold deadly secrets the characters must unravel and a cult of vermin they must defeat before the scepter can be blessed.

CHAPTER 13: DUEL OF MAGIC

Levels 10 through 14

The characters must journey from a temple of good magic to face a coven of evil witches. They must scale an active volcano — either on the rocky exterior or the fiery interior — to find the coven's captive: an astral deva needed to power the scepter.

CHAPTER 14: REMORSE OF LIFE

Levels 13 and greater

With the completed *scepter of faiths*, the characters must track down the evil Akruel Rathamon in the temple city of Al-Sifon where he is again consolidating his power as he plans anew to conquer the land.

CHAPTER 15: LETTERS FROM THE LOST LANDS OR, IS IT OVER?

This penultimate chapter details various postcards that can lead the characters into one final adventure. The postcards are provided in this chapter for you to copy and use as needed in your game.

CHAPTER 16: ACID SWAMP OF THE DEMON PRINCE

Levels 14 and greater

The players can discover this final adventure that leads to the legendary Shah Rasalt's missing armor if they pay attention to the story that unfolds on the postcards included in this book. This final adventure is separate from the main campaign and can be used as you see fit in conjunction with the postcards. During the adventure, the characters discover villagers who worship a demon prince that has claimed the vault where Shah Rasalt's legendary armor is stored.

APPENDICES

The appendices contain new creatures, unique magic items, ghostly abilities and hauntings, as well as the various deities who are worshipped at the temples the characters will be visiting. You'll also find various handouts designed to enhance gameplay. You are free to make copies of these and hand them out to your players as needed. These final sections are detailed in the **Appendices** sidebar on the next page, along with the various notations used throughout this book to reference them.

ADVENTURE HOOKS

The first adventure, **Chapter 4: It Started with a Chicken**, involves a temple to Freya built upon the death-priest Akruel Rathamon's burial tomb. The slab warning of Akruel's evil serves as the weathered stone-slab floor of the temple. Your goal should be getting the characters to Lessef, where the campaign

begins. Below are a few possible hooks you might consider (although you are encouraged to invent your own ways to get them to the village):

New adventurers: The characters are just getting started as adventurers and actually live in Lessef. This hook lets you start a new or experienced group of players with low-level characters and progress them to higher levels by the time they are ready to confront the vampire lord.

Bodyguards: A traveling priest on a pilgrimage to different temples devoted to Freya hires the characters. The High-Priest Sarnau asks the characters to serve as bodyguards on his next journey to the out-of-the-way temple of Freya in Lessef. He offers a meager payment but promises a grand adventure. He doesn't know the half of it.

Dire rumblings: A priest in the party receives a strange dream that directs him or her to the temple of Freya within Lessef. Strange visions of battles, a broken scepter, and a cadaverous figure haunt the character's memory. Dreams of boiling black clouds filling the sky like an impenetrable thunderstorm drive them to tears.

The Merchant's Tale: As the characters relax in a tavern, they overhear a traveling merchant telling a tale of a treasure map hidden within the small church of Freya in Lessef. He hired a youth in the small community to tend the horses on the trip, and the young man told him the story.

Unknown Benefactor: A raven lands near the characters, a rolled scroll in its claws. It caws loudly and pushes the scroll toward one of the characters. If read, the scroll offers 1,000 gp if the characters travel to Lessef to deal with "a dire revelation come to pass." No name is on the scroll.

POSTCARDS FROM THE LOST LANDS

You may have noticed the chapter containing 10 postcards related to this adventure (see **Chapter 15: Letters from the Lost Lands or, Is It Over?** for more details). Each postcard includes an illustration of one of the temples found in the adventures making up the *Splinters of Faith Campaign*. On the back of each postcard you'll find an ongoing story of a pair of adventurers who seem to be paralleling the heroes' journey.

During the course of the main adventure, you'll find instructions on when to give the players one of these postcards. It's left to your discretion how you present the postcards, and you can do so in whatever fashion suits you. For example, a merchant might have one for sale, one might be tacked to a post in a tavern, another could end up mysteriously tucked into a character's backpack. You might even decide just to hand them to the players once they discover the appropriate temple. It's up to you.

Having said that, **Postcard No. 10: The Nether Sepulcher** describes one very ugly stork that delivers that particular postcard to the players. You're free to adjust this final delivery as well, but you may need to make a couple of changes in the additional adventure found in **Chapter 16: Acid Swamp of the Demon Prince**. But honestly, who can pass up an extremely annoying bird that decides to team up with the characters after it completes its task?

You're under no obligation to hand these postcards out during the game. Ignore them completely if you don't feel like adding this additional meta-game to your campaign (or if you just don't want your players getting their pizza-covered hands on them; we completely understand). The main adventure doesn't depend on the postcards at all.

Once they have them, the players can laugh at these strange souvenirs from their adventure or pass them around to admire the art. They might even read the story unfolding in snippets on each one as well. If your players dig a little deeper, however, they could end up discovering one final treasure — and possibly a hideous trap. You're under no obligation to point out the unfolding story. Let the players figure things out on their own if they pay attention.

This final adventure revealed by the postcards can be found in **Chapter 16: Acid Swamp of the Demon Prince**. You are free to use this concluding adventure if the players investigate the tale told on the postcards, or you could just conclude the *Splinters of Faith Campaign* adventure with the final confrontation with Akruel Rathamon in **Chapter 14: Remorse of Life**. The final adventure could also be used as a completely separate adventure if you rework it a bit.

APPENDICES

Notations throughout the adventures refer to the various appendices located at the back of the book. Use the key below to find further details (although most of the notations should be fairly understandable when they are encountered).

Notation	Appendix	Description
A1	Appendix 1: NPCs and Creatures	NPCs, creatures, and more
A2	Appendix 2: Magic Items	New magic items
A3	Appendix 3: Deities	Relevant gods and goddesses from the Lost Lands
A4	Appendix 4: Ghostly Abilities	New abilities for ghosts/spirits
A5	Appendix 5: Hauntings	Additional supernatural events designed for Chapter 8: Soul of Glass
A6	Appendix 6: Player Handouts	An assortment of handouts for the players

2

THE SCEPTER OF FAITHS



t the beginning of the adventure, the *scepter of faiths* is nothing more than a broken scepter sapped of its formidable powers.

Before the characters face Akruel, they must craft another scepter by visiting the temples that created the original artifact. Each blessing performed on the new scepter adds another power or ability to the relic. By the time the characters reach the final adventure, the new *scepter of faiths* is a formidable weapon against undead and is focused on destroying Akruel and the *Frore Heart*.

The *scepter of faiths* was a powerful artifact designed by a coalition of eight churches with a specific goal: defeat Akruel Rathamon during the War of Divine Discord. The scepter is made of a three-foot-long length of ash banded by adamantine rings for strength. The scepter's head is a fist-sized ring of gold and silver bands imprinted with religious symbols from the eight churches that joined together to create the relic. At the peak of the scepter, a pearl etched with a sunrise sits in the gold-and-silver mounting. The opposite end of the scepter is carved into a sharpened adamantine spike bonded to the ash.

The *scepter of faiths* starts off weak but eventually is forged into a deadly weapon against the undead and Akruel in particular. The fully restored scepter is detailed below. This is the relic at the height of its power, fully empowered to deal with Akruel (and his other undead minions). Characters must visit each of the temples during the campaign to acquire all of these abilities. New abilities are granted with each successive blessing performed on the scepter.

Feel free to change the properties and the order in which the abilities are bestowed as they best fit your game. It is suggested that the resurrection property be one of the last abilities restored. Each adventure begins with a short description of the scepter's powers at that time based on the previous ceremonies performed.

THE SCEPTER OF FAITHS

Weapon (mace), artifact (requires attunement by a creature of lawful good or neutral good alignment)

The *scepter of faiths* is equivalent to a +3 *mace* that sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. It also has the following abilities:

Bless. While holding the scepter, you can use an action to cast the *bless* spell up to three times per day. This property recharges daily at dawn.

Blessing of the Faiths. If you are a lawful good cleric, you gain the following benefits while attuned to the weapon:

- You gain darkvision out to a range of 60 feet. If you already have darkvision, the range is increased by 60 feet.
- You are immune to necrotic damage.
- You gain expertise in the Religion skill.
- You can sense undead within 60 feet of you.
- You know the precise location of Akruel Rathamon when you are within one mile of him, his general location when within 50 miles, and a general sense of evil when within 500 miles.

Courage. While attuned to the scepter, you can't be frightened.

Disruption. When you hit an undead with the scepter, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

Divine Awareness. If you are holding the scepter, you can use an action to cast *detect evil and good* from it up to three times per day. This property recharges daily at dawn.

Healing. While holding the scepter, you can use an action to cast the cure wounds spell as if it were cast using a 2nd-level spell slot up to three times per day. This property recharges daily at dawn.

Magic Weapon. The scepter is a magic weapon that grants a +3 bonus to attack and damage rolls.

Personality. The *scepter of faiths* speaks in a firm voice filled with authority and confidence. It does not abide cowardice or selfish acts by its wielder, and it is unfaltering in its quest to destroy all undead, but it has an overwhelming desire to face and destroy the death-cult leader Akruel Rathamon. The scepter has no sympathy for undead, evil, or practitioners of the necromantic arts.

It tolerates neutrality for as long as the creature in question shares its mission and values and does not get in the way of its goals to destroy the undead. The scepter is very aware of the awesome power it contains and requests that its wielder use it over all other weapons.

Resurrection. While holding the scepter, you can use an action to cast the resurrection spell from it. This property can be used once per month.

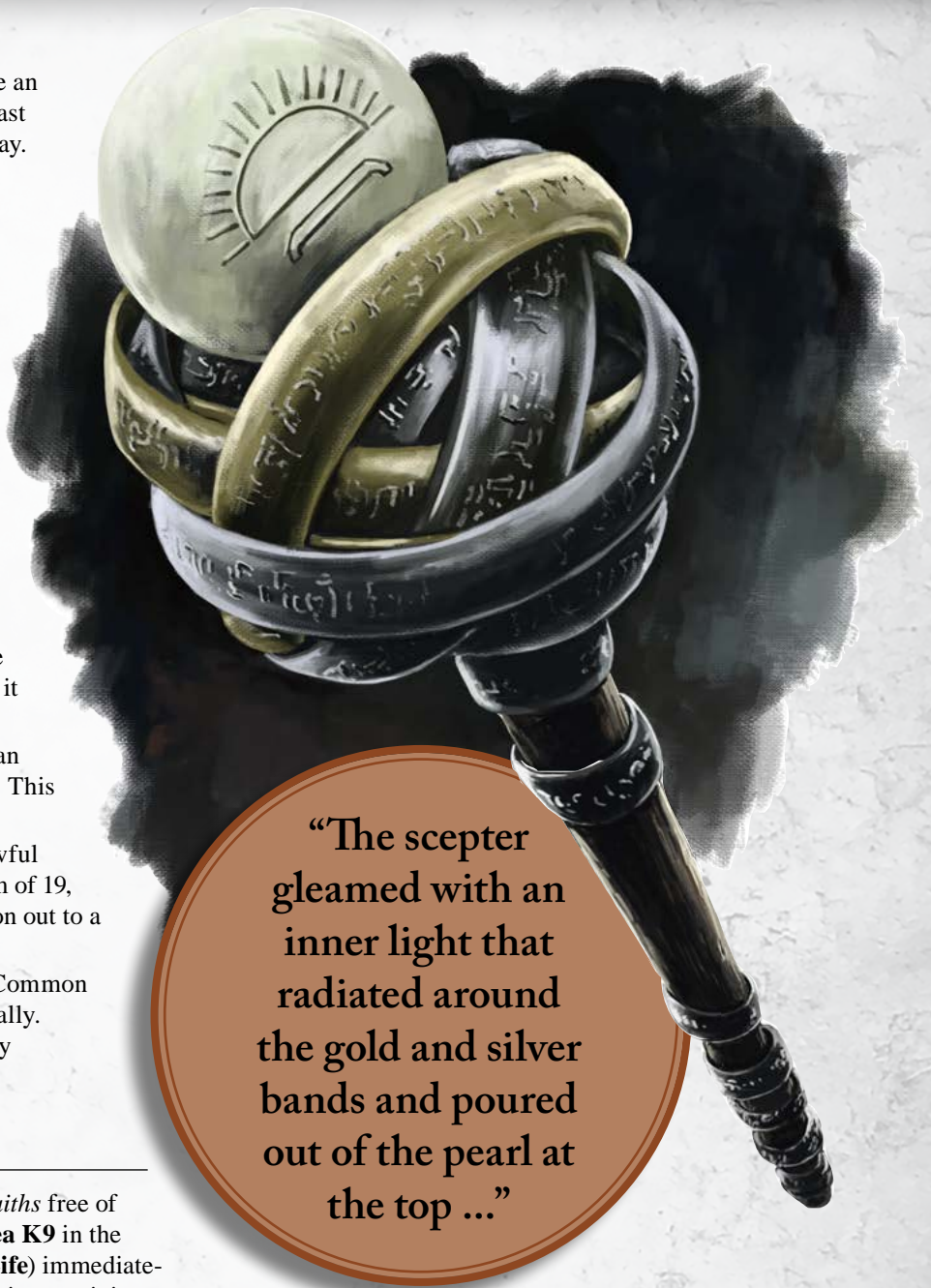
Sentience. The *scepter of faiths* is a sentient lawful good weapon with an Intelligence of 10, a Wisdom of 19, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common and can communicate with its wielder telepathically. While attuned to the scepter, it understands every language you know.

RESTORING THE SCEPTER

When Rayne D'Anzeray pulled the *scepter of faiths* free of Akruel's withered chest, the *Frore Heart* (see **Area K9** in the Interment Sanctum in **Chapter 14: Remorse of Life**) immediately restored its unholy connection with the death-priest, reviving and slowly rejuvenating his desiccated body. Akruel's first act upon awakening was to break the scepter in half and toss aside the splintered pieces. He was unaware but likely would not have cared after so long trapped in his burial mound that the broken halves of the scepter could still serve as a blueprint for crafting another relic that could potentially defeat him. His only thought at the time was to escape back into the world he had been denied for so long.

The stone doors surrounding Akruel's tomb (**Areas K2** through **K9** in **Chapter 4: It Started with a Chicken**) describe the eight temples that banded together to originally craft the *scepter of faiths*. Each door contains a snippet of the verse that describes how to create the scepter from start to finish (see **A Warning from the Past** at right). The specific ritual required at each temple is also referred to in each line. The rituals and the additional bonuses granted to the scepter are described at the end of each adventure, and a current state of the scepter is presented at the start of each adventure in case you need to refer to the available powers at that point in the campaign.



“The scepter gleamed with an inner light that radiated around the gold and silver bands and poured out of the pearl at the top ...”

A WARNING FROM THE PAST

The designers of Akruel's tomb feared that the death-priest might someday escape. They included a verse of instructions on how they created the *scepter of faiths* in case the warlord should ever be freed:

FORGE FIRST IN DARGATH'S FIRES,
TWO KISSES BESTOW BY AYIANNA'S DAUGHTER.
BATHE THREE DROPS OF BEAUTY ON ISELEINE'S SPIRE,
THEN SHALL ARDEN'S MIDDAY SUNS POUR FORTH LIKE WATER.
IN THE FIFTH HOUR OF MOURNING, VOARD'S HUMBLE TEAR TEMPERS,
WITH THE SIXTH STRIKE OF MUIR'S GRINDSTONE, VIRTUE IS PROFFERED.
SEVEN NIGHTS BURN IN NINEVAH'S POOL-LIKE EMBERS,
IN THE HALLS OF EIGHT DISCIPLINES, PERFECTION FREELY OFFERED.



3

OVERLAND TRAVEL



he temples in the *Splinters of Faith Campaign* are scattered over a large section of the Lost Lands' continent of Libynos. Characters will be traveling from the Reaping Sea in the south to the Kanderi Desert in the north, a journey of 650-plus miles. That's easy for higher-level characters who can rely on magic to get them from point A to point B with little effort, but low-level characters are going to be on the road for a while. To that end, you can devise your own encounters based on the terrain or use the following tables to reveal an encounter.

Whenever the characters are traveling between temples, refer to these tables to find out what they might encounter. For every 25 miles of travel (roughly one hex on the overland map), there is a 25 percent chance of an encounter. Roll 1d100 on the appropriate table (deserts, polar, forest, etc.), but feel free to adjust the result or just ignore it entirely. Many of the monsters might be too difficult for a lower-level party. Substitute a level-appropriate encounter as needed.

Each table includes simple encounters (a war party of gnolls, for example) but you'll also find more in-depth encounters that might further the story (a group of assassins working to retrieve the *scepter of faiths* for their masters, for instance). These special encounters are split up by approximate character levels to be used as needed at various points in the adventure. You'll find them at the end of the chapter. Some of the tables use monsters from the *Tome of Horrors* from *Frog God Games*; if you don't have this accessory, simply roll again or substitute a monster as appropriate. All *Tome of Horrors*' monsters are marked.

Also included below are means for determining temperatures and other details about the more extreme regions (the Sin Mire Swamp, the Kanderi Desert, the Hollow Spire Mountains, the Seething Jungle, and the Wailing Glacier) through which the characters might be traveling.

FORESTS

The central forests on Libynos are temperate regions where trees grow tall, vegetation is thick, and all manner of beasts run

through hidden game trails. Some forests are filled with hanging vines that grow so thick that the only way forward is to cut a new path — a path that won't be there within a week. Other forests are less dense, but the spreading branches above are so intertwined that little light reaches the ground.

Temperatures tend to be relatively mild to hot in the summer but can drop below freezing in the winter. The following tables can be used to generate the daily high temperatures, low temperatures, windspeed, and the chance of precipitation in the forest according to the season.

FOREST DAILY HIGH TEMPERATURES

1d100	Spring	Summer	Autumn	Winter
01–10	45 + 4d6 °F	75 + 4d6 °F	65 + 4d6 °F	30 + 4d6 °F
11–20	45 + 3d6 °F	75 + 3d6 °F	65 + 3d6 °F	30 + 3d6 °F
21–30	40 + 4d6 °F	70 + 4d6 °F	60 + 4d6 °F	25 + 4d6 °F
31–40	40 + 3d6 °F	70 + 3d6 °F	60 + 3d6 °F	25 + 3d6 °F
41–50	35 + 4d6 °F	65 + 4d6 °F	55 + 4d6 °F	20 + 4d6 °F
51–60	35 + 3d6 °F	65 + 3d6 °F	55 + 3d6 °F	20 + 3d6 °F
61–70	30 + 4d6 °F	60 + 4d6 °F	50 + 4d6 °F	15 + 4d6 °F
71–80	30 + 3d6 °F	60 + 3d6 °F	50 + 3d6 °F	15 + 3d6 °F
81–90	35 + 4d6 °F	55 + 4d6 °F	45 + 4d6 °F	10 + 4d6 °F
91–00	35 + 3d6 °F	55 + 3d6 °F	45 + 3d6 °F	10 + 3d6 °F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 83° Fahrenheit, and the low temperature table generates a result of 15 + 2d6° (which results in a total of 19 degrees), the daily low temperature is 64° Fahrenheit (83° – 19° = 64°F).

FOREST DAILY LOW TEMPERATURES

1d100	Low Temperature
01–10	5 + 1d6°
11–20	5 + 2d6°
21–30	10 + 1d6°
31–40	10 + 2d6°
41–50	15 + 1d6°
51–60	15 + 2d6°
61–70	20 + 1d6°
71–80	20 + 2d6°
81–90	25 + 1d6°
91–00	25 + 2d6°

The following table determines the windspeed measured in miles per hour based upon the season.

FOREST DAILY WINDSPEED

1d100	Spring/Autumn	Summer	Winter
01–10	1d4	1d4	1d8
11–20	1d5	1d6	1d10
21–30	1d8	1d8	1d12
31–40	1d10	1d10	3d4
41–50	2d4	1d12	4d4
51–60	2d6	2d6	2d6
61–70	3d6	3d6	3d6
71–80	4d6	4d6	4d6
81–90	5d6	6d6	6d6
91–00	8d6	7d6	8d6

Whenever the windspeed equals or exceeds 30 miles per hour, a storm is usually in the offing. The following chart determines the daily chance of experiencing a storm. It is also based upon the season. If the windspeed is above 30 mph, add +10 to the roll for the chance of a storm occurring. Precipitation that occurs during winter falls as snow or sleet.

DAILY CHANCE OF PRECIPITATION IN FORESTS

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–45	01–65	01–55	01–55
Storm	46–00	66–00	56–00	56–00

READY

TO TRAVEL?

These adventures span a great swath of the Lost Lands, from the Beharrel Valleys in the west to Anvil Plunge in the east, and from the Reaping Sea in the south to the Kanderi Desert in the north.



RANDOM FOREST ENCOUNTERS

For every 25 miles of travel (roughly one hex on the overland map) in the forest, there is a 25 percent chance of an encounter. Roll 1d100 on the table below. Adjust the encounters as necessary or ignore the results entirely if the monster rolled might be too difficult for the party. Notes about special encounters within the table are noted afterward.

FOREST ENCOUNTERS

1d100	Encounter	Number
1	Archer bush ^{TOH5e}	1
2	Asrai ^{TOH5e}	1
3	Assassin vines ^{A1}	1
4	Axe beak	1
5	Badger, prehistoric honey ^{TOH5e}	1
6	Beetles, death watch ^{TOH5e}	1d4
7	Beetles, ravager ^{TOH5e}	1d6
8	Beetle, rhinoceros ^{TOH5e}	1
9	Beetle, stench ^{TOH5e}	1d6
10	Beetle, water ^{TOH5e}	1d6
11	Bison, bighorn ^{TOH5e}	1d6
12	Blood bush ^{TOH5e}	1
13	Blood orchid ^{TOH5e}	1
14	Boarfolk ^{TOH5e}	1d6
15–16	Brown bear	1
17	Bulette	1
18	Cadaver ^{TOH5e}	1d4
19	Cadejo ^{TOH5e} (50 percent chance of either white or black)	1
20	Centaur	1d8
21	Clubnek ^{TOH5e}	1d6
22	Cockatrice	1d6
23	Copper dragon (adult, young, or wyrmlings)	1 or 1d4
24–25	Death cows ^{TOH5e}	1d6
26	Decapus ^{TOH5e}	1
27–29	Deer	2d6
30	Drake, splinter ^{TOH5e}	1
31	Dryad	1
32	Eagle	1
33–35	Elk	2d6
36	Ettercap	1
37–38	Ettin	1
39	Forgotten ones ^{TOH5e}	1d6
40	Frogs, killer ^{TOH5e}	2d4
41	Gallows tree ^{TOH5e} and gallows tree zombies ^{TOH5e}	1d4
42	Guardian naga	1
43	Ghouls	1d8
44	Ghast	1d6

1d100	Encounter	Number
45	Giant elk with elk	2d4
46	Giant flies ^{TOH5e}	1d8
47	Giant leeches	1d6
48	Giant lynx ^{TOH5e}	1
49	Giant spider	1
50	Giant wasps	1d8
51	Giant weasel	1
52	Gnolls	2d6
53	Goblins	3d6
54	Gold dragon (adult, young, or wyrmlings)	1 or 1d4
55	Green dragon (adult, young, or wyrmlings)	1 or 1d4
56	Green hag	1
57–58	Greenskin orcs ^{TOH5e}	1d6
59	Greenskin orcs ^{TOH5e} and greenskin orc elf hunter ^{TOH5e}	1d4 & 1
60	Gribbons ^{TOH5e}	1d10
61	Hell moth ^{TOH5e}	1
62	Hill giant	1
63	Hobgoblins	2d4
64–65	Jynx ^{TOH5e}	1d6
66	Karina ^{TOH5e}	1
67–68	Leprechaun ^{TOH5e}	1
69	Manticore	1
70	Mastodons ^{TOH5e}	1d4
71	Memory moss ^{TOH5e}	1
72	Mimi ^{TOH5e}	1d6
73	Oakman ^{TOH5e}	1
74–75	Ogres	1d6
76	Orcs	2d6
77	Owlbears	1d4
78	Perytons	1d4
79	Phooka ^{TOH5e}	1
80	Raggoth ^{TOH5e}	1
81	Reigon ^{TOH5e}	1d4
82	River troll ^{TOH5e}	1
83	Saber-tooth jaguar ^{TOH5e}	1d4
84–85	Satyr	1
86	Shambling mound	1
87	Skeleton knights ^{TOH5e}	1d6
88	Treant	1
88–89	Troll	1
90	Unicorn	1
91	Werebear	1
92	Werewolf	1
93–95	Wolf	1
96	Woods apes ^{TOH5e}	1d6
97	Wood giants ^{TOH5e}	1d4
98–00	See Special Encounters by Level on Page 32	

^{TOH5e} *Tome of Horrors 5e*

DESERTS

Temperatures in the Kanderi Desert routinely top 100° Fahrenheit, with highs that rise above a sweltering 130° Fahrenheit. Nighttime temperatures drop 50 or even 75 degrees from these extreme daytime highs. Storms are infrequent, but when they occur, they are short-lived but very intense. Flash floods are common when storms hit.

Crescent-shaped mounds form by winds blowing from one direction. Over time, these dunes move across the desert as the wind continually pushes the sand farther in the same direction as the blowing wind. Other types of dunes include long sand ridges known as linear dunes, pyramidal sand caps formed by multidirectional winds called star dunes, and U-shaped mounds of sand referred to as parabolic dunes.

Where sand is not present, the hot and dry desert's soil is rocky and gravelly. These heavier particles remained behind when the wind blew the finer grains of sand away from the surface. This granular dirt is ill-suited to support the tall trees or lush grasses found in the forests and prairies of the world, but the desert is not devoid of any flora. Low-lying shrubs and short, woody trees take root in this nutrient-poor soil. These hardy plants rely upon water conservation and water storage adaptations to survive. Adventurers may encounter a mixture of these surfaces during their travels across the hot and dry desert. Consult the following table every 2d4 miles traveled to determine the surface type the characters encounter in the hot and dry desert.

DESERT SURFACE

1d20	Type of Surface
1–2	Crescentic sand dunes ^a
3	Linear sand dunes ^a
4	Star sand dunes ^a
5	Parabolic sand dunes ^a
6–8	Loose sand ^a
9–16	Gravel
17–18	Rock
19–20	Salt pan

^a Surface is difficult terrain.

DESERT DAILY WEATHER

Unlike the weather in areas receiving ample rainfall, the desert's weather changes very little from day to day. Summers are long, hot, and dry, and winters are short and mild with a few days of rainfall. Summers in a hot and dry desert can last for six months, while winter is rarely more than one or two months. Presented below are tables to determine the weather in the Kanderi Desert based upon the season. The tables also can be used to determine the daily high temperature, daily low temperature, windspeed, and the chance of precipitation. All the tables are based upon percentile dice.

When temperatures rise above 100° Fahrenheit, creatures exposed to the extreme heat and who do not have access to drinkable water must succeed on a Constitution saving throw at the

end of each hour or gain a level of exhaustion. The DC is 5 for the first hour but increases by 1 for each additional hour of exposure. Creatures wearing medium or heavy armor, or those clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw. Creatures naturally adapted to the extreme climates also do not take damage.

DESERT DAILY HIGH TEMPERATURES

1d100	Spring	Summer	Autumn	Winter
01–10	95 + 4d6 °F	105 + 4d6 °F	85 + 4d6 °F	75 + 4d6 °F
11–20	95 + 3d6 °F	105 + 3d6 °F	85 + 3d6 °F	75 + 3d6 °F
21–30	90 + 4d6 °F	100 + 4d6 °F	80 + 4d6 °F	70 + 4d6 °F
31–40	90 + 3d6 °F	100 + 3d6 °F	80 + 3d6 °F	70 + 3d6 °F
41–50	85 + 4d6 °F	95 + 4d6 °F	75 + 4d6 °F	65 + 4d6 °F
51–60	85 + 3d6 °F	95 + 3d6 °F	75 + 3d6 °F	65 + 3d6 °F
61–70	80 + 4d6 °F	90 + 4d6 °F	70 + 4d6 °F	60 + 4d6 °F
71–80	80 + 3d6 °F	90 + 3d6 °F	70 + 3d6 °F	60 + 3d6 °F
81–90	75 + 4d6 °F	85 + 4d6 °F	65 + 4d6 °F	55 + 4d6 °F
91–00	75 + 3d6 °F	85 + 3d6 °F	65 + 3d6 °F	55 + 3d6 °F

When the temperature rises to or above 100° Fahrenheit, characters exposed to the heat who do not have access to drinkable water must succeed on a Constitution saving throw each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or those clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 109° Fahrenheit, and the low temperature table generates a result of 25 + 4d6° (which results in a total of 36 degrees), the daily low temperature is 73° Fahrenheit (109° – 36° = 73°F).

DESERT DAILY LOW TEMPERATURES

1d100	Low Temperature
01–10	20 + 3d6°
11–20	20 + 4d6°
21–30	25 + 3d6°
31–40	25 + 4d6°
41–50	30 + 3d6°
51–60	30 + 4d6°
61–70	35 + 3d6°
71–80	35 + 4d6°
81–90	40 + 3d6°
91–00	40 + 3d6°



The following table determines the windspeed measured in miles per hour based upon the season.

DESERT DAILY WINDSPEED

1d100	Spring/Autumn	Summer	Winter
01–10	1d6	1d4	1d8
11–20	1d8	1d6	1d10
21–30	1d10	1d8	1d12
31–40	1d12	1d10	3d6
41–50	3d6	1d12	4d6
51–60	4d6	3d6	5d6
61–70	5d6	4d6	6d6
71–80	6d6	5d6	8d6
81–90	8d6	6d6	10d6
91–00	10d6	8d6	12d6

Whenever the windspeed equals or exceeds 30 miles per hour, it triggers a dust storm on rocky, gravelly terrain or a sandstorm on sandy terrain. The following chart determines the daily chance of experiencing a storm. It is also based upon the season. Storms in the desert are usually short lived.

DAILY CHANCE OF PRECIPITATION IN DESERT

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–96	01–99	01–98	01–94
Storm	97–00	00	99–00	95–00



RANDOM DESERT ENCOUNTERS

For every 25 miles of travel (roughly one hex on the overland map) in the desert, there is a 25 percent chance of an encounter. Roll 1d100 on the table below. Adjust the encounters as necessary or ignore the results entirely if the monster rolled might be too difficult for the party. Entries marked with an asterisk (*) are further detailed after the table.

DESERT ENCOUNTERS

1d100	Encounters	Number
1	Azer	(1d6)
2–3	Basilisk	1
4	Brass dragon (adult, young, or wyrmlings)	1, or 1d4
5–6	Bugbear	(1d6)
7–8	Bugbears	(1d8)
9	Burning ghat ^{TOH5e}	(1d4)
10–11	Cadaver ^{TOH5e}	(1d6)
12–15	Camel	1
16–17	Centaurs	(1d6)
18	Cinder ghoul ^{TOH5e}	1
19	Cinder knight ^{TOH5e}	1
20–21	Cockatrice	(1d4)
22	Dust digger ^{A1}	1
23–24	Dust ghoul ^{TOH5e}	1
25	Ettin	1
26	Fire lizard ^{TOH5e}	1
27–29	Ghouls	(1d8)
30–31	Ghast	(1d6)
32–33	Giant hyena	1
34–36	Giant lizard	1
37–38	Giant poisonous snake	1

1d100	Encounters	Number
39–41	Giant scorpion	1
42–43	Giant spider	1
44–46	Giant vulture	1
47–49	Gnolls	(2d6)
50–53	Goblins	(3d6)
54–57	Harpies	(1d6)
58–59	Hobgoblins	(2d4)
60	Hydra	1
61–64	Hyenas	(2d6)
65–68	Jackal	1
69	Lamia	1
70	Lava child ^{TOH5e}	(1d4)
71–74	Lions	(1d6)
75	Manticore	1
76	Noble streynor ^{TOH5e}	(1d2 + 1)
77–78	Oasis * (fresh water)	1
79–82	Oasis * (poisoned water)	1
83–85	Ogres	(1d6)
86	Oni	1
87–89	Orc war band	(2d6)
90	Phlogiston bush ^{TOH5e}	1
91	Roc	1
92	Salamander	1
93	Salt drake ^{TOH5e}	1
94	Sand giant ^{TOH5e}	1
95	Sand kraken ^{TOH5e}	1
96	Sandstorm *	1
97	Skeletons	1(3d4)
98	Troll	1
99	Zombies	(1d6)
00	See Special Encounters by Level on Page 32	

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* Detailed below

OASIS (FRESH WATER)

A small grove of trees grows around a 25-foot-diameter pool of cool water bubbling up from an underground aquifer. The water is safe to drink and is used by a number of desert creatures.

OASIS (POISONED WATER)

Blackened, stunted trees surround a pool of brackish water. An underground sulfur deposit poisons the water. Characters have a 60 percent chance of finding dead animals lying around the edges of the pool. Characters who drink from the pool must

make a DC 10 Constitution saving throw. On a failed save, the creature takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

SANDSTORM

High winds rise suddenly around the characters, with the blowing sand limiting vision (disadvantage on Wisdom [Perception] checks that rely on sight). The sandstorm lasts for 1d10 x 6 minutes.

MOUNTAINS

Characters following the *Splinters of Faith Campaign* won't need to do a lot of mountain climbing in the early stages, but they are going to face one strenuous test in **Chapter 13: Duel of Magic**. During that faceoff with the witches of the Brood of Hecate, they'll possibly have to navigate the high peaks of the Hollow Spire Mountains. The following tables can be used depending on the heights to which characters go in their pursuit of recreating the *scepter of faiths*.

The following table can be used to determine the terrain as the characters climb higher into the deadly peaks. Roll 1d100 for each possible category in the appropriate altitude to determine the terrain. Thus, at an elevation of 4,000 feet, the characters could enter a region of thick trees (80 percent chance) and shrubs (40 percent) covered by fresh snow (20 percent). Above 15,000 feet, they could find a gravel slope (40 percent) covered by an ice sheet (100 percent). Some terrain features negate others (an ice sheet prevents shrubs from growing, for instance).

MOUNTAIN TERRAIN ELEMENTS IN TEMPERATE CLIMATE BY ALTITUDE

Terrain Element	1,000 – 5,000 ft.	5,001 – 10,000 ft.	10,001 – 15,000 ft.	15,000+ ft.
Fresh snow ^a	20%	20%	15%	5%
Deep snow ^b	—	5%	5%	5%
Ice sheet ^c	—	30%	70%	100%
Tree ^d	80%	20%	—	—
Gravel ^e	—	20%	40%	40%
Shrub ^f	40%	20%	—	—
Undergrowth ^g	30%	20%	10%	—
Short grass ^h	10%	20%	10%	—
Shallow water ⁱ	25%	15%	5%	—
Deep water ^j	15%	10%	5%	—

^a Fresh snow is considered difficult terrain and reduces wheeled vehicle speeds by three-quarters. Land vehicles whose chassis rests upon a long, narrow surface — such as blades, rails, skis, or similar devices — move without impediment over this terrain. If fresh snow is present, it rests atop any undergrowth and short grass, thus temporarily negating the vegetation's effects in that area. Areas containing fresh snow are treated as difficult terrain, if applicable.

^b Deep snow measuring 1d3 + 1 feet covers the ground and most vegetation. If deep snow is present, it completely covers any undergrowth and short grass in the area, negating their effects. It reduces overland speed by three-quarters and halts all wheeled vehicles in their tracks. Land vehicles whose chassis rests upon a long, narrow surface — such as blades, rails, skis, or similar devices — move without impediment over this terrain. If an ice sheet occupies the same area as deep snow, it becomes an ice sheet covered by deep snow. Deep snow cannot occupy the same area as fresh snow. Areas containing deep snow are treated as difficult terrain, if applicable.

- ^c The ice sheet is considered difficult terrain and halts wheeled vehicles in their tracks. Land vehicles whose chassis rests upon a long, narrow surface — such as blades, rails, skis, or similar devices — move without impediment over this terrain. A creature who attempts to dash, suddenly stop, or abruptly turn falls prone if it fails a DC 10 Dexterity saving throw. If fresh snow or deep snow are present, the frozen precipitation rests atop the ice sheet. Likewise, if an ice sheet is present, shrubs, undergrowth, and short grass cannot be present.
- ^d Trees found on a temperate mountain or hill are predominantly coniferous with some deciduous species also present. The tree's trunk provides cover, if applicable, to any creature behind it. When trees are present, each individual tree is (1d4 + 1) x 5 feet away from its closest neighbor. Trees have no effect on overland speed, but they reduce the speed of all land vehicles and watercraft by half.
- ^e Gravel consists of small, loose rocks and stones resting atop a base of solid rock. Trees, shrubs, undergrowth, and short grass cannot grow atop gravel. If fresh snow, deep snow, an ice sheet, shallow water, or deep water are present, these features cover the gravel and negate its effects. Gravel has no effect on overland speed, but areas containing gravel are treated as difficult terrain, if applicable.
- ^f Shrubs have no effect on overland speed, but areas containing shrubs are treated as difficult terrain, if applicable. Shrubs cannot cohabitate areas with deep water.
- ^g Undergrowth includes vines, roots, and soft-stemmed vegetation covering the ground. These plants cannot cohabitate areas with deep water. Undergrowth has no effect on overland speed, but areas containing undergrowth are treated as difficult terrain, if applicable.
- ^h Short grass reaches a height of 3d4 inches and has no effect on overland movement. Short grass cannot cohabitate areas with shallow or deep water.
- ⁱ Shallow water is less than one foot in depth. It is considered difficult terrain and halts all land vehicles in their tracks. Watercraft with a draft greater than the water's depth automatically run aground while those with a draft greater than 1d4 inches have a 50 percent chance of running aground per 100 feet traveled. Areas containing shallow water are treated as difficult terrain, if applicable.
- ^j Deep water reaches a depth of 2d4 feet. It reduces overland speed by three-quarters and halts all land vehicles in their tracks. Dashing is impossible for creatures whose height is less than five times the water's depth. Creatures not tall enough to keep their heads above water risk drowning, though they benefit from cover, if applicable. Watercraft with a draft equal to or less than half the water's depth can safely navigate through deep water. Watercraft with a draft greater than half the water's depth but less than its depth have a 50 percent chance of running aground for every 100 feet traveled unless guided with a successful DC 16 Wisdom (Pilot Water Vehicles) check, while vessels with a draft equal to or greater than the water's depth automatically run aground. Areas containing deep water are treated as difficult terrain, if applicable.



HIGH-ALTITUDE DANGERS

The amount of oxygen in the air decreases for characters traveling at altitudes of 10,000 feet or higher above sea level. Each hour that a character spends at high altitude counts as two hours for the purpose of determining how long that creature can travel.

Characters who spend 30 days or more at this elevation become acclimated to the higher altitude. Characters cannot become acclimated to elevations above 20,000 feet unless they are native to such environments.

TEMPERATURE

Extreme cold is inescapable at the highest elevations. Temperatures routinely dip below the freezing point at altitudes of 15,000 feet and

higher. They constantly remain below 0° Fahrenheit and occasionally reach unimaginable lows approaching –100° Fahrenheit on the summit.

As a general rule of thumb, air temperatures decrease by –1° Fahrenheit for every 328 feet of elevation or –1° Celsius for every 180 meters of elevation. In order to use this formula, you must determine the daily high and low temperatures in the surrounding low-lying areas. In this case, the Hollow Spire Mountains are mainly surrounded by the Kanderi Desert on the east, the Seething Jungle on the west, and the Kriegh and Kajaani forests on the south. Determine the lowland’s temperature based on which direction the characters enter the mountains.

The following table computes the corresponding decrease in temperature based upon altitude. Subtract the result from the daily high and low temperature from the corresponding baseline location at or near sea level.

TEMPERATURE DECREASE IN DEGREES FAHRENHEIT ATTRIBUTABLE TO ALTITUDE

1d100	5,000 ft.	10,000 ft.	15,000 ft.	20,000 ft.	25,000 ft.	30,000 ft.
01–10	–2 + 3d4 °F	–20 + 3d4 °F	–40 + 3d4 °F	–60 + 3d4 °F	–80 + 3d6 °F	–100 + 3d8 °F
11–20	–4 + 3d4 °F	–22 + 3d4 °F	–42 + 3d4 °F	–62 + 3d4 °F	–82 + 3d6 °F	–102 + 3d8 °F
21–30	–6 + 3d4 °F	–24 + 3d4 °F	–44 + 3d4 °F	–64 + 3d4 °F	–84 + 3d6 °F	–104 + 3d8 °F
31–40	–8 + 3d4 °F	–26 + 3d4 °F	–46 + 3d4 °F	–66 + 3d4 °F	–86 + 3d6 °F	–106 + 3d8 °F
41–50	–10 + 3d4 °F	–28 + 3d4 °F	–48 + 3d4 °F	–68 + 3d4 °F	–88 + 3d6 °F	–108 + 3d8 °F
51–60	–12 + 3d4 °F	–30 + 3d4 °F	–50 + 3d4 °F	–70 + 3d4 °F	–90 + 3d6 °F	–110 + 3d8 °F
61–70	–14 + 3d4 °F	–32 + 3d4 °F	–52 + 3d4 °F	–72 + 3d4 °F	–92 + 3d6 °F	–112 + 3d8 °F
71–80	–16 + 3d4 °F	–34 + 3d4 °F	–54 + 3d4 °F	–74 + 3d4 °F	–94 + 3d6 °F	–114 + 3d8 °F
81–90	–18 + 3d4 °F	–36 + 3d4 °F	–56 + 3d4 °F	–80 + 3d4 °F	–96 + 3d6 °F	–116 + 3d8 °F
91–00	–20 + 3d4 °F	–40 + 3d4 °F	–58 + 3d4 °F	–82 + 3d4 °F	–98 + 3d6 °F	–118 + 3d8 °F

NOTE: You may use a pro rata ratio to determine the temperature decrease for altitudes between two elevations presented in the table. Thus at 7,500 feet, the temperature decrease would be halfway between the temperature decrease at 5,000 feet and the temperature decrease at 10,000 feet. Use the same percentile die roll for both altitudes, but make separate rolls to determine the deviation in temperature at both altitudes.

WIND

Frigid temperatures and the lack of oxygen sap the strength and will of even the most determined mountain explorers, but neither of these hazards impedes a climber's progress more than wind. Despite the thinner air found at higher elevations, wind can literally block the path of an adventurer on their way to the elusive summit. Hurricane force winds are not unusual on mountaintops. These ferocious winds halt the traveler in their tracks,

obscure visibility, severely damage unprotected skin, and intensify the effect of the bitter cold typically found near the summit. Characters won't be going for the summit during the course of this adventure, but they may still have to deal with the higher winds at the lower altitudes.

Use the following table as a rough gauge to decrease or increase windspeeds at different altitudes. The values in this table are also intended to be added to or subtracted from the baseline windspeed at a nearby location at or close to sea level.

WINDSPEED ADJUSTMENT IN MILES PER HOUR BASED UPON ALTITUDE ¹

1d100	5,000 ft.	10,000 ft.	15,000 ft.	20,000 ft.	25,000 ft.	30,000 ft.
01–10	–1d8	–1d4	+1d6	+3d6	+5d6	+7d8
11–20	–1d6	0	+1d8	+3d8	+5d8	+8d6
21–30	–1d4	+1d4	+2d6	+4d6	+6d6	+8d8
31–40	0	+1d6	+2d8	+4d8	+6d8	+9d6
41–50	+1d4	+1d8	+3d6	+5d6	+7d6	+9d8
51–60	+1d6	+2d6	+3d8	+5d8	+7d8	+10d6
61–70	+1d8	+2d8	+4d6	+6d6	+8d6	+10d8
71–80	+2d6	+3d6	+4d8	+6d8	+8d8	+11d6
81–90	+2d8	+3d8	+5d6	+7d6	+9d6	+11d8
91–00	+3d6	+4d6	+5d8	+7d8	+9d8	+12d6

¹ Increase the windspeed by +6d6 in the event of a storm.

STORMS

While mountains are affected by general weather events passing through the region, local conditions may spawn a blinding snow squall or a violent thunderstorm with little warning. A driving rain shower or a heavy band of snow is a nuisance in most environments, but it can be a tremendous danger in mountainous areas susceptible to avalanches. Snow adds more weight to the existing snowpack, thus increasing the chances that the load becomes too heavy for the underlying snowpack to maintain its integrity. Likewise, rain increases the snowpack's load. Even worse, the water seeps into the snowpack, creating fissures and cracks that weaken its structural integrity. The first drop of rain or flake of snow prompts seasoned mountain travelers to abandon their climb and hurry toward safety somewhere outside of a potential avalanche's path.

Use the following precipitation table to determine the local conditions in the characters' area. You are encouraged to consult this table once every six hours instead of once per day due to the unpredictability of the mountainous regions.

CHANCE OF PRECIPITATION EVERY SIX HOURS

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–60	01–50	01–70	01–65
Rain ¹	61–90	51–80	71–95	66–90
Thunderstorm ²	91–00	81–00	96–00	91–00

¹ If the temperature is 32° Fahrenheit or less, the precipitation falls as snow.

² If the temperature is 32° Fahrenheit or less, the thunderstorm becomes a blizzard.

Of all the preceding weather events, thunderstorms pose the gravest danger to mountain adventurers. In addition to being most likely to trigger a devastating avalanche, the wild lightning bolts generated by the storm instantly char any unfortunate creature that they strike. Mountain explorers are particularly susceptible to lightning strikes, especially at higher elevations. Without any trees, manmade structures, or other tall objects, a lone figure or a small group occupying an open area offers an enticing target for the mindless stroke of electricity. Furthermore, adequate shelter is hard to find at such altitudes. In fact, natural caves and mine shafts built into the mountainside channel electricity rather than protect against it.

During the storm, roll 1d20. On a roll of 1, a bolt strikes a random character who must make a DC 15 Dexterity saving throw. The character takes 28 (8d6) lightning damage on a failed save, or half as much on a successful one. Anyone within 10 feet takes damage as detailed below for being too close to the character who was struck.

If the roll is 2–5 (or if other characters are within 10 feet of a character struck by a bolt), the lightning strikes close enough to the characters that everyone must make a DC 15 Dexterity saving throw. Characters take 14 (4d6) lightning damage on a failed save, or half as much on a successful one.

RANDOM MOUNTAIN ENCOUNTERS

For every 25 miles of travel (roughly one hex on the overland map) in the mountains, there is a 20 percent chance of an encounter. Roll 1d100 on the table below. Adjust the encounters as necessary or ignore the results entirely if the monster rolled might be too difficult for the party. Entries marked with an asterisk (*) are further detailed after the table.

MOUNTAIN ENCOUNTERS

1d100	Encounters	Number
1–3	Ankheg	1
4–8	Avalanche*	1
9–10	Basilisk	1
11–12	Beetlor ^{TOH5e}	2
13–14	Biclops ^{TOH5e}	2
15	Blue dragon (adult, young, or wyrmlings)	1 or 1d4
16–17	Bugbears and bugbear chief	1d6 and 1
18	Bulette	1
19–21	Cave beetle ^{TOH5e}	1d6
22–23	Cave giant ^{TOH5e}	1
24	Cave leech ^{TOH5e}	1
25–26	Cave troll ^{TOH5e}	1
27	Cavern lizard ^{TOH5e}	1d4
28	Chimera	1
29–30	Corpse rooks ^{TOH5e}	1d4
31–32	Crevasse*	1
33–36	Deep gnomes	1d8
37–38	Doombats ^{TOH5e}	1d4
39	Driders	1d4
40–41	Duergar	2d4
42	Ettin	1

AVALANCHE

Mountain explorers fear avalanches more than any other natural disaster. Avalanches frequently strike without warning, giving those in their paths almost no opportunity to escape the rumbling mound of snow heading in their direction. Each character caught in the path of the sliding snow must make a DC 16 Dexterity saving throw. Any characters caught in the avalanche take 28 (8d6) cold damage on a failed save and are buried in the snow, or half as much on a successful one but are not buried. Those who fail their save are also tossed and thrown 4d6 feet down the mountainous slope.

1d100	Encounters	Number
43–45	Fire giant	1
46–48	Galeb duhr	1
49–50	Giant centipede	1
51–53	Giant goat	1
54–55	Giant lizard	1
56–57	Giant lynx ^{TOH5e}	1
58–59	Giant scorpion	1
60–61	Giant spider	1
62–63	Giant vulture	1
64	Giant wasp	1
65–66	Gnasher lizard ^{TOH5e}	1
67–68	Gnolls	2d6
69–70	Goats	3d6
71–74	Goblins	3d6
75	Gorgimera ^{TOH5e}	1
76–78	Harpies	1d8
79–81	Hill giant	1
82	Icefall*	1
83	Lantern goat ^{TOH5e}	1
84–86	Manticore	1
87–88	Mobat ^{TOH5e}	1d8
89	Red dragon (adult, young, or wyrmlings)	1 or 1d4
90	Roc	1
91	Rockslide*	1
92	Rock troll ^{TOH5e}	1
93	Stone giant	1
94	Stormwardens ^{TOH5e}	1d6
95	Volcano giant ^{TOH5e}	1
96–97	Wyverns	1d4
98–00	See Special Encounters by Level on Page 32	

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* Detailed below

ROCKSLIDES

Rockslides are similar to avalanches except they are composed of large amounts of stone and gravel instead of snow and ice. Each character caught in the path of the tumbling rocks and boulders must make a DC 16 Dexterity saving throw. Any characters caught in the rockslide take 28 (8d6) bludgeoning damage on a failed save, or half as much on a successful one. Those who fail their save are also tossed and thrown 4d6 feet down the mountainous slope.



ICEFALL

Though beautiful to behold, ice and snow are not designed as construction materials. Icicles are a particular hazard to mountain climbers. Icicles form on steep rock faces. While they are relatively stable during the cold evenings, warm temperatures and sunlight can melt the icicles and send these long, pointed spears of frozen water hurtling downward to earth. The chance of encountering falling ice is 1 percent for every 1° Fahrenheit that the temperature is above the freezing point. This check is made at every 50-foot interval of the climb. Characters in the path of the falling ice must make a DC 16 Dexterity saving throw. Characters take 7 (2d6) piercing damage on a failed save, or half as much on a successful one.

CREVASSE

At altitudes of 8,000 feet and higher, snow and ice become a constant traveling companion to the mountaineer regardless of the temperatures found at the lower elevations. Naturally, ice makes climbing surfaces slippery, imposing disadvantage on Acrobatics and Athletics checks attempted in these areas. A crevasse is a rift in the snow or ice, a deep crack with vertical walls that narrow steadily as it descends. As the thick sheet of ice moves down the mountain, cracks open up in the brittle ice sheet. These cracks reach a depth of $3d6 \times 10$ feet, while the width can vary from a few inches to 60 feet. The

crevasse's belly takes on a very rich beautiful blue color as the tremendous weight presses the air out of the ice. In most cases, the crevasse is easily visible, thus allowing the character to circumvent it if possible, or to take precautionary measures such as setting up a rope system or other climbing device to avoid falling into the crevasse. A plunge into the crevasse's belly is no different than any other fall in terms of damage. The character takes 3 (1d6) bludgeoning damage for every 10 feet that the creature fell.

Those fortunate enough to survive the fall must then devise a means of escape. Some crevasses narrow significantly as they descend, much like the sides of a funnel. A creature that reaches the bottom becomes wedged against the sides. The air inside most crevasses is about $3d6 + 10^{\circ}$ Fahrenheit colder than the surface air temperature. It is entirely possible for a person to survive a fall into a crevasse, only to become pinned and freeze to death over the next few hours.

Crevasses are most dangerous when they are not visible. This occurs when a snow bridge obscures the entrance. The snow cover makes it appear as if the surface is unbroken and poses no danger to those crossing it. Creatures that fail to detect the crevasse walk $2d6$ feet past the edge before the snow bridge suddenly gives way and collapses. All characters over the crevice must make a DC 18 Dexterity saving throw or fall into the crevasse, taking 3 (1d6) bludgeoning damage per 10 feet fallen.

SWAMPS AND MARSHES

The Sin Mire Swamp is a massive marsh encompassing hundreds of miles in the low hills below the dwarven city of Anvil Plunge. Over hundreds of years, the runoff from the decanter of endless water known as the *Tear of Dargath* (**Chapter 5: Burning Desires**) created a swamp of various depths filled with creatures that enjoy the deadly bog.

The following table describes the vegetation and ground conditions found within the surrounding 2d4 miles in the marsh based upon the season. When consulting this table, roll percentile dice for each feature to determine if it is present in the area. One or more types of terrain and/or vegetation may coexist in the same general area, though certain features negate the effects of others as described in the following table.

MARSH VEGETATION AND TERRAIN TYPE BY SEASON

Vegetation and Terrain	Rainy Season	Dry Season
Mud ^a	01–90	01–30
Tree ^b	01–10	01–10
Vegetation ^c	01–30	01–30
Undergrowth ^d	01–40	01–50
Shallow water ^e	01–15	01–10
Deep water ^f	01–05	—

^a Mud is considered difficult terrain and halts all wheeled vehicles in their tracks. If there is no mud, the ground is soft and yielding during the rainy season and firm soil during the dry season. Soft and yielding earth is considered difficult terrain and reduces wheeled vehicle speed by three-quarters. Firm soil has no effect on overland speed or wheeled vehicles. Areas containing shallow water or deep water completely cover the mud and negate its effects on movement.

^b The tree's trunk provides cover, if applicable, to any creature behind them. When trees are present, each individual tree is (1d4 + 1) x 5 feet away from the its closest neighbor. Trees have no effect on overland speed, but they reduce the speed of wheeled vehicles and waterborne vehicles by half.

^c Vegetation cannot cohabitate areas with deep water. Vegetation is considered difficult terrain and halts wheeled vehicles in their tracks.

^d Undergrowth includes vines, roots, and soft-stemmed vegetation covering the marsh floor. These plants cannot cohabitate areas with deep water. Undergrowth has no effect on overland speed, but areas containing undergrowth are treated as difficult terrain.

^e Shallow water is one foot or less in depth. It is considered difficult terrain and halts all wheeled vehicles in their tracks. Watercraft with a draft greater than the water's depth automatically run aground while those with a draft greater than 1d4 inches have a 50 percent chance of running aground per 100 feet traveled. If shallow water is present, the area cannot also contain deep water. Areas containing shallow water are treated as difficult terrain, if applicable.

^f Deep water reaches a depth of 1d3 feet. It reduces overland speed by three-quarters and halts all wheeled vehicles in their tracks. Dashing is impossible for creatures whose height is less than five times the water's depth. Creatures not tall enough to keep their heads above water risk drowning, though they benefit from cover, if applicable. Watercraft with a draft equal to or less than half the water's depth can safely navigate through deep water. Watercraft with a draft greater than half the water's depth but less than its depth have a 50 percent chance of running aground for every 100 feet traveled unless guided with a successful DC 16 Wisdom (Pilot Water Vehicles) check, while vessels with a draft equal to or greater than the water's depth automatically run aground. Areas containing deep water are treated as difficult terrain, if applicable.

MARSH TEMPERATURES

The following tables generate the daily high temperatures, low temperatures, windspeed, and chance of precipitation in the Sin Mire Swamp according to the season. Summers can last for eight months, while winter is roughly four months.

SWAMP DAILY HIGH TEMPERATURES

Die Roll	Spring	Summer	Autumn	Winter
01–10	70 + 4d6 °F	80 + 4d6 °F	70 + 4d6 °F	60 + 4d6 °F
11–20	70 + 3d6 °F	80 + 3d6 °F	70 + 3d6 °F	60 + 3d6 °F
21–30	65 + 4d6 °F	75 + 4d6 °F	65 + 4d6 °F	55 + 4d6 °F
31–40	65 + 3d6 °F	75 + 3d6 °F	65 + 3d6 °F	55 + 3d6 °F
41–50	60 + 4d6 °F	70 + 4d6 °F	60 + 4d6 °F	50 + 4d6 °F
51–60	60 + 3d6 °F	70 + 3d6 °F	60 + 3d6 °F	50 + 3d6 °F
61–70	55 + 4d6 °F	65 + 4d6 °F	55 + 4d6 °F	45 + 4d6 °F
71–80	55 + 3d6 °F	65 + 3d6 °F	55 + 3d6 °F	45 + 3d6 °F
81–90	50 + 4d6 °F	60 + 4d6 °F	50 + 4d6 °F	40 + 4d6 °F
91–00	50 + 3d6 °F	60 + 3d6 °F	50 + 3d6 °F	40 + 3d6 °F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 72° Fahrenheit, and the low temperature table generates a result of 5 + 2d6° (which results in a total of 11 degrees), the daily low temperature is 61° Fahrenheit (72° – 11° = 61°F).

SWAMP DAILY LOW TEMPERATURES

1d100	Low Temperature
01–30	5 + 1d6 °F
31–60	5 + 2d6 °F
61–90	10 + 1d6 °F
91–95	10 + 2d6 °F
96–98	15 + 1d6 °F
99–00	20 + 2d6 °F





The following table determines the windspeed measured in miles per hour based upon the season.

SWAMP DAILY WINDSPEED

1d100	Spring/Autumn	Summer	Winter
01–10	1d6	1d4	1d6
11–20	1d8	1d6	1d8
21–30	1d10	1d8	1d10
31–40	1d12	1d10	1d12
41–50	2d6	1d12	2d4
51–60	3d6	1d6	3d4
61–70	4d6	2d6	4d4
71–80	5d6	3d6	2d6
81–90	6d6	4d6	4d6
91–00	8d6	6d6	6d6

Winds blowing through the swamp carry the scent of water, and rain seems to be always on the horizon. The table below shows the chances of rain in the swamp based on the seasons.

DAILY CHANCE OF PRECIPITATION IN SWAMP

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–60	01–75	01–45	01–80
Storm	61–00	76–00	46–00	81–00



RANDOM MARSH ENCOUNTERS

For every 25 miles of travel (roughly one hex on the overland map) in a marsh or swamp, there is a 20 percent chance of an encounter. Roll 1d100 on the table below. Adjust the encounters as necessary or ignore the results entirely if the monster rolled might be too difficult for the party. Entries marked with an asterisk (*) are further detailed after the table.

1d100	Encounters	Number
1	Amphisbaena ^{TOH5e}	
2–3	Assassin vine ^{A1}	
4	Badger, prehistoric honey ^{TOH5e}	
5–6	Beaver, armor plated ^{TOH5e}	1d4
7	Beaver, prehistoric ^{TOH5e}	1d6
8–9	Beetle, blister ^{TOH5e}	1d8
10–11	Beetle, ravager ^{TOH5e}	1d6
12–13	Beetle, saw-toothed ^{TOH5e}	1d4
14–15	Beetle, stench ^{TOH5e}	1d6
16–17	Beetle, water ^{TOH5e}	1d6
18	Black dragon (adult, young, or wyrmlings)	1 or 1d4
19–20	Blood bush ^{TOH5e}	
21–22	Blood hawk ^{TOH5e}	
23–24	Blood orchid ^{TOH5e}	
25–26	Boarfolk	1d4
27–28	Bog beasts ^{TOH5e}	1d4
29–31	Bog creeper ^{TOH5e}	
32–33	Cadaver ^{TOH5e}	1d8
34	Carrion moths ^{TOH5e}	1d4
35–38	Crocodiles	1d4
39–40	Fallen trees *	
41–43	Ghouls	1d8
44–45	Giant centipede	
46–47	Giant constrictor snake	
48	Giant crocodile	
49–50	Giant flies ^{TOH5e}	1d12
51–53	Giant frogs	1d4
54–55	Giant leeches ^{A1}	1d4
56–57	Giant lizard	
58–59	Giant poisonous snake	
60	Giant sloth ^{TOH5e}	
61–62	Giant ticks ^{TOH5e}	1d8
63–64	Giant water spiders (giant spider with Swim 30 ft.)	1d4
65	Gnolls	2d6

1d100	Encounters	Number
66	Green dragon (adult, young, or wyrmlings)	1 or 1d4
67	Green hag	
68	Hobgoblins	2d4
69–70	Lizardfolk	1d6
71	Hydra	
72–73	Monstrous crayfish ^{A1}	
74	Mudbog ooze ^{TOH5e}	
75	Night hag	
76	Oakman ^{TOH5e}	
77	Ooze golem ^{TOH5e}	
78	Quicksand *	
79–80	Rakklethorn toads ^{TOH5e}	1d4
81	Shambling mound	
82	Shocker Lizards ^{A1}	1d4
83	Skeletons	3d4
84–85	Sloth viper ^{TOH5e}	
86–88	Swarm of insects	
89–90	Swarm of poisonous frogs ^{TOH5e}	
91–92	Swarm of poisonous snakes	
93–94	Treant	
95–96	Troll	
97–98	Will-o'-wisp	1d6
99	Zombies	1d6
00	See Special Encounters by Level on Page 32	

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* Detailed below

FALLEN TREES

A storm recently knocked down a copse of rotting trees. The trunks lie at angles in the water. There is a 30 percent chance of a giant poisonous snake living inside one of the rotten trunks.

QUICKSAND

When creatures enter this 10-foot-square area, they sink 1d4 + 1 feet into the shifting sand. Creatures who sink are restrained. They sink another 1d4 feet at the start of each of their turns. The quicksand is usually 10 feet deep. If the character is not submerged, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet that the character has already sunk into the quicksand. A creature that is completely submerged begins to suffocate. Creatures can pull others out of the quicksand by succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk.

FROZEN WASTELANDS

The following information can be used when the characters are traveling through the frozen tundra around the Wailing Glacier (Chapter 10: Morning of Tears). Characters face extreme temperatures, treacherous travel conditions, and dangerous beasts. The following tables offer information on these facets of trying to cross through this hostile region of Libynos.

Winter relentlessly buffets the beleaguered tundra for nearly the entire year before easing its icy grip on the weary landscape, giving it a brief respite to recover from the frosty battering before beginning the cycle anew. During this short recess, the snow and ice temporarily retreat toward the poles, revealing the gravelly, soggy ground that slumbered underneath its frozen blanket for many months. The tundra receives so little precipitation that it can technically be categorized as a desert. However, the permafrost beneath the soil prevents the melting ice and snow from seeping into the ground, causing the chilly water to collect or percolate back onto the surface to create bogs and fens. Thus, the tundra can simultaneously be classified as a desert and a wetlands, particularly during the comparatively warmer summer months.

The following table describes the features that characters encounter when they move through a particular square in the tundra biome based upon seasonal variation.

TUNDRA TERRAIN ELEMENTS ACCORDING TO SEASON

Terrain Element	Spring	Summer	Autumn	Winter
Light undergrowth ^a	10%	40%	10%	—
Fresh snow ^b	15%	5%	10%	20%
Ice sheet ^c	60%	—	80%	100%
Light rubble ^a	10%	10%	10%	—
Shallow bog ^a	15%	25%	10%	—

- ^a When these terrain elements appear in a square that also contains fresh snow or an ice sheet, the fresh snow or ice sheet completely covers these features and negates their effects.
- ^b Snow covered areas are considered difficult terrain. If fresh snow and an ice sheet are present in the same square, the snow rests atop the ice sheet, thus temporarily negating the ice sheet's effects in that square. Furthermore, fresh snow also covers all other squares within a 1d6-mile radius. Beyond this radius, consult the table again to determine if fresh snow is still present. If it is not, fresh snow is not present in any square within a 1d6-mile radius.
- ^c An area covered by an ice sheet is considered difficult terrain, and the DC of Acrobatics checks there increases by 5. A DC 10 Dexterity (Acrobatics) check is required to dash across an ice sheet without falling prone. Furthermore, an ice sheet also covers all other squares within a 1d6-mile radius. Beyond this radius, consult the table again to determine if an ice sheet is still present. If it is not, an ice sheet is not present in any square within a 1d6-mile radius.

EXTREME COLD

The following tables generate the daily high temperatures, low temperatures, windspeed and chance of precipitation in the tundra according to season. Characters not prepared for the incredible cold face run the risk of dying in the frozen wastes. When temperatures drop below 0° Fahrenheit, creatures exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain a level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the save, as do creatures wearing appropriate cold-weather gear. Creatures naturally adapted to the cold weather are immune to cold damage.

DAILY HIGH TEMPERATURE

1d100	Spring	Summer	Autumn	Winter
01–10	14 + 4d6 °F	38 + 4d6 °F	–3 + 4d6 °F	–18 + 3d4 °F
11–20	12 + 3d4 °F	35 + 3d4 °F	–6 + 3d4 °F	–21 + 3d4 °F
21–30	10 + 3d4 °F	32 + 3d4 °F	–9 + 3d4 °F	–24 + 3d4 °F
31–40	8 + 3d4 °F	29 + 3d4 °F	–12 + 3d4 °F	–27 + 3d4 °F
41–50	6 + 3d4 °F	26 + 3d4 °F	–15 + 3d4 °F	–30 + 3d4 °F
51–60	4 + 3d4 °F	24 + 3d4 °F	–18 + 3d4 °F	–32 + 3d4 °F
61–70	2 + 3d4 °F	21 + 3d4 °F	–21 + 3d4 °F	–35 + 3d4 °F
71–80	0 + 3d4 °F	18 + 3d4 °F	–24 + 3d4 °F	–38 + 3d4 °F
81–90	–2 + 3d4 °F	15 + 3d4 °F	–27 + 3d4 °F	–41 + 3d4 °F
91–00	–4 + 2d4 °F	12 + 2d4 °F	–30 + 2d4 °F	–44 + 2d4 °F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 20° Fahrenheit, and the low temperature generates a result of –8 + 1d4 degrees, generating a result of 10°F, the daily low temperature is 10° Fahrenheit (20° – 10° = 10°F).

DAILY LOW TEMPERATURES

1d100	Low Temperature
01–10	–2 + 1d4 °F
11–20	–4 + 1d4 °F
21–30	–6 + 1d4 °F
31–40	–8 + 1d4 °F
41–50	–10 + 1d4 °F
51–60	–12 + 1d4 °F
61–70	–14 + 1d4 °F
71–80	–16 + 1d4 °F
81–90	–18 + 1d4 °F
91–00	–20 + 1d4 °F

The following table determines the windspeed measured in miles per hour based upon the season.

DAILY WINDSPEED (MILES PER HOUR) ¹

1d100	Spring	Summer	Autumn	Winter
01–10	1d10	1d10	1d8	1d10
11–20	2d6	2d6	1d10	2d6
21–30	2d8	2d8	2d6	2d8
31–40	3d6	3d6	2d8	3d6
41–50	3d8	3d8	3d6	3d8
51–60	4d6	4d6	3d8	4d6
61–70	4d8	4d8	4d6	4d8
71–80	5d6	5d6	4d8	5d6
81–90	5d8	5d8	5d6	5d8
91–00	6d6	6d6	5d8	6d6

¹ Increase the daily windspeed by 6d6 mph in the event of a thunderstorm or blizzard.

The following chart determines the characters daily chance of experiencing a storm. It is also based upon the season.

DAILY CHANCE OF PRECIPITATION

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–94	01–85	01–92	01–96
Rain ¹	95–98	86–95	93–98	97–98
Thunderstorm ²	99–00	96–00	99–00	99–00

¹ If the temperature is 32° Fahrenheit or less, the rain falls as snow.

² If the temperature is 32° Fahrenheit or less, the thunderstorm becomes a blizzard.



RANDOM FROZEN TUNDRA ENCOUNTERS

For every 25 miles of travel (roughly one hex on the overland map) in the frozen tundra, there is a 20 percent chance of an encounter. Roll 1d100 on the table below. Adjust the encounters as necessary or ignore the results entirely if the monster rolled might be too difficult for the party.

POLAR ENCOUNTERS

1d100	Encounters	Number
1–5	Barbegazi ^{TOH5e}	1d8 + 2
6–8	Beetle, gelid ^{TOH5e}	2d4
9–10	Bighorn bison ^{TOH5e}	1d6
11–12	Bugbears	2d4
13	Caterprism ^{TOH5e}	1
14–15	Centaurs	1d4 + 1
16–17	Chimera	1
18–19	Crystalline horror ^{TOH5e}	1d4
20–24	Dire wolves	2d4
25–26	Ettins	1d3
27	Flesh golem (covered in ice and snow)	1
28–31	Frost dwarves ^{TOH5e}	2d4
32–33	Frost giants	1d4
34–36	Frost man ^{TOH5e}	1d8
37	Fogwarden ^{TOH5e}	1
38–39	Ghouls	1d8
40–42	Gnolls	2d6
43–45	Goblins	3d6
46	Hippogriff	1d4 + 1
47–48	Hobgoblins	2d4
49–50	Ice devil	1
51	Ice golem ^{TOH5e}	1
52–54	Ice mephits	2d4
55–56	Ice trolls ^{TOH5e}	2
57–60	Mammoths	1d4
61–62	Mehrim ^{TOH5e}	1d4
63–66	Ogres	2d4
67–70	Orc war band	2d6
71–72	Onyx deer ^{TOH5e}	1d6
73–78	Polar bears	1d4
79–81	Prehistoric honey badger ^{TOH5e}	1
82	Remorhaz	1
83–86	Skeletons	3d4
87	White dragon (adult, young, or wyrmlings)	1 or 1d4
88–91	Winter wolf and wolves	1d6 + 4
92	Werebear (Polar)	1
93–95	Worgs	2d4
96–99	Yetis	1d4
00	See Special Encounters by Level on Page 32	

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JUNGLES

The Seething Jungle (**Chapter 14: Remorse of Life**) is a region where the trees are dense, the vines are thick, and the mosquitoes are large enough to pick up unwary travelers. The thick vegetation and the humid temperatures leave any travelers covered in thick sheens of sweat from the exertion of pushing through the jungle foliage. Storms are intense but pass quickly and serve only to make the temperatures even more sweltering.

The following tables generate the daily high temperatures, low temperatures, windspeed, and the chance of precipitation in the jungle according to the season.

JUNGLE DAILY HIGH TEMPERATURES

1d100	Spring	Summer	Autumn	Winter
01–10	75 + 4d6 °F	90 + 4d6 °F	75 + 4d6 °F	70 + 2d6 °F
11–20	75 + 4d6 °F	90 + 3d6 °F	75 + 3d6 °F	70 + 1d6 °F
21–30	75 + 2d6 °F	85 + 4d6 °F	75 + 2d6 °F	65 + 4d6 °F
31–40	75 + 1d6 °F	85 + 3d6 °F	75 + 1d6 °F	65 + 3d6 °F
41–50	70 + 4d6 °F	80 + 4d6 °F	70 + 4d6 °F	65 + 2d6 °F
51–60	70 + 3d6 °F	80 + 3d6 °F	70 + 3d6 °F	65 + 1d6 °F
61–70	70 + 2d6 °F	75 + 4d6 °F	70 + 2d6 °F	60 + 4d6 °F
71–80	70 + 1d6 °F	75 + 3d6 °F	70 + 1d6 °F	60 + 3d6 °F
81–90	65 + 4d6 °F	70 + 4d6 °F	65 + 4d6 °F	60 + 2d6 °F
91–00	65 + 3d6 °F	70 + 3d6 °F	65 + 3d6 °F	60 + 1d6 °F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 99° Fahrenheit, and the low temperature table generates a result of 5 + 2d6° (which results in a total of 12 degrees), the daily low temperature is 87° Fahrenheit (99° – 12° = 87°F).

JUNGLE DAILY LOW TEMPERATURES

1d100	Low Temperature
01–10	+1d6 °F
11–20	+2d6 °F
21–30	+3d6 °F
31–40	5 + 1d6 °F
41–50	5 + 2d6 °F
51–60	5 + 3d6 °F
61–70	10 + 1d6 °F
71–80	10 + 2d6 °F
81–90	10 + 3d6 °F
91–00	15 + 1d6 °F

The following table determines the windspeed measured in miles per hour based upon the season.

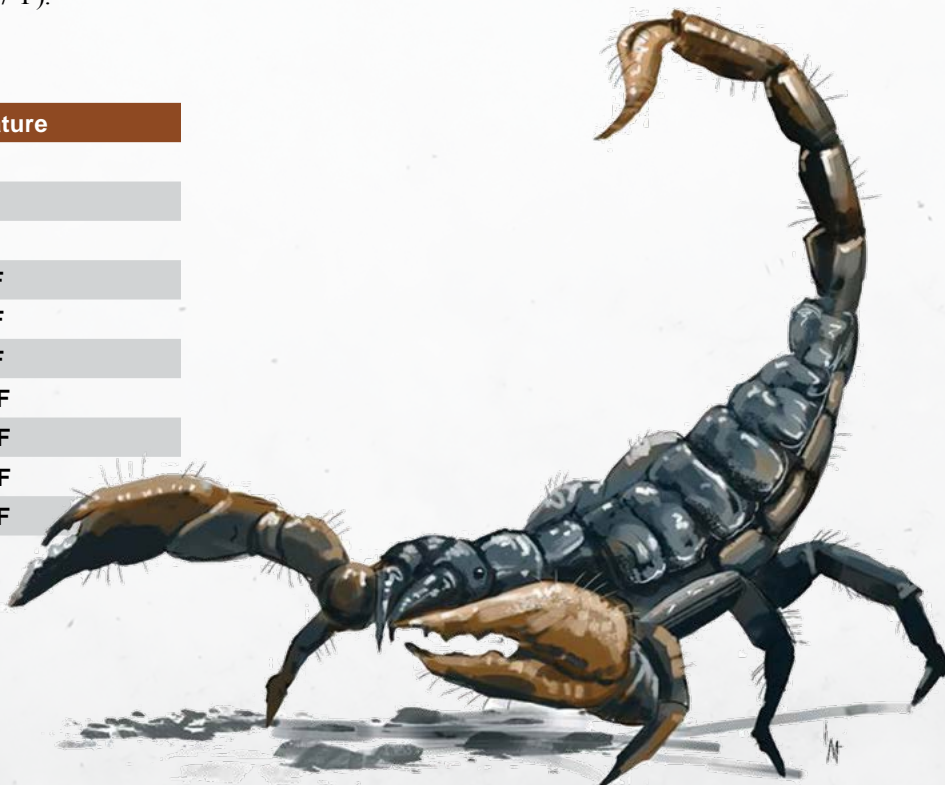
JUNGLE DAILY WINDSPEED

1d100	Spring/Autumn	Summer	Winter
01–10	1d6	1d8	1d4
11–20	1d8	1d10	1d6
21–30	1d10	2d4	1d8
31–40	1d12	3d4	1d10
41–50	2d4	4d4	1d12
51–60	3d4	2d6	2d4
61–70	4d4	3d6	3d4
71–80	2d6	4d6	4d4
81–90	3d6	2d8	2d6
91–00	4d6	3d8	3d6

Storms in the jungle are usually short, but the water dumped on the steamy environment serves only to make travelers more uncomfortable. The following table shows the chance of precipitation in the jungle. Usually, the rains occur regularly at the same time of the day and drench the environment before passing quickly.

DAILY CHANCE OF PRECIPITATION

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–20	01–30	01–35	01–40
Storm	21–00	31–00	36–00	41–00



RANDOM JUNGLE ENCOUNTERS

For every 25 miles of travel (roughly one hex on the overland map) in the jungle, there is a 20 percent chance of an encounter. Roll 1d100 on the table below. Adjust the encounters as necessary or ignore the results entirely if the monster rolled might be too difficult for the party.

JUNGLE ENCOUNTERS

1d100	Encounters	Number
1–14	Apes	2d4
15–16	Awakened shrub	1d4
17–18	Awakened tree	1d4
19–20	Axe beak	1
21–25	Baboons	2d8
26	Black dragon (adult, young, or wyrmlings)	1 or 1d4
27	Death dog	1
28–29	Elephant	1
30–31	Etlin	1
32–33	Ghouls	1d8
34	Giant ape	1
35	Giant boar	1
36–37	Giant centipede	1
38–39	Giant constrictor snake	1
40–41	Giant lizard	1
42–43	Giant poisonous snake	1
44–45	Giant scorpion	1
46–47	Giant spider	1
48–49	Gnolls	2d6
50–51	Goblins	3d6
52	Green dragon (adult, young, or wyrmlings)	1 or 1d4
53	Green hag	1
54	Guardian naga	1
55–56	Hobgoblins	2d4
57	Hydra	1
60–61	Lamia	1
61–63	Lizardfolk	1d8
64	Manticore	1
65	Night hag	1
66–67	Ogres	1d8
68	Oni	1
69–70	Orc war band	2d6
71–72	Owlbears	1d4
73–75	Panther	1
76	Rakshasa	1
77	Saber-toothed tiger	1

1d100	Encounters	Number
78–79	Skeletons	3d4
80–82	Swarm of bats	1
83–85	Swarm of insects	1
86–87	Swarm of poisonous snakes	1
88–89	Tiger	1
90	Triceratops	1d4
91–94	Troll	1
95	Tyrannosaurus rex	1
96	Wereboar	1
97	Weretiger	1
98	Will-o'-wisps	1d6
99	Zombies	2d6
00	See Special Encounters by Level on Page 32	



“A hulking lizard parted the waterfall, a smaller creature sitting proudly in a saddle atop it ...”



SPECIAL ENCOUNTERS BY LEVEL

The following special encounters are designed for specific level ranges to offer a different challenge than just another random monster. These encounters are included in the tables above but can be used any time between adventures as characters are headed toward the next temple. They build on the fact that the characters are rushing about trying to restore the scepter and are likely being noticed by a lot of the wrong people as they do so. Eventually, these scurrilous hunters come looking for the characters, especially if characters brandish the *scepter of faiths* in every tavern, inn, or store they encounter. Flaunting the weapon gets the characters noticed.

The following special encounters are divided into six general categories:

The Dogs of Orcus: This group of evil worshippers of Orcus can be found throughout the Lost Lands. They serve the Demon Prince of the Undead to the best of their abilities. Initiates are low-ranking members trying to prove themselves, while the upper echelons of the infamous collection of thieves and killers consist of violent, wanted criminals and powerful wizards and evil priests. Most of the Dogs of Orcus the characters encounter received some vision of the characters and the *scepter of faiths* and now seek to claim it for their master.

Undead Hunters: Akruel's return is stirring up undead across Libynos. Many of these undead entities are even now making their way into the Seething Jungle to worship the risen death-priest at the Nether Sepulcher (**Chapter 14: Remorse of Life**). Orcus puts others on a different path, however, one that leads straight to the characters and the *scepter of faiths*.

Highwaymen: These robbers and thieves usually have nothing to do with the characters' quest or the *scepter of faiths*. Instead, they merely witnessed the characters talking too much, flashing too much coin, or just being in the wrong place at the wrong time.

The Devout: These encounters tend to be with priests or worshippers of various deities. Some seek to claim the *scepter of faiths* as their own; others simply experienced visions and came out to see the relic. Either way, the characters may have to deal with devout followers of different deities to continue their quest. If the worshippers are really worshippers at all ...

The Cultists: Cultists tend to be fanatical followers of a specific deity — or followers of the newly risen Akruel who seek to do his bidding.

The War Party: These encounters are with monstrous beasts (orcs, gnolls, giants, and worse) that may or may not even know about the *scepter of faiths*. They are usually evil creatures out hunting or plundering.

Roll 1d6 on the following table or choose an encounter from the level-appropriate encounters detailed below:

1d6	Encounter
1	The Dogs of Orcus
2	Undead Hunters
3	Highwaymen
4	The Devout
5	The Cultists
6	The War Party

SPECIAL ENCOUNTERS FOR TIER 1 CHARACTERS

The following encounters can be used while the characters are Tier 1.

THE DOGS OF ORCUS

A trio of new members of the Dogs of Orcus, a collection of bounty hunters and ne'er-do-wells who work for the highest bidder, decide to make names for themselves by taking down the characters. They have each experienced visions of the *scepter of faiths*. While they don't know what the scepter does, they know their master is interested in obtaining it. To that end, they ambush the characters as they travel.

The Dogs are Dawson Southers (CE male human **veteran**), Shev Warwick (NE male human **adept**^{A1}), and "The Mutt" (CE male **gnoll**) and his actual hound "One-tooth" (use **mastiff**).

UNDEAD HUNTERS

Akruel created these evil creatures and set them to stop any creatures who might be following him. This particular group heard tales of the characters and are now closing in for the kill. The hunters consist of the twin siblings Makat and Ash (2 **ghasts**), 2 **zombies**, and 4 **skeletons**.

THE BANDIT SISTERS

These sisters lead a group of bandits who target the characters as easy marks. They know nothing of the *scepter of faiths*. Kate and Alyssa (N female human **thief**^{A1}) lead a group of 4 **thugs**. They attempt to stop the characters on the road and take as much gold as they can get away with. They aren't out to kill the characters but won't hesitate if pressed.

THE DEVOUT

Characters arrive at a makeshift shrine set up in the middle of their path. This could be a small altar set up on a tree stump in the forest, candles set at a crossroads, or lanterns hanging from the branches of a yew tree. A group of 6 **commoners** led by an **acolyte** watch the characters as they approach. The worshippers ask to see "the blessed relic" and bow down if the *scepter of faiths* is brought forth. The devout worshippers mean no harm, but they have all been having dreams of a winged man kneeling before the scepter. Their visions are partly true (see **Chapter 13: Duel of Fate**).

THE CULTISTS

Word of Akruel's return is already spreading among the many small cults of the land. Salinek Rut (CE female human **cult fanatic**) leads these 6 **cultists**. They are on their way to the Seething Jungle to join Akruel's ranks (not realizing that they are more than likely just marching to their deaths at the hands of the undead gathering at the Nether Sepulcher in **Chapter 14: Remorse of Life**). They are wildly unpredictable and fly into a murderous rage if the characters present the *scepter of faiths*.

THE WAR PARTY

Grunglefang (CE male **ogre**) leads a group of 6 **orcs** in search of "the god stick." Their tribe's shaman sent the war party out to find the *scepter of faiths*. They plan to burn the scepter in a sacrificial fire (with a few captured slaves for good measure). Grunglefang was headed to Anvil Plunge to aid Umak Lungthrasher (**Chapter 5: Burning Desires**) when his god diverted his small band to find the scepter.

SPECIAL ENCOUNTERS FOR TIER 2 CHARACTERS

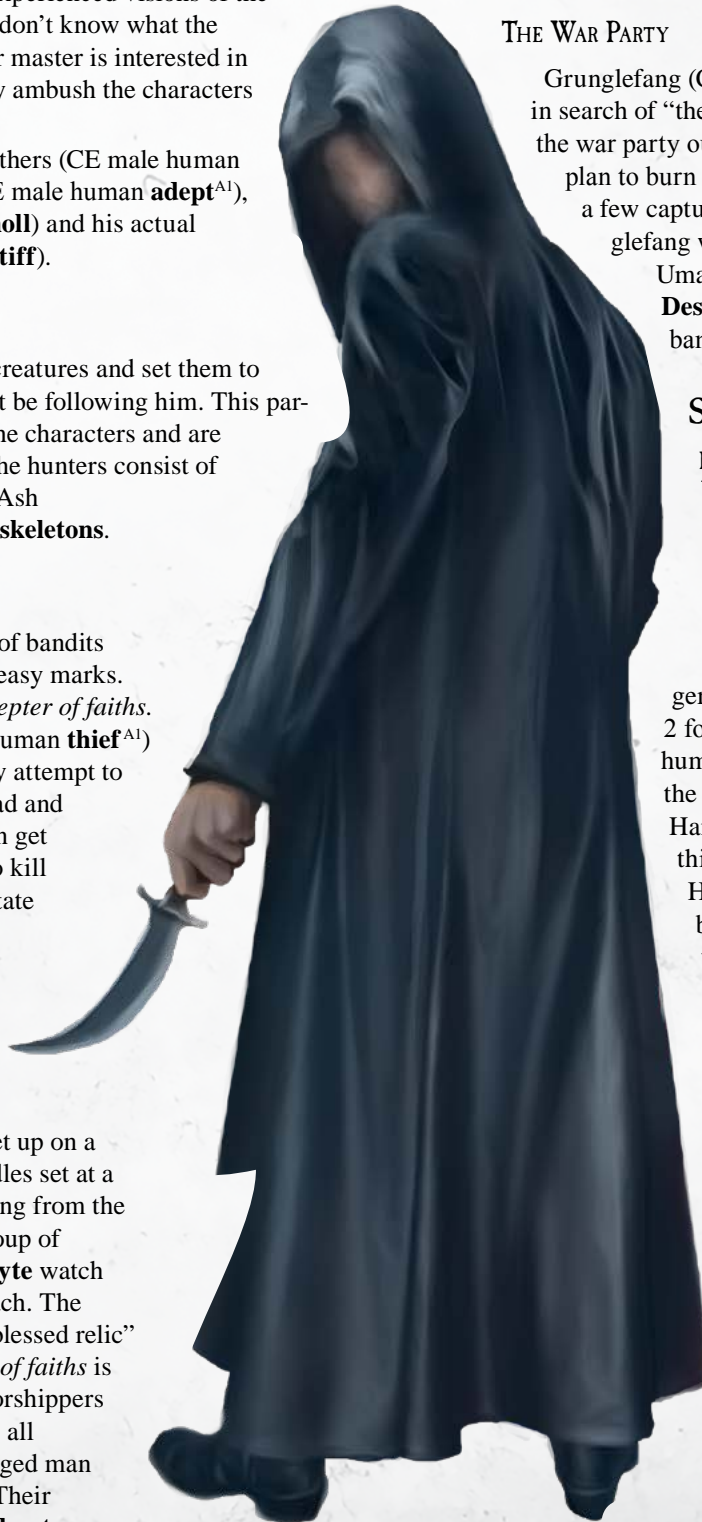
The following encounters can be used while the characters are Tier 2.

THE DOGS OF ORCUS

The Dog of Orcus Hammish Stonefinger (CE male dwarf **gladiator**) and his 2 followers Ozkar and Bralle (CE male human **berserker**) set an ambush to stop the characters' quest dead in its tracks. Hammish is a rising star in the Dogs and thinks he's the equal of anyone he meets. He has a long reddish beard woven with bits of metal but is bald on top. If he takes the *scepter of faiths* from the characters, he attempts to snap it in half in a show of straining muscles. Unfortunately, the scepter is tougher than the brutal dwarf.

UNDEAD HUNTER

Orcus tasks a **bleeding horror minotaur**^{A1} with stopping the characters. The beast charges the party, trying to gore a fighter. It then fights anyone nearby but focuses solely on the wielder of the *scepter of faiths* if the relic is displayed during the battle. The undead monstrosity is not subtle in its tactics; it hacks and slashes at the characters until they — or it — are dead.



THE HIGHWAYMEN

Jessye Wood-Son (CN male elf **veteran thief**^{A1}) and his band of 6 highway robbers (male or female human **thief**^{A1}) stop the characters at a felled tree in the road. They crouch behind it, shortbows at the ready. Jessye demands payment to pass the barricade, a tribute of at least 50 gp per character (and 10 gp for each of their horses if they are riding). Jessye is a wanted outlaw with a bounty of 500 gp on his head, either dead or alive.

THE DEVOUT

A group of five male and female clerics of Iseleine sit in a circle. They wear voluminous gowns that billow around them in the slightest breezes. They also wear circlets woven of daisies and moss on their heads. One has a small drum that he taps to a discordant rhythm as the others sway in unison. They claim to have come from the temple to follow the travelers and offer them aid and guidance. In reality, they are 5 **doppelgangers** who killed the real worshippers and dumped their bodies beside the road. They follow along behind the party like tripping groupies but attempt to sneak into their camp late at night to kill them all.

THE CULTISTS

As the characters are traveling through the forest or beneath any rocky, low-lying cliffs, they hear numerous voices shout “I can fly!” before 6 **cult fanatics** hurl their bodies at the characters below them. The cultists take 1d6 points of damage from the fall, but immediately spring to their feet to attack. The cultists hide in the branches or crouch on the tops of the cliffs to avoid detection. The fanatics are led by Ceisiwyr Awyr (CE male human **high priest**^{A1} of Pazuzu), who forces the cultists to drink a mixture of hippogriff blood and juniper leaves to keep them devoted to Pazuzu.

THE WAR PARTY

A band of 4 **duergar** with an **earth elemental** servant track the characters on their journey. The duergar prefer to attack at night by charging the characters from four different directions while the earth elemental rises out of the ground in the middle of the camp. The duergar recently discovered that the hated dwarves of Anvil Plunge crafted some holy relic. They are intent on destroying the *scepter of faiths* simply because Anvil Plunge crafted it and not to serve Akruel's interests.

MORE SPECIAL ENCOUNTERS FOR TIER 2 CHARACTERS

The following encounters can also be used while the characters are Tier 2.

THE DOGS OF ORCUS

Livonia Tols (NE female **lich shade**^{A1}) failed to become a lich but her newfound powers allowed her to rise up through the ranks of the Dogs of Orcus. She wears golden robes that waft around her shriveled form as she moves. The floating skull of a past lover circles her head and flies out to attack her foes (as a **skeleton**).

UNDEAD HUNTERS

Vinclaira the Loyal — a **blood wight**^{A1} — rises three times each year from her forgotten tomb in the Sin Mire Swamp to do Orcus' bidding. She awoke this time with an intense hatred for the wielders of a wooden scepter. She has been following their trail for the past week when she finally catches up to them.

THE HIGHWAYMEN

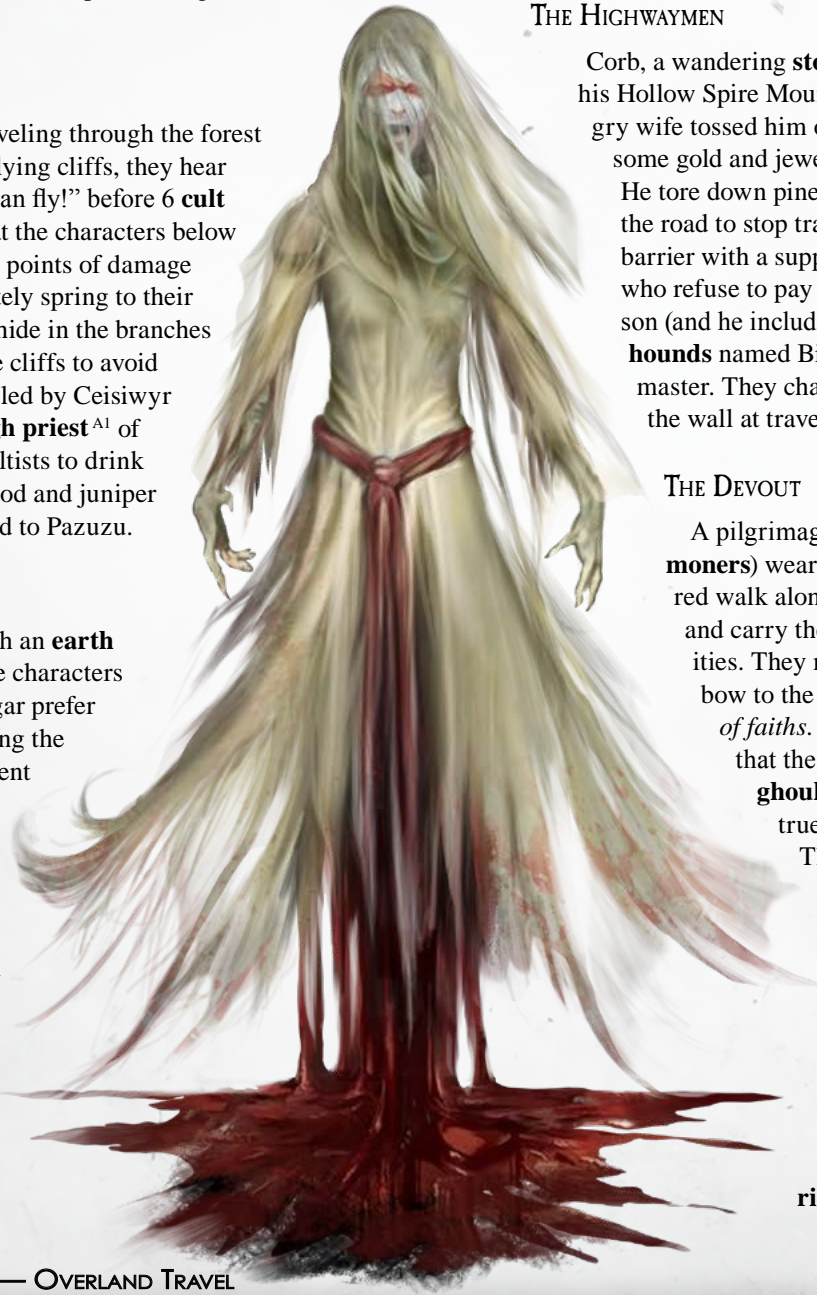
Corb, a wandering **stone giant**, came down from his Hollow Spire Mountain cavern — after his angry wife tossed him out — and decided he needed some gold and jewels to make her happy again. He tore down pine trees and piled them across the road to stop travelers. He stands behind the barrier with a supply of rocks to throw at those who refuse to pay his toll of 100 gp per person (and he includes animals, too). His 2 **hell hounds** named Biter and Scamper back up their master. They charge out from opposite ends of the wall at travelers.

THE DEVOUT

A pilgrimage of 20 worshippers (**commoners**) wearing white robes fringed with red walk along the road. They wear sandals and carry the holy symbols of various deities. They march in silence but pause to bow to the character carrying the *scepter of faiths*. There is a 30 percent chance that the worshippers are actually 20 **ghouls** who stole the robes from the true worshippers they ambushed. The ghouls immediately attack, focusing their efforts on the wielder of the *scepter of faiths*.

THE CULTISTS

Mezium Scoly (CE female human **senior priest**^{A1}), her 3 followers (NE male human **bandits**), and her **carriion claw**^{A1} companion have



heard rumors of a powerful relic crisscrossing Libynos. These servants of Rachiss have been scouring the countryside looking for the *scepter of faiths* to present to Phyllox to bolster the burgeoning temple to Rachiss found in the Mines of Honn (**Chapter 12: Pains of Scalded Glass**). Meziun carries a chitin shield fashioned from a giant ant's thorax.

THE WAR PARTY

An earsplitting screech assaults the characters as a **flind**^{A1} riding a **salt drake**^{A1} dives out of the sun. As the salt drake sprays the characters with its salt spray, the flind blows a curving horn to signal 8 **gnolls** hiding in the brush to attack. The flind then leaps to the ground to attack as the salt drake tears into the nearest character with its bite and claws. The gnolls try to pick off any spellcasters. The gnolls may be seeking vengeance for the fall of their brethren in Seraph.

ENCOUNTERS FOR TIER 3 CHARACTERS

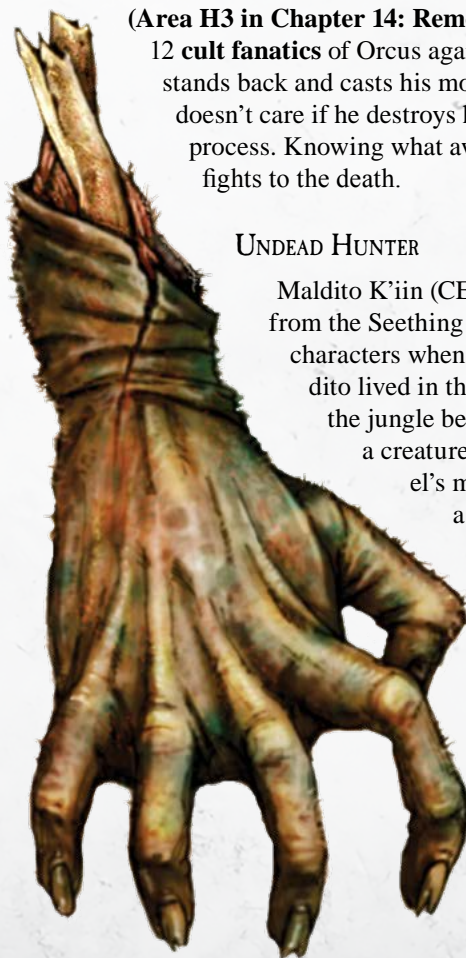
The following encounters can be used after the characters reach Tier 3.

DOGS OF ORCUS

Ismel Taern (LE male human **archmage** with 3 *potions of supreme healing*, a *staff of power*, and a *cloak of displacement*), a founding member of the Dogs of Orcus, is under orders from Orcus to retrieve the *scepter of faiths* — or else sacrifice himself in the Tower of the Obedient in the Nether Sepulcher (**Area H3 in Chapter 14: Remorse of Life**). Ismel sends 12 **cult fanatics** of Orcus against the characters as he stands back and casts his most destructive spells. He doesn't care if he destroys his own minions in the process. Knowing what awaits him if he fails, Ismel fights to the death.

UNDEAD HUNTER

Maldito K'in (CE male human **vampire**) from the Seething Jungle descends on the characters when they least expect it. Maldito lived in the village of Ceza' Atan in the jungle before he was turned into a creature of the night by Akruel's minions. Maldito wears a loin cloth to display his muscular body. A short, tattered cape is held in place by two short spikes driven into his powerful shoulders. An old foe tried to kill the vampire with the spikes but failed. Hanging onto the spikes are 2 **crawling hands**^{A1} that leap off to attack Maldito's enemies. The



hands are all that is left of that same foe who tried to kill him with the spikes.

THE HIGHWAYMEN

Sharpened bundles of stakes have been scattered across the road to slow travelers. The roadblock was created by a group of 12 **lizardfolk** led by a **hezrou** named Halko Vihrea polymorphed to appear to be another lizardfolk. They demand all the characters' gold in their sibilant voices. They attack if characters don't heed their words, and likely attack anyway even if the characters hand over their possessions. The lizardfolk know their leader is demonic and aren't startled when he reverts to his true form.

THE DEVOUT

Characters find rows of poles erected alongside the road with human bodies lashed to them. The bodies are in various states of decay, and many wear holy robes or symbols marking them as pilgrims. Their belongings are piled in heaps at the base of the poles, as if in tribute to some dark being. Anyone disturbing the corpses or the belongings causes a **dread wraith**^{A1} to rise out of one of the corpses to attack. A band of Akruel's undead warriors caught the pilgrims on the road and hung them on the poles to die. Even if destroyed, the dread wraith reforms in 1d4 days. Burying the dead puts the dread wraith to rest for good.

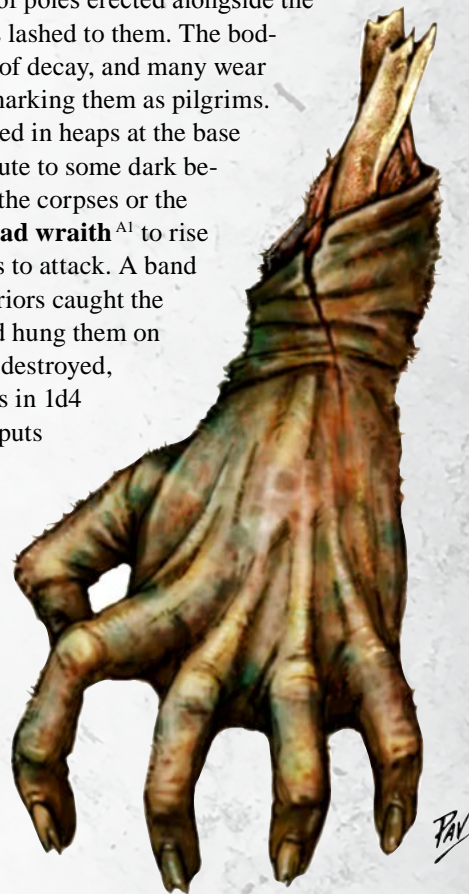
THE CULTISTS

Tsathogga's servants attack to claim the *scepter of faiths* for the Frog God. Sammakon the Imperious is a **greuor demon**^{A1} who leads 8 **tsathar**^{A1} and a **tsathar priest**^{A1}.

Sammakon is being given one last chance to forgive his past transgressions if he can claim the scepter. He fights to the death, while the tsathar flee if more than half their number fall in battle.

THE WAR PARTY

A tribe of 7 **kobolds** who were run out of the Seething Jungle by Akruel's massing undead now roam the countryside looking for treasure and a bit of revenge. Most of the diminutive creatures ride 6 triceratopses while their leader rides a **Tyrannosaurus rex**. They fashioned leather saddles on the backs of the dinosaurs.



IT STARTED WITH A CHICKEN



he narrow dirt path broadens into an expanse of well-trod ground and dry sawgrass. A collection of ramshackle buildings sits amid the cut stumps of the cleared forest. An inn with boards covering its windows is the largest structure. An iron chain dangles from its front door. Houses built around the inn are barely more than one-room shacks, and most are falling down or have been ripped apart for their timber. A small whitewashed church rising above it all on a gentle hillock marks the scattered buildings as a town. The hill is strangely unnatural, the only such rise for miles around.

A few people shamble between the buildings, eyeing new arrivals as they go about their daily routines. Most of the townsfolk are old, stooped by the weight of years of hard work and harder conditions. Their wrinkled faces are mixed with sweat, dust, and tears, the visible marks of their long lives of toil. The few younger folk have a far-off look in their eyes, as if they are dreaming of being somewhere else.

Suddenly, an old man's voice rings out, shattering the silence: "That damned fox! It took another of mah chickens!"

ON THEIR WAY!

The adventure begins in the small farming village of Lessef near the coast of the Reaping Sea.



ADVENTURE SUMMARY

This opening adventure in the *Splinters of Faith Campaign* starts with missing chickens in a farming village and ends in a forgotten burial mound rife with reawakened undead. It is designed for Tier 1 characters.

BACKGROUND

The village of Lessef sits alongside a dirt road connecting the cities of Storm Haven and Bargarsport. The small farming town is home to a few handfuls of people, a number that dwindles each year as the town's youth leave in search of adventure and wealth. The town struggles every year to survive by trading grain and livestock. No one wants to face the fact that the town's days are numbered.

A small, whitewashed church is the community's only landmark. Poverty's Bethel, a shrine to Freya, sits on a knoll overlooking the dilapidated town. The hill is the only peak for 20 miles in any direction in the otherwise flat farmland. The shrine is the lynchpin of the community and serves as a community center, temple, and protection from the occasional dangers of the plains.

The three-room church sparkles against the sky, a glimmer of hope to those looking up from Lessef. A cemetery dating back hundreds of years surrounds the bethel, with the broken monuments littering the hillside. A frail priest named Alмеры Burgand tends the church and its grounds. Alмеры arrived in Lessef 50 years ago and refuses to leave. He admits that the town's future looks bleak, but he's devoted to Freya and provides for the town's faithful as best as his deity allows.

Alмеры's two adopted children, Uliana and Jossan, are being raised to worship Freya. Their father left the children in the priest's care three years ago, but Alмеры has not heard from the man since then. The children now help the elderly priest maintain the church and its grounds.

Alмеры welcomes all visitors, especially those needing help or those just down on their luck. He offers free shelter, nourishment, and healing within his meager means. All he asks is that guests help with the chores and return the kindness to others someday.

ADVENTURE BACKGROUND

Poverty's Bethel sits upon an ancient burial mound that covers the long-forgotten tomb of Akruel Rathamon. The burial mound's true purpose is disguised by centuries of erosion and the founding of the village and church atop and around it. The villagers of Lessef know nothing of the ancient evil buried in their midst, although they all share stories of a massive battle that once took place on the ground they now call home; too many plows have been destroyed running over weapons of war for it to have been anything other than a battlefield. At the moment, however, they're too busy surviving to worry much about it. The future is hard enough; why worry about the past?

And it's getting tougher to survive now that one of their main food supplies is mysteriously vanishing. Over the past week, a number of the town's free-ranging chickens have disappeared. Farmers set guards and traps to capture a suspected fox, but

LESSEF (VILLAGE)

Location: Quiet farming community.

Government: Lessef does not have an official form of government. The villagers decide by a show of hands any matters of importance. They tend to follow Alмеры Burgand's lead.

Deity: Freya ^{A3}, goddess of love and fertility, prosperity, nature and rebirth

Authority Figure: Appointed Sheriff Dreng of Storm Haven. Alмеры Burgand the Benevolent is considered the unofficial leader of Lessef.

Servants: Jossan and Uliana (Alмеры's adopted children and initiates to Freya)

Dress: Alмеры wears patchwork robes that are heavily worn from use and age; the children wear simple robes or any other clothing they can scrounge and repair. The villagers wear simple clothing.

Unique Characteristic: Common shrine built atop a slab of stone that warns of an ancient evil.

Defense: The villagers can rally a few men with axes or scythes if needed.

they've had no luck so far stopping the cagey animal. Every couple of nights, more of their chickens vanish.

Gerlach, a hired thug, is actually behind the missing poultry. The mage Rayne D'Anzeray hired Gerlach and his men to excavate and guard an entrance into the side of the knoll opposite the town. Rayne and three followers disappeared into the mound three days ago, leaving the remaining thugs behind at the campsite. Quickly bored with guard duty and dry rations, Gerlach quietly ventured into Lessef to find fresh food. He captured a number of chickens and now dines on campfire chicken each night. Gerlach carefully conceals his cooking fires from prying eyes so the villagers don't come looking. The boy Jossan, however, recently saw smoke coming from the forest on the north side of the knoll. He is too scared to investigate; he believes the voices of the thugs' campsite revelry to be the voices of the dead drifting up from the cemetery during the night.

LOCATIONS IN LESSEF

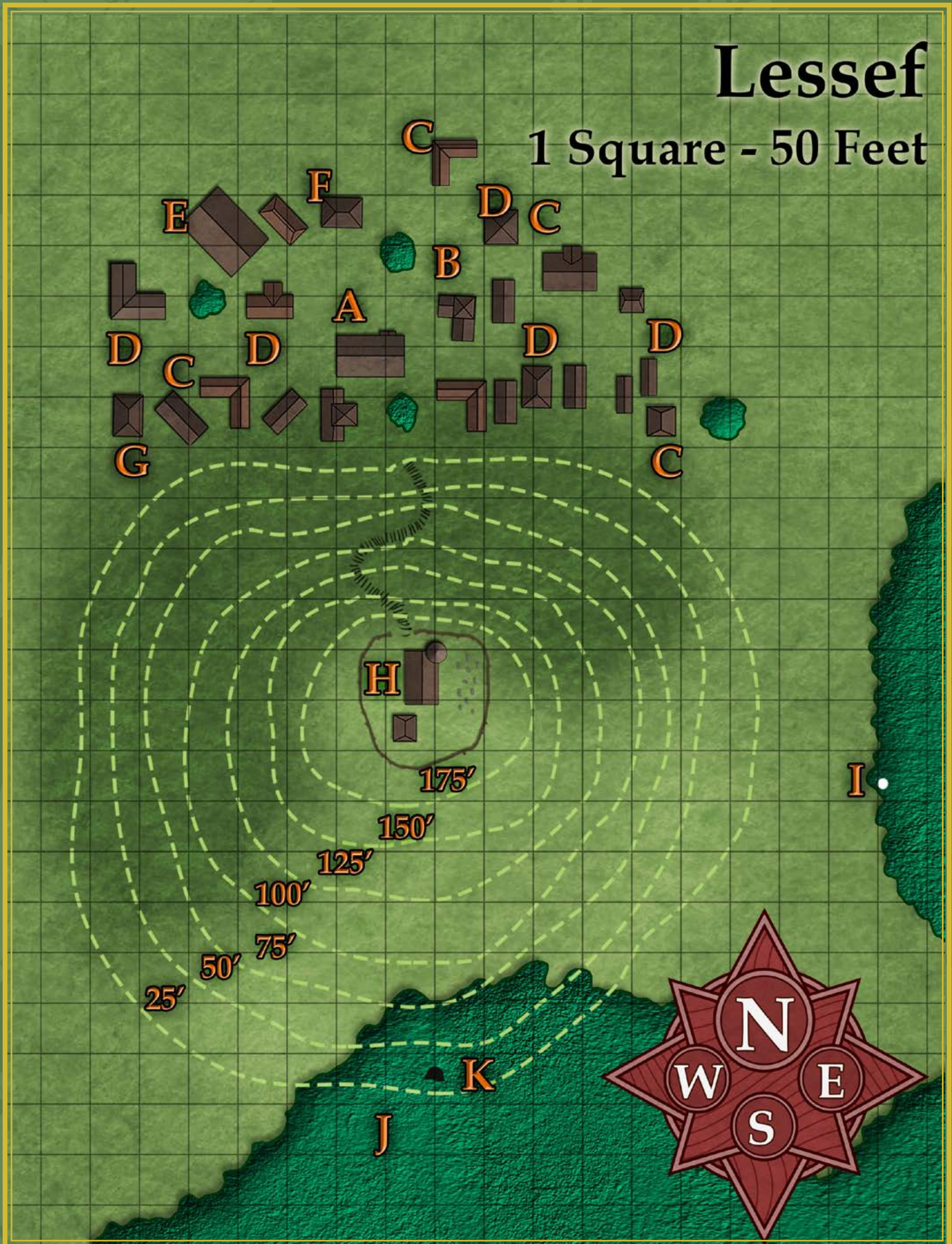
The village of 30 buildings is a ghost town, with boarded-up and abandoned houses lining the dirt streets. Shacks are weathered, dilapidated, and beyond repair. Sturdier structures are now used as warehouses for straw and hay during the winter season. Ramshackle farms dot the town's outskirts. Only the tavern operates year-round.

Lessef's central feature is a well that dries up every midsummer. The dusty area around the well serves as a town market. On an average day, a few farmers display seasonal crops from pull carts. Most locals barter for goods, seeking to trade products, seed, and livestock to survive.

Lessef sits in the shadow of the knoll that rises sharply from the otherwise flat plains. The small wooden temple dedicated to

Lessef

1 Square - 50 Feet



Freya perches atop the low hill, its whitewashed walls gleaming defiantly above the poverty-stricken environment. Despite its appearance, Almerly is as poor — maybe poorer — than the rest of the villagers. He gives most of his efforts back to preserving the town and his charges.

AREA A: THE PEBBLE

The Pebble is the only business surviving in the dwindling town. More aptly dubbed Scaby’s Shack, the one-room tavern serves cheap liquor to the disheartened locals. Scaby (CN human male **commoner**) pawns off watered-down ale to those who can afford the drink (1 cp or something equal of trade).

Scaby is a callous little man with a permanent smirk plastered across his rugged face. He tends toward portliness, the only person in town who is not stick-thin. Scaby doesn’t get along well with Almerly Burgand. Scaby won’t set foot in the church on the hill, even during the direst of emergencies. He locks himself — and only himself — in the Pebble’s root cellar when danger arises. He’s survived wild beasts and dangerous tornadoes by only looking out for number one.

The talk of the town in the small bar is of the vicious and cunning fox that is stealing the town’s chickens. The fox bypasses all traps set out for it, and no one has even caught a glimpse of the varmint. A reward of a bushel of potatoes and a jar of vinegar eggs is posted for trapping or killing the animal.

The Pebble’s Menu	Price
Roasted Chicken with peas	1 gp
Fire-flaked potatoes	2 cp
Home fries with celery	3 cp
Hard-boiled eggs	2 cp
Potato mash	1 cp
Vinegar eggs (2 eggs)	1 cp
Ale	1 cp
Sassafras tea	1 cp

At any given time, around 1d4 + 3 regulars (male or female human **commoners**) are in the Pebble for food, drink, and gossip — and not necessarily in that order. The locals are a talkative bunch and sit for hours discussing the slightest whiff of gossip.

RUMORS AT THE PEBBLE

If the characters sit down in the Pebble to talk with the farmers (which costs a few coins to wet their whistles), the answers automatically yield the following information:

- A fox is terrorizing the town and kills a few chickens every night. No one has seen the wily beast, let alone come close to catching it. If they don’t get rid of it soon, they won’t have any chickens left in the village. (This is a bit of an exaggeration, but the villagers are concerned about losing their main food source.)
- Almerly Burgand does his best, but the town is dying. When the old priest is gone, the village likely is doomed.

- The town is dying. When the old priest is gone, the village likely is doomed. That will be a sad day for everyone, but many have plans (or at least think they do) to get out of the town long before then. Most know they won’t.

Once this basic information is conveyed, there are a few more rumors floating around town that the characters can learn. Give them 1d3 + 1 additional rumors by rolling randomly.

1d10	Rumor
1	The harvest is going to be poor this year. Again. Some fear only half the yield of last season.
2	I saw someone walking through my field last night. Wasn’t anyone I knew.
3	Jossan told me that the dead on the hillside speak from their graves every night.
4	Ulruch pulled a sword out of his garden yesterday. It was warped but still sharp.
5	Ravens were flying widdershins over the church. Evil is coming.
6	Bronchon’s cow birthed a two-headed calf. Poor thing died soon enough.
7	I once helped pull a statue out of Garrick’s lower field. A priestess, she was, all of marble. Must have been there forever. We sold the thing to a bunch of traveling priests. (The statue was actually an evil priestess named Cairina who now decorates the Garden of Statuary [Area C-3] in the Hanging Gardens of Iseleine in Chapter 7: For the Love of Chaos.)
8	Almerly is hidin’ somethin’ he don’t want us knowin’. That boy that stays up there told me there’s somethin’ in the basement of that old church.
9	I ain’t seen no foxes ’round here.
10	I smelt roastin’ hens the other night. Set my mouth to waterin’, it did. I tell ya, no dang fox is cookin’ our chickens. I’m thinkin’ it’s them boys Clud and Dimburt. They don’t like eggs all that much, but they sure like roast chicken.

AREA B: IMELDA’S PALACE (INN)

The five-room inn’s windows are boarded up. The rundown building has been vacant for a year and was donated to the Temple of Freya after Imelda died of natural causes. A crude sign nailed to the door states that travelers are welcome to stay for a contribution to the temple. Almerly holds the key to the chain locking the front door.

Rooms are comfortable, although a bit musty, and Almerly sends Uliana down from the church with fresh linens for guests. They are on their own finding food and water, although Almerly welcomes them to the church on the knoll for supper. Visitors are few and far between in the village, and any news is welcome.

AREA C: COMMON HOUSE (OCCUPIED)

These meager homes have one or two rooms, with wood scavenged from empty homes to help keep them standing. The

occupants tend to be elderly farmers who welcome visitors but have little to offer guests. Residents eke out a living by maintaining small gardens and livestock.

AREA D: COMMON HOUSE

These vacant houses are uninhabitable, their owners either long dead or long gone from the failing village. Neighbors occasionally dismantle the homes for firewood and fencing. Anyone poking around inside has a 1-in-6 chance of causing the building to fall in on them.

AREA E: SHERIFF DRENG OF STORM HAVEN

This house is in relatively good condition compared with the rest of Lessef. The house is well kept, with clusters of wildflowers and trimmed shrubbery growing about the encompassing fence. The house belongs to Dreng (NE male human **guard**), the appointed sheriff of Lessef. Uncouth and boisterous, Dreng uses his imposing physique and baritone voice to bully Lessef's residents and visitors.

Years ago, Lessef offered property to anyone willing to serve as the local constable. After a lengthy stint as a corrupt gate guard in the coastal city of Storm Haven, Dreng decided to move on (helped by the fact that his sergeants were beginning to suspect his corrupt nature), and he discovered Lessef's job offer. As it turned out, he was the only applicant for the job.

Dreng's explosive temperament and addictions only hastened the decay infesting Lessef. He generally takes what he wants (including bribes) within the village. A week ago, the necromancer Rayne D'Anzeray persuaded Dreng with 100 gp to ward off any investigation into the excavation. Dreng keeps the loot and several jars of fine ale in a lockbox hidden in the rafters of his home. The key hangs around his neck at all times.

His much younger wife Yanissa (NG female human **commoner**) maintains the residence. She keeps herself quiet and busy to avoid his attention. An orphan who lived for years in Mayrose Bekwort's care, the 20-year-old Yanissa was looking for a way out of the old hag's home. As one of the oldest girls, she was expected to do all the cleaning and to care for the younger girls. She fell in with Dreng hoping he would take her away from the village — not knowing that Scaby (**Area A**) had promised the man land to stay on as sheriff. She desperately wants to leave Lessef, but her fear of Dreng keeps her imprisoned. Unbeknownst to Dreng, Yanissa witnessed his entire meeting with Rayne. She knows of the illicit money (and its location in the rafters) and can describe the tall, gaunt man in black robes whom Dreng met in the woods. She also knows that some sort of digging is happening on the other side of the knoll. She recently told Almery of the man in dark robes she saw meeting with her husband. If Almery sends the characters to talk with her, she tells them of that night. She strongly suspects that the stranger is somehow connected to the missing chickens.

Dreng has few allies within Lessef as most fear his brutal nature. Aside from Scaby, two local farmers (**Area F**) who operate a makeshift distillery often serve as his posse. He is quick to summon them when visitors arrive in town. They often carry axes and pitchforks to intimidate any new arrivals.



POSTCARD No. 1: LESSEF

You can give your players **Postcard No. 1: Lessef** any time their characters are investigating the tiny farming village. The first time they meet Almery in Poverty's Bethel is definitely an option, although they could also get the postcard from Jossan, Almery's adopted son. He is an inquisitive boy and delights in the strange item that was delivered to the church.

AREA F: FARMERS CLUD AND DIMBURT

This ramshackle homestead houses the only profitable farm in Lessef. Farmers Clud and Dimburt (NE male human **commoners**) run a distillery out of their barn. The dimwitted pair brew moonshine from distilled corn mash and sell it to the Pebble (**Area A**). The copper still is highly unstable and always seems on the verge of a catastrophic explosion. Any characters fiddling with the still and its copper tubing have a chance of setting off a deadly blast. The explosive nature of the still can be determined with a successful DC 15 Intelligence (Investigation) check. The leaks and whatnot can then be fixed with a successful DC 12 Dexterity check with thieves' tools. Otherwise, if an open flame comes within 10 feet of the still or if a creature attempts to work on the still and fails a DC 15 Dexterity check, the still explodes. All creatures within 10 feet must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage on a failure or half as much in a success.

The two novice brewers produce a biting hooch that occasionally causes temporary blindness in those who drink it. A loaded light crossbow, five bolts, a spear, and 23 gp are hidden in the barn.

AREA G: FENDLESMITH

Closer inspection of this house reveals that it has been carefully staged to appear dilapidated. The interior of the residence is actually immaculate and quite comfortable. Fendlesmith (CG male human **bandit**), a retired and still-hunted outlaw, is spending his later years in peace and quiet in the small village. Once a cunning bandit who robbed travelers between Storm Haven and



OTHER LESSEF RESIDENTS

The following table details other residents found in the farming community and their motivations. Most of these villagers are simply farmers looking to get through their day. Use the information whenever characters interact with the townsfolk. Unless detailed elsewhere, all are N or NG male or female **commoners**.

Resident	Motivations and Fears
Ulrich Drummon	Married to Callavess. Worried about his most recent crop and the ancient weapons ruining his field.
Callavess Drummon	Married to Ulrich. She fears her oldest son Tymo is getting ready to flee the village and leave them alone.
Tymo Drummon	Is secretly seeing Keribel, the daughter of Garrick and Samay Baxton. He wants to leave Lessef, but she is reluctant to abandon her aging parents. He doesn't have any reservations about doing the same to his folks.
Bronchon Greene	Married to Ryian. He's a proud man who's afraid the two-headed calf born recently is a sign of evil on his family. He has been talking regularly with Almerly about the strange noises people sometimes hear at night, as he's afraid they are demons come to drag him and his wife away. He is afraid to leave his rundown home, even though it might fall in on him soon.
Ryian Greene	Married to Bronchon. She's planning to ask Almerly if he will let her and Bronchon live in Imelda's Palace for a while because their home is about to collapse. She doesn't know how to convince Bronchon to leave his family farm, however, and is worried now that he rarely wants to leave the structure except to talk with Almerly. Their daughter ran away with a traveling merchant three years ago.
Garrick Baxton	Garrick looks a lot older than he is, mainly from a hard life in the fields. He recently became sick and fears he won't last the winter. He doesn't like the way the Drummon's boy is always looking at his daughter.
Samay Baxton	She suspects her daughter and Tymo are seeing one another and is secretly pleased. She hopes they might escape the village and find a future somewhere else. Somewhere <i>alive</i> .
Keribel Baxton	She is secretly seeing Tymo but is afraid to leave them alone now that her father is sick. She wishes she could take them far away with her to someplace warm and safe.
Old Oliver the Hermit	The old hermit doesn't care about Lessef at all these days. He died a month ago in his shack, sitting in front of a cold hearth. No one noticed.
Reynard Underhill	His parents left him alone two years ago when he turned 16. He hasn't heard from them since, although his father spoke of a place called "Bard's Gate" before they vanished. He is saving up his coins (3 sp, 11 cp, and a sable brush dropped by a passing merchant) and hopes to pay adventurers to let him accompany them.
Geva Yates	This elderly woman lost her husband to a wild boar attack five years ago, but she refused to leave the village to live with her sons. She is outspoken and firmly believes Freya has abandoned them. She is a thorn in Almerly's side, but he always has a kind word for her. She isn't so kind. Visitors are welcome, but they better be willing to help cook and clean for a place to stay.

The list of additional residents of Lessef continues on the next page.

Bargarsport, Fendlesmith has become quite content with his quiet life. He regrets his crimes and is now a devout follower of Freya.

A bit of a bookhound, he spends his loot on rare books that now line the shelves of his simple home. He often travels to Storm Haven — always in disguise — to acquire new reading material. Well aware of the corruption festering in the town, Fendlesmith wants to remain low key and out of sight for as long as possible. He knows little about the excavation other than the fact that a dark-cloaked stranger arrived at the Pebble a few weeks ago. The stranger doesn't have a room in town, but still comes back occasionally, which tells Fendlesmith that he must be camping somewhere close by.

Fendlesmith keeps his equipment and a small cache stashed in a secret niche behind a bookshelf. The niche can be found with a successful DC 16 Intelligence (Investigation) check while searching. The cache contains black leather armor, a *+1 shortsword*, a shortbow with 24 arrows, a black mask, 50 feet of rope, seven daggers, a bag of 72 gp, a bag of miscellaneous small gems worth 245 gp, and a *hat of disguise*.

AREA H: POVERTY'S BETHEL (AKA BETHEL OF FREYA)

A worn dirt path leads up the rise to the small church perched atop the knoll. Earthen steps carved into the mound have been

Resident	Motivations and Fears
Martyn Halwaise	Younger brother of Fern Dulcent. He took her in after her husband ran away with a strange woman who wandered into town and attracted the eyes of all the men. He is an older man who follows the tenets of Freya and enjoys visiting with Almerly. He thinks he would have made a good priest.
Fern Dulcent	Older sister of Martyn Halwaise. She is a kindly old woman who makes corn muffins for everyone. Despite her age and bent back, she is a tough woman who is often seen walking barefoot through the cold snow and fields.
Corbert Doyle	Married to Lisel. He was a brigand in his youth and grows fearful every time someone new visits the small village. He is afraid his past sins are coming back to haunt him.
Lisel Doyle	Married to Corbert. She knows nothing of her husband's dark past, but every so often she hears him speaking in his sleep about a carriage he robbed on the road. She would do anything to protect his secrets. She has secrets herself: She likes to steal small objects from other villagers and travelers passing through the village. She keeps her ill-gotten gains under a floorboard in their home.
Kylea Cobb	Kylea was abandoned as a child and raised by the Old Widow Corlsonn. This young woman sets traps all around the town to capture the wily fox but has had no luck so far. One of her snares caught something, but whatever it was cut its way free. (Gerlach snagged his foot in the snare and cut his way out with his blade.) She is eager to prove her worth and thinks her skills will get her noticed by either merchants or adventurers who might take her away from the town.
Old Widow Corlsonn	This elderly woman is so old that her skin looks translucent. Her eyes and laugh are still bright and lively, and she frequently takes in abandoned children to raise as her own. She doesn't expect the village to be here in 10 years. She expects that she will be, however. She is a good source of knowledge about the region and can sit for hours spinning yarns about ancient battles no one else remembers. She claims her grandmother learned them from her grandmother.
Cameron Wiles	Married to Kellyn. This old farmer keeps five scrawny cows and an angry bull on his small farm. The bull sometimes gets out and terrorizes the town. It's just a mean old thing. Cameron doesn't have the energy to chase the animal these days, and lets it wear itself out and come home. He sits on his porch shouting "Magnum!" to get it to return.
Kellyn Wiles	Married to Cameron. This elderly housewife keeps a small garden behind her home. She is rather annoyed that someone has been stomping on the herbs and cucumbers and pushing aside the corn. (Gerlach walks through the stalks to stay hidden when he enters town.) She watches out her window most nights, but often falls asleep.
Cark Withers	Married to Jaline. Cark maintains the village's community chickenhouses, which house approximately 60 hens and 6 roosters. The fowl roam freely around the village, returning to the roost to lay their eggs. Cark is protective of the chickens and is particularly incensed that a fox is killing them.
Jaline Withers	After so many years dealing with chickens, Jaline cooks an amazing omelet. She isn't as protective of the chickens as her husband, but she worries what would happen if they all disappeared. Often, they must make hard decisions and kill a number of the birds for food to feed their neighbors.
Mayrose Bekwort	Over the years, destitute townsfolk abandoned their children to this crotchety hag's care. She currently fosters seven orphans whom she leases to various townspeople to help on their farms in exchange for coin or provisions. She cares little for their needs or well-being. Bekwort's urchins often taunt and bully Jossan and Uliana (Area H) for their fortunate benefactor. The devious orphans in Mayrose's care regularly take advantage of careless travelers. They gang up on weak-looking travelers to take their coins or try to trick more-powerful visitors out of their gold.

ravaged by the elements but are still usable. A well-kept cemetery surrounds the white chapel, and a low wooden fence keeps out the village's goats.

A small bell tower sits on the side of the wooden church. The bell is rung for services, during special ceremonies, and in case of emergencies.

Rows of pews facing a round altar of stone fill the airy worship chamber. A depression in the top of the narrow altar holds holy water. Large shuttered windows remain open at all times except during bad weather. A brick fireplace stands against one wall.

A separate parsonage sits behind the bethel. The two-room house has a common room and a bedchamber for the children. Almerly sleeps on a mat in the corner of the main room.

Almerly Burgand (LG male human **priest**) has lived in Lessef and Poverty's Bethel for nearly 50 years. The elderly cleric deeply loves the town and the small shrine. A rare male priest of the female-dominated priesthood of Freya, Almerly passionately believes Freya eventually shall provide for the community. A wiry gentleman of indeterminate age, Almerly keeps what little hair he has tucked behind his oversized ears. During more prosperous times, believers filled his chapel. These days, he is lucky if half the citizens of Lessef attend. Almerly and his children live

off meager food donations from the village. The children have renewed Almerý's hope and vigor.

At the moment, Almerý is troubled by the purported fox plaguing the villagers. He feels something is odd about the animal; too many chickens have gone missing recently, more than a fox would be capable of taking. Another disturbing fact is that none of the farmers has reported any blood or feathers left behind when one of the hens or roosters goes missing. Almerý asks for help tracking the animal and even offers a *potion of healing* for anyone willing to assist. He'd prefer that the wayward animal be trapped and removed peacefully, but he understands if circumstances require otherwise.

Recently, Yanissa (**Area E**) confessed to Almerý that she saw her husband, Sheriff Dreng, meeting with a dark-robed stranger. This meeting happened around the time the first chickens started to go missing. Almerý suspects the man Yanissa saw is the real reason chickens are vanishing. Almerý knew he was too old to look into Yanissa's concerns, but the arrival of the heroes presents the perfect opportunity to solve the mystery. He directs the characters to the young woman to hear her tale.

Jossan (N human male **commoner**), 11, and Uliana (N human female **commoner**), 9, are Almerý's adopted children. Three years ago, their down-on-his-luck father Ras Wald left them with a relative before traveling to find work in Bargarsport. Ras hoped to eventually bring the children to Bargarsport to live with him. When the relative died unexpectedly, Almerý took the children in and raised them as his own. For the most part, Almerý is the only parent the children have ever known, although Jossan carries a sketch of Ras and occasionally asks visitors if they've seen the man. The kids do a lot of the work around the temple grounds for the aging Almerý. (See **Area Q3-F** in **Chapter 6: Culvert Operations** for more on Ras Wald.)

Almerý collects items that Lessef's farmers occasionally discover about the village while tilling their fields. Buried items found in the fields around the village include rusted weapons, tools used to carve stone, mining implements, and even ancient pieces of armor. Almerý believes Lessef sits on an ancient battleground or military encampment. He keeps these items in the bethel's cellar and gladly shows them to visitors if they inquire into Lessef's history.

Almerý is unaware that the very foundation of Poverty's Bethel is a warning from the past. However, he recently discovered writing beneath his broom after sweeping the floor and readily shares this intriguing information. He likes to believe the message is divine, mainly because his eyesight is now too poor to make out the words. Removing the years of packed dirt requires a good cleaning to read the entirety of the message. Jossan is trying his best to decipher the message to surprise Almerý.

To view the slab, furniture and rugs must be moved and the slab scraped clean. Almerý eagerly allows the characters to investigate the markings as long as they put everything back. He loves a good mystery.

When the slab is cleared, the cryptic prophecy written into the stone can be read. It is written in a familiar but ancient dialect that can be deciphered with a successful DC 10 Intelligence (History) check:



"TAKE HEED, FOR UNDYING INIQUITY RESTS WITHIN THESE WALLS.
UPON THIS SITE THE SCEPTER OF UNITED FAITH FULFILLED DESTINY.
THE DREAD PRIEST SHALL RULE BY FEAR NO LONGER.
WE, THE FAITHS OF THE WORLD, PLACE THIS STONE
SO NONE SHALL EVER FORGET THE BLOODSHED.
TAKE HEED, LEST EVIL AWAKEN!"

AREA I: FOX'S DEN

Adept trackers may find this innocent fox's burrow. Small prints are evident on the eastern outskirts of town provided one of the characters succeeds on a DC 10 Wisdom (Survival) check. The tracks never enter the village, however, as the fox is too spooked by the villagers. It hunts rodents and other small animals in the forest.

The fox's home is an old groundhog hole with the first three feet enlarged into a large oval to create a covered entry where the animal can relax out of the wind. The den is hidden among a series of gullies along a slight rise just on the edge of the forest. The ground in front of the hole is dirt covered by numerous



tracks from the animal coming and going. The tiny, gnawed bones of moles, rabbits, and lizards litter the ground. Characters who examine the bones should realize that no chicken bones are to be found here.

The opening into the main den is misleading. It actually branches just inside the hole, with the left-hand tunnel leading downward to the fox's actual lair. The right tunnel is a short, dead-end branch that leads nowhere but holds a nasty surprise: an ancient longsword buried in the dirt bisects the tunnel. Anyone reaching blindly into the tunnel takes 3 (1d4 + 1) slashing damage from the still-sharp blade that is turned toward the opening. The fox always enters the tunnel to the left and thus avoids the blade (it still has a small slice on its nose from when it brushed up against the sharp edge when it first investigated the potential den). The weapon is a *+1 longsword* dropped long ago during the War of Divine Discord. The hilt and the rest of the blade are completely hidden inside the hole and must be dug out of the hillside (1d4 hours of excavation) to be recovered. If a character wielding the weapon rolls a 1 on an attack roll, the blade snaps and becomes nonmagical.

If characters go rooting around inside the tunnel opening, the fox flees out a back entrance hidden within the forest and attempts to lead predators away from its pup. Characters immediately hear it screaming at them from deeper in the trees. It zigs and zags between the trees, trying to stay out of the characters' reach. An unweaned pup cowers inside the den. While initially frightened, the pup could be domesticated with a DC 10 Wisdom (Animal Handling) check and a few weeks of training.

Characters who capture or kill the fox gain the reward, but the chickens continue disappearing.

AREA J: THE CAMP

Despite efforts to hide it, the thugs' campsite can easily be spotted with a successful DC 8 Wisdom (Perception) check if characters travel around to the southern side of the knoll. The hideout is nestled amid excavated dirt and crushed stone. Footprints in the dirt lead to and from Lessef, evidence of Gerlach's nightly visits to the town to steal the poultry. Twelve six-foot-tall stone blocks sit outside a tunnel that leads into the knoll upon which the bethel to Freya sits. The thugs used oxen to pull the stone blocks from the tomb.

Two oxen and a cart of mining tools sit nearby. Rayne's horse is tied to a tree. Chicken bones and refuse lie around a fire pit.

Gerlach (NE male human **spy**) and 4 **thugs** guard the tomb's entrance. The thugs are strong, but dumb. They believe they are helping loot an undiscovered tomb and devised a plan to rob Rayne when he returns. They have been waiting for five days, but the mage has not returned. They are eager for something to happen, and characters wandering into their camp are just the excitement they need.

AREA K: AKRUEL'S TOMB

Akruel's tomb is filled with the remnants of unspeakable evil. After being sealed inside the crypt by Shah Rasalt's men, many of Aurikus' followers tried to escape but found that Rasalt had further

"The thugs spotted us as we came over the hill. The plundered tomb lay open behind them ..."

THE DOORS OF PIETY

Each stone door from **Area K2** through **K9** is inscribed with a description of the temple that originally crafted the *scepter of faiths* to defeat the dread Akruel, the required ceremony they provided, plus a snippet of verse showing the order in which each ritual was performed. The priests feared Akruel might one day escape and that the knowledge would once again be needed. You may want to stress the elaborate carvings and words upon each door to draw attention to the blessings. The inscription on each door is written in an ancient dialect but can be deciphered by a character who succeeds on a DC 12 Intelligence (History) check. Characters may very well stumble on the doors randomly and have to construct the verse line by line. If they realize that each line contains a number (or, in the case of the fourth line, a homophone), the entire verse can be read quite easily.

The full instructions written on the eight doors for restoring the *scepter of faiths* read as follows, with a line-by-line breakdown presented in **Deciphering the Verse** below:

FORGE FIRST IN DARGATH'S FIRES,
TWO KISSES BESTOW BY AYIANNA'S DAUGHTER.
BATHE THREE DROPS OF BEAUTY ON ISELEINE'S SPIRE,
THEN SHALL ARDEN'S MIDDAY SUNS POUR FORTH LIKE WATER.
IN THE FIFTH HOUR OF MOURNING, VOARD'S HUMBLE TEAR TEMPERS,
WITH THE SIXTH STRIKE OF MUIR'S GRINDSTONE, VIRTUE IS PROFFERED.
SEVEN NIGHTS BURN IN NINEVAH'S POOL-LIKE EMBERS,
IN THE HALLS OF EIGHT DISCIPLINES, PERFECTION FREELY OFFERED.

DECIPHERING THE VERSE

The following is a line-by-line breakdown of the verse found on the Doors of Piety. The breakdown includes the door the line is printed upon, the line of verse, the city where the temple is located, the ritual required, and the adventure to which it refers:

Door	Verse	City	Ritual Required	Adventure
K2	"Forge first in Dargath's fires"	Anvil Plunge	<i>Blessing of Joining Flame</i>	Chapter 5: Burning Desires
K3	"Two kisses bestow by Ayianna's daughter"	Clandestine	<i>Guidance of Fate</i>	Chapter 6: Culvert Operations
K4	"Bathe three drops of beauty on Iseleine's spire"	The Hanging Gardens of Iseleine	<i>Anointing of Perfection</i>	Chapter 7: For the Love of Chaos
K5	"Then shall Arden's midday suns pour forth like water."	Seraph	<i>Convocation of Radiance</i>	Chapter 9: Eclipse of the Hearth
K6	"In the fifth hour of mourning, Voard's humble tear tempers."	Monastery of World Sundering	<i>Remembrance of Angst</i>	Chapter 10: Morning of Tears
K7	"With the sixth strike of Muir's grindstone, virtue is proffered."	The Shield Basilica of Muir	<i>Rite of Virtue</i>	Chapter 11: The Heir of Sin
K8	"Seven nights burn in Ninevah's pool-like embers."	The Lady of the Searing Waters	<i>Consecration of Water</i>	Chapter 12: Pains of Scalded Glass
K9	"In the halls of eight disciplines, perfection freely offered."	Theurgist Seminary of Thasizier	<i>Enchantment of Power</i>	Chapter 13: Duel of Magic

NOTE: Each door is crafted from solid stone and set into its frame with rusted iron hinges. Metal bars on the outside further strengthen each portal. Not all the doors survived through the ages, but the inscriptions fortunately remain, even on the broken doors. Each door requires a successful DC 22 Strength check to break through.

If used separately from the *Splinters of Faith Campaign*, the doors could communicate any clues you want to place there to lead the characters to further dungeons or adventures.



sealed them into the tomb by burying the entire structure under tons of dirt and stone. Eventually, fear, exhaustion, dehydration, and hunger — not to mention vicious infighting that killed many worshippers — took its toll on the buried faithful of Aurikus. Still, some of the more powerful cultists eluded death, and their anger transformed them into free-willed undead who remain trapped within, awaiting release. The nearness of Akruel's still form and his broken but not severed connection to the *Frore Heart* far away in al-Sifon kept the undead from rotting away into permanent death — although it left them starving. Time passed, and the undead trapped in the tomb remained there waiting for someone to unseal the vault.

The barrel-vaulted corridors' ceilings are 12 feet high. The tombs have domed ceilings that reach 24 feet high, and the walls, floor, and ceilings are made of cut limestone blocks seated perfectly atop one another. Gnarled bones litter the floors and deep scratches line the walls of each tomb, evidence of the desperate, but ultimately futile, attempts the cultists made to escape.

A single iron brazier hanging on rusting iron chains dangles 15 feet above the floor in each room. Each brazier contains a *continual flame* that lights the chamber with a flickering, sickly-green glow. Dust covers everything in a thick, gray layer.

In many rooms, Akruel's most-faithful followers recreated Aurikus' holy symbol — a skull set atop a femur — using the bodies of their dead and dying compatriots. These grisly icons still decorate many of the sealed tombs.

AREA K1: ENTRANCE TUNNEL

The earthen tunnel descends at an angle through 50 feet of unstable dirt to a stone wall. Newly cut pine posts support the walls and ceiling of the entry tunnel. Split logs covered in thick grease line the floor.

Rayne and his hirelings broke through the tomb's outer wall then pulled the heavy stones out through the access tunnel using makeshift fulcrums. Following the tunnel requires a successful DC 8 Dexterity (Acrobatics) check to avoid falling because of the grease and unstable floor.

Rayne demolished one of the blocks, leaving behind mounds of crumbled stone. Stagnant air wafts up the passage from the empty tomb beyond the opening.

AREA K2: THE EMPTY TOMB

The tomb's door lies askew in the frame. Bits of bone fragments litter the room. Skull and femur symbols of Aurikus crafted from real skulls and bones decorate the walls.

The followers of Aurikus entombed in this room broke down the door and escaped into the hall before they eventually turned on one another.



AREA K3: SEALED TOMB

This stone door is still sealed, but badly battered. Bricks and other debris used to pound on the portal lie at the base of the door. The skeletons of 50 worshippers of Aurikus are piled behind the door. The bones tumble harmlessly into the hall if the door is opened. The worshippers' tattered clothing bears the marks of a forgotten priesthood.

The room is empty, but one of the cultists concealed a *spell scroll* of *enhance ability* before being buried alive. Finding the scroll requires a successful DC 12 Wisdom (Perception) check as the characters must dig through the contorted skeletons of the worshippers.

AREA K4: OPENED TOMB

The metal bar for the stone door is split asunder, and the door lies in two large pieces on the floor of the room. The door is scratched and scarred, but the verse is still legible. Akruel's followers who were entombed here escaped from the chamber into the hall long ago. The room is empty.

A **shadow** lurks around the ceiling of this room, staying in the natural shadows from the brazier hanging in the room. The shadow is not confined to the room, and often moves about the hallway outside the chamber. It prefers to drop down on the last

character to pass beneath it. Any disturbance in the hallway brings the shadow to investigate. It is intelligent enough to wait until the characters are engaged in other battles (with the **zombies** roaming the halls, for instance) before it enters the fight. The shadow exits the tomb every night to slay a random towns person if it is left undefeated.

AREA K5: FULCYST'S LAIR

The door to this foul-smelling chamber is open.

Fulcyst^{A1}, an entombed subpriest, was an appallingly evil man. He was among the longest-living survivors buried in the tomb and existed by devouring the other priests' flesh. Finally, as he inhaled his last breath of stagnant air, Fulcyst pleaded with his dark lord for eternal life. Aurikus granted the wish, and Fulcyst's body wasted away in death, withering into a ghoul. With renewed strength, Fulcyst tracked and fed on the few remaining survivors.

"The ghoul
had driven bones
into its skull and sat
on a throne of its
companions'
splintered
remains."

The necromancer Rayne made a pact with Fulcyst for safe passage. Fulcyst eagerly awaits Akruel's return and slays those who seek to interfere.

Fulcyst often sits on a throne of bone and dried flesh he crafted for himself after long years of boredom. The throne contains bits and pieces of entombed priests he devoured, as well as rats and other burrowing creatures that found their unfortunate way into the tomb. He fashioned a crude dais for the throne by forcing followers to drag unused stone blocks from other rooms. Fulcyst drove bones into his skull like grotesque antlers to give him a more frightening appearance.

If the characters enter Akruel's tomb (**Area K15**) without first dealing with Fulcyst, he waits at the top of the rope to attack as the characters exit.

AREA K6: SEALED TOMB

The door is closed and unscathed. If the characters open the door, they discover a frightening mess. A desiccated figure sits upon a throne of corpses that is surrounded by more bodies in varied positions of worship. Femurs are planted in the ground, and empty skulls mounted above the femurs watch silently from the walls.

Al-Sifon's most heinous war criminals were entombed within this chamber for their wicked crimes. As Shah Rasalt's men closed the chambers doors, a bloodbath ensued as cultists fought one another for the right to "lead" the worshippers who survived. The last remaining cultist fashioned a throne from the dead and placed the others' prostrated bodies around it. His body remains upright on the throne. He also placed Aurikus' icon about the room: femurs standing upright along the walls with skulls wedged into the stone facing outward above them.

Nothing else of interest remains.

AREA K7: GHOUL TOMB

Two figures stand in the center of the room, swaying as they face one another. Sharpened bone shards driven into the floor seams give the chamber a frightening appearance. A few skulls set atop thighbones remain throughout the room but most of the bone decorations are broken or splintered.

This bone-filled room is home to 2 **ghouls**. They have been in the room for so long that they leave only to pursue the characters. They don't venture out to investigate disturbances. If anyone or anything enters the room, however, the ghouls scramble through the bones in a frantic rush to get at the intruders.

AREA K8: ZOMBIE BATS AND RATS

Desiccated rats flop about the floor of this room, while the ceiling ripples with thousands of undead bats. A priest driven mad by days of being buried alive animated the poor creatures to liven up his final moments. These unfortunate undead animals (**swarm of undead rats**^{A1}, **swarm of undead bats**^{A1}) congregate in this room where they were created, but swarm intruders as soon as anyone

enters. The creatures' bones are so brittle from age that the poor things explode in a puff of bone dust if stepped upon or swatted out of the air.

AREA K9: GILLESPIE THE TORMENTED

Whimpering, anguished cries can be heard from behind this door, which has been broken open but is currently shut. Gillespy, a **ghoul** at the bottom of the tomb's undead pecking order, resides here. The other ghouls in the tomb ruthlessly pick Gillespy's flesh from his bones. Fulcyst keeps the ghoul alive with carefully applied negative energy spells so the other undead may subject him to their cruelty.

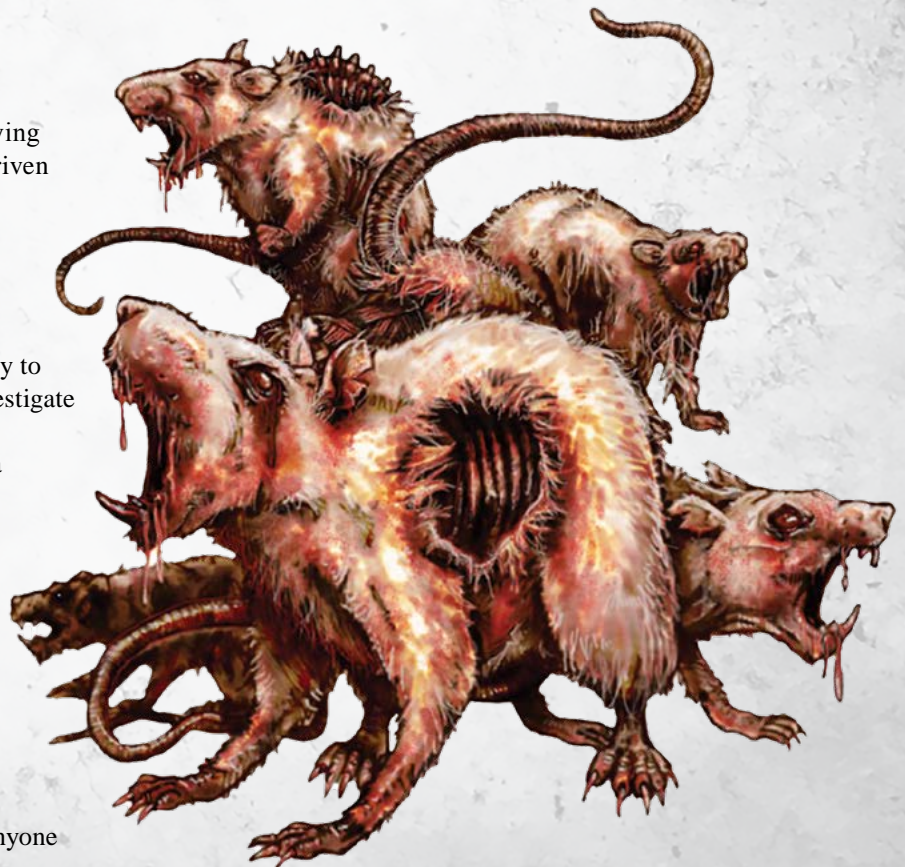
Gillespy is little more than a skeleton with bits of flesh clinging to his joints. His tongue remains attached so his grief-filled cries can echo throughout the tomb to the delight of the other ghouls. Gillespy gladly parleys with any who'll listen to his ranting but turns against them at the first opportunity. Gillespy is not above leading the characters into fights to destroy the undead that continually antagonize him.

Treasure. Gillespy hides an emerald worth 100 gp in his cranium. It rattles around with bony *thunks* inside his skull when he moves.

AREA K10: THE ORIGINAL ENTRANCE

The doorway is bricked over with blocks of limestone, and rock and dirt fill the passage. The solid stone blocks are scarred from repeated strikes by rock and bone. This entrance once led to an opening in the western side of the knoll.

Ancient and unfamiliar high-relief statues of soldiers adorned in ancient bronze armor are set into the limestone walls. Some



of the bronze statues have been forced from the walls and now lie shattered along the corridor. Bones and shreds of clothing, all layered with dust, cover the ground. Tracks lead in both directions. An **animated armor** stands guard at this section of the corridor. The statue silently attacks any who pass through this section of the tomb. The armor belonged to an ancient paladin in Shah Rasalt's army who died during the assault. His armor was animated and left behind as a guard.

AREA K11: THE CORRIDOR

Pillars spaced 10 feet apart line the walls of this round, 20-foot-wide corridor. Bones and shreds of clothing, all layered with dust, cover the ground. Tracks lead in both directions. Standing among the pillars are 3 **zombies** that sway to an unheard rhythm.

Twelve zombies are in the corridor, divided into four groups of three each. Each group has a 75 percent chance of investigating any loud noises or fighting within 1d4 + 1 rounds. Once all 12 are destroyed, no more arrive (although any of the other undead within the open tombs might arrive at your discretion).

AREA K12: THE IRON DOORS

These iron doors are scarred and dented, but still stand.

Stinking Cloud Trap. The entrance to this room is rigged with a hidden pressure plate that releases a caustic gas into the room. The pressure plate and subtly hidden tubes that expel the gas can be noticed with a successful DC 12 Wisdom (Perception) check. A character who makes a successful DC 12 Intelligence (Investigation) check can deduce the presence of a pressure plate and under which area of the floor it is hidden. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Additionally, stuffing the tubes with clay, wax, or cloth prevents the gas from being piped into the room.

The trap activates if more than 20 pounds of weight is placed on the pressure plate. It releases a yellow, nauseating cloud of gas that fills the room and up to a radius of 20 feet, spreading around corners. The gas heavily obscures the vision of any creature caught in the cloud.

Each creature that is completely within the cloud at the start of its turn must make a DC 14 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or that are immune to poison automatically succeed on this saving throw. The cloud lasts for 10 minutes.

The inner doors have an internal lock that cannot be accessed from the corridor. A successful DC 18 Dexterity check with thieves' tools is sufficient to open the lock, but the doors can also be opened with a successful DC 20 Strength check.

AREA K13: OPEN DOORS

These iron doors stand open, and a corpse that recently began to decay lies in the hallway. This poison gas trap — which remained potent — killed one of Rayne's henchmen when he stepped on the trigger plate. The henchman's leather armor remains on the body. It smells of almonds.

AREA K14: DESCENDING CHAMBER

Limestone blocks surround a five-foot-diameter lead plug. A three-foot hole has been melted through the center of the plug, and a hemp rope fastened to a piton in the wall hangs through the opening into the darkness below. The smell of smoke and dampness permeates the area around the hole.

The knotted rope drops 20 feet into Akruel's tomb and can be traversed with a successful DC 8 Strength (Athletics) check. Rayne and his remaining two companions used alchemical fire to pierce the lead plug to enter the tomb.

AREA K15: AKRUEL'S TOMB

The walls of this 20-foot-tall domed room hold seven burial niches. The floor, walls, and ceiling are all covered with a layer of soft, smooth lead. A corpse whose head has been twisted backward on its neck lies soaking in a thin layer of stagnant water that covers the floor. The hole in the ceiling is the only entrance or exit from this room. Each niche contains the remains of Akruel's wives and offspring. The lead covering prevents divination magic and magical entry.

Rayne animated the skeletons in the niches before leaving the tomb three days ago with Akruel. In the room are 7 **skeletons** that attack anyone who enters the chamber.

In addition, pressure plates on the floor release elemental guardians tasked with slaying any intruders into the tomb. A character who succeeds on a DC 14 Wisdom (Perception) check notices the pressure plates. A successful DC 14 Intelligence (Investigation) check reveals the tubes, which are cleverly hidden where the walls of the room transition into the domed ceiling. An iron spike can be wedged under the pressure plates to prevent them from releasing the water elemental guardians.

If at least 20 pounds of weight is placed on any of the pressure plates, the pipes open and the guardian water elementals pour through the hidden pipes and set upon intruders.

Three guardians originally protected the tomb from intruders, but one of Rayne's henchman triggered the trap (and paid for his blunder in the elemental's watery grasp). Rayne killed the elemental; the water on the floor is all that remains of it. The henchman's waterlogged backpack still sits in the water and contains 50 feet of rope, a grappling hook, seven pitons, a hammer, thieves' tools, and a bag of dice and cards.

Still waiting to be released are 2 **small water elementals**^{A1}. Hidden chambers in the upper portion of the knoll contain the trapped elementals. The chambers are accessible through six-inch-wide pipes that connect to the outside. The room was designed to collect rainwater to sustain the elementals. Over time, however, the tubes clogged, and the huge elementals stagnated and evaporated to their current size. When anyone steps on a plate, a tube near the ceiling opens and releases an elemental.

The body of a withered human corpse sits slumped on a moldering divan atop a dais against one wall of the room. An ornate palanquin also sits atop the dais. Ancient symbols of the vanquished sun god Arden decorate the palanquin, which glows with a soft, golden light like that of the sun at dawn. The palanquin was placed here in the hope that the everlasting sunlight being emitted would eventually destroy the dread Akruel's form.

Unfortunately, that plan failed.

Akruel drained the lifeforce of the last of Rayne's unfortunate henchmen after the mage pulled the *scepter of faiths* from the death-priest's immobile form. The henchman's corpse still carries a shortsword, and a belt pouch under its leather armor contains 25 gp.

The splintered halves of the *scepter of faiths* rest near the body, the pieces of wood still glowing feebly from the proximity of undead within the tomb. If a character casts *detect magic*, the broken scepter glows with a faint aura of divination magic. The first character to touch either half of the scepter receives a vision of themselves holding the scepter aloft as a roiling black cloud filled with teeth and claws hovers over them. The cloud parts before the brandished scepter to reveal a small village where plumes of smoke rise from dwarven forges. The character sees the scepter — now whole and glowing — lying on a dwarf's crafting table. The vision fades soon after, leaving the character with a feeling of serene peace filling their soul.

Rayne and Akruel left no clue to their ultimate destination or even how they escaped the tomb without being seen by Gerlach and the thugs waiting outside the burial mound.

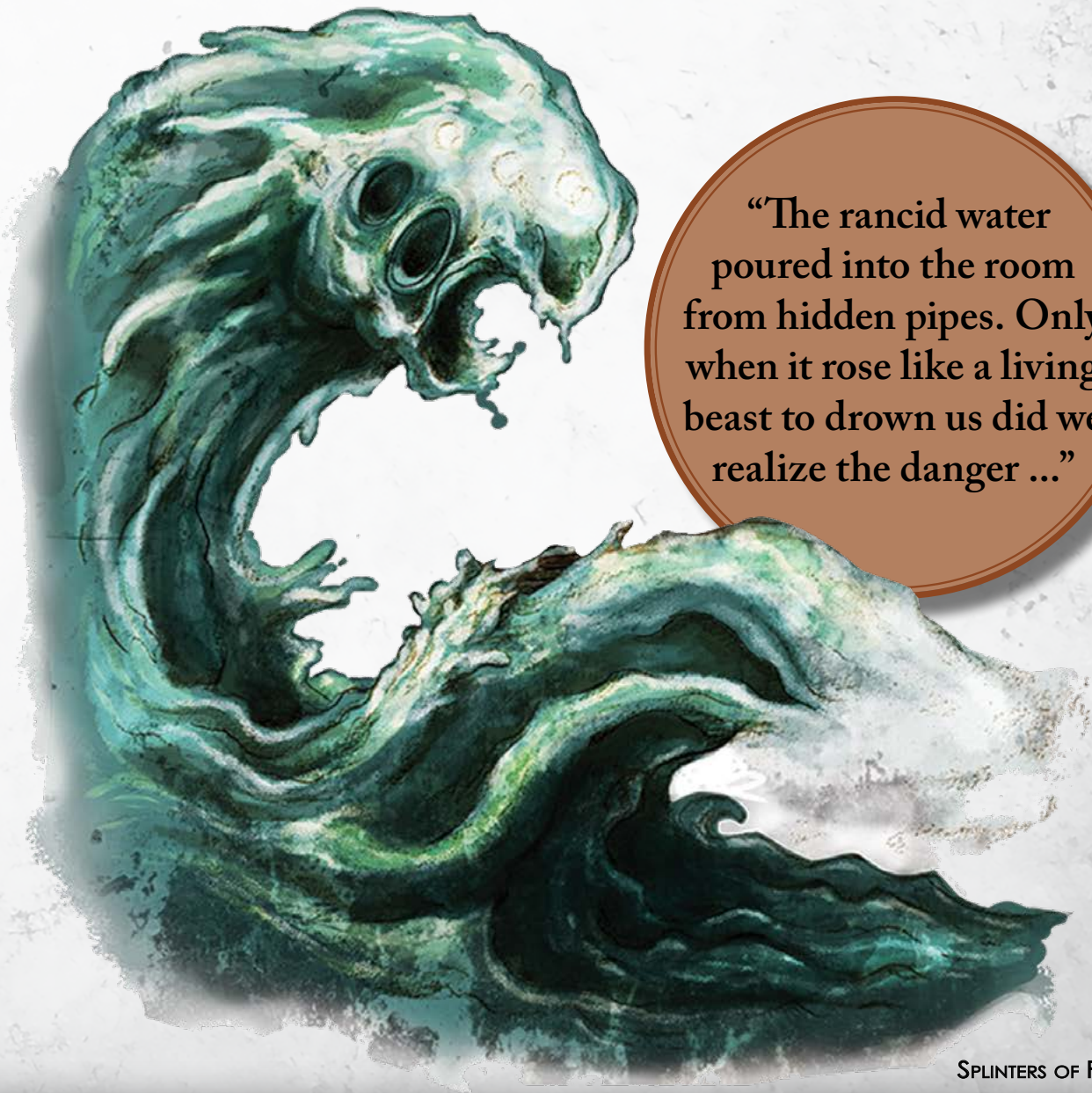
CONCLUDING THE ADVENTURE

The characters should finish the first adventure with the knowledge that they must somehow forge the scepter in "Dargath's fires." They are unlikely to know how to proceed, but Almetry can help. He knows the location of Anvil Plunge from past pilgrimages and knows that the dwarves living there worship Dargath. He suggests taking the broken scepter to the dwarves to see if they remember the relic.

Characters may not think to take the splintered halves of the original scepter but these are required to give the dwarves an idea of how to craft a new relic. If they left them inside the tomb, they may need to make a return visit to retrieve them.

The villagers of Lessef welcome the adventurers back and fulfill any promises that were made (assuming the characters either disposed of the fox or can prove that the animal wasn't responsible for the missing chickens).

The campaign to restore the *scepter of faiths* has just begun. In **Chapter 5: Burning Desires**, the characters find themselves in the massive Sin Mire Swamp as they are forced to recover a missing dwarven artifact for the city of Anvil Plunge.



"The rancid water poured into the room from hidden pipes. Only when it rose like a living beast to drown us did we realize the danger ..."

5

BURNING
DESIRES

plume of dark smoke roils upward into the soot-filled sky to create low-hanging ashen clouds that drift above the hamlet's many belching chimneys. The ringing sound of hammers striking anvils by the score fills the air, a metal on metal song accompanied by a chorus of dwarven voices.

Two dwarven sentries stand at attention alongside the entry into the 20-foot-tall limestone block walls. One dwarf spits a stream of tobacco juice across the dusty path and nods. "Welcome to Anvil Plunge." Above them in a tower window, a loaded crossbow swivels in your direction, and another dwarf waves down at your small group. The searing smell of superheated metal wafts through the open gates.

**FIRST
STOP:
ANVIL
PLUNGE**

The heroes must travel to the dwarven stronghold to recreate the scepter of faiths.



ADVENTURE SUMMARY

This part of the *Splinters of Faith Campaign* begins in a dwarven village and temple where a religious artifact was recently stolen. Clues lead characters deep into the Sin Mire Swamp to uncover an underwater temple complex and a half-orc druid behind the theft. It is designed for characters of 2nd to 4th level.

BACKGROUND

The dwarven temple of Anvil Plunge is an aboveground complex dedicated to Dargath, the god of dwarves and mining. Dargath has many faces, but above all else, he symbolizes forging in every aspect.

The temple's most sacred rituals involve the four elements: earth to yield; air to bellow; fire to shape; and water to temper. Dargath deems each step important to the complete forging process. For that reason, the shrines to the deity's four elemental aspects encircle a large ancient anvil within a central chamber. These temples to the elements sit at the cardinal points of a compass around the central anvil shrine, with fire opposing water, and earth opposite air. Of the four, the earth temple is the most lavish.

The elemental shrines each hold a sacred relic that the dwarves believe was a gift from Dargath himself. The fire shrine holds the *Flame of Dargath*, while the earth shrine contains the *Soul of Dargath*. The water shrine is the resting place of the *Tear of Dargath*, and the air shrine was built to house the *Breath of Dargath*. Unfortunately, the *Breath of Dargath*, a small bronze nozzle, vanished many years ago during a gnoll invasion before the first residents of Anvil Plunge constructed its outer wall. Dargath's followers to this day seek any information about this most holy of relics. Each artifact is detailed below in the temple that houses it. Fortunately for the characters, the *Breath of Dargath* is not needed to complete the *Blessing of Joining Flame* and restore the *scepter of faiths*. Most of the work is done in the fire shrine using the *Flame of Dargath*.

Besides the central four temples, four additional shrines sit at the intercardinal points in a second ring around the great anvil. These shrines represent the lesser aspects of Dargath, and venerate mining, strength, craftsmanship, and brewing.

Laborers and clergy live in stone houses built around the interior of Anvil Plunge's outer wall. From above, the entire temple complex resembles a wheel, with the shrines acting as the spokes, and the anvil at the center. The outer wall would be the tire's rim.

ANVIL PLUNGE (HAMLET)

Location: Mountains, high hills

Nickname: Forge of Kings

Deity: Dargath ^{A3}, god of dwarves, mining, strength, blacksmithing and brewing

Authority Figure: Patriarch Brovok Ashenchisel (LG male dwarf **high priest** ^{A1})

Important Characters: Master Blacksmith Basil Ironhorn (LG male dwarf **battle priest** ^{A1}); Master Guard Gizzard Bumgut (LG male dwarf **veteran scout** ^{A1}).

Servants: 30 dwarven warriors (LG dwarf **guard** armed with maces or hammers instead of spears); 25 subpriests (LG dwarf **acolyte**); 10 priests (LG dwarf **priest**); Basil Ironhorn (LG male dwarf **battle priest** ^{A1}); Master Guard Gizzard Bumgut (LG male dwarf **veteran scout** ^{A1})

Dress: Metallic-colored robes with primary colors symbolizing rank within the clergy

Unique Characteristic: An aboveground dwarven community on a hill overlooking a vast swamp.

THE SIEGE OF ANVIL PLUNGE

When the characters arrive in the Sin Mire Swamp in the vicinity of Anvil Plunge, they find a reconnaissance army of orcs currently laying siege to the dwarven hamlet. The orcs block the five main trails into the area, where they rob and kill travelers and merchants. The five groups of orcs arrived only days ago and are now testing the defenses of the dwarven stronghold. Each patrol sits at the edge of the clearing 1,500 feet from the walls of Anvil Plunge.

Before they can restore the *scepter of faiths*, the characters must get past the orc barricade to even talk to the dwarves. The orc camp and its patrols are detailed below. (See the **Sin Mire Overview** map below for these locations.)

AREA OC-1: COMMANDER'S PATROL

Umak Lungthrasher, a **black orc** ^{A1}, commands this group of 20 **orcs**. They camouflaged their tents to make the camp difficult to spot from a distance. These well-disciplined orcs post guards on watch at all times.

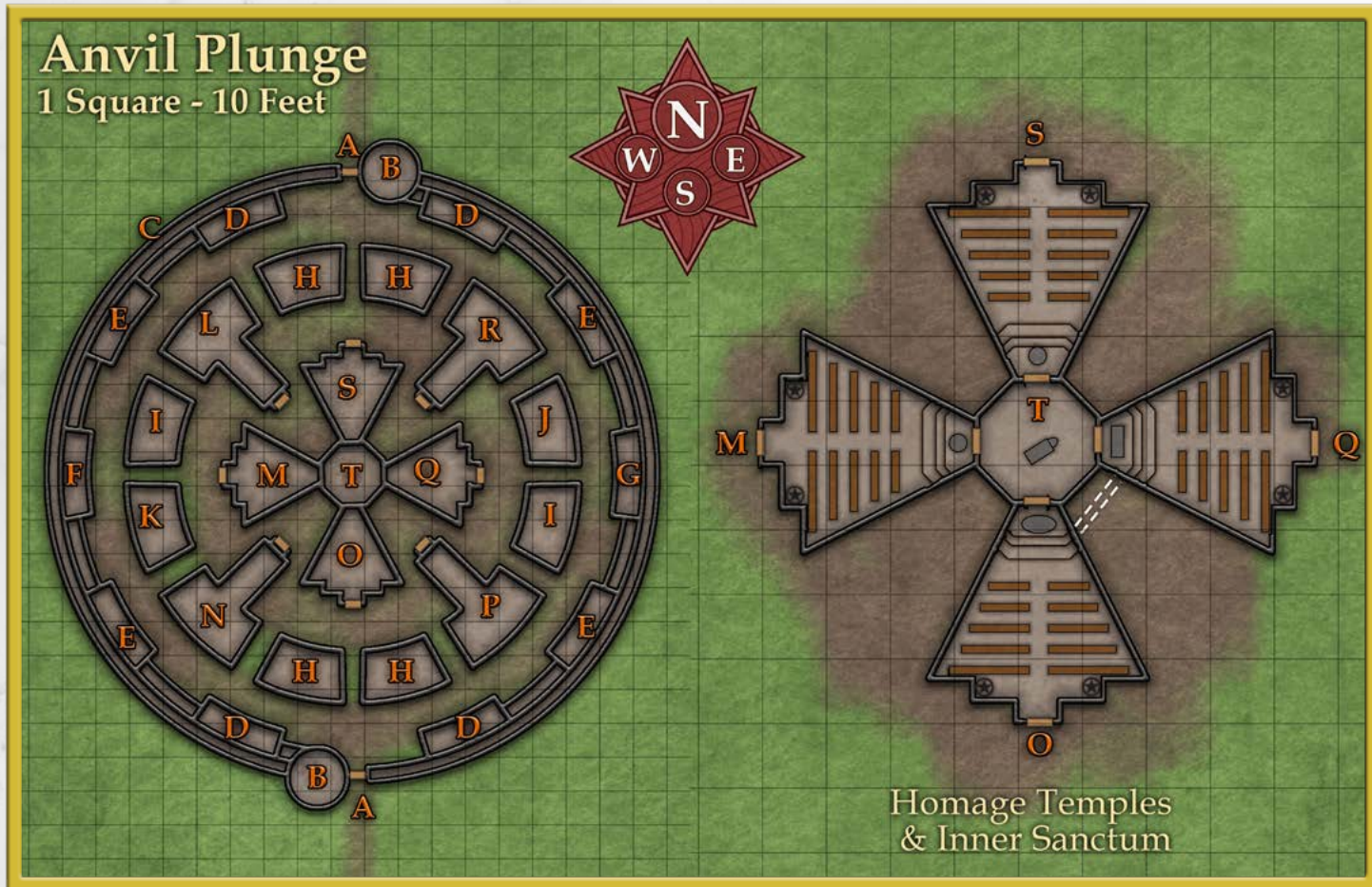
RESTORING THE SCEPTER

At this point in the adventure, the *scepter of faiths* is simply two pieces of splintered wood with no magical powers — and no hope of stopping Akruel in this condition. The talented dwarven blacksmiths of Anvil Plunge are more than capable of recreating the original scepter using these pieces as a blueprint (assuming the characters brought the broken pieces of the scepter with them).



Anvil Plunge

1 Square - 10 Feet



AREA OC-2: PATROLS

These 20 **orcs** take their orders directly from Umak, but they won't hesitate to betray him or flee if faced with a greater threat. These patrols are not as attentive as the orcs in **Area OC-1**.

AREA OC-3: CAPTIVES

Three dwarves (LG male dwarf **guard**) and **Noelani** (CG female human **spy**) hang from crude X-shaped crosses at the edge of the field overlooking Anvil Plunge. A group of 15 **orcs** stand watch over the prisoners. The captives hang at the brink of death. They have just enough energy to scream when tortured. The dwarves were transporting wagons of ale from the Shrine to Brewing (**Area L**) to Bargarsport when they were captured just after they left the northern gate. Noelani is a liquor merchant who was accompanying the dwarves on the trip when she was caught up in the orcs' attack. She rewards her rescuers with a keg of fine ale worth 50 gp.

AREA OC-4: DRUNKEN PATROL

This patrol sits near Anvil Plunge's northern entrance (**Area A**). Their commander and several of their orc companions were slain even as they captured the liquor merchant Noelani and her three dwarven guards (**Area OC-3**). Of the original force that assaulted the gate, only 15 **orcs** remain. These survivors quickly stashed the beer before they turned the captives over to Umak. Several kegs are hidden in heavy brush near their camp. This orc patrol endures the following conditions due to their severely intoxicated state: their speed is halved, and they suffer

disadvantage on ability checks, attack rolls, and saving throws. Furthermore, any bludgeoning damage knocks them prone.

LOCATIONS IN ANVIL PLUNGE

The dwarves regularly clear the trees and underbrush out to approximately 1,500 feet from the settlement's walls to provide a clear view of anyone approaching the city. A 20-foot-high circular wall of limestone blocks surrounds the hamlet of Anvil Plunge. Two gates pass through the eight-foot-thick wall. A 30-foot-tall tower stands to the left of each entrance as visitors pass into the village. A wrought-iron gate opens during the day to admit visitors and patrons. The gate is sealed shortly after dusk and doesn't open for any reason until the sun rises. The dwarves learned a hard lesson after the gnoll attack that cost them the *Breath of Dargath* years ago. The dwarves of Anvil Plunge remain calm, despite the orcs now surrounding them.

Anvil Plunge reveres order and balance. Built around an adamantine anvil, the temple pays homage to metalcraft in all its guises. Buildings are designed with a simplistic beauty that displays the stone's natural splendor. The dwarven attitude toward construction is this: If you're going to do it right, stone's the way to go. But that doesn't mean that it can't be beautiful.

AREA A: GUARDS

Two solemn **guards** (LG dwarves armed with maces) watch these gates at all times. They answer questions with short,

curt answers. Visitors asking in-depth questions are directed to the temple priests. Another **guard** observes from the tower and stands ready to summon aid if new arrivals get out of hand. Most visitors can pass without incident. Suspicious behavior or appearance (such as half-orcs in the party) cause the dwarves to block the entrance and question visitors thoroughly. This “questioning” usually involves the loaded crossbow in the tower pointed at the suspicious party the entire time.

The remains of a burned wagon currently sit midway between the gate and the tree line. The rotting carcass of a horse lies on its side in the wagon’s traces. A smashed wooden barrel in the back of the wagon smells like strong mead left in the sun. The wagon belonged to the dwarves and Noelani (**Area OC-3**).

The dwarven guards are reluctant to open the gates, but travelers in obvious distress or warriors fighting the orcs draw their attention. They open the gates enough for the guests to enter and find themselves surrounded by a wall of spears and dwarven combatants. The dwarves are perfectly fine questioning guests inside the hamlet — especially guests subdued at spear-point. Those who don’t answer truthfully might find themselves tossed over the wall into the waiting hands of the orcs.

AREA B: GUARD TOWERS

A tower rises near each of the gates into Anvil Plunge. The dwarves watch the surrounding land from the 30-foot-tall structures.

Ground Level: The door to the tower is inside Anvil Plunge’s walls but barred inside to keep invaders from gaining access to the weapons. An iron ladder ascends through a trapdoor to the second level. A fireplace, eight bunks, and 16 locked footlockers fill the chamber. The footlockers can be unlocked with a successful DC 13 Dexterity check with thieves’ tools or broken open with a successful DC 20 Strength check. Each locker contains a spare tunic, 1d8 sp, and personal effects (locks of a lover’s hair, combs, letters, etc.). Guards use the room as their barracks.

Second Level: Four arrow slits line the wall, three facing the grounds outside the wall and one covering the area just inside the gate. Eight loaded heavy crossbows line the walls next to four barrels of bolts. A table and four chairs sit in the room, and a door leads to the top of the wall. A ladder leads down through a trapdoor to the ground level and up to the roof. As many as 1d4 + 1 off-duty **guards** (LG dwarves armed with maces) lounge here to play cards and socialize.

Tower Roof: A **guard** (LG dwarf armed with warhammer) at the top of the tower mans a large crossbow (2d8 piercing damage, range 120/480 feet) mounted on a swiveling shaft. If trouble rises, the guard blows a huge iron horn mounted on an iron tripod. Within one round, 2d8 **guards** (LG dwarves armed with mace or warhammer) arrive to bolster the guards at the gate. A ladder leads through a trapdoor in the floor to the second level.

AREA C: THE WALL

The wall is 20 feet tall and eight feet thick. A three-foot-wide stone partition lines the exterior and provides cover for sentries



POSTCARD No. 2: ANVIL PLUNGE

Give the players **Postcard No. 2: Anvil Plunge** if you are using the postcards in your game (or if you just want to reward the players with a unique souvenir from their visit). Based on the information on the postcard, the players may seek out Granny Cobb (**Area L**).

that patrol the ledge. Eight stone staircases descend from the top of the wall into the inner courtyard, the bottom steps emerging in alleys among the hamlet’s perimeter buildings. Two **guards** (LG dwarves armed with maces and heavy crossbows) patrol the wall around the clock.

AREA D: STABLES

The stables are little more than thatch-covered lean-tos. Eight to 10 ponies and one riding horse can be housed in each stable. Youth tend the horses.

AREA E: WAREHOUSES

Common supplies and food stock are stored in these two-story stone buildings.

AREA F: TEMPLE MARKET

This two-story building’s first floor is a general store. Characters can purchase weapons and armor at a 10 percent markup from normal prices.

Romsel Brutemouse (NG male gnome **noble**) runs the store and records purchase orders for exports. His office and private residence fill the building’s two-room second floor. All profits are returned to the temple.

AREA G: TREASURY

Two **guards** (LG dwarves armed with warhammers) are always stationed at the iron door of this windowless, stone building. The temple’s treasury and other valuable materials

used for exceptional crafts are stored within. The single-room treasury contains 12 iron chests, each of which is bolted to the stone floor. Each chest is locked and trapped with sonic *glyphs of warding*. The glyphs can be noted with a successful DC 19 Wisdom (Perception) check and removed with a successful DC 19 Intelligence (Arcana) check. If a chest is opened without removing its glyph, each creature within 20 feet must make a DC 19 Constitution saving throw. Those failing take 22 (5d8) thunder damage while those succeeding take half as much. The locks can be picked with a successful DC 15 Dexterity check with thieves' tools or broken off with a successful DC 24 Strength check.

In total, the chests contain: 5,650 gp; 6,950 sp; 8,450 ep; 10,900 cp; five 10-pound ingots of adamantite (1,000 gp total); 156 uncut rubies and sapphires (25 gp each); 366 various semiprecious stones (10 gp each); a nonmagical crystal sphere (500 gp); two spools of gold wire (50 gp each), four spools of silver wire (25 gp each), and 10 sheets of gold leaf (20 gp each); a *spell scroll* with *raise dead*, *mass cure wounds*, and *planar ally*; a *wand of healing* (as *staff of healing*); drow-made *elven chainmail* and human-sized *mithral chainmail*; 10 pieces of darkwood (250 gp total); and 10 volumes on topics such as forging magical weapons and armor, alchemical potion creation, etc. (100 gp each).

AREA H: BARRACKS

Ten **guards** (LG dwarves armed with maces or warhammers) live in each of these single-story buildings. At any given time, 1d4 + 1 guards are present.

AREA I: COMMON HOUSES

Common laborers (N dwarf **commoner**) reside in small apartments on the ground level of these houses. Skilled laborers (N dwarf **noble**) live on the second floor.

AREA J: OFFICERS' RESIDENCE

Four sergeants (LG dwarf; use the **bandit captain** statblock, armed with maces) live on this building's first floor, with one always on duty. Master Guard Gizzard Bumgut (CG male dwarf **veteran scout**^{A1}) and his wife, Anveela (NG female dwarf **commoner**), and their son, Gristen (LG male dwarf **commoner**), live on the second floor. The master guard are here most evenings.

Gizzard is a bit of a loner, but he is well-respected and trusted. He hates orc-kind and distrusts arcane spellcasters.

AREA K: HIGH PRIEST'S QUARTERS

This two-story building is the home of Brovok Ashenchisel (LG male dwarf **high priest**^{A1}), his wife, Errillia (NG female dwarf **commoner**), and their four young quadruplet sons.

Burns scar Brovok's face and arms, and his gray hair and beard lie singed upon his chest. His dedication to Dargath is equaled only by his love of metalworking. Brovok is stern and serious, but a bit of a braggart when speaking of his craft and his faith.

LOST LANDS EXPANDED

While built aboveground, Anvil Plunge contains some stylistic ideas that the original builders possibly cribbed from the dwarven community of Cleft in the Whisper Vale. This is especially apparent in Anvil Plunge's Homage temples and inner sanctum, which mirror the octagonal holy areas of the former temple in Cleft. The dwarves of Anvil Plunge deny this to the end if questioned about it, but the design similarities are unmistakable. Some think the dwarven ancestors are an offshoot who left the Whisper Vale long ago to settle the aboveground holy shrine to Dargath. (See *Whisper & Venom* and *A Dwarven Fiasco* from *Frog God Games* for more details on the Whisper Vale and Cleft.)

If asked about the *scepter of faiths* or if he is shown the broken pieces of the original, or if the characters ask about the *Blessing of Joining Flame*, Brovok is stunned speechless. He has heard of both, but only in the words of his most ancient ancestors. But he also remembers dire warnings for the world tied to the return of the scepter.

Brovok is currently organizing the dwarves to head out the gate and stomp the orcs into the dirt. Anvil Plunge is well-provisioned, and he doesn't fear the orcs getting into the gates, but he saw the orcs attack a dwarven caravan as it left the hamlet. He doesn't know if all the dwarves and the human liquor merchant Noelani are still alive, but the dwarves have heard their screams occasionally rise out of the tree line at night. Any travelers who help him defeat the orcs are welcome guests in Anvil Plunge.

AREA L: SHRINE TO BREWING

The air smells of hops and yeast around this popular shrine to brewing. The building is only one story despite looking much larger from the outside. Carved designs of barley and hops decorate a stone altar in the entrance chamber. Ornate metallic steins and ceramic pitchers sit in a circle atop the altar.

Large vats, copper tubing, barrels and brewing equipment fill the entire backroom. This small brewery produces fine beer, honey-mead, and Dargath's blessed ale. The ale is almost strictly used for rituals and special occasions and is not given away without just cause. Water from the *Tear of Dargath* in the water shrine is used to make the high-grade ale. Dilgetta Ashenchisel (LG female dwarf **commoner**) uses a smaller brewery in the room to brew her own special ale, which she reserves for visitors. Dilgetta is a stout, yellow-bearded dwarf who remains constantly relaxed.

Dilgetta is assisted by a strange companion, a human woman known only as Granny Cobb (LG female human **commoner**). This elderly grandmother from Lessef arrived at Anvil Plunge a few months ago after she dreamed of a strange symbol of an eye in a sun. The dwarves helped her discover the symbol of Arden and offered what information they had on the lost god. Granny

Cobb passed the knowledge on to her grandchildren Milla and Duxel, adventurers in their own right. Granny Cobb stayed behind at Anvil Plunge and now helps the dwarves improve the flavors of their many meads and ales with her herbal knowledge. She's become quite popular among the dwarves thanks to the flavor concoctions she's imparted on their drinks.

If the characters seek out Granny Cobb (based on the information found on **Postcard No. 2: Anvil Plunge**), she provides them with details of her vision: "It was an eye burning before in the sun, it was." The flaming eye streaked across the land, her dream self following in its wake. "That sun burned a hole right through a mountain, it did. A glowing knight stood within that vault. My kin are lookin' fer him. They send word when they can." She admits if asked that she's not heard from them for a while.

AREA M: HOMAGE TO WATER

This shrine reveres water's role in the forging process. A stone fountain within the structure gurgles with a gentle flow of water. The temple's iron doors remain open throughout the day so visitors may find peace and solace in the sounds of the bubbling waters. Watching over the shrine are 2 **guards** (LG dwarves armed with maces).

Bas-relief sculptures of swirling water decorate the shrine's interior walls, and two six-foot-tall stone statues of Dargath, each holding a decorative metal flask, stand to each side of the front door. A stone basin serving as an altar sits upon a three-foot-wide dais in the chamber. A locked iron gate separates this temple from the inner sanctum that contains the sacred anvil. The lock can be opened with a successful DC 24 Dexterity check with thieves' tools.

Water pours into the basin from an ornate decanter known as the *Tear of Dargath* (actually a *decanter of endless water*). A mithral band bolted to the bottom of the basin holds the decanter inches above the water's surface. A DC 20 Strength check is needed to bend the mithral band and release the decanter. Water gushes out of the decanter to fill the pool. The water then flows over the lip of the basin, where it drips down the sides of the altar and pours through iron grates set in the floor.

The dwarves use the water to cool weapons forged in the inner temple, but otherwise, the water has no special properties. The overflow from the fountain drains into the sewers and flows downhill into the Sin Mire Swamp. The dwarves do not know the decanter's command words and have never attempted to stopper the container. In fact, the decanter has flowed for centuries, the run-off greatly expanding the borders of the Sin Mire.

Fiedora Blackhelm (LG female dwarf **priest**) tends the shrine. This young dwarf is very flirtatious. She favors dwarven adventurers of good alignment and eagerly asks about their adventures and heroic deeds. She's not above making up excuses about why her would-be suitor should stay and "protect" the shrine.

AREA N: SHRINE TO STRENGTH

This shrine is dedicated to strength, endurance, and perseverance — qualities the dwarves value. The open-floored room is a single slab of granite upon which lines of stone benches and

a crude altar are found. Behind the altar, an open space allows the dwarves to perfect their physical prowess by exercising with crude weights constructed of iron anvils with attached metal handholds. Battered practice dummies dressed in orcish garb stand in orderly ranks, ready for dwarven warriors to stab and slash. Miscellaneous weaponry sits in stone shelves about the edges of the room for dwarves to pick up and train with. Anvil Plunge's guards work out here daily to stay at their peak.

Thak Weevilmush (CN dwarf male **berserker** with Strength 20 and Intelligence 5) oversees the shrine and those paying homage to strength. He has a strange accent and obviously is not from the local dwarven clan. Thak's mannerisms are crude, and his smell is overbearing. But despite these shortcomings, he is kindhearted and dedicated to Anvil Plunge and Dargath. Unknown to all, Thak is actually a half-ogre who was slain many years ago when he took a frost giant's axe squarely to the face. His friend Thurnall Badden, a druid, reincarnated Thak, but unfortunately, things didn't go as planned. Thak returned as the dwarf he appears as these days. At first, Thak found life as a dwarf incredibly difficult, and he feared adventuring in his new form. Finally, he stumbled upon Anvil Plunge and discovered a newfound purpose in helping train the dwarves to be their physical best. Thak wears a peculiarly dainty silver charm around his neck on a silver chain. The charm is a nonmagical remnant snapped off a *bracelet of friends* once worn by Thurnall Badden. (See **Area E-14** in **Chapter 10: Morning of Tears** for Badden's fate.)

AREA O: HOMAGE TO AIR

This structure reveres the role of air in forging. The temple's iron doors are locked at all times, and 2 **guards** (LG dwarves armed with maces) watch the building.

This temple is used only when the forge in the Homage to Fire temple is in operation. Vents and rollout windows line the upper walls, and a huge bellows sitting atop a three-foot-tall stone dais dominates the room. A locked iron gate behind the bellows separates this temple from the inner sanctum and the sacred anvil. The lock can be opened with a successful DC 24 Dexterity check with thieves' tools. Two six-foot-tall bluish stone statues of Dargath stand to either side of the entrance. Each statue appears to be howling.

Early in Anvil Plunge's history, a bronze nozzle fit on the tip of the bellows. The *Breath of Dargath*, however, was carried away during the great gnoll wars before Anvil Plunge built its surrounding wall. A nonmagical nozzle now replaces the artifact, but the forging ceremony has not been the same since the relic vanished. The dwarves would give anything to have the artifact returned. (See **Area 4-8** of **Chapter 9: Eclipse of the Hearth** for details on the location of this missing relic.)

Huttum Lyford (NG human male **commoner**) oversees the shrine and operates the bellows. Huttum is the youngest member of Anvil Plunge. He is tall and desires nothing more than to become the world's greatest blacksmith. He is fanatical even by dwarven standards. Aside from ale, his conversations revolve around blacksmithing. The dwarves label him a dwarf-wannabe. Huttum wears dwarven garb and speaks with an exaggerated dwarven accent.

AREA P: SHRINE TO MINING

Miners pray at this shrine for luck and safety while delving into the depths of the ground. They arrive every morning before dawn to pray before they head into the nearby mines. Benches fill the room, all facing a block of rough stone that serves as an altar. A huge silver pick hangs from chains above the rock. Various coins fill collection buckets before the altar.

This shrine is open around the clock. Patrons can always be found praying in silent devotion. Hulman Ashenchisel (LG male dwarf **high priest**^{A1}) is the lead priest. Hulman is an ancient dwarf who is mostly retired from daily duties. Hulman hobbles around the shrine with his cane and ear horn during predawn hours. He is currently seeking a devout dwarf to replace him. Hulman is of the Ashenchisel clan and Brovok's elder uncle.

Proceeds collected by the temple go to help down-on-their-luck miners or to fund those just getting started. Dwarven prospectors who occasionally pass through Anvil Plunge often leave nuggets of gold they found in the streams and mines of the region.

AREA Q: HOMAGE TO FIRE

A double-door forge sits atop a three-foot-tall dais within this shrine. Priests of this shrine and the high priest of the inner sanctum use the forge to craft weapons and other holy implements. Bronze tubes running from the Homage to Air temple's huge bellows feed the flames of the forge, which is used daily as the focal point for most of the temple's ceremonies. Two iron statues of Dargath stand against the back wall, each holding forth a lump of coal alight with a *continual flame*. Like the other temples, the inner sanctum is accessible through this shrine, but it means going through the oven-like forge to get to the sacred anvil.

The forge holds the *Flame of Dargath*, Anvil Plunge's most treasured artifact. The plain-looking lump of coal produces a continuous flame that has never been extinguished. It is said that Dargath plucked it from the world's core and forged the first dwarf from its flame. History says he then gave the relic to the dwarves to start the fires in their forges.

Aside from its inextinguishable ability, smoke from the *Flame of Dargath* grants dwarves a +1 bonus to their armor class when battling orcs, goblins, or giants. The smoke must be noticeable for this blessing to incur. The dwarves of Anvil Plunge use oil-treated oak bundles to create a pillar of smoke that is visible for miles around.

The iron doors remain locked when the shrine is not in use. Watching the doors are 2 **guards** (LG dwarves armed with warhammers). The locks can be opened with a successful DC 22 Dexterity check with thieves' tools or broken through with a successful DC 25 Strength check.

Belvord Ironsinker (LG male dwarf **senior priest**^{A1}) is the residing priest. Belvord is a somber and unemotional dwarf. Although he does little forge-work these days, he is the official caretaker of tools and equipment for all forge ceremonies. He assists Brovok Ashenchisel during rituals.

AREA R: THE SHRINE TO SMITHING

Belvord Ironsinker (LG male dwarf **senior priest**^{A1}) oversees this shrine and can usually be found within. Blacksmiths and foundry workers travel great distances to have their tools blessed upon the anvil-shaped stone altar. On most days, ceremonies of ringing steel echo throughout Anvil Plunge.

Forging of any kind in the shrine is more than a menial task; it is treated with dignity, reverence, and thoughtful reflection. Usually, 2d8 underpriests (LG dwarf **acolyte**) are found working here. For a small donation or completed task, Belvord may cast spells within his means for virtuous individuals.

AREA S: HOMAGE TO EARTH

The Homage to Earth temple is built from a mix of marble, granite, and feldspar. Two ornate stone doors remain open during daylight hours, welcoming those who call upon Dargath. Stone statues of Dargath stand inside the door, each holding an axe in one hand and a lowered pick in the other. Intricate patterns of stone and minerals decorate the temple's interior walls, the swirls in the rock glittering with precious gemstones. Rows of stone benches line the interior of the shrine.

A round, five-foot-tall altar carved from an unfamiliar stone sits upon a three-foot-tall dais. The *Voice* and *Echo of Dargath* (an adamantine chisel and hammer) rest upon the altar. While strictly ceremonial, both items have minor powers. By touching the *Voice of Dargath* (chisel) against stone, a dwarven priest of Dargath can ask one question (as *divination*) every seven days. While touching the earth, the *Echo of Dargath* (hammer) can send one message to any (or all) dwarves within 10 miles who are also in contact with the ground. A message (or sound) of no more than 25 words speaks from the ground and is audible only to dwarves. This power is usable once every seven days. The voice cannot speak verbal spell components, use command words, or activate magical effects.

Brovok Ashenchisel holds rituals of forging at dusk in the temple, which is reserved solely for him. Ore used in the rituals is kept on the altar in preparation for the ceremony and is replaced afterward by new materials. The ore varies depending upon the day. Adamantine is used once a year. During these grand ceremonies, the inner sanctum is opened on all sides.

A sealed iron grate passes from this shrine into the Inner Sanctum (**Area T**) that contains the holy anvil. Breaking through the grate requires a successful DC 30 Strength check or suitable magic.

AREA T: THE INNER SANCTUM

This area is off-limits to all except the high priest and those he asks to accompany him. Wonderfully crafted hammers, tongs, chisels, punches, and other blacksmithing tools line shelves on the walls. Small workbenches sit around an adamantine anvil of the highest quality that shines brightly from atop a block of oak. The anvil in the inner sanctum can be viewed through the grate openings in each of the temples to the four elements; the opening leading into the Homage to Fire temple (**Area Q**) goes through the heart of the forge.

ADVENTURE BACKGROUND

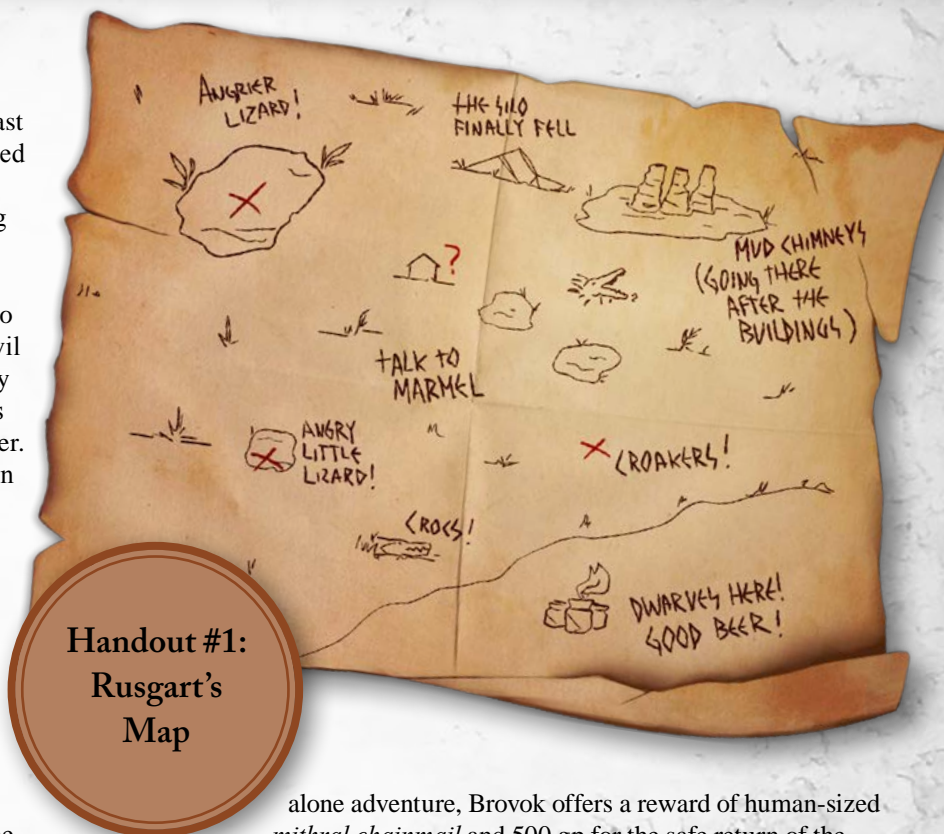
Legend says that the *Flame of Dargath* is the last remaining lick of flame from when Dargath created dwarves and presented them with the gift of fire. The flame is a three-inch tongue of flame burning on a nondescript lump of coal. The flame never extinguishes, and the coal never burns away. As far as the dwarves know, no known means exist to extinguish the flame or to destroy the ember. Anvil Plunge's priests are the sole protectors of this holy relic. From its small flame, they have lit countless masterwork forges to craft weapons of great power. The original *scepter of faiths* was first hardened in this very flame.

But the *Flame of Dargath* recently was stolen from the guarded temple by a known swamp dweller. Unfortunately, the thief escaped into the Sin Mire Swamp, an area the dwarves fear to enter because of the dangers (and definitely *not* because of the deep swamp and their fear of drowning). They know the culprit, however, but are at a loss right now how to get to her. The one thing they do know is that without the *Flame of Dargath*, the forge in the Homage to Fire shrine may cease to burn.

Trawla of the Sin Mire, a half-orc druidess, stole the *Flame of Dargath*. Trawla wants to extinguish the flame to gain favor with her deity, a twisted elemental princess called Alyheedra^{A3}. How she pulled off the heist is a testament to Trawla's ingenuity. The half-orc druid first used her animal form ability to transform into an otter to enter the temple's inner sanctum via a sewer pipe that empties into her swamp lair. In her much-smaller animal form, Trawla wriggled through the iron gates that separate and seal off the temples to the elements. She stole the *Flame of Dargath* using a *protection from energy* spell to scamper through the forge itself, then left the holy sanctum the same way she entered. Once safely back in the Sin Mire, she placed the flame in an iron box to transport it back to her mud-tunnel lair.

The dwarves of Anvil Plunge have met Trawla before, but their encounters usually ended in a stalemate. Trawla never leaves the swamp, and the dwarves are too afraid to go in after her (although they'll deny fearing *anything*). In addition, Brovok cannot afford to lose any guards due to the threat of the orcs surrounding the city (and if the characters killed all the current orcs, Brovok insists the dwarves must stay on shore in case more should arrive). Over the years, numerous dwarven guards have reported seeing the smelly half-orc standing on small islands offshore, taunting them, cursing Dargath's faith, and belittling the temple. Most of the dwarves write her off as harmless, but Brovok assumes (correctly) that there must be more to the grimy half-orc. The dwarves don't know Trawla is a druid, but they do know that she lives in the northern reaches of the vast Sin Mire Swamp.

Unfortunately for the characters, Brovok Ashenchisel requires the *Flame of Dargath* to perform the *Blessing of Joining Flame* to forge a new *scepter of faiths* based on the "blueprint" that the broken pieces of the original scepter provide. If played as a stand-



alone adventure, Brovok offers a reward of human-sized mithral chainmail and 500 gp for the safe return of the *Flame of Dargath*.

A THIEF SCAMPERING AWAY IN THE NIGHT

A guard in the inner sanctum the night of Trawla's daring raid saw the otter squirm into the sewer pipe with the *Flame of Dargath*. The otter turned and screamed curses at him — curses he'd previously heard the half-orc Trawla yell during patrols. He alerted his captain, and the dwarves immediately scrambled to the end of the drainage pipe. But the otter beat them there and dove beneath the waters of the Sin Mire to escape to a nearby island.

As the dwarves watched helplessly from the bank, Trawla transformed back into her half-orc shape — still shouting invectives at the dwarves. The guards watched her drop the flaming lump of coal into an iron box before she jumped onto a raft to pole her way back into the depths of the swamp. All the guards could do was watch the druid abscond with the relic.

From the direction she was headed, the dwarves have a rough idea where she was going. A ranger who frequents Anvil Plunge with his pet coyote recently told them tales of monstrous mounds formed from the clay and mud he had sighted in that general area. The dwarves were hoping he would show up soon to go after the half-orc. Unfortunately, Rusgart was last known to be exploring a submerged village in the swamp and is not expected back for a few weeks. He did leave a rough map of the area with Brovok, and the dwarf gladly shares the drawing with the characters. The map shows the dwarven hamlet, the submerged village Rusgart was planning to explore, as well as the mud chimneys he had previously discovered. (Give the players **Handout 1: Rusgart's Map**^{A6})

Only the characters can help now in finding the *Flame of Dargath* so the *scepter of faiths* can be reformed.

The Sin Mire sits in the lowlands below the hills surrounding Anvil Plunge. The marshland has grown steadily over the centuries as runoff from the *Tear of Dargath* has emptied into the swamp. The marsh now stretches for many miles and winds through the valleys and former lowlands, swallowing villages and other settlements unfortunate enough to be in its inexorable march. The morass averages five feet deep, but small islands, deep holes, and fields of shallow, grass-covered wetlands are common. Cypress, sawtooth oak, chestnut, and cottonwood trees draped in hanging moss cloak the majority of the swamp. The trees grow 60 to 80 feet tall, with trunks averaging three feet in diameter. Trunks are normally free of branches for the first 50 feet but clotted with the ever-present hanging moss.

The Sin Mire grows a little more every year. Currently, the fen covers more than 1,200 square miles. Several small settlements swallowed by the expanding marsh are scattered throughout the swamp. Ruins jut from the turbid waters in many places. But despite its harsh climate, many creatures still call the Sin Mire home. A vast lizardfolk city, a submerged village inhabited by restless undead, and even a brass dragon are rumored to be among the marsh's many inhabitants.

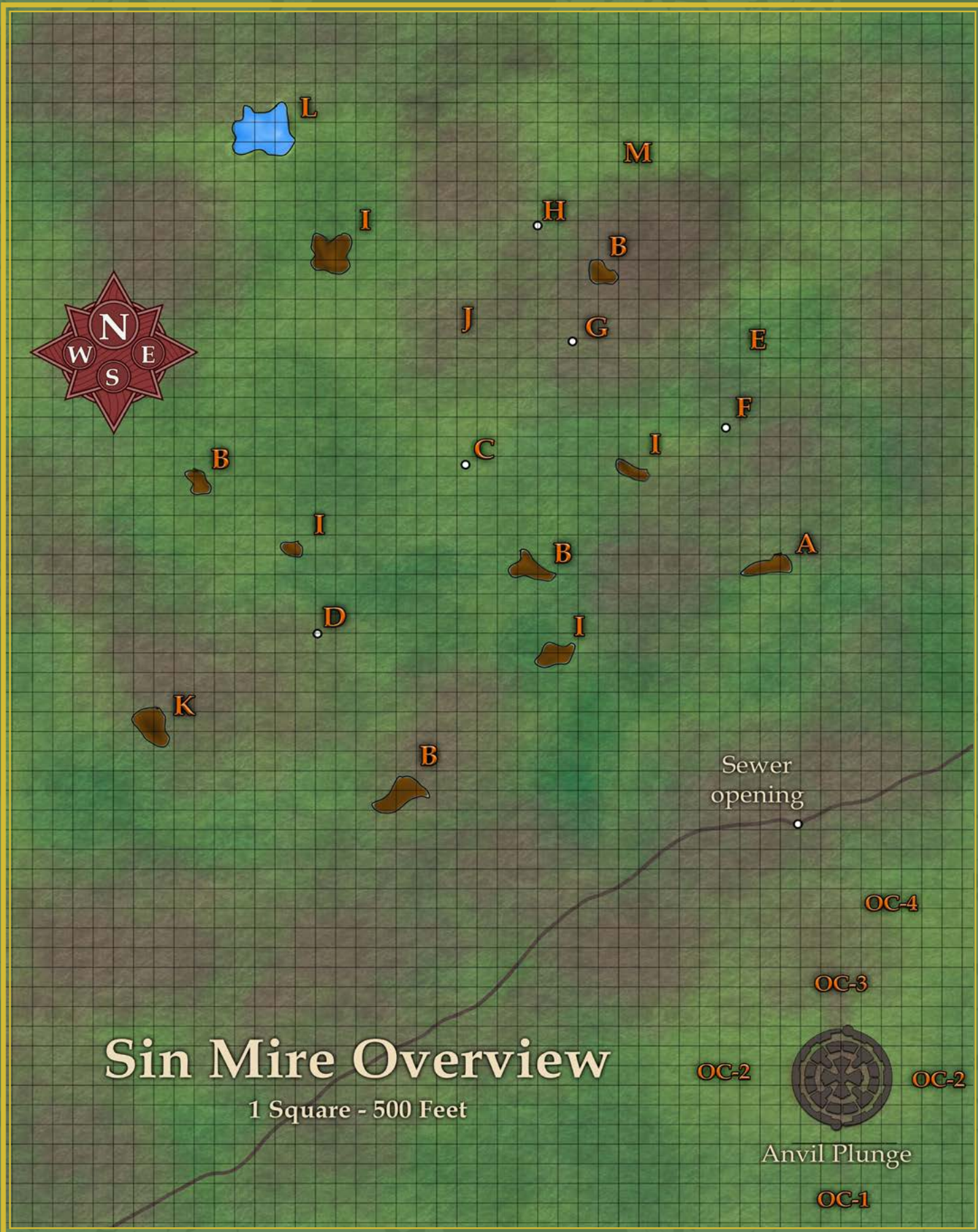
Trawla's mud tunnels are approximately three miles from Anvil Plunge. However, characters can see a number of small islands from the banks of the swamp. In addition, the roofs of buildings occasionally stick out of the water from where the swamp gradually engulfed them. Characters who head toward one of the locations visible from Anvil Plunge can then see other landmarks in the swamp around them. It's up to them where they want to go. The dwarves know that the half-orc usually heads roughly north after taunting them, so they believe she lives somewhere in that direction. They also suggest keeping an eye out for Ruscart who might be able to lead them farther into the Sin Mire.



WANDERING MONSTERS

Many creatures live within the ever-growing Sin Mire. Check for wandering monsters every three hours that the characters travel. Roll 1d20 and consult the table below:

1d20	Encounter	Number
1	Wyrmling black dragon (see Area L)	1
2	Monstrous crayfish ^{A1}	1
3	Giant poisonous snake	1
4	Giant water spiders (giant spider with Swim 30 ft.); (see Area E).	1d4
5	Crocodile (see Area B)	1
6	Swamp monkeys. A colony of swamp monkeys (use baboon) lives in the trees. The loud and territorial simians harmlessly bombard passers-by with fruit, twigs, and feces.	—
7	Assassin vine ^{A1}	1
8	Beaver dam. Several beaver families built a dam that stretches hundreds of feet across and creates a 12-foot-deep pool of water to either side. Each beaver den has a 25 percent chance of containing 2d6 random coins of various types and items such as glass bottles, cooking utensils, and tools. The skittish beavers flee into the water if threatened.	—
9	Treant . The treant's arbor is being threatened by the growing Sin Mire, and it wants someone to help build a dam to block the waters from rotting his trees.	1
10	Shocker lizards ^{A1}	1d4
11	Giant leeches ^{A1}	1d4
12	Bloated corpse. The body of a swamp animal bloated from many days in the sun floats in the water.	—
13	Dead traveler. Occasionally, travelers try to cross the Sin Mire. Those killed in the swamp float about the fen for days. Bodies typically have 1d20 cp.	—
14	Orc War Raft. An orc spy witnessed the characters heading into the swamp. A group of 6 orcs set out in pursuit. They use a 25-foot-long keelboat stolen from a local fisherman hastily equipped with a light ballista (+5 to hit, 2d6 piercing damage, range 100/400 feet).	—
15-20	No Encounter	



TRAVEL IN THE SIN MIRE

Traversing the Sin Mire poses many obstacles. Travelers marching on foot encounter varying water depths and long stretches between dry land, not to mention the thick mud that grabs their boots and holds them in place. Walking or riding on horseback is slow because of limited paths and the danger to the animal from holes and underwater predators. A boat or raft is the easiest way to safely navigate the quagmire, but even that mode of travel is not without risks.

The dwarves of Anvil Plunge do not venture into the Sin Mire, but they occasionally fish along its banks. Anvil Plunge has no boats, and few possess the knowledge or skill to create such vessels. The closest village with a boat is several days away. No surprise, the dwarves aren't willing to wait that long for someone to find a boat and haul it back.

Trees and rope, however, can be crafted into usable rafts, and the dwarves gladly cut and tie logs together to create these makeshift crafts. Crafting a suitable raft requires a DC

10 Wisdom (Survival) check. Enterprising characters may also attempt to create wooden or leather canoes, but this is a much more difficult venture. A wooden canoe requires a DC 15 Wisdom (Survival) check while a leather canoe requires a DC 20 Wisdom (Survival) check. Failure by more than 5 indicates that the watercraft falls apart in $1d6 + 1$ hours. Roll the checks secretly.

Poles and oars are commonly used to propel the rafts. Makeshift oars can be created using items such as coal shovels or wooden forge paddles easily found in and around Anvil Plunge. Brovok provides rope, wood axes, and barrels of water and rations if characters agree to travel into the Sin Mire to find and recover the *Flame of Dargath*.

“We felt their eyes watching us from the darkness. They were patient, but we heard their teeth gnash with hunger ...”

A raft poled through the swamp has a speed of 10 feet. Any water depth over 10 feet, however, makes poling useless, and requires characters to paddle. Paddling a raft decreases its movement to five feet. Canoes don't suffer this penalty, as they are crafted to slice through the water.

Craft	Capacity	AC	HP	Speed
Typical raft	4 Medium creatures	13	25	10 ft. (5 ft. in deep water)
Wooden canoe	3 Medium creatures	15	18	15 ft.
Leather canoe	2 Medium creatures	11	5	20 ft.

If the characters do not conceive of building a raft, Gizzard or Brovok suggests the idea. The dwarves agree to watch and care for any mounts and other transportation characters can't take along into the swamp.

While boats and rafts make travel easier, many creatures native to the area realize land dwellers are at a disadvantage in the water. Intelligent creatures often direct their attacks at the unstable crafts, hoping to toss characters into the water to gain the upper hand.

AREA A: GIANT FROGS

Three **giant frogs** hunt in the five-foot-deep water in this watery grassland. The three frogs investigate disturbances caused by poles and oars slapping the water. The frogs attempt to grab creatures using their tongues, although they leap from the water to attack creatures standing on rafts.

AREA B: CROCODILE ISLAND

A muddy island clear of surrounding trees provides a sunning spot and nesting ground for 8 **crocodiles**. Smaller juvenile crocodiles dive into the water to flee threatening characters, but two large males move to intercept intruders as six nesting females fiercely protect the island and their eggs.

AREA C: MARMEL'S ABODE

A young and naïve **grig**^{A1} named Marmel lives in a hollowed snag of a giant sawtooth oak tree. Desperately lonely and bored, Marmel has had no luck attracting a female to start a family. Local swamp dwellers don't share his sense of humor and enjoy his pranks even less. After a bit of teasing and joking, he gladly assists good-humored characters. Marmel travels frequently through the Sin Mire and saw the druidess Trawla leaving a sewer pipe carrying the *Flame of Dargath* (which he calls a glowing rock). If asked, he mentions the druidess and the general direction where she can be found. He gives ambiguous

directions such as "Take a right after the 14th big tree just past the 72nd little tree. The one with the moss."

AREA D: ZOMBIE CANOE

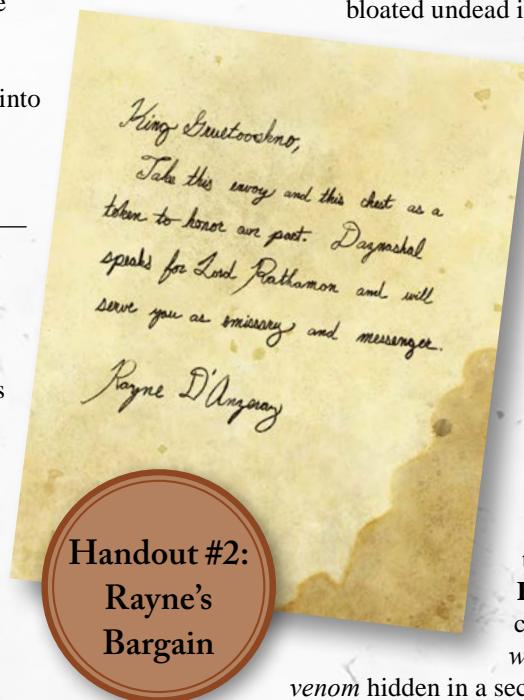
Rowing a wooden canoe slowly in a circle around a tree are 2 **zombies**. A priest of Orcus named Daznashal the Vicious created the zombies to help him deliver treasure to a skum city deep under the swamp. Daznashal built a raft to haul the treasure into the Sin Mire, then attached the canoe powered by his zombie servants. Unfortunately, giant crocodiles attacked the raft, overturned it, and dumped the priest and the treasure into the swamp. The zombies rowed away from the struggling priest, still towing the empty raft, leaving Daznashal to his own devices. (See **Area II of Chapter 14: Remorse of Life** for more on the evil priest.)

The raft finally snagged around a tree, but the zombies obliviously continued to row, stuck for three days in the hot sun in the same spot. Eventually, a board broke on the raft and the zombies pulled away. The raft remained behind, snagged on the tree. The bloated undead in the canoe didn't get far, however. The

board soon snagged another tree, and the zombies mindlessly kept rowing, with the canoe now circling the tree. The board rotates around the tree as the zombies continue to paddle. Burn marks around the tree's trunk show that the zombies have been here for some time. The zombies continue rowing until disturbed. They were commanded to defend the canoe, and don't attack unless characters get in their way.

A small chest is submerged in the swamp muck in about four feet of water about 20 feet from the tree. The airtight chest is locked (DC 15 Dexterity check with thieves' tools to open; Daznashal the Vicious in **Area II of Chapter 14: Remorse of Life** carries the key). The chest holds 2,000 gp, three *potions of water breathing*, a letter, and a *dagger of venom* hidden in a secret compartment in the lid. The secret compartment can be found with a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check.

Give the players **Handout 2: Rayne's Bargain**^{A6}. The letter states:



KING GRUETOOSKNO, TAKE THIS ENVOY AND
THIS CHEST AS A TOKEN TO HONOR OUR PACT.
DAZNASHAL SPEAKS FOR LORD RATHAMON AND
WILL SERVE YOU AS EMISSARY AND MESSENGER.
RAYNE D'ANZERAY

AREA E: WATER SPIDERS

The water drops off to a depth of eight feet. Infesting the area are 4 giant water spiders (**giant spider** with Swim 30 ft.) that wait underwater for prey to pass above before they attack. The spiders survive underwater in bell-shaped nests made of silk that trap air. Air bubbles line the spider's hair to provide them with oxygen while swimming. One of the four nests holds the cocooned body of a satyr. The drained husk wears a belt with pouches containing five 25 gp gems, a bottle of excellent wine, and a *potion of water breathing*.

AREA F: LOG

A five-foot-diameter hollow log juts at an angle out of the swamp in five feet of standing water. The log is empty, but an anaconda lurks beneath it (**constrictor snake**). The snake attacks anything that disturbs the log. The reptile does not live in the log but uses the massive leaning trunk to shade the bulk of its body. It glides along underwater before slithering up the log to attack beings looking inside the hollow.

AREA G: VILLAGE RUINS

The ruins of a small village are visible just above the waterline. The top two feet of stone walls and rock chimneys are all that is left of the settlement. Erosion from the elements and damage from violent storms in past years scattered the remainder of the walls. The village's name is long forgotten, as are its original inhabitants. The water is 10 feet deep throughout the village.

An old temple's intact stone roof rises five feet above the water. The flat roof measures 20 feet by 30 feet. The remains of campfires sit in the center of the flat surface. The spot offers a stable and dry resting spot. The water-filled interior of the squat temple is a mess of broken furniture and rotting curtains.

A group of 5 lacedons (as **ghoul** with Swim 30 ft.) inhabits the village.

These aquatic ghouls hide in the muck-filled cellars of the submerged houses.

If characters decide to rest atop the temple roof, the lacedons wait until their prey is comfortable or sleeping before attacking from all



sides. Characters who don't stop at the village are followed until nightfall. The lacedons try to drag paralyzed victims into the water to drown. The lacedons have advantage on all Dexterity (Stealth) checks in the swamp.

Four accessible cellars contain the lacedons' treasure. The cellars are 15 feet underwater, however, and the items lie scattered in the silt and mud. An initial DC 13 Wisdom (Perception) check uncovers an object. After the first object is found, though, the check becomes more difficult (DC 15) as the searching stirs up thick clouds of muck. Once disturbed, the silt clouds take 1d4 hours to settle.

The first cellar holds a pouch containing 36 gp, 98 sp, and an emerald (50 gp), a jade statue of a human female warrior with "Arcuri" inscribed on the base (250 gp), an elf skull, a cask of ale, a *potion of greater healing*, and a silvered dagger.

The second cellar contains a coffer holding 24 semiprecious stones (5 gp each); a +1 *quarterstaff*; a tube of several ruined scrolls; and a suit of human-sized scalemail.

The third cellar contains a gnawed dwarven corpse wearing full plate mail, a dwarven battleaxe, a shield, a *potion of resistance* (fire), a *potion of healing*, a small waterproof box holding 10 tinder twigs, and a flask of oil.

The final cellar contains a vest made of inflated bladders (the outfit holds up to 200 pounds); a gold unholy symbol resembling a bloated, froglike demon (100 gp); a severed gnome hand with a platinum ring (45 gp); a grappling hook; a quiver of 12 arrows; an oar; and a shovel.

AREA H: THE GRAIN SILO

A leaning stone silo is all that remains of a farm. The top of the silo stands 20 feet above the waterline and leans against the foundation of a submerged stone barn. Despite its appearance, the silo is stable. The water is 10 feet deep and filled with thousands of harmless freshwater jellyfish.

The silo is the abode of Snaw, an aquatic ogre. Snaw waits in the upper reaches of the silo with a pile of rocks. He attempts to sink any boats before diving into the water with his large spear to finish off opponents.

Snaw is an **ogre** with the following changes:

- He has Swim 30 ft.
- He has a club covered in crocodile hide that does 16 (2d8 + 7) bludgeoning damage on a hit and a greatspear that does 14 (2d6 + 7) piercing damage on a hit.
- He can throw rocks with +6 to hit that do 8 (1d6 + 5) bludgeoning damage on a hit.

The hollow silo is accessible via an underwater entrance at the base, 10 feet below the surface. The interior of the 15-foot-diameter storage tower is steep and slick with algae. Climbing requires a DC 13 Strength (Athletics) check. Snaw pelts climbing characters with rocks and fights with his greatspear. He leaps from the silo into the swamp if cornered. Snaw has advantage while attacking from higher ground against characters climbing the silo.

A half-buried coffin jutting from the bottom of the silo holds Snaw's treasure. The coffin requires a DC 15 Strength

Area J: The Old Temple

Temple Ruins
& Island

A - Stairs down
to Area J1

B - Stairs up
to island ruins



1 Square - 10 Feet

check to pull it free of the silt. The coffin may also be freed by digging underwater for two hours. The coffin contains a finely crafted longsword (115 gp), a leather saddlebag holding eight bars of silver (20 gp each), a decomposing crocodile snack, a *+1 handaxe*, a beaver skull necklace, a *potion of healing*, and a dead white dove in a gilded birdcage.

AREA I: ISLANDS

These islands are free from any threats and are suitable to rest on. Each contains small trees to use to repair rafts and poles.

AREA J: THE OLD TEMPLE

A stone temple sits on this patch of dry land. A leather canoe sits untended near an extinguished campfire and the remains of a meal of fish and eggs. An unfurled bedroll and a backpack of supplies sit near the fire pit. A coyote (use **mastiff** statblock) guards a staircase descending into a pool of stagnant, algae-covered water. A limp string tied to a stone block drapes down the stairs into the water below.

The coyote is the animal companion of a ranger named Ruscart who was exploring the swamp searching for a sacred artifact of the sun god Arden. The ranger met his end in the water-filled catacombs beneath the temple. The coyote growls at anyone disturbing the camp or approaching the stairs. If approached with gentleness, the coyote may befriend characters. A leather collar around the coyote's neck holds a brass nameplate inscribed with "Gravy." The animal remains wary and restless until presented with the ranger's remains (**Area J5**).

The ranger's remaining items are a leather backpack; a mostly blank journal detailing his adventures in the Sin Mire and the location of clay "pillars"; a turtle-shell shield; a longbow; three quivers containing 36 arrows; a love letter from a woman named Elisabeth from the town of Shieldfane pleading with Ruscart not to go into the swamp (see Shieldfane in **Chapter 11: The Heir of Sin** for more on Elisabeth); a hunting spear; 50 feet of rope; three 10-foot poles, fishing equipment; four weeks of dry rations; a wood ax; a bed roll; a crowbar; flint and steel; a bull's-eye lantern; a miner's pick; a whetstone; and two vials of antitoxin.

AREA J1: THE ENTRY ROOM

This 20-foot-by-20-foot room is empty. The line Ruscart trailed behind him as he entered the water swirls in the eddies of water flowing through the chamber. It's obvious that the line has been cut and floats free in the current.

AREA J2: REVERENCE CHAMBER

The short passage ends in a small 10-foot-by-10-foot room. A torn bag containing 15 gp lies scattered on the floor in the easternmost chamber.

AREA J3: BURIAL VAULTS

Wall niches holding skeletal remains line these 20-foot-by-20-foot chambers. Common leeches breed in the room. Although

IN THE RUINS

The temple ruins are in poor condition, with eight feet of swamp water filling the entire complex. Chambers within the temple have 10-foot-high ceilings that trap a small, two-foot space of breathable air. The corridors linking these pockets are eight-feet-tall and completely submerged.

harmless, the leeches are a distraction. Any living creature that starts its turn within one of these rooms must succeed at a DC 10 Constitution saving throw or become nauseated for one round as the slippery parasites seek a warm host. While nauseated, a creature has disadvantage on ability checks. The leeches cling to creatures passing through the room and can be pulled off only after characters leave the waterlogged complex and return to (semi) dry land. The leeches do no other damage.

AREA J4: BURIAL VAULT

The room is empty, but a patch of **green slime**^{A1} floats atop the water. Anyone raising his or her head above the surface to catch a breath of air is in for a nasty surprise. The slime blends well with the stagnant water and requires a DC 15 Wisdom (Perception) check to see (roll secretly). The slime cannot sink onto characters swimming through the room beneath it, but it does cling to surfaces. Anyone surfacing in the middle of the patch pulls fragments of the slime underwater when they submerge.

AREA J5: BURIAL CHAMBER

The 15-foot-by-25-foot room contains a mound of bones. The majority of the remains are of common swamp animals, but parts of humanoids can be found as well.

The fresh corpse of a human man floats atop the water. The man's head and face are a pulpy mass. A small floating glass sphere with *continual flame* within illuminates the room. Warped shadows dance around the chamber as the sphere bobs above the waves. The floating body is the ranger Ruscart.

Ruscart's *+1 spear* lies in the room below the body, and a longsword and shortsword are still strapped to his waist. A belt pouch holds a *potion of greater healing* and a *potion of heroism*. A gold promise ring (10 gp) adorns his left hand.

A **wight** lives within the mound of bones on the floor of the room. The wight severely injured the ranger, but Ruscart escaped and fled into the green slime chamber. As he came up for air, the slime dealt the final blow, robbing the wight of its spawn. The wight brought the body back here to devour at its leisure.

Hanging around the neck of a statue in the room is an amulet with the holy symbol of Arden engraved upon it. The item is an *amulet of Arden's radiance*^{A2}.

AREA K: MUDDY DEN

An island of raw earth rises above the swampy terrain.

Snapped and shattered bones litter the churned dirt around a hole. A **bonesnapper**^{A1} lives inside the hole and hunts the surrounding swamp for crocodiles, large fish, and anything else that crosses its path. The bonesnapper is a cunning and experienced predator that rarely waits around in its lair for prey. Often, it submerges in the swampy water, hiding its head in the reeds, and watches the island for anyone foolish enough to approach. It tries to flank and attack characters from the rear as they investigate the muddy hole.

The bonesnapper attacks with its powerful bite and tail slap. After biting a foe, it swings its tail around to smash the same opponent. If flanked or attacked by more than one creature, the bonesnapper divides its attacks between its foes. The bonesnapper fights to the death.

Jawbones of various creatures line the walls of the dank mud tunnel. The one-room lair is humid and fetid, with a depression in the chamber that serves as a wallowing hole. A human jawbone stuck in the wall holds three gold teeth (3 gp). Buried deep in the mud wallow is a pair of mud-caked *gloves of missile snaring* that can be found with a successful DC 14 Wisdom (Perception) check.

AREA L: DEEP POOL

The clear water is free of algae and weeds around this break in the ground where an underwater pit 50 feet across opens in the middle of the swamp. The pit drops into an underwater cave system 60 feet below the ground's surface. The water is five feet deep around the pit's edges. The cavern accesses the underground realm of the Sin Mire.

A **black dragon wyrmling** lies near the entrance of the cavern. The creature uses the pool as a hunting area and playground. It lies in wait at the bottom of the pit and swims up under boats and rafts, attempting to sink them. A meager amount of treasure lines the floor of the pit. An open chest contains 250 sp, 185 gp, and 35 pp, plus a small marble statue of Arden (50 gp), a jeweled necklace (150 gp), an ivory smoking pipe (25 gp), a *potion of greater healing*, a *magic net*^{A2}, and a sunken, but usable leather canoe with two paddles.

The underwater caverns beneath the Sin Mire are beyond the scope of this adventure, but rumors tell of a skum city, a terrible aboleth tyrant, and a mythical treasure hoard.

AREA M: THE CRAYFISH CHIMNEY

A 20-foot-tall crude tube of mud juts from the sludgy bog. Eight smaller mounds of mud bubble out of the muck. Traveling through the muddy bog reduces movement to one-quarter normal as the clinging swamp drags at characters. Trawla made a deal with 8 **kobolds** that maintain the exterior of the tubes while the crayfish dig the tunnels under the swamp. The kobolds currently live inside the smaller mounds of mud. They rush out to attack characters who approach the mud tube.

The tube's exterior is dried mud with numerous rough handholds along its length. Characters can scale the mud wall with a successful DC 10 Strength (Athletics) check. The 10-foot-diameter interior is slick and pliable, however, increasing the difficulty of climbing down the interior to a DC 18 Strength

TRAWLA'S TUNNELS

Trawla, the half-orc druidess who stole the *Flame of Dargath*, lives deep in a maze of mud tunnels beneath the Sin Mire. Giant crayfish created the chimneys that lead to her home and are still expanding her underground empire.

The tunnels and rooms are made of mud and dirt. Tunnels generally measure 10 feet in diameter and often plunge underwater for spans before returning to dry land. The rooms have 10-foot-high ceilings and smooth floors. The walls are rough and rounded. Characters swimming in the tunnels have advantage on Strength (Athletics) check bonus due to the many handholds found in the clay tunnels.

(Athletics) check. After the initial 20-foot drop, the passage turns into a downward-sloping tunnel that is 25 feet long.

AREA M1: ENTRANCE CHAMBER

Deep scars and scrapes mar the sloppy mud walls and floor. A **monstrous crayfish**^{A1} lies covered in mud along the far wall. It has advantage on Dexterity (Stealth) checks. The creature guards the entrance and attacks anyone who enters the chamber.

Tactics: The giant crayfish prefers to ambush its prey, lying in wait until targets move in close. The crayfish then springs from its hiding place and attacks with its claws. Grappled prey is dragged to the creature's lair while still alive to be devoured.

AREA M2: WATER-FILLED PASSAGE

These passages slope downward below the floor level, into the water table of the Sin Mire, so that murky water seeps through the muddy walls. The passages vary in length, but are completely submerged, forcing characters to continue underwater.

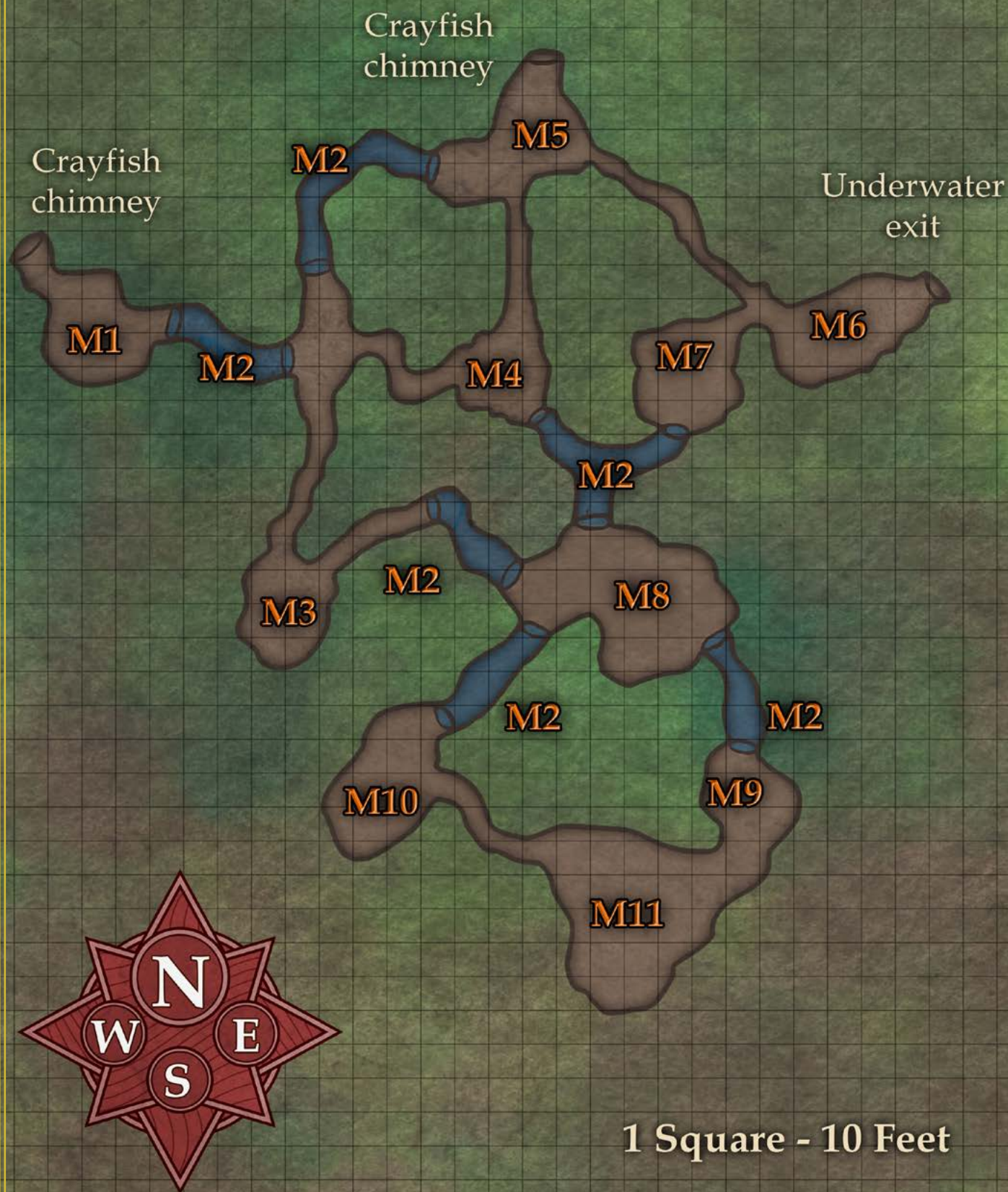
AREA M3: VINGMORT'S LAIR

Withered and sun-dried heads and skulls of various humanoids and animals decorate this foul-smelling room. Vingmort (male orc **veteran scout**^{A1}), Trawla's son, collects the trophies to decorate his lair. A damp pile of moldy clothing serves as a bed, and a heavy crossbow and a quiver of 13 bolts hang on the wall. Vingmort lounges here when not accompanying his mother.

Vingmort is Trawla's son and only follower, although he would turn on his mother in an instant if it somehow benefited him. His thin hair drapes over his domed head like wet straw, hiding eyelids that droop incredibly low over bloodshot eyes. The tall orc with wrinkled, pasty skin dreams of controlling the Sin Mire. Vingmort covers himself head to toe in mud, which gives him advantage on Dexterity (Stealth) checks to hide in the mud tunnels.

If alerted to intruders, Vingmort hides along a wall by pushing himself backward into the pliant mud and waits for an elf or the last character in the party to pass before leaping out to attack.

Area M: Crayfish Tunnels



AREA M4: LIZARDFOLK CHAMBERS

Inhabiting this chamber are 5 **lizardfolk**. The disgruntled water-dwellers are part of a tribe that lives deeper within the watery tunnels beneath the Sin Mire. Trawla invited them to witness the extinguishing of the *Flame of Dargath* and to discuss a possible alliance. Since the arrival of the skum (**Area M8**), they have been largely ignored. In fact, Trawla granted the skum the closer room and purposely moved the lizardfolk to this chamber to create a rivalry for her attention. The lizardfolk are quite angry and are discussing plans to teach Trawla a lesson. They eagerly take out their anger on anyone entering the chamber.

AREA M5: UNDERWATER ENTRANCE

Cultivated fungi cover the room's floor and walls. Some of the mushrooms are quite large, but they are not harmful. Hidden under cover of the fungi are 4 **cottonmouth vipers** (use the **poisonous snake** statblock). They can be seen with a successful DC 16 Wisdom (Perception) check. The aggressive water snakes strike at anything crossing through the room.

AREA M6: CRAYFISH MOTHER

An especially old and tough crayfish (as **monstrous crayfish**^{A1} with the following changes: AC 18, hit points 79 [10d10 + 24], pincer damage 13 [3d6 + 3 bludgeoning], crushing damage 13 [3d6 + 3 bludgeoning], Challenge 3) guards this underwater entrance. This creature holds hundreds of hatchling crayfish under the protection of her tail. If the battle goes against her, she scuttles through the underwater entrance to escape.

The entrance tunnel extends 50 feet until it opens into the swamp.

AREA M7: EMPTY ROOM

Piles of decaying fish fill this otherwise empty room. Two tunnels filled with water open in the floor. The right tunnel loops under the floor of the chamber.

AREA M8: EMISSARY CHAMBER

The room is filled with five feet of water. The floor is muddy and slick, but firm enough to walk on safely. Two **skum**^{A1} emissaries newly arrived at Trawla's temple to Alyheedra rest here. The pair traveled from a cavernous submerged city far below the Sin Mire to witness the ceremony to extinguish the *Flame of Dargath* and to meet with a potential new ally (Daznashal). The skum are tired of waiting for Trawla's promises and the missing emissary. They are already making plans to return home. The pair is relaxed, taking advantage of Trawla's "hospitality," but they are always up for a fight.

One of the skum carries a pouch containing a leather scroll and a ring. The leather scroll contains a contract signed by King Gruetooskno that enlists an army of skum to attack Hillport, Bargarsport, and Storm Haven in exchange for slaves. It does not contain dates or details of the plan. A *ring of water walking* made of fishbone serves as a gift to Daznashal.

The ring has a wicked curse attached to it, however. When in combat with any aquatic creature (one that has a Swim speed), the ring flips the wearer upside down. Providing the

water is deep enough (minimum six feet deep for a humanoid), it then holds the wearer as if he or she is standing against the under-surface. If the water is not deep enough to fully flip the bearer, the curse does not occur at that time. The curse can be delayed during a fight if, for example, the bearer starts fighting in three feet of water and then moves over six feet of water (at which point the curse takes effect). The effect holds the wearer underwater for 3d4 rounds.

Only a *remove curse* frees the ring from the wearer after the curse takes place.

AREA M9: AQUATIC COMPANION

Trawla's aquatic companion resides here when not accompanying its master. The **monstrous crayfish**^{A1} waits above the water-filled entrance tunnel into the room. The crayfish snaps at characters' heads as they break the surface of the water. It immediately answers Trawla's calls for aid.

AREA M10: TRAWLA'S QUARTERS

Dried weeds hang in clumps from the ceiling to create curtains around a pile of moist moss and lichen that serve as a bed. The clay walls are decorated with crude hieroglyphics depicting dwarves suffering watery deaths and sea monsters eating the little beings. The figures of the dwarves are crude and often rudely drawn. Clothing made of fish scales and crocodile hide sit in a waterlogged chest.

Another iron chest sitting on a stone dais in the center of the room contains a large chunk of coal that Trawla replaces regularly. The coal burns a soft orange and helps light the room and provides warmth in the soggy, underground tunnels. The characters could possibly believe this is the *Flame of Dargath* they seek, but the brittle chunk of coal falls apart into ash if lifted from the chest.

A makeshift table of bone and exoskeletons holds a flickering candle, a bowl of cold fish stew, a bottle of cheap beer, and several sheets of leather that Trawla uses as paper. Some contain scribbles in orcish that describe theories on extinguishing the *Flame of Dargath*; others detail proposed alliances with skum and lizardfolk cities located somewhere beneath the swamp. A keg of unguent made from the fat of various mammals sits near the bed. Trawla uses the fat as a balm to protect her skin from the moist conditions of life in the water. A cold-iron trident piercing a humanoid heart hangs on the wall above the bed. A wineskin holding blood dangles from a hook on the wall near the table.

AREA M11: THE TEMPLE TO ALYHEEDRA

This is the largest chamber in the crayfish tunnels. A four-foot-tall turtle shell serving as an altar sits near the far wall. The shell is coated with fatty wax and gooey chum. Oily smoke rises from several viscous candles placed atop the altar. Oils, liquid, juices, and other indescribable fluids sit in bowls on the floor and around the altar. An iron box glowing with a soft red radiance sits in the center of the altar among the candles. The box holds the *Flame of Dargath*. The box is extremely hot and causes 3 (1d6) fire damage to anyone who picks it up unprotected. The iron box sets flammable objects ablaze within a few rounds.



“The crayfish crawled around the temple, following the half-orc’s commands like pampered pets ...”

Trawla^{A1} stands over the box, holding her pale head in frustration. She is at her wit’s end trying to extinguish the everlasting flame. Every attempt so far has been a failure.

The druidess is embarrassed by her inability to dampen the flames. Even more humiliating, she knows the skum ambassadors are growing weary of waiting and are threatening to leave. She deeply wishes to bring her religion to the skum city below the Sin Mire (she’s written off the lizardfolk as “useless”), but she’s beginning to realize that extinguishing the artifact might be beyond her means.

Trawla gained unnatural powers over aquatic creatures from her demon princess Alyheedra^{A3}. Although she can communicate a rudimentary language with any creature with a Swim speed, they do not always listen or react in a friendly manner. Trawla is a withered and pale half-orc with stringy whitish-gray hair. She keeps her skin protected from the moist environment by applying fatty wax. She smells strongly of pungent decay and fish.

If warned, Trawla calls for her crayfish companion (**Area M9**) to assist her and casts preparatory spells.

If combat goes against her, she uses a *spell scroll* to cast *control water* and floods the chamber to escape or to finish off particularly tough characters.

CONCLUDING THE ADVENTURE

If characters return the *Flame of Dargath* to Anvil Plunge, Brovok uses the relic in a ceremony to create a new *scepter of*

faiths, although it is still just a nonmagical scepter at this point. The *Blessing of Joining Flame* ceremony requires one week with the dwarves working around the clock at the Homage to Fire forge.

The dwarves work in shifts to complete the task as outlined in ancient descriptions they have of the ritual and from measurements taken of the broken scepter. They view the process as an honor and privilege and put forth their best efforts into crafting the scepter to match — and exceed — the original. Once finished by the dwarves, the new *scepter of faiths* is effectively an adamantine mace. The scepter can also now be imbued with additional powers to bring it up to par with the original scepter.

Brovok suggests characters contact Olik Ashenchisel in Bargarsport to learn more about the goddess Ayianna and the *Guidance of Fate* blessing. He tells characters to seek out Ashenchisel Imports and to mention his name. The dwarves of Anvil Plunge gladly outfit characters with any normal equipment (within reason) that they may need for the next leg of their journey. If the orcs camped outside Anvil Plunge’s gate haven’t been dealt with yet, characters might need to fight their way free.

The characters have crafted a new *scepter of the faiths*, but they still must imbue the relic with its many powers. The campaign continues in **Chapter 6: Culvert Operations** as the characters travel into the sewers beneath a decadent city in search of Clandestine, the city of thieves.

6

CULVERT
OPERATIONS

The hustle and bustle of the cesspit of Bargarsport is a low murmur through the earth surrounding the once-magnificent structure now buried in the muck upon which the upper city is built. Colorfully dressed priests wearing a patchwork of colors — as if sewn from scraps of cloth scavenged from the streets — look more like beggars but have a keen gleam in their eyes. They wander in and out of the central chamber, into hallways dug through the shifting mud to other underground buildings. Flickering candles and lanterns light the entire temple, its walls not having seen the sun since mudslides caused by a massive tsunami buried the structure.

A collection of thieves, beggars, and shifty vagrants sit around the room's periphery, watching all transactions going on in the room. They are the eyes and ears of the secretive, underground priesthood, and they mingle freely and unseen among the upper city's masses. Nothing escapes their attentive gaze.

**THE
SEEDY
SIDE OF
TOWN**

The heroes must travel to Bargarsport to bless the new scepter.



ADVENTURE SUMMARY

Characters travel into an underground sewer system to find a buried temple where they'll have to deal with a pair of necromancers seeking an evil artifact of Orcus. The adventure is designed for characters of 3rd to 5th level.

BARGARSPORT

Bargarsport once was a bustling port city alive with prosperity and fortune. Marble and glass buildings rose in tight clusters, each one a marvel designed to attract the eye and win the coins of travelers. In the center of the city stood Clandestine, the grand and elaborate temple to Ayianna, the goddess of luck, the god many who gambled in the gaming halls prayed to as they tossed the dice. For years, Bargarsport prospered beyond imagining, taking the coin of those lured in by its grandeur. Gambling dens stood on every corner, and any vice could be experienced in the city of ill repute — if the price was right. Royal three-masted ships often docked at the many ports built on the delta of the Wahr River, bringing royals who stayed in lavish suites as they oversaw various games of chance — some legal, some not. Travelers and those seeking entertainment disembarked in the gleaming city with nothing more on their minds than having some fun — and not remembering it tomorrow.

But the goddess's luck was fickle, as any gambler knew, and the fun wasn't to last. Bargarsport's situation was always precarious, as the city sat on an island amid silt deposits washed in from the Reaping Sea. This proved its downfall when an undersea volcano in the Reaping Sea erupted in 2491 I.R. after the poles of Boros shifted and brought widespread destruction to the world. A massive tsunami followed the eruption and rushed ashore to cover the city in mud and silt. The walls of roiling mud swallowed the temple and buried the city in a mire of sludge that ran thickly through the streets as it carried away people, property, and animals. Muck covered many buildings completely and left just portions of others sticking up from the ground. Only a few lucky survivors crawled from the mud-covered ruins when the devastation ended. Despair gripped the ruined city after such a great loss of life and property. Those who had called the city home wandered away to rebuild their lives.

After the tragedy, the ruins of the old city sat empty for more than four years, its former glory nothing but a memory. The city devolved into a slum of corruption and ill repute now half-buried in muck. But even this slum's days were numbered as the silt slowly kept swallowing the old city. The island the city sat

BARGARSPORT (CITY)

Authority Figures: Mayor Berkoff Kaleston (NE male human **veteran thief**^{A1}); Chief Constable Harga Shackelford (CN female human; use **bandit captain** statblock with longsword instead of scimitar); Vincio Alantyr (NE male human **thief lord**^{A1}, Alantyr family head); Reneth Anora (CN female half-elf, **battle priest**^{A1}, high priestess of Clandestine)

Important Characters: Olik Ashenchisel (CG male dwarf **veteran thief**^{A1}, importer/exporter); Bormu Figlet (CN half-orc male **veteran**, captain of the guard).

on — weakened by the onslaught of the tsunami — shifted like quicksand and dragged the heavy marble buildings even deeper into the muck

In 2495 I.R., displaced citizens of Bargarsport decided to start anew. These enterprising souls returned in droves and began rebuilding their beloved city atop the nearly buried one. But they didn't completely sweep away the past. Instead, they carefully built Upper Bargarsport on the ruins of the old city's buried buildings, using the old structures as foundations to support the new. These sunken buildings also became the sewer system of the new city, specifically designed to carry the waste of Upper Bargarsport into the waves of the Reaping Sea. The new city rested heavily on the bones of the old.

The once-glorious temple of Clandestine suffered greatly during the tsunami as the mud and sludge piled up around it and eventually sucked the entire holy site into the ground. Many of the few faithful servants of Ayianna who survived the disaster renounced their goddess, blaming her for the devastation (and they weren't completely wrong, as Ayianna's fickleness had a lot to do with the destruction). These worshippers abandoned the deity for more popular gods, ones who wouldn't smite them when their favor turned. Only a handful of devout worshippers remained, and they spent years painstakingly digging the temple of Clandestine out of the mud, slowly reclaiming the building's interior for their use.

The new city of Bargarsport is a far cry from its past glory. The glorious marble buildings are gone, replaced by ugly gray stone and wooden structures. The vices remained, however. Upper Bargar-



RESTORING THE SCEPTER

At this point in the campaign, the dwarves of Anvil Plunge should have reformed the *scepter of faiths* for the characters, but it is still nothing more than a normal mace. Various rituals are still needed to imbue it with its many powers.

Bargarsport

1 Square - 200 Feet

- 1 - Gate
- 2 - Garrison
- 3 - 50-Foot Sea Cliff
- 4 - 15-Foot Sea Cliff



Bargarsport
Keep

Wahr River

Hill

Market

150'
100'
50'

Inner City

New City

Old
City

Beach

Reaping Sea



RUMORS IN THE SHANK

Bargarsport is home to a large criminal element, and they love to talk — and brag — among themselves about their crimes. Characters can bribe, charm, or coerce them into talking with a successful DC 17 Charisma (Persuasion) check. Characters can learn the following information, one for each success, rolled randomly.

1d20	Rumors
1	"I hear Olik has a gem shipment coming in tonight. We're going to get those stones."
2	"Harga locked up ol' Bargles in that prison of hers. He didn't come out."
3	"Lykurgus paid me 10 silver to watch out for some magic weapon. You seen somethin' like that?"
4	"Looking for work? Boss Man Burk always needs rat catchers."
5	"You gotta help me. I snuck into the Alantyr's mansion. I admit it, I did it. But I didn't take nothin'. Nothin'! But they're gonna kill me just the same."
6	"I saw this thing swimming into the sea caves. Huge, with tentacles. It was a monster."
7	"You need papers forged? Lathaine is the best."
8	"The sewers aren't safe anymore. Me and Dugdul got separated and the next I saw him, he was dead and marching with an army. I barely got away."
9	"Reneth runs the underground. You should talk to her."
10	"We're walkin' right on top of them. They've got a whole city down there!"

1d20	Rumors
11	"Ayianna's luck be damned! I'm going into the sea tunnels. There's pirate treasure down there for the taking!"
12	"The tides are changin'. Waves comin' and goin' all random like the wind. Don't know what's causin' it."
13	"I'm stowing away on one of the ships at the dock and getting away from this gods'-forsaken place."
14	"Polson was innocent but try telling them that. I snuck into the prison from the sewers to get him out, but Polson wasn't himself anymore. He tried to kill me. I only got away because his chains got caught in a grate."
15	"You can hear them in the sewers when the city is quiet. The growling. And the laughing. And the ... the eating."
16	"There's spelltalkers deep down in the sewers. Got a bounty on their heads. You seen the posters? But good luck getting to them."
17	"No one here is lookin' out for your best interest. Even me. I'd steal your gold and cut your throats myself if I wasn't so drunk."
18	"Crooks and thieves and killers. The lot of us. But I saw an actual knight serving up victuals down below. He's got a secret worth hearing, I bet."
19	"You look too clean to be from down below. Don't have that sewer stench on you yet."
20	"I found these barrels. Thought they might have somethin' in them worth bringin' up. It was worse. This dead dwarf was in there. But then he opened his eye and looked at me."

sport is now a thriving den of thieves and smugglers, gamblers and carousers, the worst parts of the past city. The temple of Clandestine remains active as well, still buried in the ground in the center of the sewage-filled buildings of the past city. Some would argue that Clandestine is in fact the heart of the entire city, the nerve center that controls everything that goes on in the mud-clogged streets above and below the ground. Clandestine again prospers, this time as an asylum for organized crime and those seeking anonymity. Ayianna's priesthood also thrives, with the buried temple now serving as a new center of worship for the goddess. The priests often serve as mediators and organizers among the citizens in the burgeoning upper city. They just have to be paid first.

Two ruling forces are currently at odds in Bargarsport, with both vying for absolute control of the city. The Alantyr family, known for political influence as well as underhanded dealings, has the ear and pocketbook of Mayor Berkoff Kaleston. The Alantyr's influence is widespread, with gambling dens and illegal importing operations spread far and wide. The Alantyr's use Ayianna's name as a curse when rotten luck befalls one of their illegal rackets.

The other force in Bargarsport is the priesthood of Ayianna that lives and grows within the buried temple of Clandestine. The high priestess Reneth Anora has a long friendship with Chief Constable Harga Shackleford. Both are devoted followers of Ayianna and often work together to thwart the Alantyr family's attempts to control the city.

Bargarsport today is a den of lawlessness where few questions are asked, and information is not given cheaply. Most anything goes. Murder is frowned upon, but it still occurs with alarming regularity. Those so accused often vanish — or are simply absorbed into the ranks of the Alantyr's to serve their interests in far-off ports. Executions occur in the upper city, but most are for political reasons as the Alantyr's seek to send a message.

While she has little authority in Upper Bargarsport, high priestess Reneth Anora holds absolute sway beneath the upper city's streets. She is the ruling force in Clandestine, and very little that happens below the streets escapes her notice. On the streets of Upper Bargarsport, her word is less likely to be obeyed, but her minions do their best to enforce her will.

LOCATIONS IN BARGARSPORT

The following are locations within Upper Bargarport. The city is a downtrodden place where thieves roam the streets, and crime families rule the roost. Feel free to substitute any city of your choosing into this adventure to serve as Bargarport as long as you include the sewers and the sea caves beneath the city. Add the marked locations in Upper Bargarport to your substituted city. Characters might already be looking for Olik Ashenchisel, and you can use the exporter to keep them on track.

AREA A: SAHUAGIN'S SHANK OR "THE SHANK"

Despite its name and location, the Shank is a surprisingly less-than-seedy tavern. Corruption and underhanded dealings are common enough elsewhere in Bargarport that the tavern stays relatively free of crime. The Shank serves quality food and drink with prices above the norm (about 10 percent to 20 percent above normal). Rooms are well maintained but also on the pricey side.

The Alantyr family owns the Shank. The family maintains a strong influence within Bargarport, and the Shank is their favorite method of information gathering. The crime family controls most of the city's importing and exporting, legal or otherwise, and their influence and connections extend throughout the surface city. The Shank also serves as a convenient means of keeping tabs on travelers showing too much interest in the family's dealings. Secret passages within the Shank allow Alantyr spies free access to travelers' rooms and belongings.

Ellis Alantyr (NE human male **noble**), an embarrassment to the family name, runs the Shank. Ellis is very loose with the family fortune and gambled away huge sums to Ayianna's worshippers, never realizing that the games of chance were designed to fleece him of his coin. The family gave him control of the tavern to keep him from ruining other family businesses. Ellis still has to answer to the family, however, so he does what he is told.

AREA B: ALANTYR MANSION

This one-story manor home sits upon a small hill within the city of Bargarport. A stone wall surrounds the lower portion of the knoll and is guarded at all times. Visitors are not allowed onto the manor grounds under any circumstances. The guards know that they'll pay with their lives if intruders breach the manor's halls.

The current manor house is actually just the second floor of the original building, and pokes out of the mud and dirt covering the rest of the structure. The Alantyr family paid a fortune to uncover the second floor for their use and hope to eventually dig out the first floor of their ancestral home. The original first floor is now considered the "basement," but only a few rooms have been reclaimed so far from the muck. Workers are also busy digging down around the outside of the manor to expose the lower foundations. The original basement and wine cellar are still completely sealed in the hardened mud and inaccessible. It will take the Alantyr family's hired workers many more years to carefully dig through the packed dirt to open up the lost lower rooms. And then they will be put to work uncovering the actual cellars.

ALANTYR MANOR INHABITANTS

Roll 1d20 every 15 minutes the characters are in Alantyr Manor and check the table below to see if an encounter occurs:

1d20	Encounter
1	Servant (N male or female human commoner) carrying linens.
2	Guard returning from patrol; 25 percent chance of being so tired that he assumes the characters are servants.
3	Lady Ingrid Alantyr (NE female human veteran thief ^{A1}) and a handmaiden (NE female human thief ^{A1}) out for a stroll.
4	Malik Alantyr (CE male human thief ^{A1}) either entering the manor after a night of partying or leaving to find some fun. There is a 50 percent chance that his brother Corvel (CE male human thief ^{A1}) accompanies him.
5	Corvel Alantyr (CE male human thief ^{A1}) either entering the manor after a night of partying or leaving to find some fun. There is a 50 percent chance that his brother Malik (CE male human thief ^{A1}) accompanies him.
6	Vincio Alantyr (CE male human veteran thief ^{A1}) and his bodyguard Ninx (NE female human assassin).
7	Guards (1d4) heading out for patrol.
8	Handmaidens (1d3) (NE female human thief ^{A1}) running errands or headed to town.
9	Lady Elugin (CE female human necromancer ^{A1} with <i>wand of paralysis</i> , +1 <i>dagger</i>) carrying a sack filled with eyeballs or other body parts.
10–20	No encounter.

The Alantyr family is thoroughly ruthless and corrupt, but only a few members of the family actually live within Bargarport. The majority relocated to Akados and just let people think the family is still within the decaying city. The worst of the Alantyr crime lords live in various hidden places throughout the **Lost Lands** where they often control entire villages and sometimes cities. They take advantage of everyone they meet and stop at nothing to satisfy their greed. Currently, Bargarport is ruled by what the family considers the "lowest branch" of the family tree. These members control trade and most of the city, although some such as Harga Shackelford and Olik Ashenchisel are beginning to chafe under this rule. Any thief brave enough to break into the manor is either never seen again or ends up employed in their operation. Anyone killing any of the Alantyr family members in Bargarport likely faces reprisals by their distant family members — even if they don't like their relatives that much. Given their internecine plots, it's likely the Alantyr family of Bargarport will wipe themselves out all on their own.



AREA B1: THE ENTRY GATE

This 10-foot-tall stone wall runs around the base of the small hill upon which Alantyr Manor is built. The wall is easy to climb; it serves more as a decoration than an actual barrier. The fence basically marks the edges of the Alantyr's home and grounds, which many say is littered with the graves of those stupid enough to jump the fence but who died due to traps inside the manor. Roaming patrols of $1d4 + 1$ **guards** (NE male human with shortswords as well as spears) wander the manor grounds and are very alert for intruders. Any fighting brings $2d6$ additional **guards** within $1d4 + 1$ rounds, with a total of 20 guards turning out to protect the home. A gravel path lined with small trees leads up the hill to the house. Standing among the trees are various marble statues looted from some of the homes that were destroyed during the mudslides.

Getting onto the manor grounds is difficult, but workers have been coming and going for years as they dig into the mud to free the building from the muck. The guards barely notice these workers coming in during the morning hours with their shovels and buckets to dig down around the foundations. Characters could conceivably sneak onto the grounds quite easily if they mingle in with the laborers each morning.

The guards give the workers only fleeting glances unless they are carrying obvious weapons.

AREA B2: THE DIGS

Four separate excavations are currently going on around the manor house, with laborers arriving each day to uncover the lower portions of the home. The dirt is being cleared away slowly as they expose more of the manor's foundations and shore up the walls. Every morning, $2d6 + 2$ laborers (N male and female human **commoners**) arrive after shortly dawn to work at each of these dig sites. The grounds around the manor are a beehive of activity as workers carrying buckets come and go. The dirt is hauled off the manor grounds and dumped elsewhere in the city. All work stops shortly before sundown, at which time the guards escort the laborers off the property. At no time are workers allowed into the house. Any who try usually fall victim to the trapped windows and doors and are taken into the basement and never seen again.

AREA B3: FRONT PORCH

A wide front porch of dark oak sits against what was originally the manor's second-story wall. A set of brass double doors is

installed in what was once a large window. The porch and doors are obviously newer additions added to the ancient manor.

The windows and doors of the Alantyr manor are all trapped with poison needles to knock intruders unconscious until guards can gather them up and carry them into the basement for questioning. The traps can be noted with a successful DC 20 Wisdom (Perception) check and disabled with a successful DC 15 Dexterity check with thieves' tools. If a trapped door or window is opened without disabling the trap, a needle shoots out, making an attack at +10 to hit. On a hit, the needle does 1 piercing damage and the target must make a DC 16 Constitution saving throw. On a failure, the creature takes 11 (2d10) poison damage and is poisoned for one hour. If the target fails its saving throw by 5 or more, the creature is also unconscious for one hour.

AREA B4: THE FOYER

New oak boards have been laid down to serve as a floor over what used to be a two-story foyer. The lower half is still packed with dirt. An obvious seam denotes where new flooring connects with the original second-floor landing. The old floorboards are warped with age. A creature walking across the boards must succeed on a DC 15 Dexterity saving throw to avoid them squeaking loudly. Any noise alerts the guards in the guardroom (**Area B6**), who enter through the main entrance and the secret door to flank characters.

A winding staircase descends 10 feet into the dirt. After digging down toward the first floor, the servants gave up and focused on the sunroom staircase where the ground was softer. These stairs go nowhere but do offer a hint that the characters are on the upper floor of a much larger home.

A secret door leads to the guardroom (**Area B6**). It can be noted with a successful DC 18 Wisdom (Perception) check.

AREA B5: GREAT ROOM

Guests of the Alantyr are received in this upper portion of a two-story great room. New flooring has been placed over the dirt to cover the dirt-filled first floor. Comfortable couches sit before a grand stone fireplace. Oak end tables hold various knickknacks that look valuable but are worthless. Large glass windows look out on a new deck of stained wood. A glass door in the middle of the wall leads outside.

Large paintings in elaborate gilded frames over the fireplace depict Vitor Alantyr and his wife, Diolla, the many-times-great-grandparents of the current generation. The pair sailed into the destroyed city in 2499 I.R. and paid to rebuild much of it. Vitor saw Bargarsport as a perfect chance to establish his family in a city of his creation. The crime family spread its thieving fingers from his base of operations to become what it is today. Other paintings show their many children and grandchildren.

The fireplace is filled with thick ash and charred wood, but a metal ring in the debris can be pulled up to reveal a small opening that leads downward into darkness. The ring can be found with a successful DC 18 Wisdom (Perception) check. Metal rungs are attached to the wall of the shaft, which descends 20 feet to the cellar (**Area B20**) on the original first floor. The 10th rung down the shaft pulls free in the hand of anyone who grabs it. Doing so opens a small door in the top of the shaft

and releases a 50-pound lead ball that drops into the shaft atop anyone climbing the ladder. Finding this trap without setting it off requires a successful DC 18 Wisdom (Perception) check. It can be disabled with a successful DC 15 Dexterity check with thieves' tools. A creature who triggers the trap must make a DC 15 Dexterity saving throw as the ball drops down the shaft. On a failure, the creature takes 10 (3d6) bludgeoning damage and must succeed on a DC 14 Strength saving throw to avoid falling the roughly 10 feet to the base. On a success the target takes half as much damage and does not risk falling. Once triggered, the trap doesn't function again until the ball is returned to the overhead opening.

AREA B6: GUARDROOM

The manor's guards relax in this chamber when off duty. The room contains a comfortable couch and mismatched chairs stolen from different citizens around town. Any noise in the foyer (**Area B3**) causes them to grab shortswords and shields off racks on the wall. If possible, they use the secret door to get behind intruders. A small peephole lets them look out into the foyer.

At any time, 1d6 + 2 **guards** can be found here. They rotate shifts with the guards on perimeter patrol every six hours.

AREA B7: GUARD BARRACKS

Bunk beds are stacked three deep for the guards to use when they are off duty. There are 12 total beds, although only 1d4 **guards** are found sleeping here at any given time. Any shouting in the guardroom (**Area B6**) alerts these guards, who take 1d4 + 2 rounds to dress and grab their weapons before they join any fray.

AREA B8: PRIVY

Guards, servants, and handmaidens use these privies. A wooden bench with three round holes cut in it sits over three 20-foot-deep holes dug straight down into the original first-floor space. Nothing of interest is in the room. Bowls of flower petals, pine branches, and lye sit on the floor to be poured down the holes to smother the horrible smells.

AREA B9: STAIRS

These stairs lead downward into rooms carved out of the dirt on the manor's original first floor. The area is now considered the "basement" of the current manor. The stairs lead to **Area B21**.

AREA B10: LADY INGRID'S CHAMBERS

A large four-poster bed draped with sheer lace curtains dominates this bedchamber. Large floor-to-ceiling windows bathe the chamber in light during the day but can be covered with satin curtains at night for privacy. A plush, cream-colored divan sits against one wall. A silver table holds an assortment of hairbrushes (100 gp total) and a mirror on a swivel. A knotted rope hanging beside the bed leads into the ceiling. A large stone fireplace on one wall backs up to the fireplace found in the great room (**Area B5**). A folding screen hides a chamber pot.

Lady Ingrid Alantyr (NE female human **veteran thief**^{A1}) sleeps separately from her philandering husband. She refuses

to divorce him, however, and now claims half of Bargarsport as her own. She has survived multiple poisoning attempts (her ever-revolving handmaidens have not been so lucky) from Vincio's failed attempts to get rid of her. She hasn't retaliated because she hates to think of the depths to which her sons Malik and Corvel would then resort to get rid of her. Better the evil she knows than the unknown. Lady Ingrid has a 25 percent chance to be here during the day, and a 75 percent chance at night. A single handmaiden (NE female **thief**^{A1}) is always with her when she is awake.

Lady Ingrid is a reasonable sort if approached calmly with weapons lowered. Despite her age, she is an accomplished thief and can defend herself quite capably against ill-prepared attackers. If attacked, she pulls the rope to signal her 4 handmaidens (NE female **thief**^{A1}) and then grabs her shortsword and dagger from concealed sheaths on the bedposts.

If characters parley with Lady Ingrid, she is not above setting them against her sons and then her husband so she can finally take control of the entire Bargarsport criminal empire. She offers forged papers incriminating all three in the deaths of various nobles around Libynos (all lies, but hard to prove). If betrayed, she sends a hired CE **assassin** to deal with the characters. She might even send the assassin just to tie up any loose ends.

A trapped chest under the bed contains her treasure: 600 gp, four amethyst necklaces worth 200 gp each, a silver medallion of Ayianna (75 gp), and a list of people for her handmaidens to "deal with" upon her death. Vincio Alantyr tops the list, followed by her sons Malik and Corvel.

The trap can be noted with a successful DC 20 Wisdom (Perception) check and disabled with a successful DC 15 Dexterity check with thieves' tools. If the chest is opened without disabling the trap, a needle shoots out, making an attack at +10 to hit. On a hit, the needle does 1 piercing damage and the target must make a DC 16 Constitution saving throw. On a failure, the creature takes 11 (2d10) poison damage and is poisoned for one hour. If the target fails its saving throw by 5 or more, the creature is also unconscious for one hour.

AREA B11: DRESSING CHAMBER

Fancy party gowns, sleeping clothes, various shoes, and even leather armor hang on racks around the edges of this dressing chamber. A circular divan in the center of the room allows Lady Ingrid to relax as her handmaiden presents various outfits for the day.

AREA B12: HANDMAIDENS' CHAMBER

Two bunk beds with wool blankets, a writing desk, and a wardrobe fill this bedchamber where Lady Ingrid's handmaidens sleep. The handmaidens rotate each day to serve their mistress. If Lady Ingrid is in her chamber, a handmaiden is always in this room. Otherwise, it contains 1d4 – 1 handmaidens (NE female human **thief**^{A1}). When Lady Ingrid pulls the rope in her chamber, it causes a small bell in the wall to ring.

AREA B13: KITCHEN

The manor's servants cook and prepare meals for the Alantyr family on a woodstove and two long cutting block tables found

KILLING THE ALANTYRS

Characters who break into Alantyr Manor very likely could wipe out these members of the crime family. But doing so doesn't put the smallest dent in the family's extensive criminal organization spread throughout the Lost Lands. While Vincio is in charge of the Bargarsport operation, he has very little say or control over the rest of the family's plans or schemes. Removing him from the equation upsets the rest of the family for a time, but others step in and right the ship. And then they come looking for those responsible.

here. Racks on the walls hold pots and pans, and a stack of wood sits in the corner. At any time of day, 1d4 servants (N male or female human **commoner**) can be found here preparing various meals. They run from any fight. Their screams draw 1d6 **guards** within 1d4 + 1 rounds.

AREA B14: PANTRY

Various foodstuffs sit on shelves around the edges of this room. Barrels contain lard. One rack of shelves contains 2d6 bottles of fine wine (50 gp each).

AREA B15: SLEEPING QUARTERS

The servants sleep together in this small room that contains eight bunk beds. The servants also eat here when off duty. They cower if characters enter the room but won't try to warn the guards if they are left alone. The Alantyr family treat them with contempt and work them to the bone with their incessant demands. The staff would be quite happy if the crime family was dropped into a well and forgotten. Characters who treat the staff kindly can learn quite a bit about the goings-on inside the manor.

AREA B16: LINENS AND LARDER

The manor's linens and foodstuffs are stored in this chamber. Characters can find various bedsheets and food items, but nothing of any value.

AREA B17: CORVEL'S ROOM

Corvel Alantyr (CE male human **thief**^{A1}) sleeps in this room when he isn't carousing throughout Bargarsport. He is a brash young gadabout who throws his weight around based simply on his name. He assumes he owns the city (or will when he kills his parents) and bosses around its residents accordingly. He is a fiery youth of 20 years who has a shaved head and a black goatee that follows the sharp cut of his jawline. He dresses in rakish clothing that is out of place in the downtrodden city. He believes that everything he says and does is important, and takes an instant dislike to anyone who contradicts him.

Besides his bed, a wardrobe, and a chamber pot, his room is filled with a gaudy collection of items stolen from throughout the city. He has a collection of 10 silver candleholders (20 gp each),

a leather bag with worthless costume jewelry (that he gives to his “girlfriends”), a bag of real gems (six emeralds worth 30 gp each and four diamonds worth 100 gp each), and a rack of various weapons he has no real idea how to use but simply enjoys.

Corvel has a 10 percent chance of being here during the day, and a 60 percent chance at night. If disturbed in his room, he grabs his shortsword and fights. He flees if given the chance; he’s more cowardly than he likes to admit. If he escapes, he rounds up 2d6 **thugs** and tracks down the offenders to silence them.

AREA B18: MALIK’S ROOM

Malik Alantyr (CE male human **thief**^{A1}) has long black hair, and his features are slightly rounder than his brother’s chiseled looks. While he looks soft, he is an accomplished thief and cat burglar. He views intruders who make it this far into the manor as possible tools to get rid of his mother and father. However, he breaks any deal he cuts with the characters soon after his parents are dead.

His room contains a bed, a writing desk, a wardrobe, and a tapped ale keg on a wooden stand. A wooden goblet sits on the floor beside the bed. Malik sleeps on satin sheets and dresses in clothing befitting a noble. A small bookcase contains various volumes of love poetry and daring tales.

The writing desk contains badly written verse and locks of hair from women Malik has dated. The desk also has a false compartment that can be found with a DC 18 Wisdom (Perception) check. The compartment contains a small book that lists various criminal activities the Alantyr’s are engaged in throughout the Lost Lands. Malik’s father does not know about the journal and would burn it if he were to find it. Anyone reading the journal quickly discovers that the Alantyr’s live and work in many different cities.

Malik has a 30 percent chance of being here during the day, and an 80 percent chance at night. He fights if cornered in his room but prefers to discuss things calmly like gentlefolk. He is more boisterous and prone to fighting when his brother is around.

AREA B19: VINCIO’S BEDCHAMBER

The door to this chamber is trapped with a scythe blade trap that springs out to catch the unsuspecting. The trap can be discovered with a successful DC 16 Wisdom (Perception) check and disabled with a successful DC 15 Dexterity check with thieves’ tools. If the door is opened without disabling the trap, the scythe makes an attack at the nearest creature within five feet at +15 to hit. It does 11 (2d4 + 6) slashing damage if it hits. On a critical hit, multiply the damage dice by four.

A stately bed sits under the floor-to-ceiling windows in this large chamber. A screen to the side of the bed hides a chamber pot. A writing desk is built into the wall next to a large wardrobe. The wardrobe is filled with various suits, and an empty leather bag of holding hangs on a hook just inside the door. A comfortable couch sits beside a cast-iron furnace that provides heat during the cold winters. A bent black stovepipe vents the smoke. A large red and gold rug covers the oak floorboards, and a large chest sits at the foot of the bed.

Vincio Alantyr (NE male human **veteran thief**^{A1} with +2 *dagger*), the unofficial ruler of Bargarsport, sleeps in this room

when he is not traveling to various ports of call to see to the family’s business. He appears to be an elderly man with a bald pate and a wrinkled brow. He has stern eyes and bushy white eyebrows, and a smile filled with wooden teeth. He walks with the assistance of a black cane carved to resemble a rearing dragon. The cane is merely a prop to disarm his enemies, however, for he is actually quite spry and ready to fight. The top of the cane conceals a dagger he employs in close combat. He plays on the doting grandfather routine to get in close to those who don’t know him.

He is always accompanied by Ninx (NE female human **assassin**), a young bodyguard who never leaves his side. She sleeps in a hammock hung in a corner of the room. She has red hair and a fiery temper but does her level best to protect the head of the Alantyr clan in Bargarsport. She knows her life is forfeit if Vincio is killed under her watch.

The desk contains a set of quills and parchments for forging documents, a small inkpot, and a letter Vincio is writing to someone named “Cornelius” in Bard’s Gate about the many undead now roaming Libynos. Vincio is quite concerned by the development and fears the risen dead could impact their business dealings. Cornelius is the alias being used by Vincio’s brother, Dameileon Alantyr, as he travels abroad. He is currently in Bard’s Gate hoping to establish “trading partners” to import various items into the city undetected.

The trap on the chest can be noted with a successful DC 20 Wisdom (Perception) check and disabled with a successful DC 15 Dexterity check with thieves’ tools. If the chest is opened without disabling the trap, a needle shoots out, making an attack at +10 to hit. On a hit, the needle does 1 piercing damage and the target must make a DC 16 Constitution saving throw. On a failure, the creature takes 11 (2d10) poison damage and is poisoned for one hour. If the target fails its saving throw by 5 or more, the creature is also unconscious for one hour.

If opened, the chest contains 750 gp Vincio uses to bribe various officials, a list detailing “favors” owed to the Alantyr’s from many well-known nobles and councilmen, the wedding ring he gave to Lady Ingrid (500 gp), a jeweled dagger (75 gp), and a pair of gold dice (40 gp).

The *bag of holding* is used to transport large items into the cellar (**Area B20**) below the trapdoor found in the fireplace in the great room (**Area B5**).

Vincio won’t fight to the death, but he also won’t accept defeat. He acquiesces to characters who overpower him, but always betrays them when the moment presents itself. He is not above hiring trained assassins and thieves to visit the characters in the night to “take care of business.” He still cares for his wife Ingrid but knows their marriage can never be saved. He has half-heartedly tried to poison her over the years they have been living separately in the manor house, but he always leaves some trace for her to easily detect and avoid. He favors his sons with gifts and coin, and always looks the other way when their celebrations get out of hand. He is a doting father who doesn’t realize how badly his wife and children hate him. Well, his children at least. He knows for certain that Lady Ingrid would slit his throat while he slept if she had the chance.



AREA B20: THE CELLAR

Servants digging day and night created this large chamber below the great room (**Area B5**). The only access is via a ladder down a five-foot-diameter shaft hidden in the fireplace. The room contains various treasures Vincio stole or received as payment throughout the years.

A careful search of the room uncovers 15 bottles of rare wines (50 gp each) on a wooden rack, a collection of rare paintings stolen from various temples and noble houses across the land (500 gp total), a chest containing 1,100 gp, an ornate marble desk where Vincio keeps true ledgers of his business dealings, a gold and silver altar to Iseleine (200 gp), a marble statue of a pony (800 gp), a *+1 shield*, a *+1 longsword*, and a 10-foot-diameter polished silver disc (45 gp) used to reflect light that was taken from a lighthouse along the Gulf of Caddesh.

Characters who examine the ledgers find one woman's name written on many lines: Lady Averlyne Du Vaine, who owes a staggering amount of money to the Alantyr family. A handwritten

note alongside one of the entries reads, "Claim her manor house? Actually haunted?"

Many of the items in the cellar are too large to go up the shaft. Vincio uses a bag of holding found in his chamber (**Area B18**) to transport the items out of the cellar.

Characters who take the ledgers to constables outside Bargarsport can confirm Vincio's illicit dealings with officials throughout the Lost Lands. The papers also hint at the widespread web of the Alantyr family, although it is far from enough to bring down their operations.

AREA B21: LOWER LANDING

The excavated stairs descend to a small room with dirt-packed walls and oak timbers serving as a floor. A concealed pit at the bottom of the stairs drops anyone stepping on it 10 feet onto jagged spikes. Stomping twice on the bottom step latches the trapdoor and makes it safe to step onto the landing. The pit can be discovered with a successful DC 15 Wisdom (Perception) check. The mechanism can be understood with a successful DC 14 Intelligence (Investigation)

check. Anyone falling into the pit takes 3 (1d6) bludgeoning damage and lands on 1d4 spikes for an additional 2 (1d4) piercing damage each. Of course, stomping on the stair alerts Lady Elugin in her bedchamber (**Area B22**) that someone is in her domain.

AREA B22: LADY ELUGIN'S BEDCHAMBER

A hidden door set into the dirt tunnel is arcane locked. It can be noted with a successful DC 25 Wisdom (Perception) check and broken down with a successful DC 30 Strength check or unlocked with a successful DC 30 Dexterity check with thieves' tools. *Dispel magic* or *knock* reduces both these DCs by 10.

Lady Elugin Alantyr (CE female human **necromancer**^{A1} with *wand of paralysis*, +1 dagger) rarely leaves the manor house. She was horribly burned by a trap she didn't disarm properly (which her brother Malik rigged so she'd fail). The exploding blast of fire burned the left side of her head when she spun away from the flame. The scar from the fiery blast runs down across her mouth, and she can barely speak above a whisper from the superheated air that ravaged her throat and lungs. She wears black robes over her leather armor, and a demonic skull mask with attached curving horns covers her scarred features. Her burned mouth is visible below the mask. She took the mask from a small roadside inn called The Covet (see **Chapter 8: Soul of Glass**) while traveling with her mother to collect on unpaid debts.

After the accident in her youth, Lady Elugin turned to magic to try to cure herself. She is now an accomplished necromancer and the family's torturer. Her own injuries let her know exactly how to inflict pain and extract information. One subject told her of helping Malik rig the explosion years ago that marred her features. Angry at this revelation, she recently invited Kavali and Occan (**Area V2: The Temple of Orcus**) to the city in the hope that they might get rid of her annoying sibling. Or her whole family. She's not picky. She occasionally contacts the pair of necromancers to see how they are doing in the sewers. She is aware that they are building an army of undead, but she thinks these will be used against her family. She doesn't know about the *darkskull of Orcus* that Kavali and Occan are seeking.

Lady Elugin's room is filled with the toys of her childhood and the trappings of her dark powers. Dolls in frilly lace dresses sit on shelves beside fluid-filled jars containing eyes, fingers, and tongues. A dark curtain drapes over a brass bed. A writing desk is covered with drawings of the victims she has tortured throughout the years. A wardrobe contains a secret door that leads into a narrow tunnel that runs to her torture chamber (**Area B24**). The secret door can be found with a successful DC 16 Intelligence (Investigation) check while looking inside the wardrobe.

Lady Elugin attacks anyone who enters her chamber. If overwhelmed, she attempts to use the secret door to escape. The dolls are all animated to turn their heads to follow movement, but they are otherwise harmless. If intruders enter the chamber, they begin shouting "Mama" loudly and repeatedly to alert Lady Elugin. The jars contain 2d6 **crawling hands**^{A1} that leap out in a spray of embalming fluid to attack.

AREA B23: THE HOLDING PENS

Cages of various sizes are stacked inside this chamber designed to hold people with whom the Alantyr wish to discuss "business."

They currently contain 1d4 + 1 residents (N male and female **commoners**) who crossed the crime family. They know nothing of the house or its traps and just want to escape back their families.

AREA B24: THE TORTURE CHAMBER

A bloody dissecting table sits in the center of this room. Manacles are attached to its four corners. The floorboards around the table are discolored from blood and gore dripping off the sides. Knives are jammed blade-first into the dirt wall.

An empty, six-foot-tall cage against the wall is large enough for a human-sized character to stand up in it. The back of the cage is actually a secret door that leads to Lady Elugin's chamber (**Area B22**). The secret door can be discovered with a successful DC 18 Wisdom (Perception) check.

Lady Elugin uses this chamber to torture prisoners. Three holes dug into the dirt wall are just big enough to slide a human-sized creature headfirst into them up to their knees. A brass plate is then dropped over the thighs to keep the trapped creature from wriggling free. A smaller hole in the brass plate lets Lady Elugin push rats into the tight space with the trapped creature. A body is currently stuffed into each hole. One is motionless, while the others kick feebly at their bonds. The first victim died in the hole, while the second (N human male **thief**^{A1}) is still alive but covered in bites and scratches. The third victim died long ago and is currently a **ghoul**. It attacks anyone who pulls it out of the hole.

AREA C: ASHENCHISEL IMPORTS

Olik Ashenchisel (CG dwarf male **veteran thief**^{A1}) runs this metal, mineral, and gem-importing business. He exports quality weapons and armor, and he serves as a middleman to sell Anvil Plunge's trade and supplies. He has run afoul of the Alantyr family in the past, but his own family connections save him from their anger. Still, the Alantyr would be all too happy to see something "unforeseen" happen to the trader.

Olik is a likely contact for characters visiting Clandestine to restore the *scepter of faiths*. He welcomes the characters into his shop and offers them advice on what areas to stay away from in the dangerous city. He informs characters of the layout and history of Clandestine and personally introduces them to Reneth Anora (which is actually Loomkol, her doppelganger bodyguard) so they can restore the scepter. (See **Area K15** for more information on Reneth and Loomkol.) It takes a few days to arrange the meeting; the characters are on their own until then.

A trapdoor in the back of Olik's warehouse allows easy access to the sewers. The dwarves use the door and connecting passage to bring items up for sale in the shop. The route is circuitous to avoid Alantyr family spies.

AREA D: BARGARSPORT PRISON

This fortress-like structure of stone and iron serves as the prison and headquarters of BargarSPORT's guards and brute squads. Most small crimes in the city go unpunished; only the worst criminals are kept within the prison. Pirates and those who act against the town's leaders are sentenced to drown in the well (**Area D1**). Often, many of these "criminals" are

A CITY OF THIEVES

In addition to the ruthless Alantyr crime family and their extensive smuggling operations, Bargarsport is home to the thieves of Clandestine who report to Reneth Anora below the streets of the upper city. Characters who flash their gold are likely to find themselves followed to where they are staying the night, jumped in an alley, or robbed in their rooms. Everyone who visits Bargarsport knows to keep coins hidden lest they wander away.

Characters may encounter a number of different personalities in the city. Roll 1d20 for every hour spent walking the streets and check the table below.

1d20	Result
1	A gang of 1d8 + 1 young ruffians and street urchins (commoners) taunt the characters but run if approached.
2	Three women (N female human veteran thief ^{A1}) approach and flirt with the characters. They attempt to separate the party to rob them.
3	Three men (N female human veteran thief ^{A1}) approach and flirt with the characters. They attempt to separate the party to rob them.
4	A group of 3d6 thugs surround the characters and demand a toll of 10 gp per character to walk the street.
5	A young thief named Onashee Laho (N female human thief ^{A1}) attempts to steal the characters' belongings. She works for Clandestine and can introduce characters to the underground thieves if they foil her attempts but agree to let her go.
6	Harga Shackelford (Area D) faces off against a few young street toughs. She isn't backing down, but it looks as if a fight could happen at any moment. The youths are brothers Malik and Corvel Alantyr (CE male human thief ^{A1}) and their entourage (2d4 thugs). Harga doesn't fear them, but they might mark characters who jump in so they can find and attack them later.
7	Lykurgus the Butcher (Area E) stomps down the street. He carries his cleaver in one massive hand and a five-foot-long spiked pole in the other. The butcher is out catching rats, which he impales on the spiked pole. About eight of the vermin squirm on the pole already. He plans to chop them up for meat when he gets back to his shop.
8	A work gang of 2d4 men and women (N male and female commoners) trudge down the street, their clothes wet and covered in mud, grime, and worse. They look bone-weary and ready to collapse. They just got off work in the sewers and are heading home. They direct anyone looking for work to see Boss Man Burk (Area F).
9	Loomkol (Area K15) trails the characters with a gaggle of 2d6 initiate rogues (N male or female thief ^{A1}). The doppelganger takes a random face every time he returns to the surface in Bargarsport. Loomkol sends the initiates against the characters to gauge their worth while he watches nearby. He returns to the sewers to alert Reneth Anora if he finds promising champions to help her with the current troubles in the sewer.



1d20	Result
10	A horde of 12 zombie minions wandered away from the undead army massing in the sewers. They broke through a sewer grate and now wander the street looking for food.
11	Ansawl Wilxsea (CE male human senior priest ^{A1} of Orcus) leads a contingent of 2d6 cultists . They all wear black robes and openly carry clubs topped with skulls. Akruel's return has emboldened the cultists, and they are traveling to Lykurgus' shop (Area E) to worship. They attack anyone openly carrying the scepter of faiths.
12	A party of 1d6 + 2 drunken commoners staggers home from The Shank. They are trailed by 1d6 initiate rogues (N male or female thief ^{A1}) looking for an easy score.
13	A large, jovial man with a red beard and a wide smile greets the characters on the street. He introduces himself as Harvil Trudon IV (N male human veteran thief ^{A1}) and claims to be a new arrival in the fair city. He asks if the characters know anywhere to get a decent meal and a place to stay for the night. He even offers to pay if they'll join him for dinner. Harvil, however, is a grifter who runs up a more-than-decent bar tab before he excuses himself to the privy and vanishes into the night.
14–20	No encounter.

victims of nothing more serious than crossing paths with the Alantyr family.

Chief Constable Harga Shackelford (CN human female; use **bandit captain** with longsword instead of scimitar) commands the prison. She is a petite but influential woman whom few dare to cross. She is also an agent of Clandestine and maintains peace in the surface city as well as in the buildings beneath the streets. She dislikes the Alantyr and has crossed them many times, but she has lived to talk about it. She knows the family is corrupt, but she is still an appointed official in the city and must occasionally follow orders from judges controlled by the crime family. This includes sending bandits and others into the well, despite her distaste of the practice (which is why she often helps some escape the well into the underground).

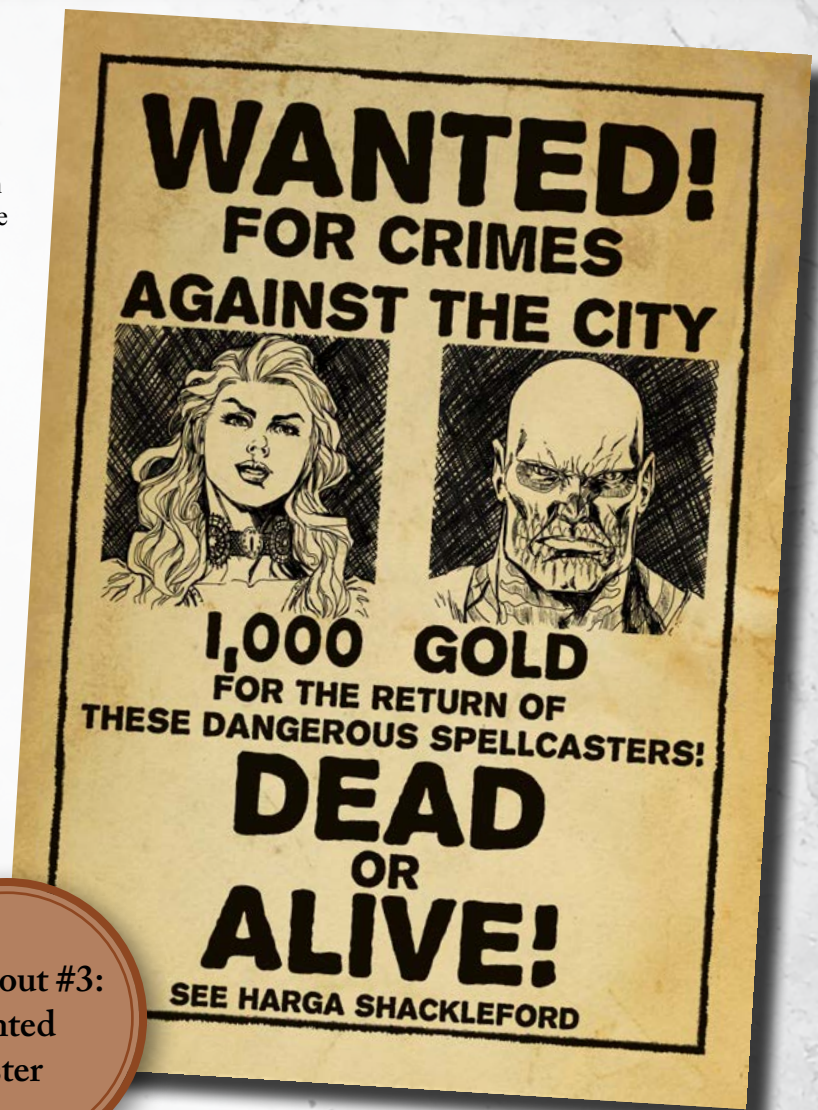
Currently, Harga needs capable adventurers to seek out and bring to justice a pair of necromancers who are committing heinous crimes against the city. The wanted mages are guilty of plundering tombs and animating the dead. The unknown necromancers looted the cemetery just outside the city's wall and took the newly animated undead force into the sewer opening near the ocean. The undead army has not re-emerged and is assumed to still be beneath the city. Interestingly, the crime didn't draw any attention until an old Alantyr crypt was also vandalized and three of the dead within walked away. The Alantyr then used their influence to force the city elders to declare the necromancers "criminals against humanity." Give the players **Handout 3: Wanted Poster**⁴⁶.

Fliers posted on buildings request "squads" to hunt down these defilers of the dead. A reward of 1,000 gp has been posted for the necromancers, alive or dead. Numerous other groups within town are considering searching for the criminals, but many fear the unknown necromancers' powers. Most don't want to end up as another undead laborer. Many also fear the 1,000 gp reward won't materialize once the Alantyr get what they want. A few are certain the squad that finds the necromancers might be dropped in the well for their reward to tie up any loose ends they may uncover. Many are afraid of the necromancers, but more fear the Alantyr.

The prison is built upon a collapsed two-story tower from before the cataclysm. The prison now uses the empty tower to execute the worst prisoners.

A five-foot-deep pool of water covers the 30-foot-diameter room's floor. A lattice of wooden trusses serves as a floor, but openings allow water to rise into the room. A ladder descends along one wall to the floor. Two doors at the bottom of the well exit into a maze of unstable and abandoned tunnels.

Nine sets of rusty manacles hang from the stone walls. One set is missing, with the stone wall broken and pulled outward to expose bare dirt. All the remaining manacles are attached five feet above the low-water mark, but well below the point the water reaches when the tide rolls in. Criminals sentenced to die are chained to the wall during low tide, and their bodies are removed after high tide recedes. A drain in the floor leads to the



Handout #3:
Wanted
Poster

lower sewers. Harga realizes the well is a cruel way to die, but many of the people she is forced to put into the well truly deserve their fate. She helps others who simply crossed the wrong person escape into the underground.

An innocent sailor named Polson was the well's latest victim. Accused of vile acts of piracy, Polson drowned as the tide rolled in. But his anger and hatred burned even after his death, turning him into a **wight**. After his death, the undead sailor yanked his chains from the wall and now wanders the abandoned tunnels. The wight has a lair deeper in the tunnels above the high-tide waterline. Harga wanted to rescue the unfortunate sailor, but a judge with a personal vendetta stood atop the well and watched the entire execution.

Polson attacks and kills prisoners chained in the well. The wight waits until the jailors leave, then scrambles to attack the chained victim before the water rises. During low tide, Polson occasionally wanders the tunnels. The chains that doomed the sailor are still attached to the wight's wrists and make a clanking sound in the tunnels as the creature moves about.

AREA E: LYKURGUS THE BUTCHER

A carved side of beef hangs in this two-story storefront. The store's first floor is a large open space with tables

holding various meats. Beef and pork are rare and expensive commodities, so most of the cuts are mule, dog, goat, and other less-desirable meats.

Lykurgus (CE male half-orc martial **cult priest**^{A1} with a +1 *great cleaver* [treat as greataxe], *potion of growth*, *potion of greater healing*, *potion of invulnerability*, pouch of dried gizzards and hearts, wineskin containing whole grain alcohol spiced with a touch of alchemist's fire, perfumed handkerchief) is the butcher and frontman to this operational, but false, business. The shop actually houses a small shrine to Orcus on the second level. This shrine was set up to recruit followers and to coordinate a search for the lost temple of Orcus in lower Bargarsport. The shop's cellar is packed with hanging meats and has a secret entrance to the sewers (**Area L5**). The entrance can be found with a successful DC 16 Wisdom (Perception) check.

Lykurgus is new among the undead lord's priesthood. He is the exact type of recruit the cult needs: young, strong, talented, and utterly ruthless. He strives to impress his superiors and revels in combat. He stands nearly seven feet tall, and orcish features dominate his face. He often keeps a cheek full of bloody raw meat.

AREA F: THE SEWER WORKERS UNION

The tunnel opens into the side of a half-buried building. The top floor of the three-story structure remains aboveground. The second floor is below street level, and the sewer workers use it as a barracks. The lowest level (originally the building's ground floor) now has no floor. Two 10-foot-diameter sewer pipes empty from either side of the building into a 40-foot-square pit on the lowest level. The water drops 20 feet before pooling in a 15-foot-deep sump pit. The excess overflow drains through several grates into the lower levels.

The sewer workers welcome adventurers and gladly permit access to the under city. They hope adventurers can rid their work areas of dangers and hazards. While many of the sewer workers know of Clandestine, they are hesitant to direct newcomers to the underground temple. The workers also know of the many undead infesting the lower sewers. Boss Man Burk (N human male **commoner**) leads the laborers. Boss Man Burk is a loyal follower of Ayianna and a longtime member of Clandestine. He is an informant for Reneth Anora and keeps a wary eye on all events that happen in his sewers.

BARGARSPORT'S SEWERS

A constant flow of overspill from the Wahr River keeps the tunnels beneath Bargarsport fairly free of waste and odor. The brick-lined circular passages are 10 feet in diameter. In some areas, two-foot-wide walking ledges on the sides of the tunnel permit workers to move around without walking through the waters and waste. The ledges are four feet from the bottom of the curved tunnels. A drain from the surface street is located every 1,000 feet along the roof of the tunnel.

Many of the sewer passageways are built through the original buildings of old Bargarsport. A few private residences have drains that empty into these buildings, but the heaviest sewage comes from the main drains on Bargarsport's streets. The residential drains are ceramic pipes no larger than eight inches in diameter.

RIISING WATER

The sewer passages flood twice each day with the rise of the ocean's high tide. The passages remain submerged for six hours starting at dawn and dusk except where noted. The low tide carries waste and refuse out to sea at noon and at midnight. A six-hour window exists between tides when the water level is lower than three feet through the tunnels. Due to the sea cave's configuration and the reef barrier, flooding occurs rapidly. The majority of the sewer completely submerges in under 10 minutes. Two "safe" windows exist for exploring the sewers: from midnight to dawn and from noon to dusk. Characters should be able to make it to different encounter areas during low tide before the tide rises and cuts off escape for another six hours.

Scavengers and ocean hunters often ride the high tide into the sewers in search of food. While underwater exploration of the sewers is dangerous because of the ocean predators that wash in with the tide, it is not impossible.

The sewers are considered to be rapid water before and after the "safe window" when the tide is out. Characters navigating the sewers before or after the safe window must succeed at a DC 13 Strength (Athletics) check. Each failed check means the character takes 5 (2d4) bludgeoning damage from slamming about the tunnel.

CHANGING TIDES

The tides aren't always predictable these days thanks to Akruel's return to the Nether Sepulcher (found in **Chapter 14: Remorse of Life**). Or maybe it's because of the slowly thawing Brother Cold in the Monastery of World Sundering (found in **Chapter 10: Morning of Tears**). Whatever the reason, the sailors and explorers of the Reaping Sea have learned not to trust the ever-changing waves these days.

Every hour, roll 1d20 and consult the following table to see if the waters off Bargarsport's coast behave unexpectedly:

1d20	Result
1	Tide rushes in. Sewers flood within 10 minutes and stay submerged for an hour.
2	Tide rushes out. Sewers empty for an hour.
3	Small tsunami rushes inland. Sewers flood within five minutes and stay submerged for an hour.
4	Sewers drain for 30 minutes before water rushes in to fill them again.
5	An undulating wave of water half fills the sewers, but the water rises and falls in a rhythmic pattern that forces anyone standing in its path to make a successful DC 14 Strength saving throw or be knocked prone.
6	A red tide filled with dead crabs, fish, and assorted chum washes in, filling the sewers to a quarter of the depth of high tide. The smelly wastewater washes through the sewers before sweeping out again within the hour as the tide quickly retreats.
7–20	Nothing happens.

Travel in the sewers is hazardous and slow. Due to the slippery terrain, the curved floor, and frequent fractures in the pipes, the area is considered difficult terrain. A character attempting to make a Dash action must make a DC 12 Strength (Athletics) check. A failure means that the character is unable to take the action. Failure by five or more indicates the character falls prone into the sludge.

The sewers eventually empty into a natural sea cavern system that drains into the Reaping Sea through a series of short tunnels in the side of the sea wall. Each of these smaller openings is blocked by an iron grate forced into the rock wall. These passages vary in diameter. These tunnels are visible only during the six hours of low tide starting at noon and midnight. Otherwise, they remain underwater. The tunnels lead into the rock wall for a short distance (most are 100 feet long) before ending in a rock wall from which foul substances spew from a jutting sewer pipe. The majority of these sewer pipes are no bigger than two feet in diameter.

Besides the sea wall tunnels, sewer pits scattered throughout the city lead directly into the sewers via downward shafts. These openings are set in 20-foot-deep iron-grated pits. The pits access the sewers via filthy, iron-rung ladders set into the walls. The grates are covered by heavy metal discs weighing 100 pounds.

AREAS G-H: OCEAN CAVES

These three large openings dug into the sea cliff allow access directly into the old city sewers beneath present-day Bargarsport. Each poses its own dangers, however. Characters who discover Clandestine and get in good with the thieves can enter the sewers via the tunnels connected to the old temple; this is a much easier route than braving the sea passages. However, if characters decide against the easier tunnel access and try the sea route, they can still reach the sewer tunnels. Each tunnel is accessible by boat only during low tide. Each cave opening is detailed below:

AREA G: OCEAN CAVE

The stench of raw sewage wafting from this tunnel is overwhelming. This opening leads to **Area R** in the sewer.

AREA H: CORAL PATH

Razor-sharp coral reefs fill the floor of this cavern, threatening any boat that gets carried along with the tide. The cave opening leads to **Area S**.

AREA I: THE PLACID COVE

The water inside this cave opening is lit by weakly glowing algae that thrives on the porous rock surfaces. The cave opens into still water that leads to **Area T**.

AREA J: THE DOCKS

Ships unload their cargo on these long wooden piers that extend into the Reaping Sea. Often, many of these ships are captained by pirates, although they don't advertise this fact while

CLANDESTINE (UNDERGROUND CITY)

Location: Underground catacomb beneath a city's streets.

Nickname: The Vault

Deity: Ayianna ^{A3}, the Damsel of Fate, goddess of shadows, luck, greed, wealth

Authority Figure: Reneth Anora (N female human **high priest** ^{A1})

Servants: 20 guards (N human **guard**), 10 rogues (N human **thief** ^{A1}), 5 under-priests (N human **acolyte** or **priest**)

Dress: Priests wear leather armor under their patchwork clothing. The majority of Ayianna's followers disguise themselves as beggars and laborers.

Unique characteristic: The temple is located in a buried city now used as sewers to a newer aboveground city.

in port. Long warehouses near the docks store goods — although many times these goods vanish overnight. Small rowboats can be bought or rented (15 gp, 5 gp of which goes back to Clandestine) on the docks from a number of locations.

AREA K: CLANDESTINE

The underground temple of Clandestine is a sprawling complex of rooms and tunnels below the streets of Bargarsport. The temple is home to a community of thieves and others who still worship the fickle goddess Ayianna.

BACKGROUND

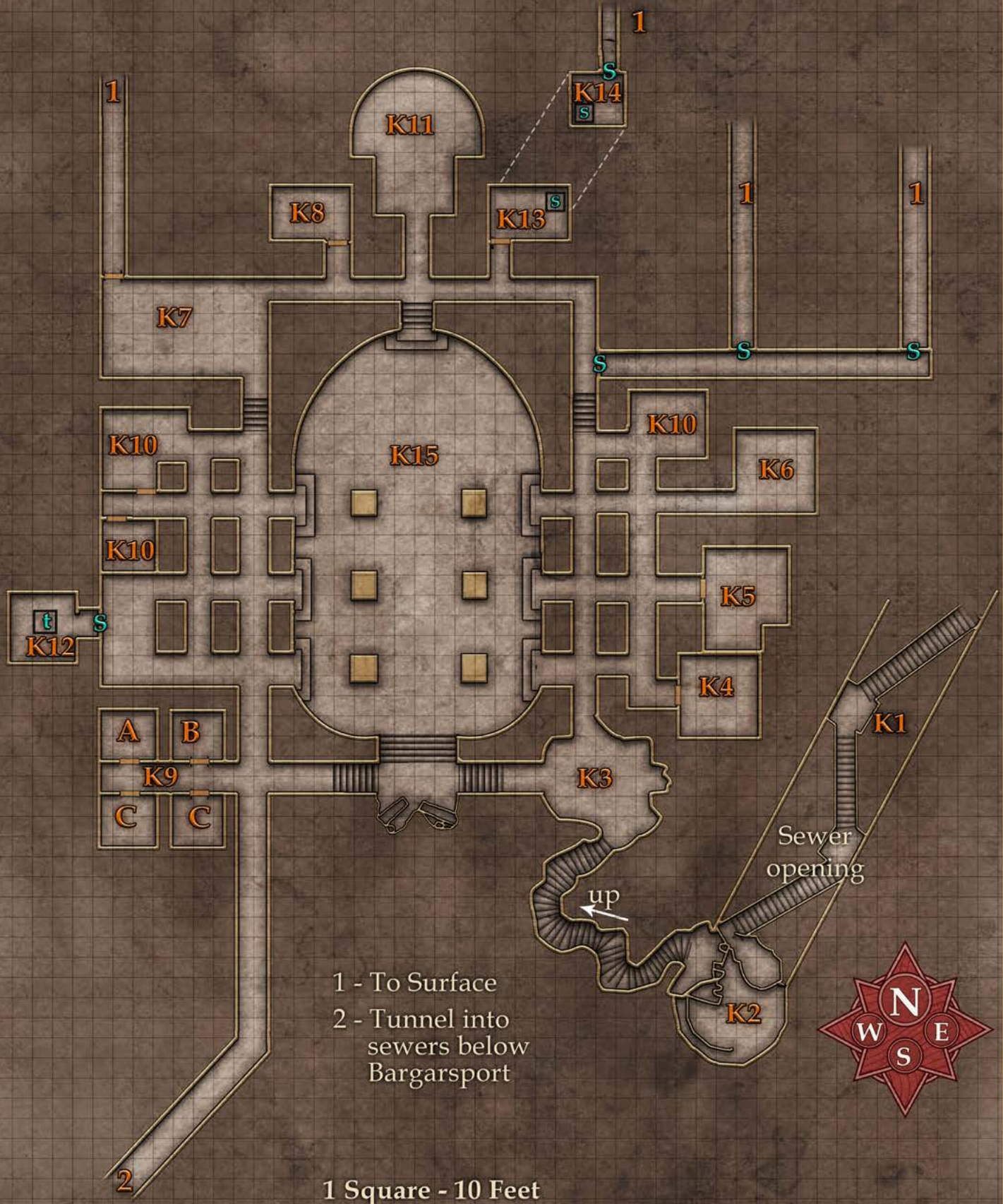
The violent tsunami and subsequent mudslides that buried the grand cathedral did surprisingly little damage to the temple's main building. The building's chime tower separated and fell away from the cathedral during the tsunami, but a manmade tunnel through the side of the temple now reconnects the two.

Clandestine has a flat floor that has buckled slightly over the years. Glass mosaic murals depicting the glory of Ayianna cover the walls of the main rooms. Hanging candle chandeliers light the chambers and halls. Despite its proximity to the main sewer, Clandestine is odor free and remains fairly clear of debris. Followers can be found whispering in the temple's corners, nooks, and alcoves.

The main room is all that is left of the temple. The high windows are missing, each one removed to reveal a tunnel carved into the earth. Salvaged brickwork supports these hand-dug outlying passages that extend off the main room. Passages connect to various points in the sewers and upper Bargarsport.

Ayianna's followers in Bargarsport dress as beggars and street folk to better blend in with aboveground society. They further disguise themselves depending on the circumstance. Despite its location and the seedy appearance of its followers, Clandestine is actually a wealthy temple. The congregation stays busy with black-market trade, reconnaissance, and theft.

Area K: Clandestine



Clandestine's worshippers engage in a variety of illicit dealings, but they draw a fine line between honorable thievery and outright wickedness. Ayianna's believers work out of necessity and for profit, not out of a sense of true malice. Her followers are neutral to the fullest extent and don't tolerate acts of evil. Neither do they suffer heroic foolhardiness lightly, believing these do-gooders naïve in the ways of the world. Paladins and other such "good" adventurers are not usually welcomed into Clandestine's halls unless there is some profit to be gained.

AREA K1: THE CHIME TOWER

This sunken tower once housed huge chimes that rang during ceremonies to venerate Ayianna. The tower now lies broken, buried in the mud. The top half of the tower rests at an angle and serves as the main entrance into Clandestine. The 15-foot-diameter tower rests at a 75-degree angle in the ground and stands 100 feet tall. The lower half of the tower serves as a sump for sewer runoff. Waste from the upper sewers collects and runs down the interior of the tower to the lower tunnels. The roar of water falling among the 50- to 70-foot-long brass chimes echoes throughout the tower. Crisscrossing iron-mesh stairs traverse the tower above the flowing sewage. Seven grand chimes rest against the lower wall of the tower's interior. Water flows through slime-covered hollow tubes to the lower sewers.

Two men-at-arms (N male human **guard**) guard the entrance to the tower. They are armed with longswords and equipped with chainmail and shields. These guards intimidate strangers, but allow passage after questioning and harassing those appearing to have good intentions. Thieves are usually allowed to pass without question.

AREA K2: TOWER'S BASE

The base of the leaning tower ends in crumbling ruins. A waste-filled pit rises and falls within the tower's interior with the tides of the nearby sea. The water never rises above the landing leading into Clandestine, however. The wastewater drains away with the low tide, and clean seawater refills the pit twice each day during high tide. The ebb and flow of the tides keep odors and diseases from developing within the tower.

During low tide — from midnight to dawn and from noon to dusk — the way into the sewers is passable. Stone stairs along the tower walls continue down into the empty waste pit to the sewers. These stairs and the entrance are revealed only during low tide.

Two men-at-arms (N male human **guard**) watch the entrance stairs.

AREA K3: ENTRANCE

Winding, narrow steps end in a small building deep under Bargarsport's streets. This building once was part of Clandestine's parsonage. It now serves as an entrance hall and welcoming chamber. Two brick-lined passages lead from the room. The front door opens into a wall of settled ash and dirt. Bricks cover the windows.

Several plump candles on brick shelves provide illumination. A solid wooden table and chair sit between the passages, and a



POSTCARD NO. 3: CLANDESTINE

Give the players **Postcard No. 3: Clandestine** if you are using the postcards in your game (or if you just want to reward the players with a unique souvenir from their visit).

large gong hangs from the ceiling behind the table. During events and ceremonies, 3 men-at-arms (N male or female human **guard**) are posted here. At all times, a greeter (N male or female human **priest**) awaits visitors. The greeter welcomes guests and guides them throughout the temple.

The greeters are more than just guides; they are ranking priests of Clandestine. They closely watch visitors and try to gain as much information as possible to determine their motives. If visitors raise suspicions, they are led to the iron chamber (**Area K4**) to wait for the high priest. Otherwise, visitors are allowed general access with the presence of the greeter.

AREA K4: THE IRON CHAMBER

Lavish furnishings decorate this brick-hewn chamber. A chandelier hangs from the ceiling, and multiple candles light the chamber. Several soft couches surround a small table. Silver serving platters laden with fruits and candies surrounded by silk napkins sit upon the table. A crystal decanter of wine and eight matching goblets sit on a serving cart. Despite its grand appearance, the ornate room reveals little clue of its true purpose.

Greeters lead visitors through a wooden door and leave them here to wait alone. The door is actually iron painted to resemble a common wooden door. A DC 14 Wisdom (Perception) check reveals that the door is more than it appears. The lock is on the exterior of the one-way door, but a false lock sits on the interior face to disguise this fact. While the lock cannot be accessed from within, the door can be broken down with a successful DC 25 Strength check or by doing 40 hit points of damage to it. The door has AC 17 and is immune to cold, fire, lightning, poison, and psychic damage.

A fireplace in the corner warms the room. The mantel displays ornate urns encrusted with many grape-sized jewels. A DC 13 Intelligence (Investigation) check reveals that the gems are

worthless stage props. Two longswords are mounted behind a shield above the mantel. The swords are made of wood, but each is painted to appear incredibly realistic. The shield is papier-mâché. A DC 13 Wisdom (Perception) check reveals that the weapons are fakes. The swords, shield, and urns are trapped. Moving any of the items releases the spring-activated door, which slams forcefully shut with a metal clank and locks. The trap mechanism can be detected with a successful DC 18 Wisdom (Perception) check and disarmed with a successful DC 22 Dexterity check with thieves' tools.

Enterprising characters might try to escape through the chimney, but a metal grate covers the inside of the one-foot-by-one-foot opening. If accessed, the chimney opens into the sewers.

The bricks on the walls, floor, and ceiling are a façade. Thin, loose-fitting bricks cover the room's true iron walls. Gaps between the bricks allow the iron walls to show through, although the iron wall itself is coated with a layer of mortar that matches the brick covering. Small, one-inch holes uniformly line the iron walls. The holes are covered with wet sand that blends with the mortar to conceal them. A DC 15 Wisdom (Perception) check uncovers these sand-filled holes and the iron wall.

Ayianna's followers use a small rod to poke the sand clear to spy on visitors in the room. Small iron plates cover unused holes.

If visitors in the room pose a threat, Ayianna's followers use the holes to spray burning oil into the room or to shoot poisoned blow darts (**Area K5**). Each creature within the room must make a DC 15 Dexterity saving throw or take 3 (1d6) fire damage each time the oil is sprayed.

AREA K5: MURDER HOLES/BARRACKS

Sleep Poison (injury). A creature subjected to the poison must succeed on a DC 12 Constitution saving throw or take 2 (1d4) poison and fall into a deep sleep 4d4 hours. A creature awakened prematurely from sleep is poisoned for the same duration.

This room serves as a barracks. The rooms contain four sets of bunk beds and footlockers. The lockers contain the men's personal items and clothing. In addition, each holds 2d8 gp, 4d6 sp, and 4d6 cp. A table and eight chairs sit in the center of the room. Two lanterns hang from the ceiling.

The beds are on casters and can be moved easily. Two barrels of oil on rolling platforms sit near the door. The wall facing the iron chamber (**Area K4**) is made of thick iron plates with small swivel plates covering dozens of small holes perforating the wall. Six bellows and tinder twigs hang from the wall. The bellows are used to spray oil into the iron chamber (**Area K4**). A blowgun, a bandolier of 20 darts, and three vials of sleep poison are strapped under each of the top bunks.

Usually present in the rooms are 2d4 **guards** (N male humans).

AREA K6: TATTOO STUDIO

The room is a studio filled with paintings on easels. Worktables hold paints, jars, brushes, and sculpting tools. A table and comfortable chair used for tattooing sit in the corner opposite the door. A stool and rolling worktable sit nearby. Inks, needles, and bloody and stained rags cover the table.

This is the studio of Lathaine (CN male human **minstrel**^{A1}), the resident artist who works for and is quite loyal to Clandestine. Lathaine's talents are used whenever realistic artistry is called for, as well as for forgery, tattooing, disguise, and sculpting. His prices vary for commissioned artwork depending on the amount of time needed to complete the piece. Small tattoos and drawings run 50 gp and require about 1d4 + 1 hours to complete.

AREA K7: MESS HALL

Patrons and Clandestine's work force use the tables and chairs here to relax and enjoy meals. The food is of average quality and costs 150 percent normal for visitors. Worshippers pay a percentage based on their years of service to the temple (nothing is free in Clandestine). The menu is limited and not made-to-order. Most of the food is brought down from the surface and reheated in the kitchen's ovens. The menu consists of bread-and-meat mush for 1 sp; meat-and-potato stew with a house ale, 3 sp; or a turnip soufflé with a heavily watered-down wine, 5 sp. Regular patrons know not to ask too many questions about the meat.

Scratch (CN female goblin **thief**^{A1}) and Edgar (CG male halfling **thug** with Intelligence 6) act as servers. Bledso the cook (**Area K8**) found Scratch years ago as an infant and spared her life. Scratch considers the cook her father. Edgar's intellect is simply too low for him to be of any important use to Clandestine. He confuses orders often, but no one really pays attention as the mess hall offers just three choices anyway.

AREA K8: THE KITCHEN

This sparse kitchen is run by Bledso (CG male human **veteran**). Bledso is the cook and captain of the men-at-arms. He once was a rising paladin until he spared the life of Dealyn Rho', a high priestess of Hel, during one of his past quests. Years after Bledso's act of mercy, Dealyn Rho' caused the deaths of many innocents. Bledso never overcame his shame or regained his glory and honor. He resides here in shame, grateful that he has a place that accepts him despite his past. He often bleats his history to visitors as if begging for atonement. He won't truly be able to atone until Dealyn Rho' is dealt with. (For details on Dealyn Rho', see **Chapter 13: Duel of Magic**.)

AREA K9: APARTMENTS

These apartments are rented or loaned out to Clandestine's faithful when they are working within the temple. The majority of Clandestine's parishioners reside in surface dwellings or on the streets of Bargarsport.

AREA K9-A: BOLUK'S ROOM

Boluk (CN male half-orc **veteran thief**^{A1}) lives here. He is Clandestine's chief trainer and taskmaster and rarely adventures

outside of the sewers. Boluk is thorough and precise, and a stickler for details. He seldom makes mistakes and whips himself with a small leather strap when he does. His broad back is crisscrossed with old scars.

AREA K9-B: DAWOL'S ROOM

Although frequently absent, Dawol (CN male human **berserker**) reserves this room for when he is in Clandestine. He is the resident thug and often used for "less-refined" tasks required by Clandestine's leaders. Dawol takes great pleasure in his craft.

AREA K9-C: EMPTY ROOMS

These rooms contain two simple beds and meager furnishings. They are empty and can be rented for 5 gp per day. The money is a low price to pay for someone seeking solitude and a hideaway out of the public eye. The money goes into Clandestine's coffers.

AREA K10: THE INITIATE PRIESTS' ROOMS

These barracks house low-ranking priests (N male or female human **acolyte** or **priest**) and student clergy. A potbelly iron stove in the chamber provides heat. A flue extends into the upper sewers. Footlockers at the end of each bunk bed hold the lesser priests' belongings. Each locker contains 1d12 sp and 2d8 gp. At any time, 2d4 priests may be found in the rooms.

The clergy here help spread the faith of Ayianna aboveground and also tend to those requesting simple services. These priests make frequent trips to the surface and perform daily chores required within Clandestine.

AREA K11: THE INITIATE ROGUES' ROOM

Initiate rogues (N male or female human **thief**^{A1}) and visiting parishioners stay here. Six wooden support beams hold up the sagging ceiling. Multiple ropes and hammocks dangle between the beams. Bags and packs hang from the hammocks, each containing the meager possessions of the lesser initiates.

These rogues travel light and need to be able to pack up and leave at a moment's notice. The room can hold up to 35 people sleeping in hammocks and on the floor. Generally, 1d20 + 15 **thugs** or **thieves**^{A1} sleep in this room. They normally panhandle aboveground to keep funds flowing into Clandestine.

The initiates are Clandestine's labor force and its trainees. Upon completing their training, the rogues are sent to various cities to spread Ayianna's web. The initiates work at mostly nonviolent operations such as smuggling, theft, embezzling, and fencing. Ayianna's teachings disdain violence unless absolutely necessary.

AREA K12: THE TREASURY

A thick iron door sets this portal off from the rest. The door is never guarded but is equipped with a complex lock. The lock can be picked with a successful DC 20 Dexterity check with thieves' tools or the door broken down with a successful DC 25 Strength check.

The room brims with locked chests and expensive works of art. The door and chests are trapped. To all appearances, it looks as if Clandestine's wealth is standing unguarded. This is all a ruse, of

course; Clandestine's assets are actually kept secure in several banks scattered about Bargarsport and other cities under various names.

The six chests located here are trapped with identical traps and are intended to convince would-be thieves that they've found Clandestine's vaults. The traps can be located with a successful DC 18 Intelligence (Investigation) check. A trap can be disarmed with a successful DC 15 Dexterity check with thieves' tools. Once one trap is successfully found and removed, the character doing the work is granted advantage for disarming the rest of the traps. If a chest is opened without disarming the trap, a poison needle shoots out the front of the chest aiming at a target within 5 feet at +8 to hit. On a hit, the target takes 1 piercing damage and must succeed on a DC 14 Constitution saving throw or take an additional 11 (2d10) poison damage and be poisoned for one hour. If the save fails by five or more, the creature is also unconscious for one hour.

The chests contain: 15,000 lead coins painted gold; 32 game figures (wood painted white to resemble ivory); 5,000 miscellaneous gems (worthless glass); five velvet-covered shelves displaying jewelry (costume, worthless); a jeweled –2 *scimitar*; a *scarab of protection*; and 10 bottles of poison mislabeled as flying, invisibility, invulnerability, speed, fire resistance, vitality, water breathing, healing, greater healing, and longevity. A creature who touches any of the "potions" must succeed on a DC 13 Constitution saving throw or fall unconscious for 24 hours.

Also in the room are four detailed statues of past mayors of Bargarsport (500 gp each, but each weighs 700 pounds), 10 paintings by legendary old masters (fakes, but worth 25 gp each), and six urns containing ashes of ancestors of the Alantyr family (stolen from the family's manor).

AREA K13: RENETH ANORA'S CHAMBER

Expensive furnishings decorate this lavish room. The beautifully carved bed (300 gp) overflows with two luxurious white furs (50 gp each) and two silk sheets (25 gp each). An ornate desk and chair sit in one corner. Papers detailing contacts and secret operations in Clandestine and elsewhere litter her desk. All of the contact information is false, and these red herrings are left to develop as you see fit. Lathaine created the incredibly detailed books and papers to deceive anyone trying to track down Clandestine's operations. A wardrobe holds fine gowns and tattered rags. A drawer below holds a disguise kit and an assortment of shoes, some with false soles (currently empty) for smuggling.

An iron stove in the corner warms the room. The flue extends into the sewers, and a cord of chopped wood sits next to the stove. A fake log on the bottom of the woodpile can be kicked to release a trapdoor set in the ceiling. Cleverly hidden niches in the wall act as handholds to reach the trapdoor. The trapdoor is visible with a successful DC 20 Wisdom (Perception) check and the opening mechanism can be found with a successful DC 18 Intelligence (Investigation) check.

The **doppelganger** Loomkol (**Area K15**) resides in this room when not accompanying the high priestess.

AREA K14: SECRET CHAMBER

The trapdoor opens in the ceiling of the lavish room below **Area K13** into this much simpler chamber. This is the secret bedchamber

of Reneth Anora. A spyhole in the floor lets her peer into the false bedroom below. The room is built on rafters suspended above a fake floor (which serves as the ceiling of the room below) so she can walk around without alerting people below to her presence.

A sturdy but comfortable bed sits opposite the trapdoor. An unlocked trunk sits at the foot of the bed and contains clothing and the high priestess's ordinary personal affects. A corner writing desk holds Reneth's journal, her prayer books, ritual details, and lists of Ayianna's followers in Bargarsport and the surrounding lands. Reneth's journal also contains detailed explanations of the animosity between Clandestine and the Alantyr family. Known illegal operations and allies of the crime family are penciled across four pages.

A secret compartment under the rug holds bank notes and ledgers detailing Clandestine's finances. The compartment can be found with a successful DC 15 Wisdom (Perception) check.

A secret access into the upper sewers is expertly hidden along the back wall. This can be seen with a successful DC 16 Wisdom (Perception) check.

Reneth is usually here when she is not directing Ayianna's followers from Clandestine's main halls. She never brings visitors to this chamber, however, and prefers to meet with them in the main temple where she is surrounded by her followers.

AREA K15: THE MAIN TEMPLE

Canisters of flaming oil offer flickering light and welcomed warmth from the damp sewers. These two-foot-tall canisters sit near the many pillars in the main temple. The temple room is huge, and its massive walls helped the chamber escape substantial damage when it was buried. Great cracks radiate through the stone, and glass murals decorating the walls and ceiling are missing bits and pieces. Sparkling multicolored lights reflect around the room from the flames. The dark marble pillars firmly support a fractured domed ceiling 50 feet overhead. The oval chamber has many accesses and alcoves, many containing statues depicting famous followers of Ayianna.

The center of the temple's main room holds a basin-like altar. A throne on a raised dais sits just behind the altar. A pile of fine ash in the basin is used in ceremonies to the mistress of larceny. Scrolls bearing the names of new worshippers devoting themselves to Ayianna are burned within the basin. The information is incinerated to signify the person's transition into the ranks of the guild-style congregation.

Stairs lead up to windows that open into a maze of brick-hewn passages dug into the mud that surrounds the temple. Years after the cataclysm engulfed the temple in mud, Ayianna's faithful dug the passages by hand, adding the brick to shore up the walkways.

Reneth Anora (CN female half-elf **high priest** ^{A1}) regularly meets here with her flock. She uses her faithful cohort Loomkol (**doppel-ganger**) to foil would-be assassins from the Alantyr family and other enemies. Loomkol often interrogates visitors before Reneth reveals herself as the temple's true leader. Normally, the high priestess remains disguised among the lesser priests in the main temple. Few know Reneth Anora's true appearance. She remains disguised at all times, forever changing her appearance.

There are always 1d4 initiate priests (N male or female human **acolyte**), 2d6 initiate rogues (N male or female human **thief** ^{A1}),

and 1d4 greeters (N male or female human **commoner**) within the central worship chamber.

ADVENTURE BACKGROUND

Reneth Anora, the high priestess of Clandestine, currently has her hands full. She is the underworld queen, and many even consider her Bargarsport's true ruler. She prefers to keep the buried city quiet and out of the spotlight to avoid "trouble" with self-appointed heroes and royal tax collectors. But recently, a pair of necromancers moved into the far side of the sewers, a section long abandoned and left mostly in ruins. Worse still, undead minions following the necromancers sealed off entry into the area and killed the scouts Reneth sent to spy on them.

Reneth fears the necromancers are assembling a battalion of undead minions in the abandoned sewers. Although they have not yet acted against Clandestine directly, Reneth feels it is only a matter of time. Recently, Reneth sent six of her disciples to initiate peace talks and to inquire about what the foreign necromancers are doing in her domain. These poor messengers returned as shuffling zombies.

Reneth knows a war is coming, but she is unsure exactly how to deal with the undead massing on her borders. Given her current situation, she is unlikely to assist characters making a request of her without getting something in return. If characters are willing to help her with her necromancer problem, she'll gladly reward them. If they are seeking a blessing for the *scepter of faiths*, she'll oblige them once the threat of the necromancers is removed. Receiving the blessing of Ayianna is simple: Reneth must willingly kiss the scepter twice to complete the Guidance of Fate ritual.

ENTERING THE SEWERS

The most direct route to the abandoned sewers where the necromancers established their camp is to enter the seldom-used passages that spread out through the buried city from Clandestine. These passages fill with water following the tide, so characters who dawdle may find themselves stuck in deep shafts as the water floods in. Numerous rooms provide safety, but characters could be cut off for six hours at a time as they wait for the tide to recede. And many creatures have learned to ride the tide into the sewers to hunt.

Reneth assigns guides (for only 10 gp per person) to lead characters through the winding tunnels away from Clandestine to **Area L** of the sewers. The sewers double back on themselves, and characters have no hope of finding the entrance without Reneth's help. However, Reneth gladly tells characters who don't want to pay her fee that they can also enter the sewers via the sea tunnels in the cliff wall (**Areas G, H, and I**). The sea tunnels are a more direct route, but they are also more dangerous. Reneth does not allow any of her clergy to accompany characters who choose the sea route.

AREA L: THE BLOOD SUMP

A foul stench of decay and death wafts from these passages. Water runs rusty red with a mix of blood and waste. The smell

WANDERING MONSTERS

Use the following table for wandering monsters while characters are exploring the sewers. While the followers of Ayianna have conquered many of the passages beneath the city of Bargarsport, many more are home to violent and evil creatures.

Two encounter charts exist, one for low-tide encounters when the tunnels are empty and creatures can roam around, and one for high tide when creatures from the ocean wash in and hunt.

Roll 1d20 for every hour characters spend wandering the sewers during low tide or for every 30 minutes during high tide.

LOW-TIDE ENCOUNTERS

1d20	Encounter	Number
1	Gelatinous cube	1
2	Otyugh	1
3	Troll	1
4	Green slime ^{A1}	1
5–6	Wererats	1d4 + 1
7	Zombies	2d6
8–9	Swarm of rats	1
10	Sewer laborers: NG human male or female commoners	2d6
11–12	Normal cats (1d4): The cats mewl and run around, but don't attack	1d4
13	Special Encounter: Sewer cat (see below)	1
14	Initiate priests from Clandestine: N male or female acolytes (see Area K10)	1d4 + 2
15	Initiate rogues from Clandestine: N male or female rogues (thief) (see Area K11)	2d4
16–20	No encounter	

HIGH-TIDE ENCOUNTERS

1d20	Encounter	Number
1	Gelatinous cube : The floating cube blocks the passage.	1
2	Riptide horror ^{A1}	1
3	Reef shark (1d4)	1d4
4	Green slime patch : The patch floats atop the water.	1
5	Sahuagin war party (see Area T)	1
6–7	Giant shark	1
8	Giant octopus	1
9	Monstrous jellyfish ^{A1}	1d4
10	Lacedons (use ghoul statblock, adding Swim 30 ft.)	2d4
11–12	Giant archerfish ^{A1}	1d4
13–15	Zombies	2d4
16–20	No encounter	

SPECIAL ENCOUNTER: SEWER CAT

A mewling alley **cat** rushes toward the characters, its head swinging in pain, its tail swishing frantically. The mangy cat brushes its body against everything it encounters, frantically trying to scrape its fur off its body.

The unfortunate animal wandered through a patch of **green slime** ^{A1} and is being dissolved by the corrosive hazard. The slime coats the animal's fur and causes the animal to brush against objects — or beings — in a futile attempt to clean off the slime. Its attempts further spread the slime.

Any character “helping” the poor animal is in for a rude surprise. The cat eagerly jumps into any outstretched arms (it was a Bargarsport baker's pet) in the hope that its “master” can relieve its pain. Characters who make a DC 16 Wisdom (Perception) check notice the cat's bubbling and oozing fur.

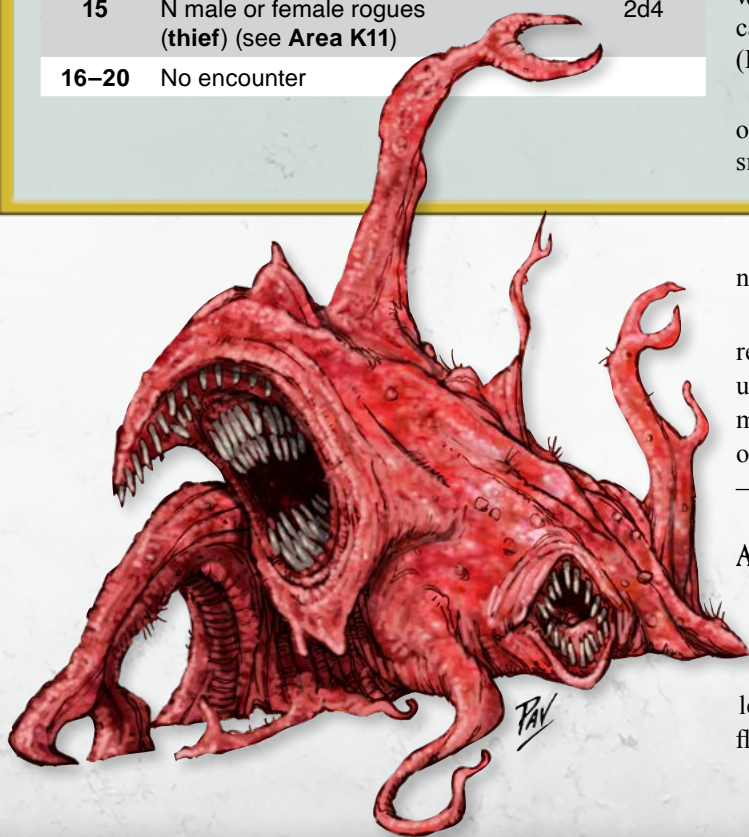
Anyone who touches the cat — or whom the cat jumps on or brushes against — suffers 2 (1d4) acid damage due to the small amount of slime present.

never escapes this notorious section of the abandoned sewers.

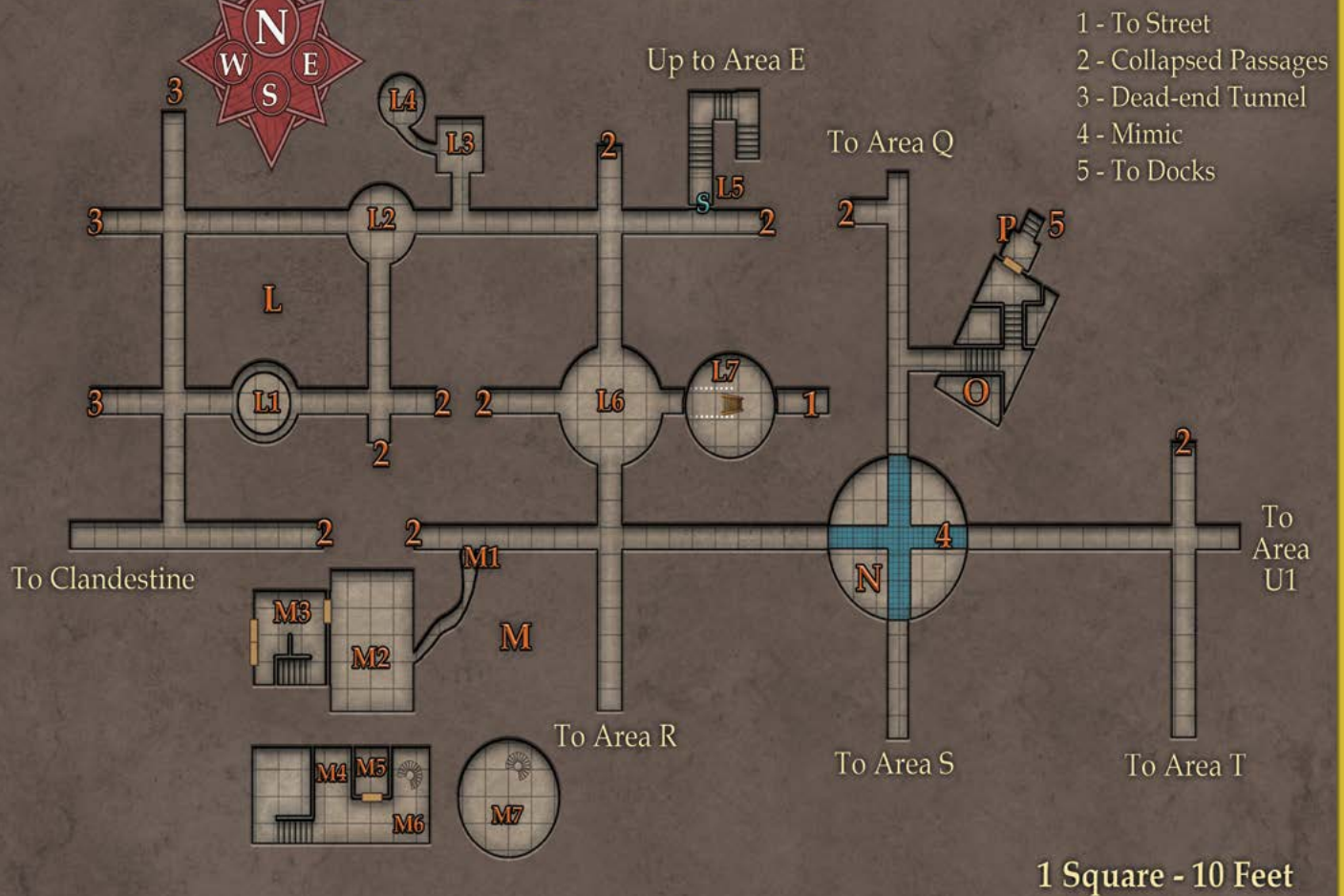
Bargarsport's slaughterhouses above this area dump their refuse directly into the sewers here, making for a particularly unpleasant and rank stretch of tunnels. Gristle, unidentifiable meat, and other bits of flesh hang from the brick walls. Creatures of the foulest sorts — drawn to these tunnels by the putrid stench — wander these passages in search of easy meals.

AREA LI: BLOOD GOLEM

A quagmire of gelatinous and congealed gruel collects in this round room. A small three-foot-wide ledge sits above the waterline along the wall during low tide. The ledge is level with the sewer passages opening off the tunnels. The floor of the room is hidden beneath a five-foot-deep sludge



Bargarsport Main Sewers



pool. Even during low tide, the pool remains filled with five feet of waste.

A dreadful **blood golem**^{A1} lives in the waste pool. The grossly obese sludge worm resides just under the top of the pool's surface, waiting for a fresh victim to pass by on the ledges. It uses its tremorsense to "watch" intruders and stays submerged in the muck until it rises to attack.

Along the bottom of the pool is a bag of 350 gp, an *arrow of slaying* (beasts), and an *amulet of health*.

AREA L2: BLOOD RAIN

A domed ceiling rises 20 feet overhead. A three-foot-diameter shaft covered by an iron grate is in the center of the room's dome. Sinew and gristle hang in long, tangled strands from the grate. Streams of blood and fetid fluids ooze down the hanging filaments.

A cluster of undead creatures revels in the shower of gore. They greedily devour the dripping waste with wild abandon. If interrupted, the 2 **ghouls** and 2 **lacedons** (use ghoulish statblocks, adding Swim 30 ft.) turn their hunger on the characters.

AREA L3: CHUGLIRK THE REPUGNANT

This room is the lair of the despicable Chuglirk, a **vampire spawn**. Chuglirk once was a promising dwarven smuggler hired to transport a wooden box into the sewers. His curiosity and greed overtook his better senses, and he opened the crate. The creature within transformed him into his current state.

Chuglirk lost his left eye and one hand long before his transformation. He now places a disturbing yellow marble in the eye socket and wears a rusted hook on his left stump. Chuglirk's disabilities led his vampire sire to free him after his usefulness to the undead lord was finished.

Chuglirk is a revolting, overweight, feral dwarf. He is constantly bathed in gory waste. Chuglirk is lazy, stupid, and more than satisfied with the abundant "free meals" flowing down atop him from the upper city's butcher shops. He doesn't put much effort into chasing characters who flee his domain, preferring easy living.



AREA L4: CHUGLIRK'S COFFIN ROOM

This passage ends in a room with a 15-foot-deep pool of sewage. The room's ceiling is five feet higher than the eight-foot-high passage leading into the room. During high tide, the vaulted ceiling in the room traps a pocket of air.

An iron barrel floating in the center of the room serves as Chuglirk's coffin. The barrel is chained on its bottom to the floor of the pool to allow the barrel to rise and fall as the tide rolls in and out. At high tide, the barrel floats in the air pocket near the ceiling. When the tide is out and the water is still, Chuglirk exits the barrel and hunts in the sewer's passageways. When the tide starts to rise, Chuglirk enters the coffin through a small hole on its top and rides out the moving water swirling into the narrow rooms.

The iron barrel can be shattered with a successful DC 24 Strength check or by doing 30 hit points of damage. The

barrel is immune to cold, fire, lightning, poison, psychic, and thunder damage and resistant to acid damage.

It contains a +2 longbow, *potions of giant strength*, *major healing*, and *heroism*, and a large ruby (250 gp).

AREA L5: SECRET PASSAGE

A locked secret door here leads upward into a shop owned by Lykurgus the Butcher (**Area E**).

The door can be found with a successful DC 18 Wisdom (Perception) check and unlocked with a

"The dwarf's corpse was stuffed into a barrel floating in the waste. Only when it opened its eyes and swung its rusted hook did we realize the danger ..."

successful DC 17 Dexterity check using thieves' tools. Lykurgus uses this door to secretly explore the sewers in his quest for the buried temple of Orcus (**Area V**)

AREA L6: SLIME FALL

The room's ceiling is an iron grate suspended 15 feet over the lower passage. The chamber serves as a subterranean spillway for the Wahr River, with the grate preventing river debris from washing into the spillway. Slime coats the walls and hangs in 10- to 12-foot-long tendrils from the grate like a dense jungle.

The floor of the lower chamber is bowl-shaped from ages of falling water eroding the bricks. A shallow pool of slimy water fills the depression. Despite the ominous setting, the pool is not the real danger in the room. A trapped **otyugh** lives in the upper chamber. The wandering creature fell into the upper chamber and has been unable to escape. It now survives by catching prey that wanders into the room beneath the grate.

The slime-covered iron grate gives the otyugh advantage on Dexterity (Stealth) checks and imposes disadvantage on all attack rolls. The otyugh can slide its tentacles through the grate to reach anyone entering the lower room. It targets Small creatures that it can pull upright through the grate's openings. Anyone yanked through the grate suffers 3 (1d6) bludgeoning damage as he or she hits the grate's rusted metal. The otyugh then scampers away with its meal into a side tunnel. The otyugh's tunnels wander around the broken sewers, through crumbling structures, and eventually to a 30-foot-tall cliff wall that opens into a small cave system just outside Bargarsport. The cavern is immune to the rising waters of the lower tunnels, but it does contain random wandering monsters of your choosing.

AREA L7: SAFE AREA

An iron ladder hangs beneath an open portal in the ceiling. The ladder ascends to a 20-foot-diameter round room. Another ladder continues up to a solid iron door. The iron door is airtight and barred from above. It opens onto Bargarsport's street through a manhole. The door can be broken open with a successful DC 25 Strength check.

This room is safe from the rising water of high tide, but not from the inhabitants of the sewers who sometimes climb into this nest to escape the incoming tide. Creatures carried in by the ocean occasionally probe the area looking for a cowering meal.

AREA M: THE ESTATE OF NEYSHABU

This ancient buried manor house lies in ruins. Little is left of the upper floors, but the lower three floors remain intact. Neyshabu was a secretive mage of local repute who perished during the cataclysm that destroyed Bargarsport. The swirling mud that engulfed the manor swept the building off its foundation and left the home tilted at a 45-degree angle.

AREA M1: EARTHEN PASSAGE

A 25-foot passage clawed from the earth leads upward through crumbled brick. The thick mud and sludge requires a DC 15 Strength (Athletics) check to get through. The passage opens into the ground floor of a buried tower. These areas are safe from the rising waters of high tide.

THINKING AT ANGLES

Getting around in Neyshabu's estate can be tricky because of the steeply angled floors. Walking around inside the manor requires characters to make DC 5 Dexterity (Acrobatics) checks. Failing the check results in the character tumbling down the floor and taking 3 (1d6) bludgeoning damage per 10 feet fallen when he or she hits the far wall. Each round a character can move or take either a bonus action or a regular action only.

Each round characters are engaged in melee, they must make a DC 10 Dexterity (Acrobatics) check or tumble down the inclined floor, taking 3 (1d6) bludgeoning damage per 10 feet fallen as above.

AREA M2: FIRST-FLOOR ENTRY ROOM

Four rotting bodies are piled at the opening of the earthen passage into the room (**Area M1**). Their heads are smashed, and one is ripped into pieces. These unfortunate ghouls sensed the flesh of the hill giant zombie (**Area M3**) and tunneled into the buried tower to get at the creature. The hill giant destroyed them when they entered its chamber. It tossed their broken bodies back through the open door.

This room once was a dining room, but it now lies in ruin. Nothing of use or interest remains. A passage opens 15 feet above the lower corner. The passage opens into Area M3. Climbing to the passage can be accomplished with a DC 10 Strength (Athletics) check.

Five feet of stagnant water floods the room's lowest corner. Jagged bones of the hill giant zombie's past victims fill the water. Any disturbance in the room summons the massive zombie (**Area M3**).

AREA M3: THE WELCOMING CHAMBER

The floor of this crumbling room is shattered and broken. The manor's original front door erupts inward in a mound of dirt and debris. A crumbling stair scales the lower wall to a ruined balcony. Waiting near the door stands the tower's original guardian: a hill giant zombie (use the **hill giant** statblock with undead fortitude [upon reaching 0 hp, Constitution saving throw with DC 5 + damage taken, then drop to 1 hit point], immunity to exhaustion, poisoned, and poison). The giant corpse is stuffed with sawdust and natron, a preserving mineral. Its skin glistens with crystalline residue from the minerals, which give the zombie a peculiar crusty appearance. The giant zombie originally served as a doorman and bodyguard for the wizard. After the mage was killed in the cataclysm that sank the city, Neyshabu returned as a wraith to again command the zombie. The zombie now fights with one hand pushed against the ceiling so the creature can keep its balance in the tilted room.

The stairs are safe and can easily be climbed to the second floor. The other doors in the room open onto chambers completely filled with debris.

AREA M4: SECOND-FLOOR LIBRARY

The balcony opens into a library filled with mountains of decomposing books and shelves lying in heaps in the corner. A door stands open on the opposite side of the room, and another remains shut in the upper corner. Buried in the pile of pulped and disintegrating books are two sealed tubes containing spell scrolls. The first spell scroll (*dispel magic*, *arcane eye*, and *haste*) and the second spell scroll (*fireball*, *greater invisibility*, and *ray of enfeeblement*) each require a DC 13 Wisdom (Perception) check to find.

Another door leading to a collapsed room lies under the heap of rotting debris.

AREA M5: CLOSED DOOR ROOM

A successful DC 10 Strength (Athletics) check is required to reach this door. The door is stuck, and the angled floor makes opening it difficult. It can be opened with a successful DC 17 Strength check. Leaning against the opposite side of the door is a dilapidated wardrobe. The wardrobe tilts out the door once anyone opens the portal. Anyone in the wardrobe's path must succeed on a DC 17 Dexterity saving throw or take 13 (3d8) bludgeoning damage as the wardrobe slides down the inclined floor.

Neyshabu used the room beyond the falling wardrobe as his bedchamber. Furniture lies in decaying heaps against the wall. A DC 15 Wisdom (Perception) check uncovers a bag of 20 sapphires (25 gp) and a silvered dagger amid the debris. Neyshabu also kept more treasured items in a wall safe. The door to the safe can be spotted with a successful DC 20 Wisdom (Perception) check.

The angled room makes opening the safe tricky, however. If proper precautions are not taken, the items inside the safe spill out and hit the floor as they tumble into **Area M4**. A DC 12 Dexterity saving throw allows each character within five feet of the safe a chance to catch a random item as it rolls past.

Within the safe are a *wand of fireballs*; a spell scroll with *haste* and *charm person*; *potions of climbing*, *giant strength* (frost), *growth*, and *resistance* (necrotic); a **bead of force**; and *slippers of spider climbing*.

Potions that aren't caught shatter if they hit the floor. The bead of force rolls out and explodes in the center of the room if not caught.

AREA M6: WAITING ROOM

Decaying furniture and rubbish litter the lower corner of this empty room. A 30-foot-tall iron spiral staircase leads up at an angle to an opening in the ceiling. Getting to the base of the stairs requires a DC 10 Strength (Athletics) check. Traversing the spiraling staircase requires carefully navigating the iron structure. A DC 13 Strength (Athletics) check is required to use the stairs to gain access to **Area M7**. Any character failing a check by more than 5 takes 3 (1d6) bludgeoning damage from falling into the metal structure.

AREA M-7: FINAL REST OF NEYSHABU

Twisted iron scaffolding, jagged metal edges, and shrapnel clog this room. Spherical metallic objects and bizarre armatures

resembling a three-dimensional solar system lie crushed by the collapsed ceiling. The pinned skeletal body of Neyshabu, still adorned in decaying and tattered robes, is in the upper corner. Now a **wraith**, Neyshabu forever haunts the tower in a vain attempt at achieving his final rest.

Moving through the twisted metal structures is difficult and requires a DC 12 Dexterity (Acrobatics) check to avoid taking 2 (1d4) slashing damage from the jagged metal. Failure by five or more dislodges a chunk of masonry or metal that drops on the character for 5 (2d4) bludgeoning damage.

AREA N: WHIRLPOOL

The roar of water can be heard from hundreds of feet away. The passage opens into a round room with a sunken floor. The funnel-shaped floor drops 20 feet to a five-foot iron grate. Sewage cascades down in a deluge from hundreds of angled pipes that empty into this room. Torrential water spirals around the room in a whirlpool that drains into an expansive underwater cave system that eventually empties into the Reaping Sea. A crumpled section of iron catwalk rests atop the drain and collects debris from the whirlpool.

A rail-less, iron-mesh catwalk spans the room above the whirlpool and connects to the four passages. The catwalks all look sturdy enough to bear weight. One of the catwalks is false, however: A **mimic** tore out the section and now replaces it with its form. The mimic waits until prey steps upon its body (possibly adhering itself to the mimic), then it retreats to the opposite side with its meal. When the mimic pulls away from the catwalk into the open passage, it leaves a 10-foot-wide gap between it and the remaining characters.

Characters who fall into the whirlpool below are swept around by the water, taking 3 (1d6) bludgeoning damage, and end up pinned to the drain. A DC 13 Strength (Athletics) check is required to pull free and climb to safety on the wrecked catwalk. Characters swept around in the torrent of sludge are allowed a DC 11 Dexterity saving throw to grab the iron support struts of the catwalk above. A DC 13 Strength saving throw is required every round to maintain a handhold.

AREA O: THE SUNKEN BUILDING

The passage ends abruptly in the hollow remains of a brick building. The interior floors rotted away, leaving a three-story void. A continuous flow of sewage flows into the building from ceramic pipes sticking in through the open windows.

The passage opens onto a small landing midway up one wall of the building. The remains of a rickety staircase dangle from the platform, the stairs having fallen away from the wall during a recent temblor. The residents of Clandestine haven't gotten around yet to repairing the damaged staircase. They consider it a test of their skills to climb the walls to get around the obstacle. Those who can't hack it aren't meant to be thieves, in their opinion.

The exit is a window 30 feet up and about 30 feet in front of the landing. Characters can use magic to get from one ledge to another easily, or they could leap from slippery pipe to slippery pipe along the wall. Doing so requires three leaps. Each leap

Area Q: Bargarsport Rat Warrens



- 1 - Rat Passages
- 2 - To Surface
- 3 - Collapsed Passage



1 Square - 10 Feet

To Bargarsport Main Sewers

requires a successful Strength (Athletics) check. The DC for the checks starts at 12 and rises by +1 for each successive jump. Characters who fail may make a DC 15 Dexterity saving throw to grab a pipe to avoid falling into the muck below. The DC to leap forward or backward increases by +1 if characters are forced to grab a pipe to save themselves. Anyone falling into the muck takes 3 (1d6) bludgeoning damage and has a 55 percent chance of contracting a wasting disease.

Thieves are expected to climb the walls to show off their skills. The faithful of Clandestine look down on rogues who take the easy way out with ropes and magic.

Area P: EXIT TO THE DOCK DISTRICT

Stone stairs begin a slow climb to the surface. The passage eventually leads to a cellar of an abandoned warehouse. The door is heavily barred from the outside, but otherwise offers an escape from the sewers. The door can be broken down with a successful DC 24 Strength check or hacked apart. It has AC 15 and 35 hit points. It is immune to cold, lightning, poison and psychic damage.

Area Q: VAGRANTS' NEST

These filthy sewers and the buried building under the dock district are the home of Bargarsport's beggars and homeless people. Clandestine and Bargarsport have little to do with these unfortunate inhabitants. Many of the vagrants suffer from various illnesses and are prone to bizarre and violent tendencies. Reneth Anora directs her followers to avoid these sad beings whenever possible.

Unknown to Clandestine, the Alantyr family has unleashed a plague of lycanthropy upon the vagrants in order to wipe out Ayianna's followers.

Area Q1: GUARD ROOM

A narrow earthen tunnel ascends into a brick house buried during the cataclysm. Piles of musty rags and refuse are scattered about the room. The weakened ceiling buckled but is still sturdy. The room reeks with foul odors, some even more disgusting than those from the sewers below. Dozens of rats scurrying about the room dart into small burrows at the approach of light. Hiding among the normal rats are 3 **wererats**. They wait until characters leave their room before they attack from behind.

A four-foot-tall passage continues out of the room through a window on the opposite side of the entrance. The tunnel winds through dirt and rock.

Little of use remains within the room. Four rusted and broken longswords are scattered under the piles of rags. The wererats use these as short-swords.

AREA Q2: TUMBLED ROOM

The carved tunnel passes through the window of a large warehouse turned upside-down during the cataclysm. The room's floor — formerly its ceiling — is lined with four rafters that slow movement by half across the room. Garbage and other junk cover the floor, but the rafters jut three feet out of the refuse. Rusted blades and makeshift weapons fill the trash heaps.

Eight other windows in the room open onto small burrows that lead into the earth. Dirt and rock spill in over the upside-down window frames. A door on the ceiling (formerly the floor) is the only other exit. A knotted rope of rags and cloth scales the wall to the door 20 feet overhead.

Hundreds of rats rummage and frolic through the trash. Hiding among the normal rats are 5 **wererats**. The wererats grab swords or clubs from the trash heaps to attack anyone passing through the room.

AREA Q3: THE BURIED JAIL

A crudely made but stable tunnel leads through 45 feet of rough-hewn earth. The passage ends at a small two-foot-tall widow. Bargarsport's old jail survives in shambles and now serves as the main lair of a wererat camp. The room once was a common cell. Twisted metal bars in the room have been removed to allow access to a hall lined with barred cells.

A breakdown of dirt and rock seals one end of the jail block hallway. The other end of the hall continues to a solid wooden door. Six cells line the walls along each side of the corridor. The cell doors can easily be opened from outside.

The wooden door has two small access ports with heavy wooden panels. If the guards in **Area Q4** hear noise within the cellblock, they open the ports to fire bolts into the room. The door can be smashed through with a successful DC 20 Strength check.

AREA Q3-A: CELL

This cell collapsed long ago and holds nothing of interest. The skeletal remains of a prisoner rests under the collapsed wall.

AREA Q3-B: CELL

Ayrshir (N female half-elf **thief**^{AI}, Charisma 16, reduced to 10 hp, AC 13, one level of exhaustion, no equipment) hangs shackled to the ceiling. Recently captured by the wererats, she has been locked in this cell for two days without food or water. She is currently unconscious and dehydrated. She is a rogue without honor or allegiance, but the wererats do not believe her. They began torturing her in hopes of gaining Clandestine's secrets.

Ayrshir is loyal only to herself and always puts her whims before others. She attempts to pilfer what she can before fleeing. She views other people as tools to serve her.

AREA Q3-C: CELL

This cell holds Oxby (CE male halfling **commoner**, no equipment, weapons, or armor), a young and downright nasty little individual. Although he acts kind and expresses gratitude at being freed, it lasts only until he has a chance to cause pain and torment. Fortunately, he has not been trained to do any serious harm. Oxby is a coward and has no qualms about groveling for his life. The wererats plan on cursing him with lycanthropy, but have not yet done so.

AREA Q3-D: CELL

The corpse of a sewer worker hangs in this cell. Harmless maggots burrow into the body, which the wererats use to store treasure. The corpse is gutted and the torso cavity turned into a hiding place. A leatherwork apron holds the items within the body. When the body decays beyond use, the wererats replace it with another victim.

The corpse contains 6 *potions of water breathing*, 12 silver bolts, a **ring of resistance** (cold), and a bag containing 65 pp.

AREA Q3-E: CELL

A half-orc slumps in the corner. The mercenary Uthala (CN female half-orc **berserker** reduced to 6 hp, AC 12, two levels of exhaustion, no equipment, armor, or weapons) is unconscious and dehydrated.

Uthala was seeking employment in Bargarsport when wererats ambushed her. They decided she would make a powerful ally, but she resisted their proposals so they tortured her to the brink of submission. If rescued, she pledges her services without pay for one year. She holds true to her word for as long as she is treated with respect and provided with boarding. She has a fetish for dwarves.

AREA Q3-F: CELL

A prisoner is shackled to the wall of this cell with rusted chains. His hair is long and his face is fallen, as if he's given up and resigned himself to being the wererats' next meal. He has been in the cell for a few days without food and is too weak to escape on his own. The wererats taunt the unfortunate man every chance they get, but so far have been saving him for their next meal.

The man is Ras Wald (N male human **commoner**, reduced to 1 hp, three levels of exhaustion, no equipment), a brick mason in Bargarsport that the wererats captured as he was exploring a sunken building looking for forgotten treasure. Formerly from the small village of Lessef, Ras left behind his children Jossan and Uliana with the hope of starting a new life in Bargarsport before bringing the children to live with him. If rescued, he vows to leave this "gods-forsaken shell of a city" and return to his children in Lessef. (See **Chapter 4: It Started with a Chicken** for more on Jossan and Uliana.)

AREA Q4: GUARD ROOM

Fresh garbage and filth are heaped about, and a crude table and four chairs are in the room. Manning this chamber are 4 **wererat** guards that investigate any commotion from **Area Q3**. Each

- 1 - To Main Sewers
- 2 - Pillars
- 3 - Giant Sea Star

1 Square - 10 Feet



wererat is equipped with a shortsword and medium crossbow. They can each fire a bolt into the cellblock hall through ports in the door, then, by taking a step to the side, they allow the next guard to fire in the same round. They reverse the process to continue firing.

Debris blocks a single door across the room from the cellblock entrance. A wooden ladder ascends one wall to a trapdoor. Rubble fills a brick fireplace.

AREA Q5: BIG RAT

The old attic of the jailhouse is the lair of Conorii Alantyr, a **wererat** (equipped with a +2 *rapier* and *ring of water walking*) and leader of the warrens. Conorii is an adolescent male and the youngest of the ruling branch of the Alantyr family (and cousin to Malik and Corvel). He was a promising member of the organization until he was stricken with lycanthropy in the hull of a smuggling ship.

Since then, Conorii has found his niche and increased his worth to the family. Still, he is none too happy with his current post, lowered social stature, or his curse. But despite their infrequent contact with him, the Alantyr family seek retribution if Conorii is killed.

Conorii has a luxurious room compared with the rest of the compound. His meager furniture is abused and battered. A desk holds family correspondence, including detailed letters about plans to infect Clandestine with lycanthropy. Within one locked drawer are *potions of greater healing*, *invisibility*, and *heroism*. A simple bed with filthy blankets covers a stone trapdoor. The small compartment is locked and trapped with a poison needle. Inside is a bag containing 300 gp and an Alantyr family signet ring. The locks can be picked with successful DC 15 Dexterity checks with thieves' tools.

The trap can be noted with a successful DC 20 Wisdom (Perception) check and disabled with a successful DC 15 Dexterity check with thieves' tools. If the trapdoor is opened without disabling the trap, a needle shoots out making an attack at +10 to hit. On a hit, the needle does 1 piercing damage and the target must make a DC 16 Constitution saving throw. On a failure, the creature takes 11 (2d10) poison damage and is poisoned for one hour. If the target fails its saving throw by 5 or more, the creature is also unconscious for one hour.

The remains of a brick chimney stand in the corner. The lower half is missing, which leaves a hole that extends through the ceiling. The three-foot-wide hole rises 20 feet until it opens into an alley in Bargarsport.

AREA R: CAVE OF THE DREAD STAR

The sewer tunnel opens five feet above sea level during low tide. A constant flow of sewage and waste flows into the large room through a side tunnel. The water inside the cave is between 10 and 15 feet deep. The water is often murky near the sewer entrance.

Four battered but sturdy rowboats sit chained to the wall. During low tide, the boats hang from the wall and are half filled with debris. Oars are tied to the interior of the boats. The vessels are submerged during high tide. Smugglers use these boats, but they do not stay in the cavern for long.

A **giant starfish**^{A1} hunts here, feeding on **giant clams**^{A1} found on the cave floor. The clams are generally harmless unless someone pries them open. There is a 25 percent chance that each clam contains a large pearl (500 gp).

The starfish is hungry but seeks easier prey if given the opportunity. Disturbances in the water cause the starfish to investigate. Unless characters dilly-dally for longer than five minutes (by doing such things as prying open clams), they should be safe from the slow leviathan.

The cave opens onto the Reaping Sea via the cave mouth at **Area G**.

AREA S: CAVE OF SHARDS

Jagged subterranean coral lies within shallow pools in this long cavern. Foam and sea trash collect against the jutting peaks of coral where it breaks the water's surface until freed by the tide. The sewer tunnel sits five feet above the water at the tide's lowest point. The water in the pools is eight feet deep. It is possible to cross the room on the coral and debris, but only half movement is possible. Taking a dash, dodge, or disengage action requires a DC 13 Dexterity (Acrobatics) check or the character falls prone. The razor-sharp coral deals 2 (1d4) slashing damage to anyone falling onto it.

The cavern floor beneath the water is filled with 18 **giant crabs** that forage here for food. The crabs aren't about to turn down a fresh meal of adventurers crossing the coral or swimming through the water. They arrive in waves of three every other round after combat begins.

An ancient iron chest sits in the cavern, covered by a thin layer of coral. It can be noted with a successful DC 13 Wisdom (Perception) check. The chest is weakened by the seawater but remains intact. It contains 450 gp, a +1 *scimitar*, a *wand of wonder*, and a leather cloak made from the tanned skin of a shark (no special ability). The chest can be broken open with a successful DC 17 Strength check, but the lock is too rusted to be opened.

The cave opens onto the Reaping Sea via the cave mouth at **Area H**.

AREA T: THE OVERHANG

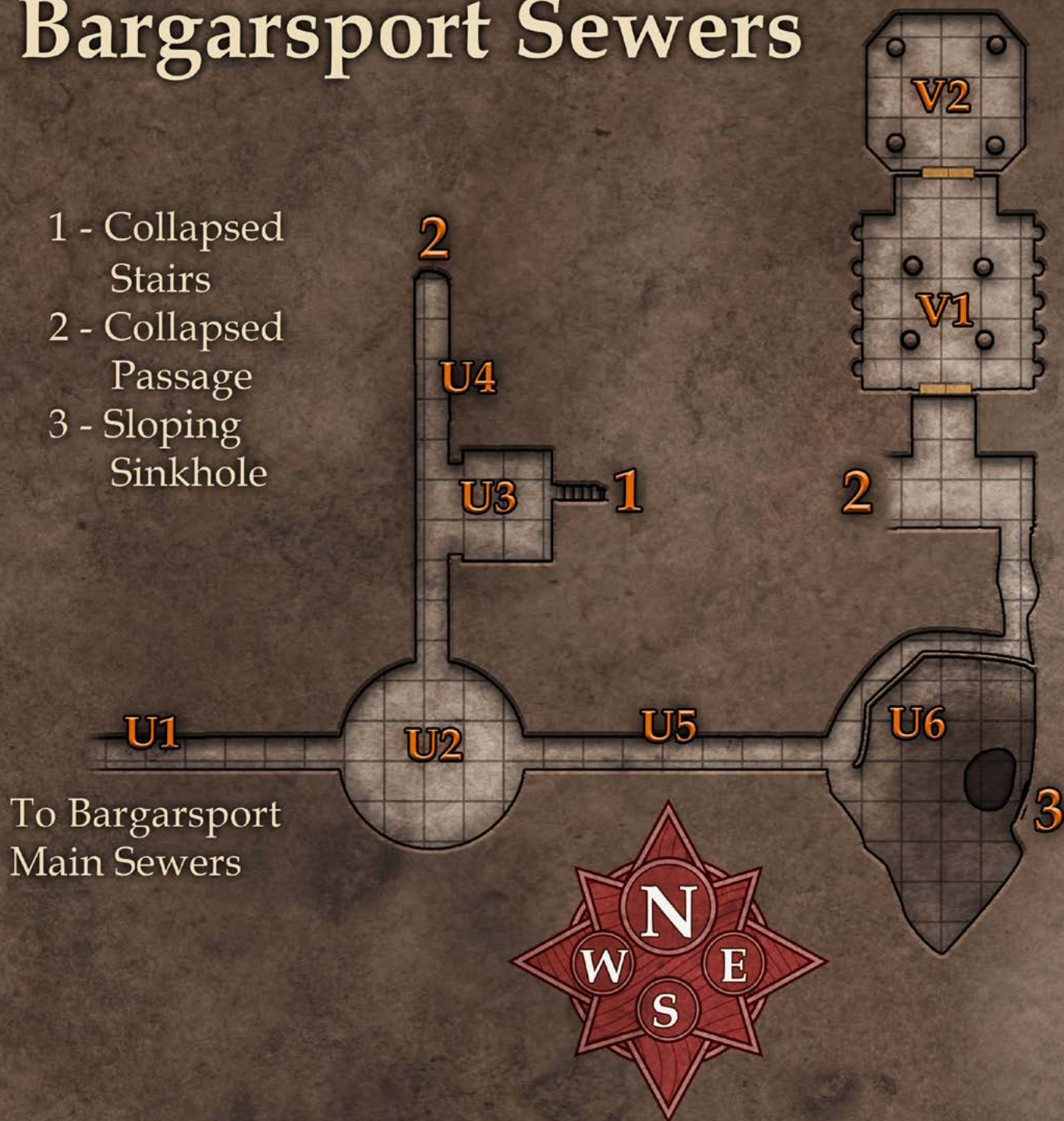
A war party of 5 **sahuagins** congregates here waiting for the high tide before they explore the sewers. A nearby sahuagin village has not yet caused enough trouble to stir up suspicion in Bargarsport, but they are making more frequent forays into the sewers. They move about only during high tide.

The sahuagin carefully avoid the "fresh" pools of sewage scattered throughout the tunnels. Glorgbrawl, a four-armed **sahuagin lord**^{A1} (armed with a +1 *pike*, barnacle-encrusted leather armor [treat as studded leather armor], 6 spears, 20 x 25 gp pearls), leads the war party with an iron fist. Glorgbrawl appears more human-like than sahuagin. Overcrowded teeth fill his enormous grin. He has a four-arm mutation and a short but powerful tail.

The cave opens onto the Reaping Sea via the cave mouth at **Area I**.

Areas U & V: Bargarsport Sewers

- 1 - Collapsed
Stairs
- 2 - Collapsed
Passage
- 3 - Sloping
Sinkhole



1 Square - 10 Feet



“We barely held the wave of undead at bay with our magic and weapons. It was a close fight. Too close ...”

AREA U: THE ABANDONED CESSPITS

The old sewers here are unstable and frequently collapse. Other inhabitants of the sewer system largely avoid this area, which suffered significant damage during the cataclysm. The tunnels are cracked and crumbling.

The terrain is filled with putrid waste and stagnant pools of water. Even the high tides do not completely clean waste out of this dead-end section of tunnels. Rotting debris lies trapped under fallen piles of rock.

Occasionally, tunnels collapse under stress or damage. Area-effect spells that cause damage or excavation attempts cause the ceiling to collapse. Creatures in the bury zone (typically a 10-foot-square, but could be larger for spells with a large area of effect) must make a DC 12 Dexterity saving throw. A creature who fails takes 21 (6d6) bludgeoning damage and is buried while a creature who succeeds takes half the damage and is not buried. Buried creatures are grappled and restrained and take 2 (1d4) bludgeoning damage at the beginning of each of their turns. A creature can use an action to attempt a DC 12 Strength

(Athletics) check to get free or to free another within 5 feet.

Characters can spot weakened ceilings with a DC 15 Wisdom (Insight) or Intelligence (Investigation) check.

AREA U1: GUARDS

This tunnel slopes slightly downward, trapping five feet of water within the area. Two necromancers named Kavali and Occan have left 8 **zombie** guards (with maximum hit points) throughout the area to deal with intruders. The zombies lie on the floor of the water-filled passage and attack when the characters travel midway down the passage.

Characters can discover the bodies with a DC 10 Wisdom (Perception) check, but the zombies remain inanimate until the conditions set by the necromancers are met. The zombies are bloated and waterlogged. They weigh more than 250 pounds out of the water and have higher hit points due to their excessive body mass.

The water-filled area is difficult terrain.

AREA U2: JUNCTION ROOM

Three tunnels empty into this junction chamber. A massive free-willed **giant squid zombie**^{A1} lies in this chamber and attacks any who enter besides other undead and the two necromancers Occan and Kavali, who first animated it and still exercise some control over it.

AREA U3: SPIRIT OF THE DEAD

The passage continues forward. To the right, the sewer wall collapsed into a sealed cellar. Stairs lead up to a pile of rubble (a collapsed staircase that leads nowhere). In the unhallowed room, the incredibly well-preserved corpse of the maiden Evasheen stands with her arms outstretched. Thick makeup covers her face in a vain attempt to appear healthy and alive. Unblinking glass eyes fill her empty eye sockets, adding to the grotesque masquerade. Once-luxurious hair lies matted and knotted under a tattered veil. She wears dripping finery and a jeweled tiara (350 gp).

Evasheen was the necromancer Occan's devoted wife, but his descent into necromancy and the cult of Orcus forced her to look elsewhere for affection. She carried on an affair for many months as Occan perfected his arts. But when the necromancer eventually discovered her infidelities, he poisoned both his wife and her lover.

Occan could not stand that she had acted against him. Using the necromantic arts, he killed her then animated her body as a zombie, but his tampering awakened Evasheen's spirit. Her murder and that of her lover angered her even from beyond the grave. With the final insult to her corpse, Evasheen manifested as a **splintered ghost** eternally tied to her desecrated body (which wears a white silk evening gown). Her spirit possesses the Breeze cinematic power^{A4} and the Unending Presence minor ability^{A4}.

Occan quickly learned of the spirit bound to the animated corpse. Fearing she would escape his power, he fashioned a magical item and attached it to her corpse to ensure her loyalty. The *tassel of undead devotion*^{A2} forces her body and, mysteriously, her spirit, to comply with his every command. With the tassel, Occan was guaranteed of her undying affection and obedience. Evasheen cannot directly act against Occan, but she may plead with others to do so.

Evasheen's ghost is bound to her body and follows the corpse as it trails along in Occan's wake. The ghost has limited control over the **zombie** and can cause her corpse to follow basic commands (as much as a zombie can). The tassel causes the zombie to react in a friendly manner to all who approach it, to the point that it tries to hug and kiss visitors when out of Occan's range. When the ghost speaks through the zombie, Evasheen's haunting speech doesn't match the way the corpse's mouth opens and closes.

Evasheen wants revenge against Occan and needs her body to be burned. Her ghost can rest only if her ashes are merged with those of her former lover (he's now a zombie working in Occan's army). She may act friendly to characters not openly hostile toward the zombie and may attempt to employ them against Occan. If not attacked outright, the ghostly Evasheen attempts to communicate with the characters. She describes her former lover to the characters and conveys how much she hates the way Occan keeps him around for labor and amusement.

Anyone trying to harm the zombie faces Evasheen's true wrath. The ghost rises up from the white finery the zombie wears as it manifests to attack. If Evasheen's body is destroyed, the ghost haunts the area where it was destroyed. Only when her ashes are mixed with her lover can she truly rest.

AREA U4: THE ANCIENT DEAD

The tunnel narrows until it reaches a collapsed portion of the tunnel from which the smell of death wafts. This area is part of the ancient city of Bargarsport that was destroyed during the mudslides. Many of the city's former inhabitants lie buried in the muck beyond the collapsed tunnel. The route is blocked completely with tons of mud and debris that would take years to clear.

Four **cadavers**^{A1} burrowed into the walls of these tunnels and lie dormant until creatures cross their domain. The necromancers ignored this area after encountering the angry undead. The undead are upset that their bodies lie so far from their families. They attack any living creature that blunders into their domain with unrestrained fury.

AREA U5: THE TRAP

Despite the tunnel's name, no trap exists. The tunnel dips under a pool of brackish water before surfacing on the other side. This descending bend is a natural trap that prevents tidewater from entering the relatively dry section of the sewers farther along the passageway.

AREA U6: THE SINKHOLE

Steam and the hiss of sizzling water fill this chamber. The sewer passage collapsed into a huge underground sinkhole. A pit in the center of the room swallowed the walls, passage, and earth to create a 60-foot-diameter room. The slightly funnel-shaped room slopes inward toward the pit. On one side of the room, the sinkhole unearthed a portion of a hall that leads to a sunken structure.

The 30-foot-deep pit is filled with boiling, muddy water that connects to an underwater cave system that empties into the sea. A massive skeletal beast with five heads wildly flails and bites at everything within reach. The necromancer Kavali found the hydra's skeletal remains while exploring these ruins. She freed the zombie squid under her control (**Area U2**) and created the skeletal hydra (use **hydra** statblock with undead fortitude [upon reaching 0 hp, Constitution saving throw with DC 5 + damage taken, then drop to 1 hp], immunity to exhaustion, poisoned, and poison) to serve as a guard. The creature blocks access to the inner temple where Kavali and Occan investigate the temple. It attacks anyone entering the sinkhole.

AREA V: THE TEMPLE OF ORCUS

This lost temple is the site sought by the necromancers Occan and Kavali. After Lady Elugin Alantyr (**Area B22 in Alantyr Manor**) sent letters inviting the pair to Bargarsport, their superiors also tasked them with retrieving the bronze darkskull of Orcus. The entire temple is under the effects a permanent hallow (fear effect, DC 15) spell. The necromancers came up with the plan of raising an undead army on their own. They are currently debating whether to remain in Bargarsport or if they should take the army out of the sewers and into the countryside. They've completely forgotten Lady Elugin's request to help eliminate her family.



“The undead priests bowed in prayer around the horrid bronze skull, as they might have done for centuries ...”

AREA VI: THE INNER SANCTUM

The passage to this room splits, with one corridor ending in double doors and the other halting abruptly in a collapsed and impassable passageway.

The closed bronze doors open into a 50-foot-long chamber with a pyramid-shaped ceiling. The stone panels are painted with peeling murals of hundreds of dead humanoids falling upward into a consuming black sun in the center of the four sides. The polished black marble tile floor dimly reflects light.

Each of the alcoves lining the walls is filled with a standing skeleton adorned in decaying black robes. Silver pendants displaying an image of a skull above an upright femur bone hang from the skeletal necks. Four pillars of purple-veined marble support the 30-foot-high ceiling.

Another set of closed bronze double doors exit the chamber opposite the entry doors. The doors are forged into the likeness of a wall of skulls. Occan (CE male human, **martial cult priest** ^{A1} with AC 20 from plate armor and a shield, equipped with a *+1 longsword* and a *headband of intellect*), a Dog of Orcus, and his 12 **zombie** minions wait here. The locked doors prevented him from further exploring the temple beyond. His partner Kavali, however, cast *dimension door* to enter the temple beyond the portal; he fears she has already gained the treasure for herself.

With no way of opening the lock, Occan is currently considering his options.

Occan is a hairless man heavily tattooed with images of skeletons. His full plate mail has a skeletal design. From a distance, he appears to be a thick metallic skeleton. If he hears characters approaching, he bangs on the bronze doors to warn Kavali. Occan fights to the death and is merciless if victorious.

One of the zombies working for Occan has deep wounds from constant abuse and is dressed as a jester with brightly colored and ridiculous clothing. The zombie is weak and on the verge of collapse. This is the corpse of Evasheen's lover (**Area U3**). Despite his murder, his spirit was not strong enough to return.

The bronze doors can be opened with a successful DC 25 Strength check or a DC 16 Dexterity check with thieves' tools.

AREA V2: THE TEMPLE OF ORCUS

The great bronze doors of this room have remained closed since the great cataclysm that buried the temple. This interior room remains relatively unchanged since that devastation. The black lustrous floor gleams as if freshly polished. Four spiraling columns support the four-faceted ceiling that meets at a central point above the center of the room. An ebony ring encircled by bronze flames dominates the ceiling peak.

A diamond-shaped altar sits in the middle of the chamber floor. A deeply tarnished bronze skull sits on the altar. Three beaten copper bowls holding unholy water the color of blood sit around the grim centerpiece. Three elvish warriors dressed in golden plate mail kneel around the evil altar. Their hands grip longswords that have their blades pointed downward with the tips resting lightly on the floor. These warriors are actually 3 **huecuvas**^{A1}, undead priests who turned their back on their good-aligned deity of Iseleine. Their mission to destroy the temple of Orcus ended when the city was buried in the tsunami during the cataclysm (which might have even been caused by Iseleine to punish her wayward priests). As they slowly died of starvation within the wholly evil environment of the temple, the bronze *darkskull of Orcus* swayed them to reject the goddess who had abandoned them and left them to die.

Standing near the altar and examining the bronze *darkskull*^{A2} is the Dog of Orcus Kavali (NE female human **necromancer**^{A1} equipped with a *cloak of protection*, *ring of resistance* (fire), *ring of protection*, *spell scroll of greater invisibility*, *spell scroll of polymorph*, and *wand of magic missiles*), a fair-skinned woman with curly blonde hair and an innocent expression wholly out of place in this temple of evil. Pacing near her is Sorgho, her two-headed **death dog**, whom she brought with her into the chamber. She spoke with the huecuvas and reached an informal agreement with the evil undead to claim the darkskull to wreak havoc. The huecuvas plan to accompany Kavali as protectors of the darkskull when she leaves the chamber.

Kavali is a fair-skinned beauty whose descent into necromancy tarnished her family's good name. Her curly blonde hair and innocent appearance belies her sadistic and corrupt soul. She travels with a death dog companion granted to her in exchange for lewd trysts with a high-ranking priest within Orcus' legions. Kavali recently was charged with retrieving the unique bronze *darkskull*.

Kavali stays out of combat if possible, remaining hidden or invisible, and attacks with necromantic spells. She typically shares defensive spells with Sorgho and then slinks into the shadows to let the beast attack.

Kavali casts *mage armor* and *greater invisibility* on herself and *invisibility* on Sorgho if she has time. She then attempts to take the *darkskull* and flee if possible, leaving the huecuvas to cover her retreat. Her preferred method of escape is to take the form of a bat by casting *polymorph* from her spell scroll.

The huecuvas claim to be guardians of the skull to prevent it from falling into evil hands. They wait until the doors to the great temple are opened before turning on their "rescuers" and fleeing with the *darkskull*. Their deal with Kavali is to assist her in taking over Bargarsport if she frees them, but they have no intention of honoring the bargain.

CONCLUDING THE ADVENTURE

The *Guidance of Faith* blessing requires little more than two kisses and a short, undemanding ceremony, but the opportunistic high priestess of Clandestine takes full advantage of what is required of her, drawing out the ceremony for her personal gain. The current creed of Ayianna's faithful is far different today from when the scepter was originally created. Once blessed, the scepter gains a +1 bonus to attack and damage rolls. The scepter also sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. Further, the scepter acquires the following ability:

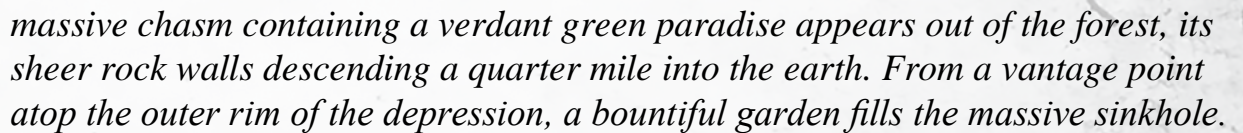
Bless. While holding the scepter, you can use an action to cast the *bless* spell from it up to three times per day. This property recharges daily at dawn.

Once the necromancers are dealt with, Reneth gladly bestows her kisses on the *scepter of faiths*. She also tells characters she has "put out contacts" about the scepter and offers to share her information if characters can meet a 500 gp "information finder's fee." Reneth has discovered that the next step in blessing the scepter requires anointing it with the *holy oil of Iseleine* at the Hanging Gardens and offers a map to guide characters to the temple in the Kajaani Forest (for an additional 100 gp, of course).

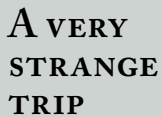
In **Chapter 7: For the Love of Chaos**, the characters find themselves ensnared in a plot to topple a massive stone column on which the Hanging Gardens are built. But the next step in restoring the scepter — and saving the Hanging Gardens — means a journey into the teeming gardens where a horde of vicious derro and their insane leader await.



FOR THE LOVE OF CHAOS



A priest stands before a long bridge that leads to the temple atop the pillar. His robes are a patchwork of colors, into which he has woven flowers and blades of grass. His smile is too wide, and his dreamy eyes have a far-off look. His voice is soft, and he speaks in a melodic singsong, “May Iseleine’s peace follow you always, friends.”



Get ready for a surreal visit to a garden of mellow priests with a very real problem right under their feet.

ADVENTURE SUMMARY

Characters investigate the death of a high priestess who murders her husband and then jumps from a cliff — but her body vanishes. Vicious derro are behind the attack, but their plans extend to ultimately toppling the entire pillar upon which the temple sits. This adventure is for characters of 4th to 6th level.

THE HANGING GARDENS OF ISELEINE

In -604 I.R., Hamarab Natal broke away from worshipping Arden because of the increasingly violent and aggressive nature of the sun god's followers. At the time, Arden's followers were facing the gathering evils of Akruel's forces as the War of Divine Discord began. Natal decided that to truly eliminate the growing evil, a more pacifistic approach to worship was required, an approach that would purge the basest instincts to create a purity that could overcome all else. The charismatic high priest gathered together followers of a like mind and began worshipping a little-known lesser aspect of Arden, the peace-loving Iseleine. Arden's true believers claim Iseleine isn't even real, just a hallucination of plant-loving dreamers too weak to stomp out the evil in the world. Iseleine's faithful refuse to take up this fight, deeming it beneath them. Despite their divergent beliefs, Hamarab still blessed the *scepter of faiths* several years later when Shah Rasalt brought the relic to the Hanging Gardens for the original Anointing of Perfection ceremony.

The Hanging Gardens of Iseleine rests atop a natural granite pillar in the middle of a deep pit measuring a quarter-mile wide and a quarter-mile deep. The subtropical environment's high humidity produces conditions perfect for the multitude of plants growing in the luxuriant upper and lower gardens.

Two chain-link spans and a stone bridge cross from the garden plateau's rock pillar to the outer cliff wall. Vines and flowering plants drape the chains and the pillar's sides in earthly beauty. Planting boxes line the single stone bridge, with ivy and blossoming foliage growing abundantly across the arching walkway. Brilliantly colored tropical birds squawk and sing throughout the forest around the crater and from deep within the chasm below. Handmade chimes and crystals dangling from the bridge fill the pit with meandering melodies and arbitrary tones.

Three cascading waterfalls fall from the crater's outer rim into crystal pools far below. Streams span the pit floor before

THE HANGING GARDENS OF ISELEINE (TEMPLE)

Location: Deep forest

Nicknames: The Flowering Pedestal, the Spire of Beauty

Deity: Iseleine^{A3}, goddess of art, love, beauty, passion and passiveness

Authority Figure: High Priest Merom Castrinos (CG male human **senior priest**^{A1}); High Priestess Aljena Castrinos (CG female human **senior priest**^{A1}, but currently replaced by a **succubus**); Acting High Priest Jernigan Chimel (CG male human **high priest**^{A1})

Servants: 20 **acolyte** growers; 5 **priest** pacifists; 5 **minstrel**^{A1} entertainers

Dress: The priesthood favors uniqueness and beauty. They have no standard dress. Beauty and cleanliness are valued above all else. Iseleine's followers favor silks, sheer veils, and delicate jewelry that is often made of woven flowers and slender reeds.

Unique characteristic: The temple sits atop a stone pillar in a chasm a quarter-mile deep and wide.

disappearing into water-filled caves. Tropical trees grow wild in the lower garden and create canopies of broad leaves that shade the garden.

Iseleine's worshippers revere the beauty of the land, going so far as to live outside during all but the worst storms and deadliest heat waves. The priests speak in naïve and dreamy tones, seemingly oblivious and carefree about the world outside their little corner of paradise. Creation and beauty are all that matter to them. Many worshippers appear lost in a dream-like state and ignore those around them. The worshippers claim they have "crossed into Iseleine's graces." These few are said to possess powers to see the future — if one can decipher their dream-like messages.

Within the Hanging Gardens of Iseleine, the faithful have no set quarters and sleep on the ground or upon special bowers of leaves, grasses, and colorful bird plumes.



RESTORING THE SCEPTER

At this point in the campaign, the *scepter of faiths* is equivalent to a +1 mace. The scepter sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. It has the following abilities:

Bless. While holding the scepter, you can use an action to cast the *bless* spell from it up to three times per day. This property recharges daily at dawn.

Magic Weapon. The scepter grants a +1 bonus to attack and damage rolls made with this magic weapon.



THE UPPER GARDENS

The Upper Gardens are contained on the bridges, across two massive chains, and on the plateau atop the pillar. The majority of the priests of Iseleine live within this contained garden.

AREA A: THE STONE BRIDGE

A stone bridge spans the 600-foot-wide chasm between the main rim of the crater and the top of the granite pillar. Three-foot-tall stone flower boxes brimming with blooming plants line the walkway. Flowering vines and ivy growing from the boxes cascade from the sides of the bridge, giving the structure the appearance of a garden hanging across the open void. Some of the longest vines reach lengths of 100 feet.

Two identical nine-foot-tall statues stand to either side of the bridge's entrance on the outer rim of the chasm containing the garden. Each multilayered robed maiden carries a large falchion visible as an outline beneath the carved veils. The statues, carved in Iseleine's image, are 2 **caryatid columns**^{A1}.

A welcomer (CG human male **priest**) always waits on a carved rose quartz lotus flower with a yellow cushion near the caryatid columns to greet visitors. The priest politely requests that all weapons remain behind before visitors are allowed to cross. The greeter assures untrusting visitors that the items will be quite safe. Weapons are stored in a compartment beneath a stone slab on which the caryatid columns stand. When all apparent weapons are relinquished, the greeter allows visitors to cross.

The caryatid columns back up the greeter to stop anyone trying to force their way across. The welcomer is very naïve, and characters can easily convince him non-obvious weapons are harmless. A staff might be described as a cane, for example.

AREA B: HANGING CHAINS

Two giant links of chain strung side by side cross from the Hanging Garden's plateau to the crater's rim. Each link of the chain is five feet long and made of cast-iron metal. Ten-foot-long planter boxes braced between the parallel chains are filled with nutrient-rich soil from which a jungle of vines grows.

The chains are planting areas for vines so they don't clog the green spaces on the narrow rock column. Vines hang abundantly from the links. Petrified tree trunks driven into the ground on each end anchor the chains. A collection of multicolored suncatchers, windchimes, and flowerpots hang amid the ivy.

At the center of each chain is an unwanted **assassin vine**^{A1} that rooted there years ago when seeds blew across the crater. One is on the chain north of the central pillar, while the other is south of it. The assassin vines hang from the center of each set of chains, the massive roots invading many planter boxes. The priests are not happy with the vines' current location, but feel they have as much right to live as anything else. The deadly vines begin to wrap around characters who try to cross the chains to avoid the welcomer (**Area A**). The vines dangle victims below the chains until they consume them. Skeletons either end up in the planters or fall into the crater below.

AREA C: THE UPPER GARDENS

Luxuriant gardens of flowering bushes and trees, rare plants, herbs, and trimmed hedges cover the top of the rock plateau upon which the temple is built. Iseleine's priests tend the gardens, weeding and keeping harmful insects at bay. The Tower of Purity and Truth in the middle of the plateau provides a gentle shower of rain four times a day. Water collects slowly inside the tower and sprays out this "blessing" at dawn, noon, dusk, and midnight.

The gardens split the plateau. The eastern garden is called the Garden of Beauty, while the western side is known as the Garden of Solace. A former high priest or priestess of Iseleine controls each garden, a gift for their years of devoted service. These Voices of the Garden direct all activity among the flourishing plants. The Voices are prone to visions and trances, and communicate better with the plants than people.

AREA C-1: THE GARDEN OF BEAUTY

This garden contains rare flowers, beautiful vines covered in delicate buds, and other plants. The daily rains provide plenty of moisture. A meditation path of paving stones winds through the garden. Priests lost in a dreamy haze walk the circuitous route, hoping for enlightenment. Many seem so oblivious to the world around them that they are lucky they don't walk right off the edge of the plateau.

Lindeera Windon (CG female half-elf **senior priest**^{A1}), the most vocal Voice of the Garden, lives in a bower of growing sunflowers that bend to form a small lean-to. She is a polite host, although she often talks to the plants for long periods. During these trances, she speaks in riddles and half-sentences.

The garden has a euphoric effect on visitors, granting a +1 bonus while within the garden to any Charisma check.

AREA C-2: THE GARDEN OF SOLACE

This garden contains herbs, shrubs, climbing vines, and fruit-bearing trees. Paths of paving stones meander through the flora to a small glade.

The Voice of the Garden Andres Baene (CG male human **high priest**^{A1}) sleeps beside a small statue carved in his likeness. Andres likes to imitate the statue's cross-legged pose, and it is often hard to tell the statue from the man. Andres speaks to the statue as if it is another visitor, and he pauses and nods while listening to it.

The garden boosts visitors' intuitive skills, granting a +1 bonus while within the garden to any Wisdom check.

AREA C-2A: THE DIPPING FOUNTAIN

A 15-foot-wide marble basin sits in the foliage, its bowl set four feet into the rocky ground. The bowl resembles the lower shell of a giant clam. A stone upper shell is halfway open.

The rain that sprays out of the Tower of Purity and Truth fills the bowl at dawn, noon, dusk, and midnight. The water evaporates slowly, finally emptying a few minutes before each new "rain." The water in the bowl is clear and potable. An ivory



POSTCARD No. 4:

THE HANGING GARDENS OF ISELEINE

Give your players **Postcard No. 4: The Hanging Gardens of Iseleine** if you are using the handouts in your game. They'll surely want to remember their visit to the "grooviest, most far-out" temple in the campaign, after all.

ladle hangs from a post beside the basin. Priests often stop here for a refreshing drink of the cool liquid.

While the rainfall soaks the plateau and collects within the fountain, the water heals 1d6 hit points. This effect lasts only for as long as the rain sprays from the tower. Water taken from the basin loses this ability permanently when the rainfall stops.

AREA C-2B: THE BIRDS' NESTS

Multiple poles embedded in the soil rise 50 feet into the air. Crossbeams provide roosts for hundreds of birds, and more than 100 birdhouses hang from the crossbeams. Noisy birds hop in and out of the handmade structures. Feathers and bird droppings cover the ground. Every priest who serves Iseleine is asked to craft, carve, or create a new birdhouse to hang among the others.

The priests take great pride in creating homes for the birds, and some even name the birds living within their structures. Robins, songbirds, and even larger birds such as parrots and eagles live in harmony in the bird community. The houses and nests are home to a flock of 12 **spell parrots**^{A1} that fly freely about the upper and lower gardens (25 percent chance of encountering 1d4 of them whenever a spell is cast). The derro in the garden hate the colorful birds and attempt to kill them on sight.

Any violence within 100 feet of the birdhouses brings a cacophony of shrieks from the birds. Furthermore, 2 trained **eagles** soar from the birdhouses to investigate and report back to the priests. A third eagle has been missing for a week since investigating a distress call in the Gardens Below.

AREA C-2C: ISELEINE'S GRACE

A marble statue of Iseleine stands in this glade. A golden light radiates off the statue's perfectly carved form. Visitors often catch glimpses out of the corner of their eye of the statue smiling, gesturing, or turning toward them. The statue is completely immobile, however, and always returns to its normal pose when looked at directly.

Anyone harming the statue draws the priests' wrath, but also suffers disadvantage to any Wisdom or Charisma check. Any damage done to the statue heals during the next rainfall, but the "curse" remains for the perpetrator until he or she atones for the crime. The Voices of the Garden determine how a violator may atone, with possible tasks including weeding the lower gardens for a year, retrieving a particularly delicate bloom from a mountain peak, or finding a lost flower the priests believe exists in the deepest parts of the Seething Jungle.

AREA C-3: THE GARDEN OF STATUARY

Stone representations of beasts and men stand silently throughout this garden, which is part of the Garden of Beauty. The 20 statues are perfect specimens in form and beauty. See the **Garden Statues** sidebar below for more details of each of these incredibly detailed statues.

The statues are in reality creatures that were turned to stone by various beasts and spells. The priests pay for the victims to be brought here to decorate the garden as a reminder that beauty can also come from evil. Most of the statues have stood here for at least 10 years, although one is much older. The priests protect and clean the "statues," although they make no effort to restore the beings to life. They feel that if Iseleine wants them returned, she'll restore them. Characters are welcome to restore the beings, if that is Iseleine's will.

GARDEN STATUES

A number of humanoid and animal statues stand in the garden. If restored to flesh, some of the NPCs could be ideal replacements for characters slain during the adventure. You are encouraged to mix and match statues to better serve your campaign. The priests are unlikely to buy outright "evil" statues, but any animal or humanoid is a perfect candidate.

The current statues are listed below:

Cairina, human priestess: Cairina (CE female human **senior priest** ^{A1}), a follower of Akruel, is the oldest statue in the garden. She was turned to stone in -579 I.R. during the fateful battle in which her master was defeated. A farmer in Lessef found her petrified body while tilling and sold it to traveling priests from the temple. If freed, Cairina is unaware of the thousands of years that have passed. She assumes Akruel survives and now controls the world. She was petrified before the *scepter of faiths* was brought to the battle and does not know of its power to harm Akruel. If so informed, she tries to destroy the current incarnation of the scepter before fleeing to reunite with Akruel's forces.

Dwarves (2): Caled Ashenchisel (NG male **veteran**) and his wife Mairian (CG female **commoner**). This pair ran afoul of a transmuter while returning to Anvil Plunge with trade goods.

Elves (4): Dema (CG male **veteran**), Endilla (LG female mage), Juxi (N female **veteran thief** ^{A1}), and Golead (CG **male priest**). These elves met the medusa Kaluzhka (see **Chapter 13: Duel of Magic**) while traveling to a new forest home.

Gnome: Justic the tall (CG male **druid**) angered a wizard, who turned the bearded fellow to stone and kept him in his garden to scare rabbits.

Humans (5): Kelad Dod (N male **thief** ^{A1}), Tyrea (CG female **priest**), Enjekas Sume (LG male **veteran**), Geet (CG male **berserker**), and Issjus (CN **veteran**). These adventurers lost to a cockatrice while exploring timberland above the village of Carson's Mill.

Ilarile the Radiant, Lillend ^{A1}: This statue stands coiled as if ready to strike. She wields a longsword in her left hand, which is raised above her head. Her wings spread out behind her. Ilarile was studying in the Hanging Gardens when a basilisk invaded the Gardens Below. Ilarile fought the beast after it turned a unicorn guardian to stone. Ilarile dealt the fatal blow, but the beast caught her with its dying gaze. Ilarile's sister, Melisse, recently arrived to learn the fate of her sister but was driven mad by the derros' poison. She now roams the Gardens Below. (See the encounters table in the Gardens Below for more on Melisse.)

Killer whales (3): These killer whales from the Reaping Sea came too near the shore during a dracolisk's rampage. Their curious nature caused them to rise out of the water on their tails near the beast to get a better view, and the creature turned them to stone. Fishermen dredged the mammals from the shallow waters. If restored, the animals need to be doused with water to keep their skin wet until they can be returned to the ocean.

Orcs (2): Olfga (CE male **veteran**) and Hort (LE **berserker**). These dimwitted orcs unwisely challenged a gorgon. If restored, each flees headlong into the garden. Neither knows they stand atop a stone pillar and likely unwittingly hurl themselves off the edge if they are not stopped.

Unicorn: This magical beast was a former servant of Iseleine that fought — and lost — to a basilisk that invaded the Gardens Below. The priests spent weeks hauling the animal up the stairs.

AREA D: THE TOWER OF PURITY AND TRUTH

A 150-foot-tall marble-and-glass structure rises in the center of the garden plateau. The gardens surround the tower, and the building appears to grow from the top of the rock. Rose-colored marble twists upward like intertwined vines. Three platforms of glass radiate off the sides, linked by a spiraling staircase that winds around its edges.

The platforms have no visible supports but are quite sturdy. They extend outward from the tower wall, looking like coins pressed edgewise into the side of the structure.

Molded glass bowers filled with flower petals, soft grasses, and feathers line the outer edge of the clear discs. Initiates and priests who watch over the gardens sleep here. Personal effects sit in neat piles inside each bower to mark each initiate's bed. Most items are worthless junk such as glass beads, shiny rocks, and carved trinkets. The priests give up their belongings before joining, but are allowed to keep whatever they make or find while fulfilling their duties to Iseleine.

The staircase spiraling about the tower passes through the glass platforms near the point where each connects to the tower.

The top of the tower is a hollow, 60-foot-diameter crystal sphere sitting atop the 40-foot-wide column. The priests enter the sphere to escape bad weather, but otherwise sleep outside.

THE PLAZA

Perfectly aligned paving stones form a walkway from the stone bridge on one side of the pillar to the Grand Terrace on the other. The stones form a plaza around the Tower of Purity and Truth in the center. The paving stones are polished smooth and reflect light in a rainbow glow of colors.

THE STAIR MINDER

Lotharen the Stair Minder (CG male human **minstrel**^{A1}) sleeps in a bower at the base of the tower's staircase. Lotharen often sits upon the tower's first step, basking in the sun.

The stair minder is an odd devotee of Iseleine. Allergic to many plants in the garden and afraid of heights, Lotharen rarely leaves his post at the base of the tower. From his vantage point, he can easily forget he lives atop a massive rock pillar.

Lotharen documents every visitor, asking their name, their reason for visiting the tower, and even their favorite flower and bird. As the majority of Iseleine's priests ignore him, Lotharen makes up questions for especially talkative visitors so he can keep the conversation going. The stair minder has detailed records of visitors, including details of their lives. When he's not tracking visitors, Lotharen writes epic poems about Iseleine. A few of his older poems contain references to Akrul as "The Evil One" and to Iseleine's blessing upon the *scepter of faiths*. He deciphered the history from charcoal rubbings done by initiates on each step of the Descending Stairs. He gladly shares (and performs) his poems if asked.

Lotharen maintains a meager existence, sleeping in his earthen bower and writing journals. He stores his books in a compartment in the tower's side so the rain doesn't ruin them. Lotharen's belongings are his books, quill pens, a small knife,

and a chamber pot (emptied every morning by an initiate so Lotharen doesn't have to leave his post).

THE GLASS PLATFORMS

The first glass platform juts from the tower 30 feet above the gardens. The platform is 60 feet in diameter, the largest of the three, and has a low railing. Plants and decorative baubles hang from the railing. Initiates and those new to Iseleine's faith (CG **acolytes**) sleep here. These initiates are charged with weeding the gardens. Approximately 30 initiates sleep here.

The second, 45-foot-diameter platform is 60 feet off the ground and provides a better view of the surrounding gardens. The ever-present vines, windchimes, and suncatchers decorate the platform.

Garden minders (CG **acolyte**) sleep on the molded glass bowers of this level. Twenty bowers line the outer rim. The minders plant new blossoms and direct initiates in the care of the rare plants. They take orders from their superiors and the Voices of the Garden.

The third, 30-foot-diameter platform is 90 feet off the ground, with 15 sleeping bowers. The platform is home to the Growers (CG **acolytes**). The Growers research new plants and species, and grow and graft flowers. Pots and seedling planters line the platform's railing. Newly grafted stems lovingly spliced together are tied to the railing to grow.

THE PRISM OF ISELEINE

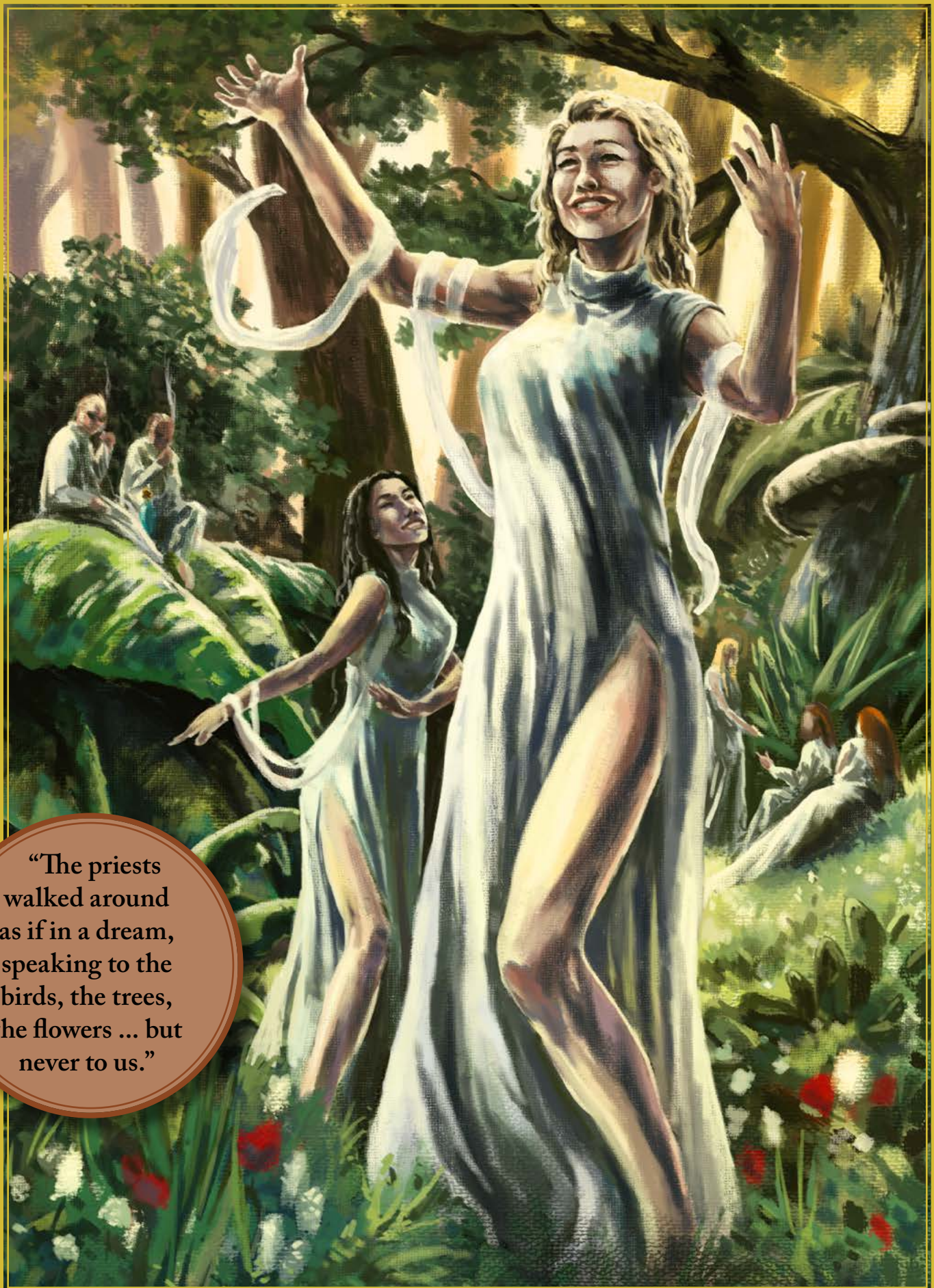
This 60-foot-diameter hollow glass sphere rests atop the 150-foot-tall Tower of Purity and Truth. The Prism of Iseleine is a perfect meditation spot for the goddess's followers. A glass floor bisects the lower half of the globe. Benches carved from glass flow gracefully from this floor.

Water carried up a natural shaft in the tower's interior forms a pool beneath the glass floor in the glass sphere's lower half. A thick silk strand of rope hangs from the top of the sphere 60 feet overhead and passes through a narrow opening to touch the water. Miraculously, droplets climb the silk to the top of the dome. The priests call these droplets Iseleine's tears. Once the tears reach the top of the globe, they run down the interior, pass through small holes in the floor, and collect in the lower sphere.

The prism is key to the worship of Iseleine. When the sun rises, the globe refracts light into rainbows that dance around the inner rim of the crater. When the sun is overhead at noon, the light shining on the prism bends toward the Grand Terrace and Iseleine's glass altar. The light passes through the altar and creates a massive rainbow that arcs into the pit. Visitors are brought to the tower to get a bird's-eye view and to witness Iseleine's majesty.

The reservoir empties in a rain shower at sunrise, noon, dusk, and midnight. The rainfall covers the plateau. This gentle rainfall lasts for half an hour.

High Priest Merom Castrinos (CG male human **senior priest**^{A1}) and his wife High Priestess Aljena Castrinos (CG female human **senior priest**^{A1}) are devout followers of Iseleine who currently "live" inside the sphere (although they routinely sleep in the garden's bowers). Aljena carries oil of Iseleine in a small vial attached to a cord she wears around her neck.



“The priests
walked around
as if in a dream,
speaking to the
birds, the trees,
the flowers ... but
never to us.”

Jernigan Chimel (CG male human **senior priest**^{A1}) sleeps on the uppermost bower so he can watch the cleansing waters spray from the sphere. Jernigan assists in the noon ceremonies at the altar on the Grand Terrace. Jernigan's bower is lined with soft woven cotton and grasses. Jernigan speaks in a low voice and appears on the verge of a trance. He wears multicolored robes decorated with songbird feather tokens. Three delicate earrings descend from his left ear, and he wears gold bracelets. He is next in line to lead the priests when Merom decides to step down.

AREA E: THE GREENHOUSES

These structures house rare plants that have difficulty growing in this climate. The plants are lovingly tended and watched for the smallest sign of distress. The priests pay travelers to transport rare blossoms to their care.

AREA F: THE GRAND TERRACE

This 60-foot-wide balcony wraps around the side of the column, 10 feet below the upper gardens. A flight of stone stairs descends to the terrace. The see-through glass platform juts 30 feet out over the drop to a garden paradise a quarter-mile below. The platform is supported by delicate-looking flutes of glass and marble carved to look like fronds of a plant enveloping the terrace. Four massive windchimes — each 20 feet long and made of hundreds of glass and etched-metal chimes — dangle from the platform. The gentle chasm's breezes stir the chimes in a peaceful song. Hanging vines grow in planter boxes along a small railing, the leafy tendrils hanging below the platform.

A five-foot-tall glass rose on the platform's far edge serves as an altar. Each pink-tinted rose petal is perfectly carved.

The altar of Iseleine is the focal point of rays cast from the Prism of Iseleine. At noon each day, rays from the tower reflect onto the altar. The rose refracts the light into an immense rainbow that spreads across the walls of the surrounding crater and the lower gardens. The rainbow lasts a full hour and moves slowly about the crater walls with the path of the sun.

Two guardians of Iseleine (CG human **minstrel**^{A1}) watch over the sculpted rose. Visitors may stand near the blossom but only Jernigan is allowed to place his hands upon it.

AREA G: THE DESCENDING STAIR

This long staircase curves around the pillar as it descends from the Grand Terrace to the Gardens Below. The stairs are inscribed with Iseleine's beliefs, her holy symbols, and even small carvings depicting her struggle to bring beauty and knowledge into the world. Once a year, Iseleine's priests descend the stairs while reflecting on the wisdom each step offers. The journey normally lasts for two full days for the priests, as they stop to reflect upon each stair.

At 12 points along its descent, the stairs level off at a small platform. A door leads into the rock column to a small room and platform overlooking the garden. These waypoints are designed for guests descending the massive column.

THE WAYPOINTS

A 30-foot platform of marble extends outward above the Descending Stairs. Each balcony is accessed through a covered doorway on the staircase. The platforms are convenient resting points. Bowers line the platform, and additional space is available inside rooms carved into the column. Vines hang abundantly from these platforms, draping like curtains over the Descending Stairs.

Twelve, evenly spaced waypoints ring the massive rock formation. The waypoints are unmanned, but initiates and visitors occasionally rest within while making the long descent or the harder climb back to the top.

The lowest waypoint, hidden within the canopy of the lower garden's trees, shows signs of recent violence. The marble platform is cut and carved, and bloodstains mar its surface. Stairs leading up to the entrance are scarred and scratched. The engravings and paintings are no longer legible. All of the hanging plants from the final platform are cut away, leaving the waypoint bare and uninviting. The derro in the garden (see below) recently attacked the lowest waypoint and carried the elderly priests into the foliage.

THE ANOINTING OF PERFECTION CEREMONY

With every dawn, High Priest Merom Castrinos (CG male human **senior priest**^{A1}) and his wife, High Priestess Aljena Castrinos (CG female human **senior priest**^{A1}) bring the oil of Iseleine — a tiny vial of golden oil they claim contains the tears of the goddess herself — to the Grand Terrace for a morning ritual. Merom lifts the vial into the first rays of the sun, and the oil refracts the light into a rainbow that spills over all who assemble to witness the miracle.

The rainbow light calms inner turmoil and instills a sense of peace. Some even claim it heals wounds and cures diseases. Most importantly for the characters, a drop of the oil of Iseleine is required to bless the *scepter of faiths*. The high priest must pour the drop onto the relic to complete the *Anointing of Perfection* ceremony.

When the characters explain their quest, Merom is thrilled to help bless the *scepter of faiths*, but he insists that the ceremony must be performed the next morning at dawn on the Grand Terrace in front of as many of the priests of Iseleine as can attend. High Priestess Aljena also agrees and immediately summons the nearest priests via scores of white doves to bring them to the temple for the ceremony. The characters are given sleeping biers on the temple grounds to wait for the dawn.

Merom and Aljena then retire to the prism to pray, leaving High Priest Jernigan Chimel to see to the characters' needs. They are welcome to explore the upper temple as they please. If they attempt to descend the stairs to the Gardens Below, Jernigan attempts to dissuade them but doesn't stop them. He has heard strange sounds emanating out of the gardens recently and fears what might happen to the characters if they descend. If asked, however, he simply says there's not enough time to descend the stairs and still make it back for the morning ceremony. If characters still insist, he allows them to go. Let the chips fall where they may when they discover the derro.

Unfortunately, evil has already invaded the temple of Iseleine by the time the characters arrive. Aljena was killed three weeks ago in the Gardens Below and a succubus named Kalahastie usurped her form. The succubus has been pretending to be the high priestess since that time. The priests have not even noticed her changes in behavior because of their dream-like states. She has been gaining information about the temple for a derro named Davgarh in the Gardens Below and is thoroughly enjoying herself. She drains random priests and casts their bodies over the sides of the temple into the Garden Below when she finishes with them. Few even notice the missing priests, as they often wander away on their own for days at a time.

But Kalahastie has had enough of the continuing charade, and the *Anointing of Perfection* ceremony offers her the perfect opportunity to wreak havoc on the faithful priests she has grown to hate. And the characters are going to have a front-row seat.

THE CEREMONY GOES AWRY

On the morning of the ceremony, followers of Iseleine fill the Grand Terrace in anticipation of the blessed event. They are dressed in their best garments — voluminous robes and flower decorations are the order of the day — and sit cross-legged on the stone terrace to witness Iseleine's *Anointing of Perfection* ceremony. Jernigan escorts the characters to their place of honor on the terrace behind a rail decorated with roses and lilies. Stone benches allow them to sit. A three-foot-tall marble pillar in the center of the flower-covered railing has a large lily pad placed atop it to cradle the *scepter of faiths*. Iseleine's faithful and the honored guests "ooh" and "ahh" when the relic is placed on the pillar. Many appear to be in a state of trance-like wonder.

Merom and Aljena arrive hand in hand for the ceremony, the high priestess supporting her husband, who appears weary this morning. She carries the oil of Iseleine in a jeweled vial that hangs from a cord around her neck. Finding his strength at last, High Priest Merom escorts his lovely wife onto the Grand Terrace to face the congregation. They smile grandly at the faithful and then bow to the characters in their positions of honor. The first rays of dawn are just beginning to glow in the sky. Aljena hands Merom the holy vial to begin the ceremony.

Suddenly, the entire pillar shakes as if during an earthquake. Many of those gathered for the ceremony lurch and fall to the ground. Characters who are standing when the quake hits should make a DC 14 Dexterity saving throw to avoid falling prone.

Even as the quake subsides, a wild scream rises from the stairs (**Area G**) that lead down into the garden. A group of 8 **derro**^{A1} charge into Iseleine's gathered worshippers, and the diminutive fighters proceed to cut down anyone within reach. Unless the characters act quickly, the derro kill a number of the faithful where they sit trance-like, still basking in the radiance of the disrupted ceremony — completely oblivious to the danger in their midst. Due to the rising sun, the derro have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight. Remember, however, that the characters likely don't have their weapons (unless they snuck them past the caryatid columns [**Area A**] guarding the bridge to the pillar).

CHANGING THE BATTLE

Most characters should jump at the obvious derro attackers during the ceremony, but players being players, they may do something unexpected and be in position to stop Kalahastie from killing Merom. If they do so, the succubus fights back to the best of her abilities, but she always looks for a chance to fling herself off the edge of the Hanging Gardens to escape. If the characters somehow kill Kalahastie, simply remove her from the adventure below. Characters might demand Merom or Jernigan complete the ritual for them without the need to explore the Gardens Below, but this would essentially doom the Hanging Gardens. However, the oil of Iseleine currently carried by Kalahastie is fake. She traded the real oil with Davgarh the night before the ceremony. Characters will need the real oil to complete the ceremony.

During the first moments of the derro attack, Aljena jumps into her husband's arms and kisses him passionately. She then stabs a serrated dagger straight through Merom's heart. The high priestess laughs madly then runs toward the edge of the Grand Terrace. Unless anyone tries to stop her, she flings herself off the edge of the pillar. Merom — still clutching the holy vial containing the oil of Iseleine — collapses onto the Grand Terrace, his blood spilling across the stone.

What follows is utter chaos. Some worshippers face off against the deadly derro, with little success. Some rush to the edge of the terrace to see if they can save the high priestess. Someone screams, "She's got wings!" before they are cut down by the rampaging derro. Other worshippers rush to Merom's side to try to staunch the blood flowing down his frail form. The high priest currently has 1 hit point and dies within 1d6 + 4 rounds unless anyone immediately heals him. The priests of Iseleine won't do so; they allow nature to take its course, even when it is brutal and deadly. It is hoped that the characters rise to the occasion and deal with the derro and still find some way to save Merom.

In the wake of the derro attack, the Grand Terrace is a testament to destruction. Spatters of blood cover the stone and the now-trampled flowers; priests lie dead on the terrace; and the faithful sit in huddled groups weeping at the disturbing events.

As far as anyone can remember, this is the worst act of violence to ever occur within the Hanging Gardens. The parishioners and clergy are shocked by the tragedy. Many feel Iseleine has abandoned them to the wicked ways of the world. Shaken worshippers leave their flower biers and march across the bridges, headed back into the cold, thankless world they thought they had left behind. Jernigan Chimel steps in to contain the fear spreading throughout the temple, but he readily looks to the characters for aid.

And during all this, the pillar quakes and trembles slightly, as if something is hammering away at the very core of the structure.

ADVENTURE BACKGROUND

A ruthless derro priest named Davgarh and his war band are responsible for the chaos occurring in the Upper Gardens. The derro recently stumbled upon the temple of Iseleine while exploring caverns that opened into the Gardens Below. The capricious and malevolent derro immediately set about ransacking the garden and finding a way to topple the pillar that supports the temple to beauty. Such a feat would place their names among the greatest of derro.

Davgarh solicited Kalahastie, a succubus renowned for her beguiling nature and ingenuity. Together, they developed a plan to bring the faithful of the Hanging Gardens to their knees. Their minions are even now tunneling into the column that supports the temple, which is causing minor tremors in the pillar. Aided by spells, the excavation is making incredible progress. The derro are already planning a grand celebration to mark the day when they expect the granite pillar to collapse into ruin.

Characters have roughly five days before the pillar's foundation weakens to the point of collapse. This should be plenty of time for the characters to investigate the Gardens Below and stop the derro, but you should weigh the characters' progress against this deadline. Extend the time if necessary to allow determined characters a chance to discover and stop the derro. Characters who foolishly waste time or ignore the clues should get no such aid and may find themselves standing at the base of a tower suddenly falling down upon them.

Recently, Davgarh and Kalahastie lured Aljena into the Gardens Below and killed her as she strolled in the pastoral beauty. Kalahastie then assumed Aljena's guise and successfully fooled the Hanging Garden's priests and Merom into thinking that she was the high priestess. On the night before the *Anointing of Perfection* ceremony, she charmed Merom and drained him of his essence until his body was at the brink of death. She then flew down to tell Davgarh about the *scepter of faiths* and the ceremony planned for the following dawn. She gave Davgarh the true oil of Iseleine for safekeeping. The next morning, Kalahastie escorted Merom to the ceremony as expected. Once there, she fully drained his life (with her final kiss) before she stabbed him through the heart just for fun. Kalahastie then leapt into the void to escape. Once over the edge, she spread her wings and landed safely in the Gardens Below to join Davgarh.

The oil of Iseleine Kalahastie gave Merom during the ceremony was fake. She handed the high priest a different vial filled with derro urine to make a mockery of the ceremony. Characters who think they can simply take the "oil of Iseleine" that was left behind and splash it on the scepter themselves are in for a rude shock.

STARTING THE ADVENTURE

In the aftermath of the attack in the Upper Gardens, the characters find the Voice of the Garden Lindeera Windon (**Area C-1**) weeping openly as she sits on a bloodied bench. Merom may or may not be alive depending on the actions of the char-

DERRO IN THE GARDEN

A number of derro wander the Gardens Below, often in war bands that skulk through the abundant plants like diminutive guerrilla warriors. The derro are vicious creatures that roam in packs and attack anything they come across with a variety of poisons. The majority of the derro fire crossbow bolts tipped with violet fungi poison. Other poisons they use are presented below:

Medium Spider Venom (Injury). A creature subjected to this poison must make a DC 11 Constitution saving throw. A creature that fails takes 9 (2d8) poison damage while a creature that succeeds takes half this damage. If the damage reduces the target to 0 hp, the target is stable but poisoned for one hour. The poisoned condition persists even after regaining hit points. While poisoned, the creature is also paralyzed.

Achaierai Black Cloud Oil (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or take 7 (2d6) acid damage and be confused, similar to the spell. A confused creature may repeat the saving throw at the end of its turn, ending the effect on itself with a success.

Violet Fungi Poison (Injury). A creature subjected to this poison must make a DC 12 Constitution saving throw. A creature who fails takes 9 (2d8) necrotic damage and is poisoned for 1d4 hours, while a creature that succeeds takes half this damage and is not poisoned. This is the most common poison used by the derro in the garden.

Crawler Brain Juice Poison (Contact). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 3 (1d6) poison damage and be paralyzed for one hour.

acters during the battle. If he lives, the priests are allowing him to recuperate inside the prism to regain his strength from the succubus's draining. Jernigan Chimel assumes the role of acting high priest in Merom's absence.

Lindeera sobs uncontrollably over Aljena's actions. She pleads with the characters to find out why Aljena stabbed Merom and then leapt to her (supposed) death. If characters agree to help, Lindeera speaks with Jernigan about having the characters' weapons returned to them if they agree to venture into the Gardens Below to root out the source of the trouble. Jernigan readily agrees and immediately sends an initiate to retrieve the items. Since the oil of Iseleine is also now missing, he doesn't know of any other way to bless the *scepter of faiths*. He strongly expects that whoever was impersonating Aljena stole the oil and likely has it somewhere in the Gardens Below.

THE GARDENS BELOW

The Gardens Below is planted according to the various aspects of Iseleine: peace, love, and splendor. Each garden is carefully cultivated, and labels identify plants, scrub, and trees. Meandering paths and small shrines fill the garden. Sculptures, monuments, and obelisks are abundant. But recent destruction is also evident. Flowers are decapitated or torn from the earth. Deep scars from sword strikes mar the trees and shrubs. Entire hedges are torn from their planters and scattered across the stone paths.

The depth of the pit allows direct sunlight to reach the bottom for only four hours each day. The Gardens Below is bathed in a humid twilight during all other daylight hours. At night, the garden is as dark as a cave. Vegetation develops broad leaves to catch as much light as possible. This thick foliage is a blessing for the derro.

The derro take cover during the four hours of direct sunlight. But during the rest of the time, they fearlessly explore the gardens. If confronted in their many hiding places during the sun's peak hours, the derro use their darkness ability to escape until the sun wanes.



RANDOM ENCOUNTERS

A number of animals still roam the Gardens Below, despite the presence of the derro. Roll 1d20 for random encounters and consult the table below. Encounter checks are suggested for every hour spent within the gardens (or if the characters make a lot of noise and draw attention to themselves). Most of the animals are friendly, although the violent derro are slowly changing that.

Roll 1d6 when an animal is encountered. A roll of 1–2 indicates that the animal is friendly to strangers. A roll of 3–6 means the derro poisoned the animal with achaierai black cloud oil and it is insane.

The unicorn has not suffered the effects of the derro's poison. The unicorn may arrive at any encounter in the Gardens Below to aid struggling characters.

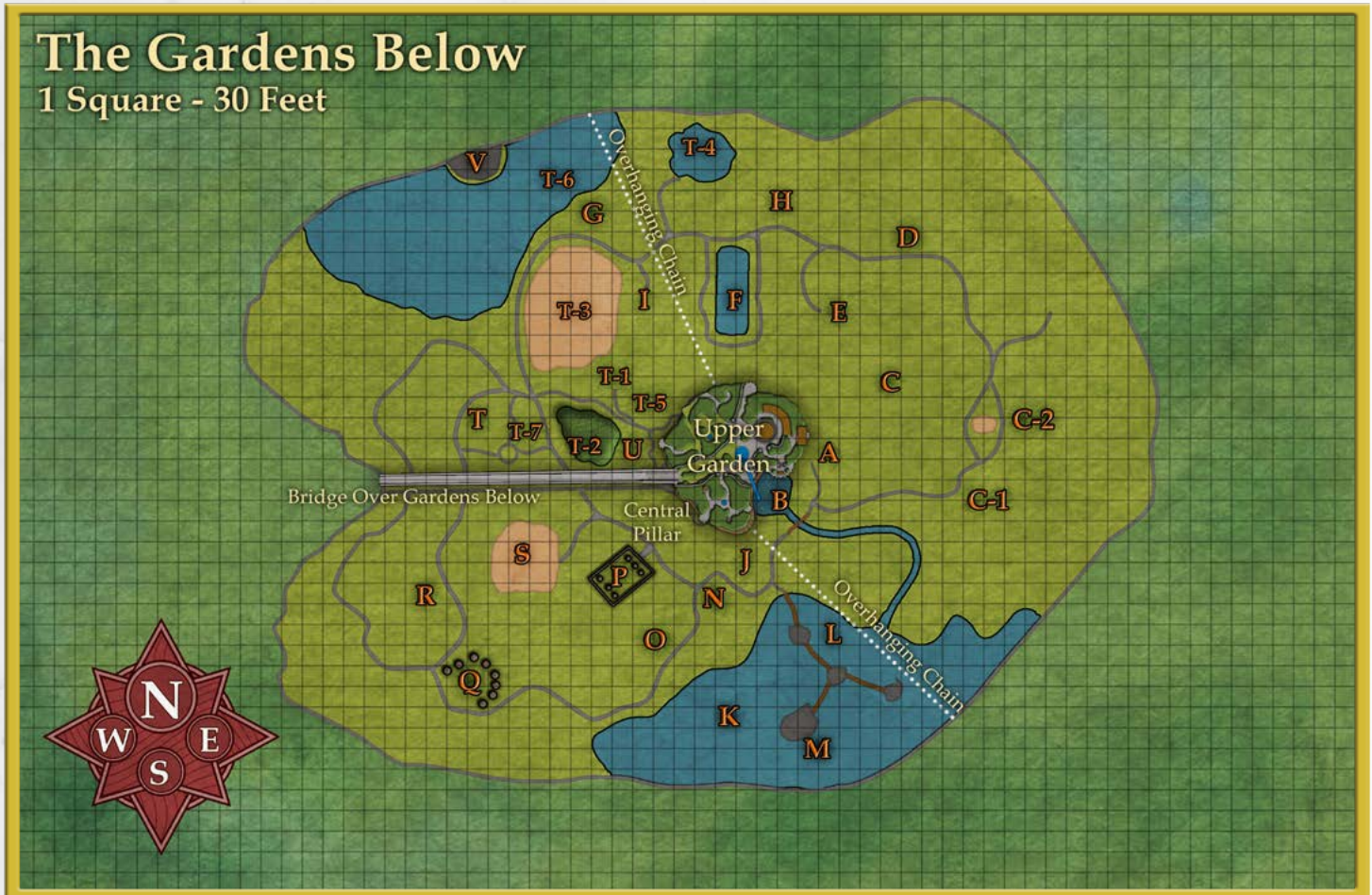
1d20	Encounter
1	Derro war party: 1d4 elite derro ^{A1} , 2d4 derro ^{A1} (see the Derro in the Garden sidebar for details)
2	Melisse, insane lillend (see below)
3	Leopard (use panther)
4	Unicorn
5	Brown bear
6	Fox ^{A1}
7	Escaped goblin servants (1d6) (no equipment, armor, or weapons)
8	Skunk ^{A1}
9	Wild horse
10	Eagle
11	Deer
12–20	No encounter

MELISSE THE INSANE LILLEND

Melisse the insane **lillend** ^{A1} is the sister of Ilarile the Radiant, a lillend who was turned to stone by a basilisk. Ilarile's body currently decorates the Garden of Statuary (**Area C-3**). Melisse journeyed here to find her sister but stumbled on the derro and was struck by poisoned bolts coated with achaierai black cloud oil. The bolts have caused madness in the beautiful creature. Melisse now roams the Gardens Below hunting for her sister and taking out her anger on everything she encounters.

The Gardens Below

1 Square - 30 Feet



AREA A: STAIRCASE AMBUSH

The Gardens Below is beautiful in spite of the destructive derro. Tropical leaf succulents thrive in the humid atmosphere. Dense trees grow to incredible heights to escape the tangle of underbrush. Paths wander in shadow throughout much of the garden. Two creek-stone paths lead from the base of the Descending Steps.

As characters descend to the bottom, 4 **derro**^{A1} wait to attack with violet fungi-poisoned crossbows from the cover of the dense foliage. They attempt to subdue rather than kill in order to use captured characters as servants in the mines. The derro fight to the death and reveal no information if taken alive.

The 10-foot area in front of the final step holds a net snare trap. The trap can be noted with a successful DC 16 Wisdom (Perception) check and disabled with a successful DC 15 Dexterity check with thieves' tools. Beings caught in the net are suspended 15 feet in the air. Victims can escape by using an action to untangle themselves with a DC 15 Dexterity (Acrobatics) check or they can break the net with a DC 18 Strength check.

The derro hide until the snare springs, then shoot entangled victims with violet fungi-poisoned bolts.

See the **Derro in the Garden** sidebar for more information on the derro, their poisons, and their tactics.

AREA B: THE LITTLE BRIDGE

A small bridge crosses the brook leading away from the falls.

Scratch marks are evident on the railings from derro sharpening their weapons against the wood and stone.

AREA C: THE GARDEN OF PEACE

Marble slabs set into the ground serve as paths that reflect the flowers around the Garden of Peace. The shrines and reflecting pools provide a calm and serene atmosphere. All Intelligence and Wisdom checks are made at advantage due to the unnatural clarity the garden provides.

AREA C-1: THE HANDS OF PEACE

A patio of white marble encircles a white statue of Iseleine. The statue's arms are raised over an ornate altar of alabaster stone. The statue's eyes are closed as it peers heavenward.

An inscription in Common at the base of the altar reads: "Behold! The benevolence of Iseleine blesses all who pay homage to her loving spirit. Let her lift the burden of sin and cleanse the weapons of mortality." Characters searching the top of the altar find deep scars.

The statue is a **stone golem** with very specific instructions. If any weapon or item used as a weapon — such as wands, staves, or rods — is placed on the altar, the golem smashes the item. The golem does not attack unless someone foolishly attacks it. The golem attacks any undead immediately due to the affront to life that they represent.

Defensive items or items specifically blessed by Iseleine (such as the *scepter of faiths*) are not destroyed. Instead, the golem's hands cover the item, and a *magic mouth* says, "Iseleine's grace brings beauty to the world." The blessing is purely ceremonial and has no other effect. The golem then returns to its normal pose.

The crushed remains of a derro can be found 15 feet into the vegetation near the marble patio. He foolishly climbed atop the altar with his weapons and was barely able to crawl away to die.

AREA C-2: THE REFLECTING POOL OF HARMONY

The acrid stench of urine fills the air. A 30-foot rectangle pool of oily water surrounded by stained white stones sits in this clearing. Several dead spell parrots lie in heaps of colorful feathers around and in the pool. Small bolts impale their corpses.

The pool is a latrine for 3 **derro**^{A1}. Cautious characters may catch them with their "guard" down, so to speak. If warned, two hide under the brush opposite the path, giving them advantage on their Dexterity (Stealth) checks. The pair fire violet fungi-poisoned bolts while the third derro tries to flank the intruders.

AREA D: THE WEB TENT

The path disappears down a dark tunnel under thick, overhanging webs. The derro encountered an **ettercap** a few months ago and set up a shaky partnership with the creature. The derro promised the ettercap fresh food in exchange for poison. The ettercap has lived up to its end of the bargain, but the derro have not provided any meat.

The garden's high humidity causes great droplets of water to collect on the massive webs, making them resistant to fire damage.

Outside the web tent are 6 **giant spiders**. They watch for derro as well as other intruders. They hide in the thick webs above the tunnel and drag victims into the sticky strands before descending for a meal. They can be seen with a successful DC 20 Wisdom (Perception) check.

Within the tent, a 30-foot-long path opens into a 15-foot-high, 60-foot-wide dome. A single derro hangs cocooned from the center of the dome. The ettercap is holding the bound derro hostage until the ettercap's fresh meals are delivered as promised. The ettercap is already feeding upon the helpless victim, but not enough to kill the powerless derro.

The web cavern's floor is a sheet of sticky webbing. It can be noticed with a successful DC 15 Wisdom (Perception) check. The floor adheres to and traps those treading upon it. Victims can wriggle free with a successful DC 11 Dexterity (Acrobatics) check or pull themselves out of the webbing with a successful DC 13 Strength check. The ettercap hides above the suspended derro and attacks by throwing its webs after the spiders attack. It can be spotted with a successful DC 18 Wisdom (Perception) check.

The ettercap hides treasure from the derro and their servants in a small compartment above the dome in which it resides: a +2 *shortsword*, six vials of medium spider poison, +2 *studded leather*, and a bag of 243 pp.

AREA E: SMASHING FOUNTAIN

The ring of metal on stone resounds from this area. A 20-foot-diameter ornate fountain sits in this small glade. Beautifully carved statues of nude dancing nymphs circle the pool's perimeter. A statue of a triton wearing a crown of coral holds a gold trident in one hand and a conch shell in the other. Sparkling water erupts from the spiral shell held above the statue's head. Cavorting around the pool are 8 **bugbears** that are happily demolishing the nymph statues with morningstars. They laugh uproariously with each hit.

These servants are having a good time destroying the fountain and its statuary. They are too busy with their revelry to notice cautious adventurers. They attack on sight or if confronted but know little of their terrifying masters. If half the bugbears are killed, the remaining creatures flee to warn their derro masters.

AREA F: REFLECTING POND

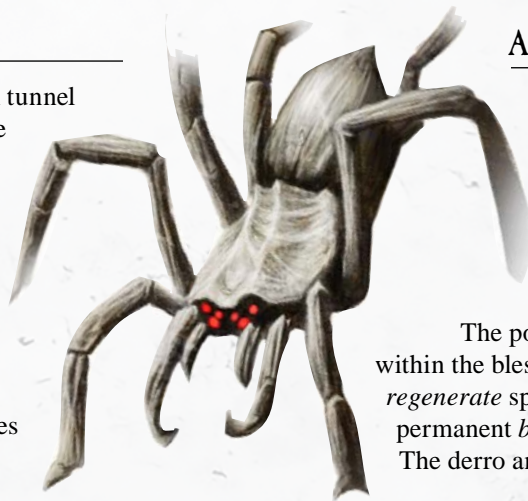
A rectangular pool of pristine and tranquil water sits in the middle of a bounty of broad-leafed plants. Marble pedestals break the surrounding vegetation and hold urns, braziers, and small statues of fey creatures. The pool reflects the surrounding flora like a verdant mirror.

The pool radiates strong abjuration magic. Immersion within the blessed water anoints the willing creature with a *regenerate* spell. This area is also under the protection of a permanent *bless* spell that affects all good-aligned creatures. The derro and their cohorts avoid this area.

AREA G: THE MINIONS

Numerous **kobolds**, **goblins**, and **hobgoblins** (no equipment, weapons, or armor) are forced to carry logs on their backs along this path. The servants deliver timber cut from the garden to the tunnel to help shore up the excavation going on under the central pillar. The brutal overseer Rohroh Shuzlirk (**derro shadow antipaladin**^{A1}, equipped with +1 *flame tongue shortsword*, hand crossbow, 24 bolts, and *potions of speed*, *invisibility*, and *heroism*) accompanies the servants at all times. He sits atop his rock-horned lizard (as **giant lizard**) and rarely climbs out of the saddle. During combat, Rohroh drinks his *potion of invisibility* and feeds the *potion of speed* to his lizard mount before riding through his servants, heedless of their welfare.

The servants suffer from three levels of exhaustion and feebly attempt to aid the overseer. They have no weapons and ravenously grasp for visible waterskins or foodstuffs. The servants are considered difficult terrain for anyone trying to move through them. Maintaining concentration on spells while surrounded by the servants requires a DC 10 Constitution saving throw.



AREA H: THE SLEEPING SERVANT

This wood-and-lattice gazebo is the lair of Quid, a sluggish **troll**. Although he doesn't consider himself a servant, Quid often does what the succubus Kalahastie requests. Quid obstinately refuses others' commands, but he enjoys the succubus's corrupt beauty and does her bidding out of misplaced love. Quid often hides under the hanging leaves to escape labor and the overseer (**Area G**). If disturbed, he sees what characters can offer him. Quid sleeps during the day, curled up and embracing a broken statue of a woman.

Quid can possibly be bargained with against the overseer, but he turns on the characters at the first opportunity. If characters speak ill of Kalahastie or attack her, he savagely attacks them.

He carries a cold iron forged longsword that he uses to pick his teeth. Quid also sports a necklace of 24 silver arrowheads.

AREA I: THE ESCAPEE

A deep gnome named Argekia (NG female gnome **priest** with no equipment or prepared spells) recently escaped from a derro work detail. She hides in the underbrush awaiting her chance to flee into the tunnels or out of the pit. She covers herself in black soil and camouflages her movements as best she can, attempting to appear as a goblin when forced to move around. Realizing her desperate need for aid, Argekia approaches friendly-looking characters. She does not speak any language except gnomish. Argekia offers information and other aid. She dearly wishes to return home.

Argekia is a pilgrim to the Hanging Gardens from deep within the tunnels. A derro hunting party captured and killed her traveling companions. They forced her into a work detail to dig a tunnel into the central pillar's rock wall. Argekia has not rested long enough to regain spells; she's been on the run for days, dodging the derro loose in the garden.

AREA J: THE GARDEN OF LOVE

Polished quartz steppingstones serve as pathways in the Garden of Love. Secluded alcoves and flowering grapevine trellises fill the garden. The pervasive compassionate aura grants a +1 bonus to Charisma-based skill checks. Statues depicting seductive and passionate scenes bordering on hedonism are plentiful. The garden surrounds Adoration Lake, which is shallow and clear and contains a few islands linked by a series of wooden bridges.

AREA K: ADORATION LAKE

The lake's average depth is four feet, but a few areas plunge to more than 30 feet. Schools of ornamental fish live in the lake. Since the corruption of the Gardens Below, the decorative and plant-eating fish are hungry and aggressive. In the absence of the

care shown by the priests, the bigger fish devoured the smaller ones and viciously investigate any disturbance.

AREA L: STROLLING BRIDGES

Wooden bridges without rails connect several small islands. A gazebo with a bench or swing under its roof is on each island.

AREA M: ISELEINE'S ISLAND

The largest island holds a statue of Iseleine built inside a gazebo. White silks and glass beads adorn the human-sized statue. Stationed here are 5 **derro**^{A1}. They attempt to incapacitate approaching characters by shooting bolts coated in crawler brain juice poison. Characters succumbing to the poison have a 50 percent chance of falling into the lake if standing on a bridge.

AREA N: THE CHERUB TOWER

A 10-foot-diameter tower sits beside the path. An open door leads into a 30-foot-tall hollow tower. A narrow stairwell lines the marble walls. The top of the tower has enough space for two



people to stand overlooking Adoration Lake. A bottle of fine wine and a pair of goblets sit on a bench. The derro have not yet invaded this tower.

AREA O: THE PEDESTAL

An ornate pedestal sits within a veranda of quartz bricks. A gold chalice resting on the pedestal is filled with a sweet-smelling wine. Marble statues of cherubs and satyrs line the veranda's low wall.

Once per day, the chalice magically fills with a *philter of love*. The chalice's powers work only within the Gardens Below; the chalice becomes nonmagical if removed. The chalice is worth 50 gp.

Hiding in the shrubbery is Ermu, a **derro**^{A1} who recently drank from the chalice. Ermu hides because he knows the overseer will punish him for being away for so long. Ermu falls head over heels for the first individual who approaches the pedestal.

AREA P: THE LOWER TEMPLE

A colonnade of quartz pillars supports a ceramic-tiled roof. Standing in the center of the temple is a nine-foot-tall statue of Iseleine, her arms open wide in a welcoming embrace. A pattern of quartz and chert inlay decorates the floor surrounding the larger-than-life statue.

The temple is the resting spot of Grore, a huge ogre (use **ogre** but with size Huge, 85 [9d12 + 27] hit points, greatclub +8 to hit, 10 ft. reach, 17 [3d8+4] bludgeoning damage, Challenge 3), and a smattering of **goblin** servants (no equipment, weapons, or armor). They rest here to escape the overseer's iron grip. Grore is huge even by ogre standards. The gluttonous ogre wants nothing more than to be rid of the derro, and an offering of troublesome adventurers may be enough to buy his freedom. His meager prized possessions consist of a bag of decomposing, yet still-colorful parrots. Buried in the dead, sticky parrots are three *potions of greater healing*.

AREA Q: THE SANCTUM

A semicircle of white quartz pillars stands behind a golden harp sitting on a small plinth. The instrument's strings are missing. Struggling to remove the instrument are 5 **derro**^{A1}. The derro don't know that only a being of good alignment can successfully move the harp, which is a *harp of charming*^{A2}. It is useless without its magical strings, however.

One derro carries a quiver of 24 cold iron forged arrows. The arrows and quiver are of drow origin.

AREA R: THE DEATH OF INNOCENCE

A 40-foot-diameter platform of flint blocks stands more than four feet high. Three sets of stairs ascend to the stage. An intricate tile design of a rose is inlaid upon the stage.

The skinned carcass of a unicorn lies on the platform. Dried blood surrounds the stallion's body, and two heavy chains bind the animal. The animal's horn is severed and missing. The derro

killed this guardian of the Gardens Below. Kalahastie keeps the horn as a trophy.

AREA S: THE ROSE GARDEN

Thick rose bushes line the paths. Despite the derros' savage attempts to destroy the bushes, the roses flower each night, healing any damage done to them.

If a handful of rose petals is crushed into a curative potion (a potion of healing, for example), the potion's effectiveness doubles. The rose petals lose their magical effects once taken from the garden, as do any potions mixed in the Gardens Below.

AREA T: THE GARDEN OF SPLENDOR

The Garden of Splendor has trails of ceramic and glass tiles that wind about statues and sculptures. Masterwork-quality arches and monuments pay tribute to various artists' creativity. The Hanging Gardens produces an amazing number of master artists. Examples of their work decorate this garden.

The entrance to the underground caverns from whence the derro arrived is in this garden, as is the tunnel into the central pillar's heart.

AREA T-1: THE INVESTIGATORS' DEMISE

Quartz tiles enclose a twisted and gnarled mangrove tree. Pools of rusty blood collect below five hanging human corpses. Each body has its hands and feet bound. All were tortured. They still wear the colorful robes favored by the priests of the Hanging Gardens. A derro war party ambushed the unfortunate priests as soon as they left the staircase and tortured them over the next few days. A few escaped but were tracked down soon enough.

AREA T-2: THE ROCKS

This garden is in shambles. Vegetation is flattened by piles of rocks and debris. Scarred boulders rest throughout the area. Crude symbols and surly derro phrases are carved into a few of the stones. The derro graffiti cover topics such as mothers, feces, and hamsters. The tree canopy provides cover and hides the destruction from above.

AREA T-3: MEDITATION FIELD

A field of swaying, eight-foot-tall cane stalks borders the western edge of the Lake of Inspiration. An **achaierai**^{A1} hides in the bamboo thicket, ready to ambush whatever wanders down the path.

Davgarh called on his insane lord for aid in getting rid of the guardians of the Garden Below; unfortunately, a disobedient and angry achaierai answered the call. Unable to bargain with the creature, Davgarh released the depraved pheasant to fend for itself. The achaierai is filling its days in the garden as it impatiently waits for Davgarh to name a task for it to fulfill. It grapples small creatures and drags them into the cane to devour. The achaierai releases a black cloud of ink upon others. It has acquired a taste for derro, which are immune to the cloud. But it won't pass up a free meal when it spots the characters.

AREA T-4: THE LAKE OF INSPIRATION

A 20-foot-long pier of limestone blocks extends out over a clear lake that glows with an unearthly brilliance. The pier ends in a rounded, 10-foot-diameter covered rotunda where an altar sits. Small statues of Iseleine stand around the rotunda, and a bowl holding oil sits on the white marble altar. The rotunda and adjacent water are under the effects of a *bless* spell that affects only good-aligned creatures, and a *daylight* effect placed over the water to illuminate the rotunda. The derro stay away from the area.

Praying or meditating within the rotunda for at least one hour grants a single-question *divination* spell in the form of a daydream-like insight. Further, any magical item (weapon or otherwise) placed upon the altar during the hour of prayer is blessed and grants advantage on attacks made against evil creatures for 24 hours.

The lake is 15 feet deep and free of danger. Ornamental fish swim in the water.

AREA T-5: TUNNEL ENTRANCE

A canopy of trees covers a gaping wound in the stone pillar's side. The sounds of metal scraping on stone resound from within the tunnel. A narrow stream of water flows from the entrance, where 4 **derro**^{A1} watch for intruders. The tunnel leads into the main room (**Area U1**) in the stone pillar supporting the Hanging Gardens.

AREA T-6: THE DRAINED POOL

A stream once fed this low pond. All that remains is a sludge pit covered in deep tracks. The tracks lead to a cave entrance against the pit wall.

AREA T-7: THE HOLY FONT

A 20-foot-diameter pool of water parts the foliage. Although the earth is still, the water shivers as the ground vibrates with tremors. Drinking or bathing in the water *blesses* a character for 24 hours. Furthermore, any weapon immersed in the pool by a good-aligned creature gains a +1 bonus to hit and damage rolls for 24 hours (the bonus stacks with any existing bonuses, to a maximum of +3). The water loses all special abilities if removed from the font. If the *scepter of faiths* is dipped in the water, it automatically gains a +3 bonus on to hit and damage rolls for 24 hours.

AREA U: THE DERRO MINES

The derro are excavating the heart of the stone pillar supporting the Hanging Gardens of Iseleine. The derro leader Davgarh hopes to topple the entire column soon and destroy the temple above. The thought of how he'll escape the stone pillar and temple when they crash down has not crossed his demented mind. Unwilling servants and derro working in the tunnels haul rocks and debris into the gardens to carry out his irrational plan.

The tunnels are 15 feet tall, but unstable. The tunnels' quick excavation increases the risks of a small collapse. The poor construction is easily spotted with a DC 12 Intelligence




(Investigation) check. Spells causing massive damage (*fireball*, for example) or intentionally inflicting damage on the walls or ceiling might cause a limited collapse. The damage dealt is equal to the percentage chance of collapse. (For example, 15 points of damage equals a 15 percent chance of collapse during the round in which the damage is dealt.)

Anyone in the 15-foot-radius bury zone must make a DC 13 Dexterity saving throw. A creature who fails takes 28 (8d6) bludgeoning damage and is buried, while a creature that succeeds takes half this much damage and is not buried. Buried characters take 3 (1d6) bludgeoning damage at the start of each of their turns. Buried characters can dig their way free with a successful DC 20 Strength check, or they can be dug out with a successful DC 18 Strength check by their companions. Rescuers equipped with shovels or similar digging tools receive advantage on their Strength checks.

AREA U-1: THE MAIN ROOM

Four tunnels lead from this dimly lit chamber. A stream of water flows into the room from one tunnel, turning the floor into a muddy mess. A hunchbacked **ettin** struggles to pull a metal cart along one tunnel using a long chain. Rocks and rubble mined from the pillar fill the cart. Four **hobgoblins** and 2 **goblins** (with no equipment, armor, or weapons) empty the cart and carry rocks into the garden. The ettin starts combat by using the two manacled goblins as an improvised weapon to make a trip attack (reach 10ft., DC 15 Dexterity saving throw or target is knocked prone) before drawing its battleaxe and wading into melee combat.

A detailed illustration of a two-headed ogre, a large muscular creature with two faces, both with long beards and fierce expressions. It is swinging two goblins by their necks using heavy metal chains. The goblins are green-skinned, with large ears and yellow eyes, looking terrified. The background is a bright, hazy yellow. A circular text box is overlaid on the left side of the image.

“The two-headed
beast swung
the goblins,
using their frail
bodies as
weapons ...”

AREA U-2: EASTERN PASSAGE

This passage circumnavigates the core to weaken the pillar's outer layers of rock. Laboring here are 8 captured dwarves (**commoner** with no equipment, armor, or weapons and one level of exhaustion) who excavate the tunnel under the watchful eye of 4 **derro**^{A1} guards. The dwarves carry picks and hammers. If rescuers attack, the dwarves attempt to trip their masters using their leg irons. The dwarves know basic details of the plan to topple the pillar but are too weak from malnourishment to help stop it.

AREA U-3: NORTH TUNNEL

Goblin slaves carry rubble from this room. The 24 **goblin** slaves (no equipment, weapons, or armor) are weaponless and flee shrieking and screaming if confronted. Water flows down the passage to the exit.

AREA U-4: WORK IN PROGRESS

The sounds of picks striking stone ring out in an unrelenting rhythm from this tunnel. Burrowing into the rock are 5 dwarves (**commoner** with no equipment, armor, or weapons). A group of 5 **derro**^{A1} kicks and shoves 10 **goblins** (also with no equipment) to gather the rubble into baskets that they carry on their backs.

This chamber has been hollowed out around a pillar of dark stone that refuses to budge. The workers mercilessly pick and chip at the unyielding support under the watchful eye of the derro.

A fountain of water jets four feet into the air from a hole in the stone floor, and a dry hole is located on the ceiling directly above the torrent. Tarabulus, a **derro speaker to the darkness**^{A1} (with AC 22 from +1 *plate armor* and a +1 *shield*, and equipped with a mace, a hand crossbow, a *pearl of power*, a *wand of fear*, and a bag of gold wire [strings for the *harp of charming* in **Area Q**]), is in charge of destroying the column. He has weakened the stone with spells, and screams and snarls at the diggers to chip stone shards away from the column.

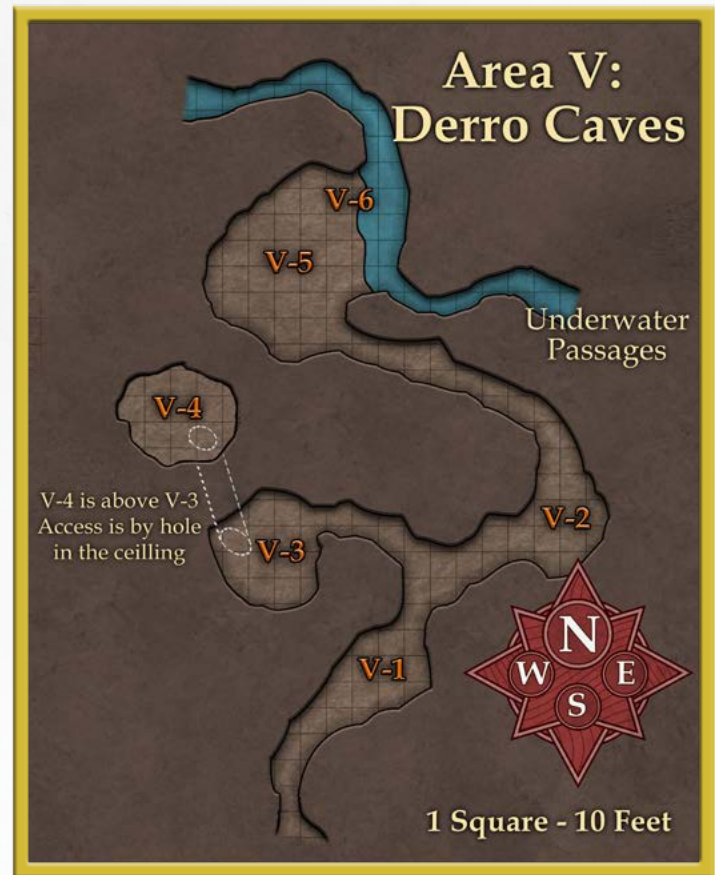
If interrupted, Tarabulus commands the goblins and dwarves to attack as he prepares himself with spells.

The exhausted goblins pelt characters with rocks (+0 attack, range 20/60 ft., 1d4 bludgeoning damage) while the dwarves disobey and try to disrupt Tarabulus' spells. The derro watching the diggers join the attack, and they know to stay out of the way of Tarabulus' spells.

Tarabulus is Davgarh's understudy and is in charge of excavating the tunnels. He realizes that he and everyone inside the tunnels are in real danger if the pillar starts to fall. His demented delusions of immortality lead him to believe that he alone will survive the devastation.

AREA U-5: SLEEPING CHAMBERS

The derro use this chamber to relax and sleep during the daytime hours. Beds of crushed flowers and cattails are pushed against the walls, each with a dirty blanket atop it. A few random items can be found here, but nothing of importance. Some suggestions include broken pieces of armor and weapons,



chipped off statuary from the gardens, interesting rocks, a few low-quality gemstones (1d8 gp each), or pouches of beef jerky.

AREA V: THE DERRO CAVES

The derro tunneled from the underworld caverns into the Gardens Below and emerged from an opening in the side of the stone wall. The derro miscalculated, though, and broke through under a pond (**Area T-6**) that flooded their tunnels. The entry is a mud-filled depression with an earthen and rock passageway that slopes downward. Hundreds of tracks leading to and from the tunnel entrance cover the pond bed.

Watching the tunnel mouth are 5 **derro**^{A1} guards who sound a gong (stolen from the gardens) to warn of intruders.

AREA V-1: MAIN CHAMBER

The tunnel opens into a natural cavern used as storage. The derro keep 2 dwarves (**commoner**, no equipment) chained to grinding stones to repair tools and to sharpen weapons.

AREA V-2: THE SAVANT STUDENTS

Sparse furnishings fill this chamber. A platter with a half-eaten large ornamental fish sits on a crude table. Two small stools sit around the table, and two bedrolls are in the corner. Small backpacks near each bed contain spell components, tomes on ritualistic torture (written in Aklo), 2d20 gp, a vial of wyvern poison, and small bags of brightly colored feathers. The chamber is home to 2 **derro savants**^{A1}. They investigate any disturbance in the neighboring rooms.

AREA V-3: UPPER PASSAGE AND GUARD ROOM

This branch of the tunnel rises 30 feet at a steep angle (DC 10 Strength [Athletics] check) to a circular room where 4 **elite derro**^{A1} are stationed. The lower end of the passageway is set with a magical sonic burst trap. The glyph can be noted with a successful DC 17 Wisdom (Perception) check and removed with a successful DC 17 Intelligence (Arcana) check. If the glyph is activated, each creature within five feet must make a DC 12 Constitution saving throw. Those failing the save take 13 (3d8) thunder damage while those succeeding take half this amount. The sound alerts the derro in the upper chamber.

The derro use their crossbows to attack intruders trying to climb the slope. They have advantage on attack rolls against creatures climbing the slope.

A hole in the 15-foot-high ceiling leads to the elder savant's chamber (**Area V-4**). The savant aids the guards with spells but does not enter combat unless cornered.

AREA V-4: SAVANT'S CHAMBER

Natural ledges line this roughly spherical chamber that lacks a flat floor. Ledges stair-step up the side of the room. A knotted rope drawn up into the room is tied to a piton in the wall. A round entryway to **Area V-3** is the only exit. The ledges hold unholy trinkets, disgusting souvenirs, and other unsavory items. From one ledge hangs a double-layered leather bag containing 9 rubies (50 gp each) buried in damp, rich soil. The soil is an incubator for 4 **violet fungi**. The minute tentacles of the fungi automatically hit and poison unprotected hands reaching into the soil.

Shaphaz' Ikthorn, an aged **derro savant**^{A1}, lives in the upper room. He aids his guards with spells and attempts to seal his room if they are defeated. Despite his savant status, he is not the war bands' true leader. He is equipped with a *ring of spell turning*, *potions of greater healing*, *invulnerability*, *resistance* (lightning) and *resistance* (cold), and *spell scrolls of invisibility* and *haste*.

AREA V-5: CAVERN OF THE INSANE

A winding, 140-foot-long passage opens next to a mound of rubble in a large natural cavern. An underwater river runs along the cavern's border. The noise from the river rumbles throughout the entire chamber. A mountain of debris against the wall forms a 50-foot-tall peak that can be climbed with a successful DC 11 Strength (Athletics) check. The 175-foot-diameter chamber has a 60-foot-high ceiling.

The delusional Davgarh (a **derro speaker to the darkness**^{A1}, has AC 20 and is equipped with +2 *mace*, +2 *hand crossbow*, +2 *chainmail*, 2 *potions of greater healing*, a vial containing the lost oil of Iseleine, 2 vials of violet fungi poison, a buckler, black robes, an unholy symbol, a pouch of pebbles painted gold, pruning shears, a stuffed snake, and a lady's fancy lace gloves and parasol) claims this rubble-filled room as a grand temple. He has a throne — actually nothing more than a boulder — seated atop the rock summit. A border of small rocks surrounds a level area around the throne. A pile of rocks covers Aljena's possessions. Davgarh thinks of these rocks as chests and trapped them with another sonic burst trap.

The sonic glyph can be noted with a successful DC 17 Wisdom (Perception) check and removed with a successful DC 17 Intelligence (Arcana) check. If the glyph is activated, each creature within five feet must make a DC 12 Constitution saving throw. Those failing the save take 13 (3d8) thunder damage while those succeeding take half this amount. The sonic glyph is an insane scrawl of lines and symbols outlined with green, glowing fungus.

The "temple" is dedicated to Shur d'Zhar^{A3}, the demon lord of the criminally insane. Few have even heard of his existence, and even less is known of this obscure demon lord. The derro — at Davgarh's "suggestion" — revere and respect Shur d'Zhar as their patron.

The room contains 2 **elite derro**^{A1} who hide among the rubble. They await Kalahastie's telepathic instructions before entering combat.

Davgarh sits upon his rock throne as he exhorts an imaginary horde of followers to evil deeds. In his few moments of clarity, he commands the derro war band with unerring tactics and authority. Despite his insanity and resistance to *charm*, Kalahastie (a **succubus** with AC 16 equipped with a *hat of disguise*, a heart-shaped amulet, and a *cloak of protection*) has thus far managed to influence the derro speaker to the darkness.

Kalahastie resides in the room, albeit in disguise. She masquerades as a captured priestess of Iseleine, although she downplays her beauty to throw off suspicion. She wears dirty silks and velvet, and appears shocked and dazed. She says her name is Tayora and that the "foul little dwarves captured her near the steps." She stays out of combat, realizing that the characters must be fairly powerful to have reached Davgarh's throne room. She uses her beguiling powers to turn characters against the clergy of Iseleine or against one another if they discover her true identity before the characters reach the temple above. If the characters take her back to the Hanging Gardens, Kalahastie attempts to Charm a character during the climb. Once atop the pillar, she telepathically suggests that the clergy of Iseleine are evil shapechangers that must be slain. The passive clergy and followers do their best to subdue characters without harm. Note: If Kalahastie was killed during the first *Anointing of Perfection* ceremony, she is not part of this fight.

Buried in a shallow grave in the temple is the body of High Priestess Aljena. It can be found with a successful DC 18 Wisdom (Perception) check. Her withered corpse is nearly unrecognizable. The oil of Iseleine and her possessions are missing, long since taken by Kalahastie. Note: If Kalahastie was killed during the Anointing of Perfection ceremony, Aljena was buried with her possessions and the oil of Iseleine needed to complete the ceremony.

AREA V-6: EXIT TUNNEL

This tunnel follows the underground river into the depths of the earth. The tunnel descends quickly and continues for miles before it reaches an enormous subterranean sea. You are free to devise any inhabitants of this underground sea and its environs.



ONWARD

At this point, two paths exist for continuing the adventure. The first optional adventure sends the characters to a haunted manor where a religious scholar named Lord Arnsworth Du Vaine previously uncovered many details about the original *scepter of faiths*. The second option leads characters straight into the Kanderi Desert and the temple of Seraph.

Option 1: If the characters need to “toughen up” before they tackle Seraph, Jernigan introduces them to an ancient Voice of the Garden named Donnyl Karelles (CG female human **senior priest**^{A1}). Four Iseleine acolytes carry her in a bough of branches lined with flowers. She barely speaks above a whisper, but her eyes are alive and sparkling. The flowers in her hair are fresh and fragrant, vibrant spots of color amid her white tresses. Her voice has a dream-like cadence that speaks of many years spent at the idyllic temple. She smiles like a grandmother about to make cookies for her favorite grandkids. She tells the characters of a man who visited the Hanging Gardens nearly 45 years ago, an explorer of sorts who asked many questions and took copious notes about the goddess. She clearly remembers him asking about the *scepter of faiths* during the time he spent as their guest. His name was Lord Arnsworth Du Vaine, and she recommends the characters seek him out at his manor east of the Hanging Gardens on the edge of the Kajaani Forest. She is sure that he would know more about the scepter and the next ritual.

See **Chapter 8: Soul of Glass** for a change-of-pace adventure that allows the characters to investigate a haunted house to uncover the location of Seraph on their own (as well as the opportunity to release the tortured soul of a girl murdered many years ago). It doesn’t involve another temple, but it does offer clues about the upcoming quests to restore the scepter. It also could provide characters with a nearby home base of sorts from which to investigate a few of the upcoming temples. It may provide some needed assistance later on when times get tough. From the mansion, the characters proceed to the Kanderi Desert and the temple of Seraph mentioned below.

Option 2: If you feel the characters are ready for the next temple adventure in the *Splinters of Faith Campaign*, you could jump right into **Chapter 9: Eclipse of the Hearth**. The characters must venture into the Kanderi Desert to find a pyramid temple overrun by a band of gnolls and demons from the past. It is a difficult adventure, however, as are the others following it.

CONCLUDING THE ADVENTURE

Once the oil of Iseleine is recovered, Jernigan Chimel (or Merom Castrinos if he was revived) proceeds with the *Anointing of Perfection* ceremony. If played as a separate adventure, Jernigan expresses his sincere gratitude, rewards characters with flower leis, potted plants, and 2 *potions of animal friendship*, and allows them safe harbor within the confines of the Hanging Gardens. Characters must still leave their weapons at the bridge the next time they visit, however.

Jernigan (or Merom) picks up the blessing where it was interrupted. He places a drop of oil from the vial on the scepter. Even though he uses only a drop, the liquid spreads rapidly until it completely covers the relic. The scepter must then “rest” in Iseleine’s gardens for three days, preferably on one of the many altars or shrines located within the Gardens Below. During this time, the scepter must not be moved so that it can “absorb” inner peace.

After the required three days, the scepter becomes attuned to death and tranquility. It senses those near death and can home in on nearby restless spirits. The scepter gains the following:

Divine Awareness. If you are holding the scepter, you can use an action to cast *detect evil and good* from it up to three times per day. This property recharges daily at dawn.

Blessing of the Faiths (Blessing of Life). While attuned the scepter, you are immune to necrotic damage.

8

SOUL OF GLASS



A young girl wearing a faded blue dress, her hair tied up in pigtails, sits cross-legged on the tiled floor. She rolls a red ball back and forth in front of her, laughing joyfully as she catches the plaything in one hand and sends it back in the other direction. A contented, yellow-striped cat curls up beside her, its head buried in its massive paws. The little girl raises her head and smiles. “Have you come to play?” She clasps her hands before her, girlish glee brightening her features.

The ball on the ground — now untouched — continues rolling back and forth all on its own.

The little girl’s eyes go dark. “You’re just like all the others. No fun at all.” The cat uncurls as the girl’s anger rises. It stands and hisses menacingly, a dark fury in its glittering feline eyes. “No fun at all,” the girl repeats — before she and the cat fade away into nothingness. The ball rolls away on its own, heading down the shadowy hallway. Laughter follows it — not childlike now, but a demented sound filled with the promise of violent death.

Welcome to the manor house. Everyone is so glad you stopped by.

HAUNTED MEMORIES

The heroes’ next stop is at the Chateau Du Vaine, a manor house with a tragic history that lingers to this very day.



ADVENTURE SUMMARY

This adventure diverges from the other adventures presented in the *Splinters of Faith Campaign* in that it involves a pair of tortured souls (and a few terrible spirits) that the characters might help as they learn more about their larger quest. It involves a haunted house and its awful history of murder and betrayal rather than a pair of temples. The former owner of the manor house was a religious scholar who researched various items — including the *scepter of faiths* — and recorded his observations. His information about the scepter could help the characters find the next temple required to bless the relic. Unfortunately, the characters must brave his manor home and the ghosts within and without to find this lost knowledge.

Feel free to use this adventure if you want to boost the characters' levels if they are not yet prepared for the final adventures in the *Splinters of Faith Campaign*.

GETTING STARTED

Soul of Glass takes place inside an abandoned manor home along a road less traveled along the eastern edge of the Kajaani Forest. Locals eking out a living in the hills all know the tragic tale of the Du Vaine family, but many dismiss the more fanciful elements as cautionary tales simply meant to frighten children. The locals still steer clear of the manor grounds, however, afraid of disturbing the ghosts of the past and present. Why tempt fate for a lost treasure that probably doesn't exist?

This adventure is designed for characters of 5th–7th levels. The adventure begins at the Covet, a roadside tavern near the abandoned Du Vaine family manor. The tavern is designed so you can drop it into your campaign as a springboard for exploring the nearby mansion and discovering the many secrets it hides. If the characters recently came from the Hanging Gardens of Iseleine, local travelers can easily direct them to the Covet once they get within 30 miles of the place. The small tavern has an infamous reputation among the locals.

BACKGROUND

Lavina Du Vaine was 11 years old when she died in 3487 I.R.

Her father, Lord Arnsworth Du Vaine, was a wealthy aristocrat, religious scholar, and wizard of some repute who proffered from the booming logging business in the hamlet of Carson's Mill. In fact, Lord Arnsworth founded and owned the entire town, until he sold the land and split the business up and sold it for more than it was worth. His riches and status stretched the

imaginations of even the greediest thieves. His wealth and leisure allowed him to research legends and myths — one of them being the fabled *scepter of faiths* lost during the War of Divine Discord in –579 I.R.

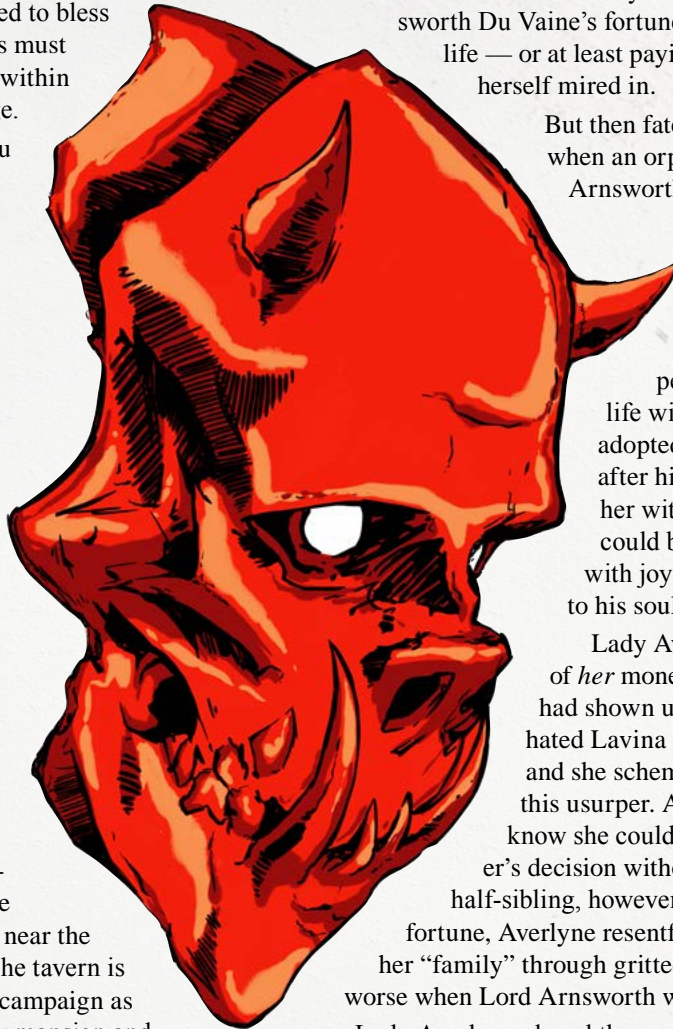
His only relative at that time was his much-younger half-sister, Averlyne, a reclusive spinster whose good looks were soured by her ill temper. Lord Arnsworth and Averlyne shared a father, but that was their only bond. In fact, she awaited the day when Arnsworth would shuffle off the mortal coil so she could take the family's money to pay off the significant debts she had accumulated and owed to the Alantyr family in Bargarsport. Lord Arnsworth Du Vaine's fortune was her key to buying a new life — or at least paying off the one she now found herself mired in.

But then fate threw her plans into chaos when an orphaned child appeared on Lord Arnsworth's doorstep. Lord Arnsworth had spent his entire life alone, buried in books and commerce, withering away into an old man — but this unexpected child gave him a new perspective and filled his forlorn life with a joy he'd never known. He adopted the girl and named her Lavina after his beloved mother and showered her with whatever trinkets his money could buy. Her laughter filled his heart with joy and brought youthfulness back to his soul.

Lady Averlyne seethed at the thought of her money going to an outsider who had shown up out of the blue. The spinster hated Lavina with barely restrained rage, and she schemed from the start to get rid of this usurper. Averlyne was smart enough to know she couldn't openly oppose her brother's decision without being cut off by her doting half-sibling, however. Realizing his hold over the fortune, Averlyne resentfully accepted Lavina and called her "family" through gritted teeth. She called the girl much worse when Lord Arnsworth wasn't around.

Lady Averlyne played the part of the aloof aunt for 10 years before her greed and desire — and mounting debts — finally overcame her. The fact that Lord Arnsworth — a man who had hovered near death's door before the girl's mysterious arrival — was now capering and laughing like a man half his age pushed Averlyne over the edge. With her debts threatening to overwhelm her, Averlyne had to act. Recent threats by the Alantyr family of Bargarsport fed her fears.

While Arnsworth traveled to the Island City of Jah Sezar to research details about the *scepter of faiths* and a lost temple known alternately as "Zendeth-Jan" or "Seraph," Lady Averlyne devised a plan to kidnap Lavina and hold her for ransom. One night, Averlyne drugged the few members of the household staff with wine she had delivered via a courier who never knew her name. When the staff members were asleep in drugged blissfulness, Averlyne donned a demon-like boar's mask and broke into



the manor house. Her plan was to grab the girl out of her bed-chamber and flee into the night with none the wiser. She would hand the girl over to brigands waiting to spirit her away — and who would kill her once Lord Arnsworth paid the ransom they demanded.

But Lavina awoke as the aging spinster crept into her bedroom. The demonic boar's head was a nightmare made real to the little girl, who fled before the horrible visage, clutching her teddy bear to her in her panic.

Lady Averlyne couldn't resist further tormenting the poor girl and pursued the terrified Lavina through the halls, screaming like a banshee behind her. Lavina shouted for help that never came as the servants slept unaware. Averlyne finally cornered the girl in the manor's little-used subterranean cistern. While trying to hide from the demonic boar, Lavina slipped and fell to her death in the well beneath the house. Lady Averlyne was the only person there to watch the girl tumble and fall into the inky blackness.



The kidnapping failed but still succeeded beyond Lady Averlyne's wildest dreams. Despite few people going into the room housing the cistern, Averlyne feared someone might eventually stumble upon the girl's body. She also feared Lord Arnsworth's magic would easily uncover her guilt.

To hide her crime, she "dropped in" to see Lavina the next day — only to pretend to be horrified when the servants couldn't find the little girl. She demanded that they each travel to the nearest towns and villages — each more than a day away — to spread word that Lavina was missing and to post a reward for her return. She ordered them to stay in the villages and towns for the next month in case word arrived of the missing girl. She promised to send word if Lavina returned or was found. The most suspicious members of the staff met foul ends on the road at the hands of the brigands Averlyne had originally hired to do away with the girl.

With the manor now empty for a few weeks, Lady Averlyne paid a metal craftsman handsomely to craft a metal dome to cap the well. The cap sealed the well tightly, and its copper-and-lead composition also blocked any divination spells.

After the cap was firmly in place two weeks later, Lady Averlyne hired a man named Hulman to build a false floor over the dome to further hide her misdeeds. Very few visited the cistern room before, but she wasn't taking any chances someone might find the newly added dome and attempt to open it. The returning servants either never noticed the new floor in the basement or were smart enough to not mention it after hearing word of those servants who "vanished" on the road.

Exhausted after a month of frantic activity, Lady Averlyne finally sent word to Lord Arnsworth, regretfully telling him Lavina had been "taken." She played up the doting aunt, tearfully relating all she had done to find the little girl before finally breaking down and contacting her half-brother.

Devastated by this unexpected news, Lord Arnsworth returned immediately. But even with his magical powers and wealth, he never uncovered Lavina's whereabouts or identified her kidnappers. Something blocked his magic, but he never suspected the answer was the lead cap right below his feet in the basement. Emotionally drained, Lord Arnsworth's health crumbled as his age caught up with him at last. Leaving everything to his half-sister, Lord Arnsworth hung himself from the inner balcony of the manor's tower in 3487 I.R.

Averlyne wasted no time claiming — and spending — the Du Vaine family fortune. Her lavish and extravagant lifestyle burned through Arnsworth's accumulated wealth. While she had ready access to the gold coins from the treasury, Lord Arnsworth's cache of priceless jewels eluded her. She didn't care, though, as the coins by themselves would have let anyone live a full lifetime of luxury.

For Lady Averlyne, that dream life didn't last nearly as long. Her excesses — and gambling debts — ate into the mounds of coins, taking nearly half the fortune in the first few months. Bad bets cost her a hefty sum, and the Alantyr — who learned from the brigands their part in getting rid of the more-curious servants — blackmailed her for many more of the coins than they were already owed.

And then there were the strange occurrences that began taking place within Château Du Vaine's dark halls. The remaining staff saw phantoms flitting around corners; mirrors shattered on their own; and temperatures rose and fell throughout the building. Visitors heard heavy footsteps, rattling chains, and frightful sobbing. Vermin infested the guest rooms when Lady Averlyne invited people to share the mansion with her. Despite her best efforts to quash the rumors, word quickly got around: Don't bother with Lady Averlyne's excessive and self-indulgent parties.

As the living avoided the place, hauntings and phantasms became commonplace — and more dangerous. More servants fled with each new morning, dropping their brooms and serving trays and dusters as they fled the haunted halls. Lady Averlyne flew into a psychotic rage with each new desertion, until finally she snapped and killed the few remaining servants who had stuck by the mansion they called home. As she stood over their bleeding bodies, an image of Lord Arnsworth manifested before her. The apparition pleaded for his daughter, Lavina, and for the *stone of promises*^{A2}. Averlyne, her mind now fully shattered, fled into the night, abandoning the estate to its restless spirits and the encroaching elements.

Thirty years have passed since that fateful day when Lavina died, and much has changed — although much also remains the same. The forest grew up around the manor, and the stories of the ghosts haunting the place grew more fanciful. The elderly Lady Averlyne still lives near the estate — but not on the grounds due to the angry spirits that dwell there — but her greed has not dimmed one bit in the intervening decades. She now owns a tavern named the Covet located a mile from Château Du Vaine. Her looks withered with age, but she still flirts with travelers as if she were in her prime. She loves to tell stories of the horrible spirits possessing the manor house on the hill and speaks openly of the vast wealth lost within its walls. She takes a keen interest in adventurers, hoping to tempt them into exploring the house with tales of the undiscovered treasure. No matter what, Averlyne never reveals her cruel past, her wicked schemes that corrupted the mansion, or her part in Lavina's untimely death.

Characters asking about the *scepter of faiths* are met with blank stares, but Lady Averlyne is quick to take advantage of curious adventurers. She knows of her brother's fascination with various religions and readily agrees that such information is probably hidden somewhere in the manor house. If they help her cleanse the house of the haunting spirits, she promises to let them keep any of Lord Arnsworth's notes and research that they find.

ADVENTURE HOOKS

You should read through the entire adventure to familiarize yourself with the setting. Many encounters can change based on the characters' actions as they wander through the mansion, and knowing what to expect is crucial. As characters explore, they'll start piecing together the Du Vaine family history as they work to free the spirits of Lavina and her father. Characters can come and go from the mansion as many times as they wish. Retreating to fight another day is sometimes the best option.

If characters are following the *Splinters of Faith Campaign*, they likely have a vested interest in searching the haunted manor for Lord Arnsworth's notes on the scepter and the rituals used to create it. They are likely eager to jump into the search, not knowing that Lady Averlyne is simply using them to her own ends. She uses their eagerness to her advantage, promising them whatever she can get away with to get them into the manor.

If you are using the adventure outside the larger campaign, some ideas are presented below to lure the characters to the Covet so the exploration of the manor may commence. You are free to create other encounters to get characters into the tavern as well:

Storm Clouds Brewing: A powerful storm moves in as characters are traveling. Hail pelts them as strong winds gust around them. Storm clouds in the distance spout ominous funnels that dance through the violent air. Characters could find shelter in the Covet, Château Du Vaine, or the carriage house. If they enter the Covet, Lady Averlyne welcomes them as Hulman slams shutters closed to keep the storm out.

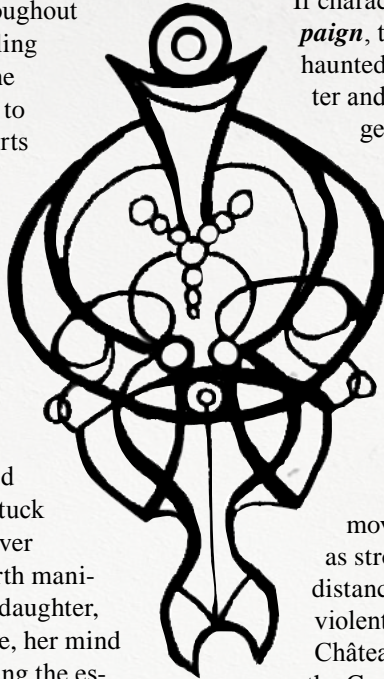
A Place to Stay: The Covet is a well-stocked inn if characters need a place to stop for the night. Lady Averlyne gladly spins her stories of lost wealth around a warm fire to any who seek a room.

The Farmer's Wife: A destitute farmer's wife and two small children camp alongside the main road. She states that they recently lost their farm, and her husband ventured into the abandoned mansion to look for items to sell to feed his family. She pleads with the characters to find her husband and bring him out safely. He wears a woven leather band around his wrist that she made for him. The farmer is now a wight (**Area J-18**) wandering inside the manor. Characters may indeed find him; bringing him out is another story.

THE COVET

A large two-story inn sits alongside a dusty road furrowed with wagon-wheel tracks. Rotting wood siding splinters off the building. Weeds cover the ground. Flickers of movement through the cracked and filthy windows are the only indication that the place is even open for business. A post before the inn reads "The Covet" and displays a tankard and a stack of coins.

The Covet originally housed servants and visitors to Château Du Vaine. After Lady Averlyne abandoned the mansion, she moved into the building in hopes of someday reclaiming the



chateau. When that didn't work out, she converted the place into an inn and gambling house to make a little money to support her as her fortunes ran out. Lady Averlyne Du Vaine (CE human female **minstrel**^{A1} with AC 16 from *elven chain*, equipped with a +2 *rapier* concealed in a cane, an *amulet of proof against detection and location*, and a *potion of resistance* [cold]) ekes out a meager living from the few spoils left over from her days in the manor house and the gambling that goes on at the Covet. All of the games she runs strongly favor the house.

The inn's filthy interior is dark but not drab. Trinkets, trophies, and worldly souvenirs adorn the peeling walls. Lady Averlyne refuses to part with these reminders of the past life she led traveling and living off Lord Arnsworth's wealth. A coating of cooking grease and suet with a layer of dust covers nearly everything in the decrepit common room. A multitude of elegant masks hang from the upper reaches of the walls and shelves. Most of the exotic masks were used during the posh masquerade balls Averlyne hosted so long ago before her friends abandoned her. One hideous wooden boar's mask is out of place among the countless gaudy baubles above the counter. If asked about it, Averlyne simply states that it is from her youthful, carefree days.

One wall displays holy symbols on its warped shelves. Characters who are searching for the *scepter of faiths* realize that many of the (mostly fake) holy relics are from the patron gods of temples they have previously visited. A few are unknown, however, which might lead the characters to (correctly) realize they belong to temples from which they still need to receive blessings. Lady Averlyne removed these relics from the manor house and hoped to sell them. But few buyers wanted to risk the wrath of the gods (albeit some ancient ones), and she was unable to do anything except display them here. If asked about them, she is shrewd enough to realize that the characters already know something about them. She tells them the truth: Her brother collected the items, and she was lucky to keep them after the evil presence took over the main house.

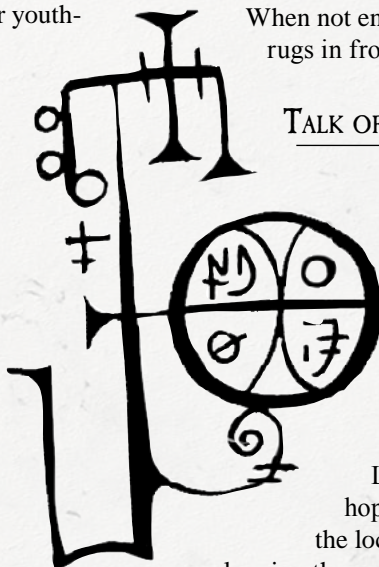
The Covet's few patrons are other travelers and a couple of dispirited locals. The locals always seem to be present, and the travelers never seem to come back. The food is horrible, the drinks are watered down, the gambling is skewed, and the company is unsavory. Games of cards and dice are always going on if visitors care to place wagers. The inn has half a dozen rooms for rent on the second floor, but each is filthy and lice-ridden. Characters are better off weathering the elements outdoors than within the cramped, smelly, overpriced chambers.

Nearer the kitchen, the reek of wet animal fur permeates the air, overpowering the horrible smells of the cook's meals. The smell emanates from a malformed **owlbear** held in the cellar by a permanent *dominate* spell. If discovered, Averlyne claims she bought the monster when it was young and trained it for her protection. "After all," she says with a flirtatious gleam in her eye, "a weak old lady always needs someone to watch over her."

Hulman (CE human male **gladiator** with AC 16 from a chain shirt, equipped with a greatclub [2d6 bludgeoning], a *potion of resistance* [necrotic], 18 cp, 15 sp, a dehydrated puppy [his childhood friend], a wiping cloth, a metal brush, and a dull shaving razor) is the Covet's only employee. He remains here out of a misguided loyalty to Lady Averlyne and a general lack of ambition. Hulman has served Lady Averlyne for 30 years — ever since he first built the floor to hide the well in the mansion's basement, although he doesn't know the full story of her guilt — and happily serves for whatever time he has left. Despite his slow wit and obesity, he is a dangerous foe.

Constantly perspiring, Hulman is disgusting and unappealing by any standard. Still, he makes a mean goat meat omelet. Although he keeps his head shaven, coarse body hair pokes through his tight-fitting chain shirt. His original teeth rotted away years ago. Hulman replaced them with the teeth of various animals he embedded into his diseased gums. He carries his greatclub over his shoulder at all times. During combat, he runs over frontline characters to engage spellcasters.

Lady Averlyne sleeps in a small room off the kitchen. When not entertaining Averlyne, Hulman sleeps on dingy rugs in front of the fireplace.



TALK OF TREASURE

When characters enter the Covet, Lady Averlyne sweeps out of the kitchen to make them feel at home. She orders Hulman to prepare meals for her guests and sits down among the characters to hear their tales from the road. Hulman could care less, and slops gristly meat and rotten potatoes into wooden bowls to serve the adventurers. He instantly dislikes anyone who captures Lady Averlyne's attention.

Lady Averlyne plays up her destitute existence, hoping to find sympathetic ears. She explains that the locals blame her family for the misfortunes still plaguing the area. The mansion's reputation ruined her business and scared many settlers and businesses from the area. She tells characters that a wealth of jewels remains unclaimed in the mansion, but she asks only one favor: She wants a family heirloom called the *stone of promises*^{A2} returned to her. She secretly believes the stone can grant wishes and could cleanse the house of Lord Arnsworth's tortured spirit. She begs to see the heirloom again before she departs the world. Characters seeking information about various temples and the *scepter of faiths* are told of Lord Arnsworth's years researching the various religions of the world. Lady Averlyne makes up anything she thinks the characters might believe. This time, much of what she says is true. Lord Arnsworth did indeed spend many years amassing details of hidden and lost religions and the relics they created. His massive, hidden archive does indeed contain information on Seraph and the scepter. She also regretfully tells characters searching for Lord Arnsworth that he died 30 years ago, leaving his manor to fall into decay.

Lady Averlyne reluctantly tells characters of Lavina's disappearance 30 years ago if pressed for details but plays up the unsolved kidnapping. She hints that it may have been a curse

on the girl that set things in motion and doomed her brother and the entire family. She, of course, omits her involvement in the tragedy.

Over the years, Lady Averlyne has sent countless adventurers to their deaths within Château Du Vaine. Many did so at her bidding, either through deception or enchantment. None returned. As she talks to characters, the thoroughly evil woman never lets on the number of times she's played this game with treasure-hunting fools. These new adventurers seeking information on her brother's religious interests is just a new twist on an old game.

Lady Averlyne graciously opens the Covet to house characters if they plan to explore the mansion and agree to find the *stone of promises*^{A2} for her. If anything, it gives her a chance to go through their belongings looking for items to sell.

Lady Averlyne's former beauty is evident through her craggy, pallid skin and wiry, ashen hair. She leans heavily upon a cane, although she doesn't really need it to get around. She pretends to be feeble and vulnerable. Her harmonious voice once captivated aristocrats and the wealthy; she sings now just to remind herself of the lavish life she once led. Averlyne seldom graces the Covet's patrons with a song but does not hesitate if it might win over stubborn adventurers. She uses her powers to her advantage when necessary.

THE COVET'S DOWNTRODDEN CLIENTELE

Despite the deplorable conditions within the Covet, several patrons consider it a second home. Through the years, they've listened to Lady Averlyne's many schemes to regain her fortune. The patrons aren't altogether evil, but they've led such depressing lives that they see no reason to warn characters of Lady Averlyne's dastardly motives. Many don't even know how far the depraved old woman will go, but simply stick by her because she's always been there for them.

Pitney (NE human male **veteran scout**^{A1} with AC 17 from *+1 scale mail* made from gorgon scales, equipped with a *+1 flail* and a *potion of speed*) and DeFiore (NE human male **thief**^{A1} with AC 15 from *+1 leather armor* equipped with a shortsword) are two patrons Averlyne captivated long ago with her stories of lost treasure. They wholeheartedly assist the matron with any plan she devises.

DeFiore is an aged and wiry man with frazzled salt-and-pepper hair. Despite a lack of hygiene and a crude personality, DeFiore is an attractive man. He keeps his shortsword strapped to his thigh under a burlap tunic. Boisterous and often inappropriate, DeFiore often harasses regulars and travelers. As Lady Averlyne's favored lover, he holds more influence at the Covet than others. He is often sent to spy on the adventurers whom she sends into the mansion. He prefers to attack from behind, working in concert with Hulman to flank opponents. He carries a makeup kit, a copper idol of a mosquito-slug deity (20 gp) with the barely legible word "Rachiss" carved into its base, 23 gp, 45 sp, 38 cp, anti-itch ointment, and fungal powder.

Pitney spends much of his life in the wilderness, as his weathered skin, oily black hair, and an odor of fresh dirt can attest. Pitney despises society, people, and life in general. Angry and foulmouthed, he often offends people just to get a reaction. He lives as a hermit and trapper. He ventures into society only to

seek a night's company with Lady Averlyne or to do her bidding. He carries three bugbear dolls made from skunk fur and innards, wine skin of curdled goat's milk, skinning/filleting tools, 50 feet of rope made from woven horse intestines, a grappling hook, a backpack, 29 gp, 26 sp, and 67 cp.

Harelson was a quiet and hardworking local farmer who ran a productive farm located a few miles from the Covet. Last season, a marauding group of black orcs killed most of his family and burned the farm. Only his eldest son survived the attack. For months afterward, Harelson drank himself unconscious nightly. Finally, his surviving son convinced Harelson that they should venture into the manor house to find treasure to restart the farm. Unfortunately, both fell victim to a crimson creeper (**Area J-9**). Harelson is now a **crimson creeper clone**^{A1}.

This clone of Harelson goes through the man's routines but does not become inebriated despite the amount of alcohol the clone consumes. The clone sits at the pub until it closes, then goes into the neighboring woods and stands there quietly until the pub reopens the next evening. Averlyne does not understand why she can no longer talk Harelson into doing her bidding or why he no longer seeks her company. The clone may attempt to lure solitary victims to a "secret entrance" into the mansion via the botanical solarium (**Area J-9**).

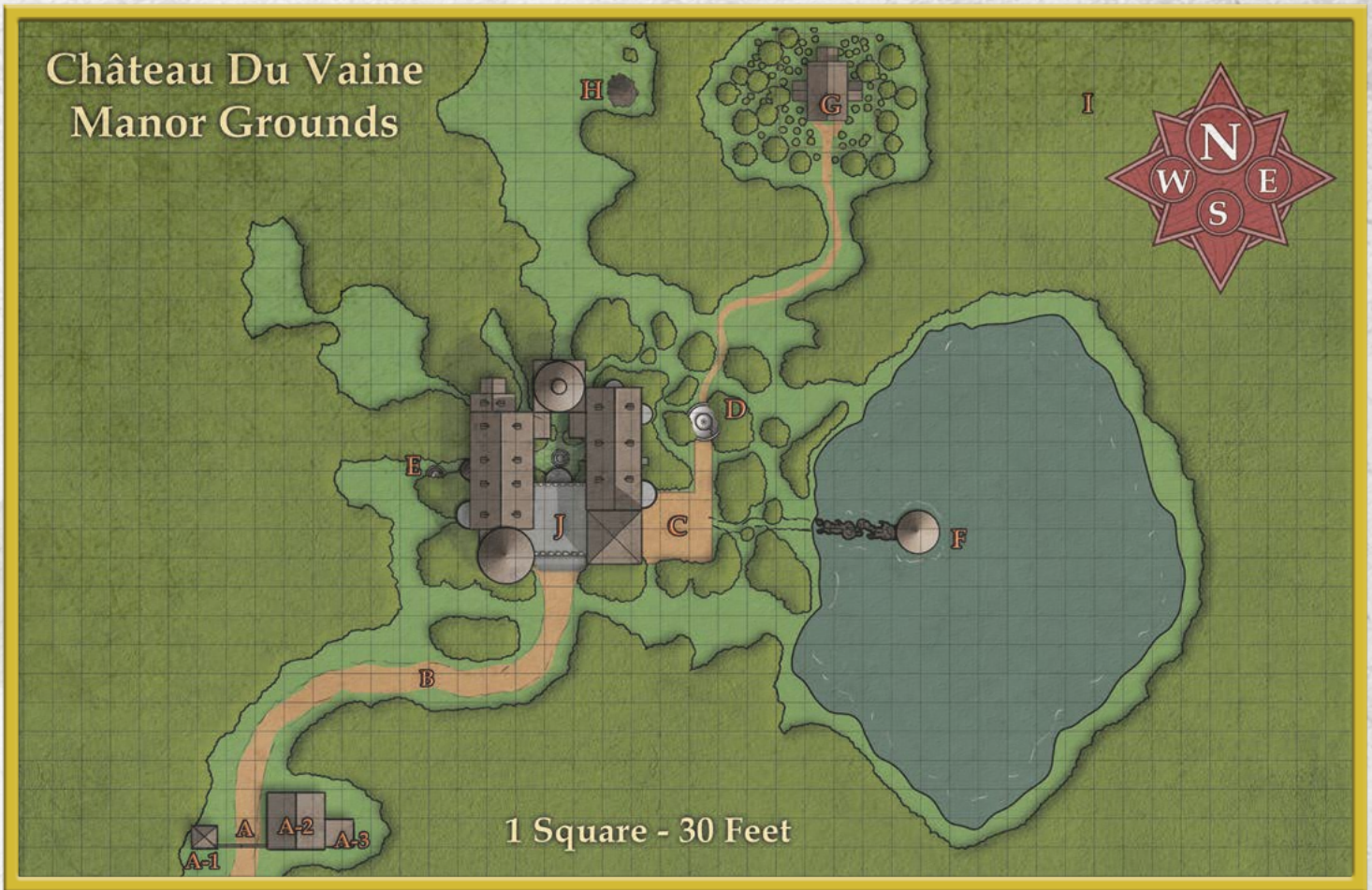
THE CELLAR

The Covet's cellar door is locked at all times, and Lady Averlyne and Hulman have the only keys. If asked about the locked door, Lady Averlyne claims it's to keep the hard drinkers from her best wines. In reality, the door hides another of the Covet's many secrets. Years ago, Lady Averlyne bought a hatchling owlbear. She used the wretched creature as an unwilling experimental subject as she perfected her alchemical skills. The owlbear didn't fare well during these trials and acquired some unique side effects from years of being subjected to various elixirs. The owlbear has patches of scales, incredible strength and stamina, and the ability to rage. Averlyne feeds the beast scraps and food too rotten to serve her guests, but never cleans its lair. The smell of wet fur overpowers anyone who opens the cellar door.

This poor creature was fed experimental potions all its life, and these concoctions altered its body, increased its muscle mass, and boosted its adrenaline levels beyond normal. Harshly domesticated, the owlbear obeys simple commands. Once enraged, its anger and hostility remain uncontrollable. The creature uses the stats of an **owlbear** with the following changes:

- It has AC 15 (natural armor).
- It has Con 18 (+4) and 66 (7d10 + 28) hit points.
- It has Str 24 (+7) giving it +9 on to hit rolls and an additional +2 to damage.
- As a bonus action, the owlbear can choose to go into a rage. While raging, it is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks, it has advantage on Strength checks, and it does an additional +2 damage on melee attacks.

Château Du Vaine Manor Grounds



THE MANOR GROUNDS

A crumbling rock wall encloses Château Du Vaine's grounds. The wall is little more than a property boundary, definitely not an edifice to keep intruders out. Nearer the entrance, the wall is significantly more refined, with intricate wrought-iron crenellations.

High weeds and thick bushes cover the estate's grounds, making movement around the outside of the house difficult. Only the front road seems to be relatively untouched by the growth. The veritable jungle is home to all manner of rodents, squirrels, rabbits, and foxes. At night, the sounds of tree frogs and insects are deafening. The sounds often inexplicably end, leaving a maddening silence.

The manor grounds are overgrown, but not impossible to navigate. Characters must hack their way through the brush, which reduces their movement to one-quarter normal. Small creatures can follow animal trails and easily navigate the maze of underbrush. Hidden paths made by 6 **worgs** (Area D) that roam the area can be found with a successful DC 14 Wisdom (Survival) check. Following these paths cuts a character's movement in half.

AREA A: MANOR ENTRYWAY

The road from the Covet leads to the manor's gated entry. The trees seem to huddle over the path the closer the characters draw to the manor. The forest appears as if it will soon engulf the entire land upon which the manor is built.

AREA A-1: THE GATE AND GUARDHOUSE

A narrow, three-story tower sits to the left of a partially open, 15-foot-wide gate. Thick wisteria and ivy twine about the gates, holding them open. The vines climb thickly over the adjacent carriage house and guard tower as well. Small vertical windows line the tower's perimeter at each floor.

The door to the tower stands open, its rusted hinges locking it in place. The tower was designed for show rather than protection. The second and third floors are accessible via a set of two-foot-wide stone steps in the corner. The second floor is reasonably safe, although the wooden floor bounces with the weight of Medium creatures walking on it.

The third floor's wooden supports rotted away long ago, leaving the floor prone to collapse. Any weight above 100 pounds causes the third floor to pancake down onto the second, which then continues downward to the ground level. The weakened third floor (the second floor's ceiling) can be spotted with a successful DC 16 Wisdom (Perception) check. If the third floor collapses, it buries anyone on the second and ground floors (bury zones). Characters on the collapsing third floor slide down into the broken rubble and must make a successful DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and become buried.

Characters in the bury zone of the collapsing floors must make a DC 15 Dexterity saving throw. Creatures that fail take 28 (8d6) bludgeoning damage and are buried, while those who succeed take half that amount and are not buried.

Characters take 3 (1d6) bludgeoning damage per minute while buried. A buried character who falls unconscious is stable, but must make a DC 15 Constitution saving throw each minute. The character suffers a failed death saving throw for each failed saving throw. Characters who aren't buried can dig out their friends. In one minute, using only his or her hands, a character can clear rock and debris equal to 30 times his or her Strength in pounds. The amount of loose timber that fills a five-foot-by-five-foot area weighs a half ton (1,000 pounds). Armed with an appropriate tool such as a pick, crowbar, or shovel, a digger can clear loose debris twice as quickly as by hand. A buried character can attempt to free him or herself with a DC 18 Strength check.

AREA A-2: THE CARRIAGE HOUSE

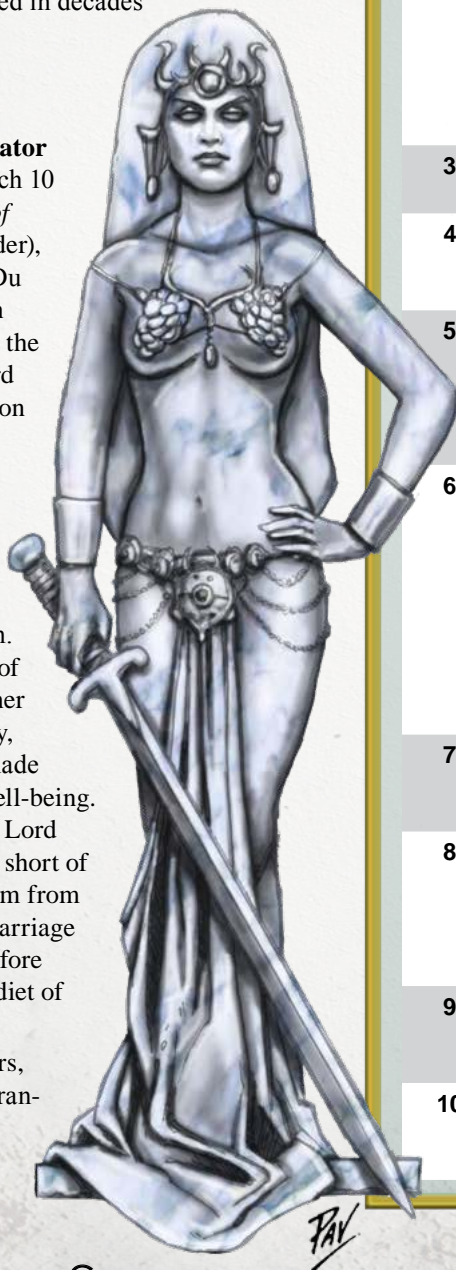
A layer of twisting vines conceals a brick, two-story carriage house. Matted vegetation shows that the wooden doors were recently opened. A door to the hayloft is slightly ajar on the second floor.

The stables are empty, and one remaining carriage sits in the back corner. The carriage has seen better days and is beyond repair. Thick, moldy hay caked in decades of bird droppings fills the loft.

AREA A-3: SERVANTS' QUARTERS

Chauncey (N male human **gladiator** with a scythe [as scimitar with reach 10 ft.], a *potion of heroism*, a *potion of flying*, and four bags of dusty powder), a retired adventurer and Château Du Vaine's former gardener, resides in this one-story building attached to the carriage house. Chauncey was Lord Arnsworth's adventuring companion and personal bodyguard. Despite his extremely old age and senility, he is in remarkably good physical condition. Mentally, however, Chauncey is a broken man, having witnessed untold horrors while exploring inside the mansion. Frequent possessions by the spirit of Lord Arnsworth (**Area J-49**) further blurred Chauncey's sense of reality, and domination by Valmont De Shade (**Area J-10**) strained his mental well-being. Chauncey now truly believes he is Lord Arnsworth. Nothing characters do short of a *greater restoration* spell frees him from his dementia. He has lived in the carriage house for nearly 50 years (since before Lavina's death) and survives on a diet of rodents and plants.

Chauncey is suspicious of visitors, thinking them to be looters out to ransack his home. He gives a ghostly wail to scare off intruders before resorting to combat. If characters



WANDERING MONSTERS

The chateau's grounds are alive with numerous living — and dead — creatures. Characters wandering the overgrown estate may find themselves at odds with all manner of creatures that silently track them through the underbrush. Check for a wandering monster every 30 minutes that characters explore outside the manor house. A roll of 1–2 on 1d20 indicates an encounter. Roll 1d10 or choose an encounter from the list below:

1d10 Encounter

- 1 Lurking in the grass are 3 **worgs** from Shenirac's pack (**Area D**). The animals try to ambush characters fighting their way through the thick tangle of weeds and trees. Shenirac (**devil dog**^{A1}) may accompany them at night.
- 2 A permanent unseen servant carrying a torch with a continual flame cast upon it approaches the party. The unseen servant serves as a torchbearer and latches onto any living creature it encounters. It always attempts to stay 10 feet in front of the creature it serves. The servant remains on the grounds and does not enter the manor nor leave the walled compound. If slain, it reforms in 1d4 days.
- 3 A startled herd of 1d4 + 2 **deer** break from the brush, possibly trampling the party.
- 4 A **medium animated garden statue (humanistic theme)**^{A1} reaches out from its cover of vines and moss to attack.
- 5 The growth erupts in a dozen animated skeletal arms (**tiny animated objects [ensnaring theme]**^{A1}) that attempt to grab the ankles of passers-by. The arms futilely attempt to drag victims into the ground.
- 6 A wooden coffin dug up from a local cemetery sits partially open in the high grass. The coffin holds the mostly devoured remains of a local commoner. Shenirac, a **devil dog**^{A1} (**Area D**), plundered the grave and brought the remains here to feast. The corpse wears a gold wedding band (25 gp). This encounter can happen multiple times with different coffins and corpses each time. Only one gold ring can be found, however.
- 7 A **wolf** is busily gnawing through its leg, which is held in a bear trap Pitney set. If freed, the wolf limps away.
- 8 A flock of 3d4 myna birds (Challenge 0, AC 14, 1 hit point each) flutters in the branches of the trees. All the birds repeat the phrase, "It sees, it knows, it's here," which is followed by a cackling laugh.
- 9 One of the many statues animates and attacks as a **caryatid column**^{A1} for 1d4 rounds before freezing in place again.
- 10 A path opens in the tall grass as the weeds part on their own. The pathway continues for a short distance before it opens into a small clearing.

convince him with a successful DC 18 Charisma check that they seek to put the spirits to rest, he welcomes them, but claims evil entities prevent him from entering his home. His stories about the ghosts are wild and beyond belief, but he makes it clear he wants nothing more than to move back into “his” house. He knows deep down that Lord Arnsworth hung himself in the manor house, but confronting this truth causes him to sink into a deep depression. He tells characters his daughter is missing and asks female characters if they are his beloved Lavina finally returned home.

Chauncey rarely leaves the carriage house. He is noncombative — unless provoked or attacked. He knew Lord Arnsworth well enough when he was alive that he now retells the lord’s story of his missing daughter and his plight to find her as if they were his own tales.

Chauncey’s mind has been so affected by the manor’s many spirits that he created a disguise to get through the worst of their possessions: Chauncey coats himself with a white paste mixture of powdered limestone and fresh pigeon droppings. His matted hair and beard are hardened due to the thick concoction he slathers all over his body. His pasty appearance and appalling smell are ghostly to behold. A DC 10 Wisdom (Perception) check easily reveals his disguise, however. Chauncey dresses in rusty chainmail he found in the guard tower and carries a scythe salvaged from the stables. He rattles the chainmail and scrapes the scythe against the brick walls to scare intruders. He carries bags of pulverized bone, bleached fecal matter, and ash to produce a cloud of white dust in the air. He tosses a handful of the mixture into the air and then “vanishes” by rushing off to hide.

AREA B: THE COBBLESTONE ROAD

Layers of leaves and branches cover this cobblestone road. Tall sprigs of grass grow between the stones as nature slowly reclaims the road.

AREA C: TERRACE

Lavish garden parties were held on this patio overlooking the gardens and lake. All that remains are a large weed-filled area and a small decorative stone handrail surrounding the brick-laid patio. A worn animal trail leads through the deep underbrush toward the lake.

Statues and ornate planters overgrown by years of neglect are scattered around the grounds. The marble sculptures depict fey, animals, and nature themes. An occasional stone hand or face breaks through the rampant green canopy, as if a drowning statue was trying to escape the enveloping vegetation.

AREA D: LAVINA’S FOUNTAIN

An empty marble fountain sits amid overgrown vines and moss. A stone figure of a small girl stands in a place of honor atop a stone pedestal. She holds a large cat in her arms. Statues of large ornamental fish once spouted water in an impressive display from this fountain, but the fish now lie broken around the empty basin. Thick moss grows over the entire fountain, further hiding the statue’s features. A large crack in the basin allowed

GHOSTLY OCCURRENCES

Various rooms in the chateau are imbued with ghostly energies where unexplained disturbances regularly occur. These haunting are detailed after each room description.

Roll 1d10 each time characters enter one of these rooms. A haunting occurs if the number rolled is within the indicated range. If the number is outside the range, nothing happens during that visit. Roll for a new haunting each time characters enter (or re-enter) one of the rooms. Some rooms have multiple hauntings that may occur, making each visit unique. A list of other ghostly encounters can be found in **Appendix 5: Hauntings** that can be substituted into various rooms as needed to really make each visit unique.

the water to drain out. The statue portrays Lavina, who tenderly holds her cat, Mr. Giggles, in an eternal, loving embrace.

Scattered under the moss in the basin are 13 gp.

A winding path cuts through the dense growth around the broken basin.

1d10	Haunting
1–5	The statue’s head turns whenever characters aren’t looking and follows them as they explore the area around the fountain. If stared at directly, the figure of the little girl smiles before turning back into an immobile statue.
6–7	A cat’s meowing emanates from the statue. If the cat statue is touched, it purrs loudly.
9–10	Nothing happens

AREA E: KRAKEN FOUNTAIN

Another large fountain basin contains a statue of a squid. The creature’s eight tentacles curl and twist in a variety of ways, and each ends in a spout. The fountain once sprayed streams of water above the squid’s body. The basin contains scum-covered, stagnant water filled with slimy algae and insect larvae.

During the day, Shenirac, a **devil dog**^{A1}, and his pack of 6 **worgs** sleep in depressions under the brush near the fountain. One worg always remains awake as a sentry. The pack sometimes hunts by day on the manor grounds, but the creatures prefer to surround and ambush prey at night if possible. The worgs defend the fountain and try to keep intruders from finding Shenirac’s lair.

When night falls, Shenirac joins the hunt to stalk victims through the underbrush. Only the worgs’ yellow eyes can be seen as the creatures move through the darkness. The wolfpack moves at their normal speed through the dense underbrush thanks to tunnels they’ve clawed through the grass. The pack has no treasure.

If combat goes against him, Shenirac rushes to a hidden shelter in the middle of the pond (**Area F**).



AREA F: POND

Lily pads and clinging algae fill this reservoir. Carved stone pillars create a steppingstone path to a manmade island in the pond's center. The tops of the pillars are level with the water's surface, and each is quite solid. The four-foot-diameter pillars are spaced two feet from one another. Twenty pillars cross the pond to the island.

In better days, visitors could easily cross the stone pillars to reach the island. Now, algae make the steppingstones incredibly slick. A DC 15 Dexterity (Acrobatics) check is required to jump from stone to stone without falling. From a distance, a person on the steppingstones appears to be standing atop the surface. The lake is 15 feet deep near the island.

The pond is tranquil, although it is strangely devoid of large fish. The entire area is also eerily quiet. A DC 10 Wisdom (Survival) check reveals that no animal life of any kind is present around the water. A DC 15 Wisdom (Survival) check uncovers patches along the lake's edge where animals were forcibly dragged into the water.

A **riptide horror**^{A1} is responsible for the attacks. It hides in the pond and preys on creatures venturing too close to the water's edge. The riptide horror has advantage on Dexterity (Stealth) checks made to hide due to the algae-infested water.

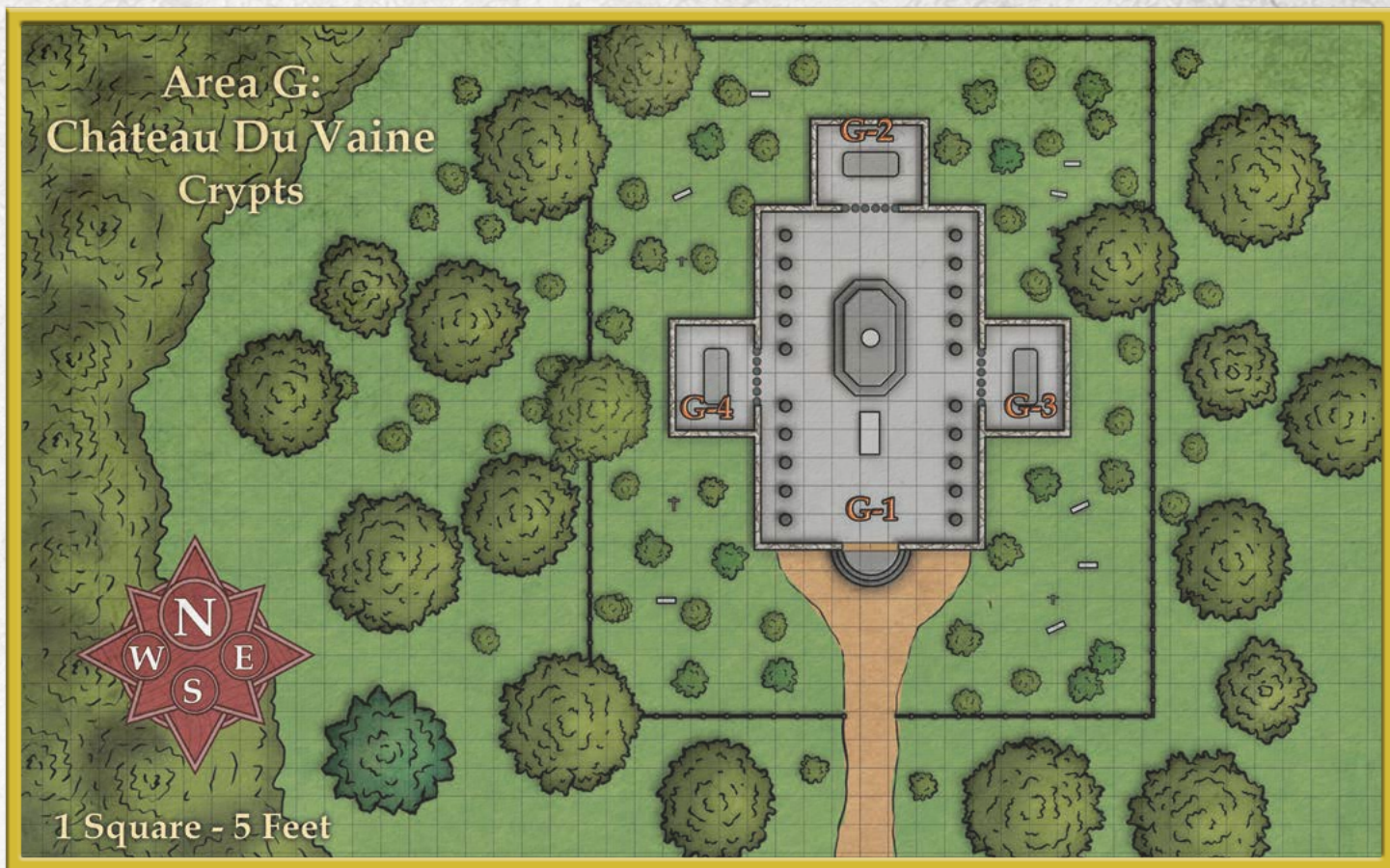
The island measures barely 75 feet across. A round stone gazebo sits in the middle. Fluted columns support the vine-wrapped columns. Curtains of vegetation hang down over the entrance, hiding its interior.

Shenirac (**Area E**) uses the shelter as a refuge if injured. The shelter contains 3 *potions of healing* buried in the center of the dirt floor. They can be found with a successful

DC 12 Wisdom (Perception) check. Scattered bones and miscellaneous junk are scattered about the structure's interior. A 50-foot rope, a sledghammer, and a shovel can be salvaged.

A rope trails into the water on the north side of the island, with an iron spike driven into the ground holding it in place. Several old wagon wheels are tied to the other end of the rope. The wagon wheels are submerged beneath the algae floating atop the pond. The Motley named Garby (see **The Motleys** sidebar) devised this trap for looters who crossed the steppingstone bridge without somehow alerting the riptide horror. Pulling up the rope causes the submerged wagon wheels to slap together. The noise draws the riptide horror to the island in 1d4 + 1 rounds.

1d10	Haunting
1–2	The algae-covered head and shoulders of a woman can be seen standing partway out of the lake. She stares at characters for three rounds, then collapses back into the water. The spirit is one the serving girls Lady Averlyne drowned in the pond. The spirit never leaves the water, although it may entice characters into the pond for the riptide horror to deal with.
3–4	Patches of algae churn and slide apart, leaving humanoid-shaped forms of dark water. Characters disturbing the water find nothing, although the riptide horror might grab characters who stick their hands into the still water.
5–10	Nothing happens.



AREA G: FAMILY MAUSOLEUM

A wrought-iron ornamental railing surrounds this limestone mausoleum. Iron fashioned into letters over the top of the entry read “Du Vaine.” A few dozen tombstones and monuments circle the white stone building. Some of the headstones are broken off at the base, and thick grass hides nearly all of them. The headstones are engraved with the names of distant relatives of the Du Vaine family. Each grave contains decomposing bones.

Elaborate but unfinished carvings in the limestone around the roofline depict some of the various myths and legends Lord Arnsworth discovered during his years of scholarly research into the religions of the Lost Lands. Characters who study the carvings find a retelling of the War of Divine Discord and even a partial history of the *scepter of faiths* (based on the information Lord Arnsworth uncovered during years of research). The carvings depict the forging of the scepter and its initial blessings (although the temples of Clandestine and the Hanging Gardens are out of order). The depiction of Seraph is an unfinished pyramid under a burning sun. After that, the carving is somewhat rough (Lord Arnsworth lost interest in instructing the carvers after Lavina’s disappearance). Characters can make out a meditating statue, a grindstone, and a geyser exploding around the scepter. A final spot is blank, the limestone untouched after the carvers simply stopped showing up to work on it.

The mausoleum contains three ornate marble sarcophagi resting in separate chambers. An unlocked bronze-coated iron door seals the tomb. The elaborate iron double doors are rusted shut and open with a loud screech.

AREA G-1: THE SANCTUARY

A black marble funeral bier sits in the center of the room. Empty flower vases stand in rows along the sanctuary walls. An intact glass skylight above a large stone fountain illuminates the room. The fountain depicts eight satyrs playing bugles as they circle a fluted pillar. The bugles look like they are meant to shower the basin in streams of water, but the liquid dried up long ago. A thick layer of dust coats everything. Scum-covered water fills the fountain’s basin. Lurking in the pipes connected to two of the satyrs’ bugles are 2 **ochre jellies**. The jellies emerge from the bugles with a grotesque gurgling sound.

1d10 Haunting

1–5 The sounds of a little girl giggling echo through the mausoleum’s halls as she playfully sings a nursery rhyme:

Hide and seek, says the cat
In the shadow of the moon;
Hide and seek, says the rat
In the corner of the room.

Hide and seek, says the bear
Fear the demon of the night;
Hide and seek, I am aware
Below dark, lost in plight.

Hide and seek, safe from strife
Devil swine closer creeps;
Hide and seek, no longer of life
Lost in depths of slumber deep.

6–10 Nothing happens

AREA G-2: LADY ANTHIANA LAVINA DU VAINE’S TOMB

A decorative iron gate separates this room from the sanctuary. The gate is ornamental and poses no obstacle to entering the room beyond. It makes an earsplitting screech when opened. An exquisitely sculpted sarcophagus carved in the likeness of a noblewoman sits in the room. A plaque at its base reads “Lady Anthiana Lavina Du Vaine.”

This is the tomb of Lord Arnsworth Du Vaine’s mother. The tomb contains her disturbed remains in an elegant but deteriorated gown. It is evident that the skeletal remains were looted long ago. The looters overlooked an emerald ring (250 gp) that remains hidden under a fold of the skeleton’s dress. If characters possess the ring when they meet Lord Arnsworth, he reacts with hostility.

1d10	Haunting
1–2	Lady Anthiana’s skeleton grabs the hand of anyone searching her remains for treasure. The hand squeezes as the skull lifts and turns burning red eyes to glare at the looter. Wisps of white hair blow back in a sudden wind around the corpse’s skull. The skeleton opens its mouth to gnaw the flesh of the victim moments before a flash of light explodes in the tomb. Everybody in the room must succeed on a DC 15 Dexterity saving throw or be blinded for 1d4 rounds. When characters recover, the skeleton is again lying peacefully in its tomb.
3–4	A low keening sound reverberates from the walls. Characters can barely make out words that sound like a funeral dirge being sung softly from somewhere far away.
5–6	Characters see shadowy forms flitting around the edges of the tomb. The shadows retreat when looked at directly, folding back into the normal shadows. The flitting shadows have no substance and do not attack.
7–10	Nothing happens.

AREA G-3: LORD ARNSWORTH DU VAINE’S TOMB

A decorative iron gate separates this room from the sanctuary. The gate is ornamental and poses no obstacle to anyone entering the crypt beyond. It makes an earsplitting screech when opened. The room beyond contains a sarcophagus with the stone effigy of a dignified elderly man carved onto the lid. This is the tomb of Lord Arnsworth Du Vaine. The coffin contains his skeletal body, which is dressed in rotting peasant’s clothing. The skeleton lies partially on its side. The body was unceremoniously dumped into the casket in a hasty and careless funeral arranged by Lady Averlyne. Lord Arnsworth was buried in Hulman’s low-quality castoffs.

1d10	Haunting
1	The ghost of Lord Arnsworth ^{A1} (Area J-49) rarely visits his crypt, but his ghost may sometimes be found standing before the dusty sarcophagus. The ghost appears to be weeping. Anyone roughly disturbing his remains may also cause the ghost to appear (40 percent chance). He is immediately hostile toward anyone he catches pilfering his corpse.
2–10	Nothing happens.

AREA G-4: LAVINA DU VAINE’S TOMB

A decorative iron gate separates this room from the sanctuary. The gate is ornamental and poses no obstacle, although it screeches loudly when opened. The small sarcophagus belongs to Lavina Du Vaine. When despair finally overcame Lord Arnsworth, he broke down and had this tomb crafted for his missing — and presumed dead — daughter. It remains empty and unused. The carved likeness of Lavina is striking and should give characters a clue to her identity if they encounter her as a ghost inside the manor house.

An epitaph carved into the sarcophagus reads:

YOU GAVE LIFE TO A DEAD MAN;
YOU WARMED THE HALLS OF HIS TOMB.

YOUR LOVE FELLED HIS IRON WALL;
YOUR JOY GAVE STAY TO HIS GLOOM.

A DAUGHTER VANISHED, A WOUND NEVER HEALED.
THE POWER AND MIGHT; LOST NEVER REVEALED.

AREA H: THE COMPOST HEAP

A thick mound of detritus is heaped in the middle of this small clearing. The smell of decay and methane gas hovers over the entire grounds.

Over the years, many adventurers took up Lady Averlyne’s quest to reclaim the stone of promises ^{A2}. None succeeded. Their failures infuriated the woman, but she hid her anger well. She sweetly promised them a free night’s rest after their dangerous adventure — and then poisoned each and every one of them during dinner. She stabbed to death the few who resisted her concoctions. She’s replaced many blood-soaked lace tablecloths over the years. Lady Averlyne believes that keeping tight control over who knows about the *stone of promises* ^{A2} will keep treasure hunters from ransacking the house and making off with the gem without her knowledge.

Lady Averlyne’s minions (see **The Covet**) bury the bodies in a compost heap on the rear of the Du Vaine estate. The men fear venturing near the haunted manor, but they fear Lady Averlyne even more.

Currently, 23 bodies are buried in the rubbish heap. The bodies are stripped of all possessions and rest in various states of decay. Many of the corpses are so deteriorated as to be barely recognizable. Six naked forms are the most recent kills. These newly buried corpses rose as undead soon after they were buried and now haunt the manor grounds as a roving band of six ghosts known as “The Motleys.” These ghosts are responsible for some of the worst horror stories told around campfires about the sinister mansion. See the sidebar on **The Motleys** for more information about these twisted, ghostly horrors.

Any flame (such as a torch, for example) brought near the compost heap causes the accumulated methane to ignite, creat-

ing a low-intensity blast that engulfs anyone within 20 feet of the mound. Each creature in the zone must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failure or half as much damage on a success. Setting the heap on fire burns the bodies buried beneath it but does not allow the spirits to rest. The methane and its significance can be noted with a successful DC 17 Wisdom (Survival) or Intelligence (Investigation) check.

AREA I: CARRIAGE OF THE SHADE

A carriage belonging to Valmont De Shade (**Area J-10**) sits nestled in a wooded valley on the edge of the manor grounds. The ornate luxury coach appears to be abandoned. Elaborate gold leaf decorates the black wooden carriage, and arched lettering above the sides reads, “Troubadour De Shade.” The skeletal remains of a horse lie in a heap before the carriage. The entire posh wagon contains a single massive pipe organ. Valmont wanders the countryside as a minstrel to spread misery and death at every stop. He left his wagon once he discovered Château Du Vaine. A *bridle of bone*^{A2} remains in the skull of the horse’s remains. Valmont uses the interior of the carriage as a back-up coffin if his primary resting place (**Area J-31**) is discovered or destroyed.

AREA J: CHÂTEAU DU VAINE

A small rise leads up to the white marble structure known as Château Du Vaine. The building is miraculously intact given its age. See more details of the various rooms in Château Du Vaine below.

CHÂTEAU DU VAINE

Château Du Vaine stands atop a small knoll, the white limestone mansion erupting from a sea of dense bramble and grasping thickets that fill the grounds around it. The building stands 60 feet tall and is divided into two wings. To the left of the main entrance, a tower more than 100 feet tall dominates the front of the east wing. Stone gargoyles perched along the rooftop peer down at visitors. The west wing showcases an intact, stained-glass rose window 15 feet in diameter. Climbing vines cover every wall, hiding the beautiful white limestone.

The walls can be scaled quite easily due to the vines and ledges, but danger awaits careless climbers on the roof in the form of a monstrous spider (**Area J-50**). Webs attached to the vines alert the spider when creatures reach the top of the wall. It tries to pull climbers into its lair to devour.

The manor’s windows remain intact but are locked from the inside with good locks. They can be opened with a successful DC 20 Dexterity check with thieves’ tools. The beveled-glass windows have lead frames etched with elaborate patterns. The windows and lead cross panels may be broken with a successful DC 13 Strength check to allow entrance.

The mansion’s outer doors are three-inch-thick wooden panels reinforced with iron bands. They are all locked unless otherwise noted. The doors can be broken open with a successful DC 22 Strength check or the locks picked with a successful DC 25 Dexterity check with thieves’ tools.

GROUND LEVEL
WANDERING MONSTERS

Once characters enter the chateau, they’ll find a different set of terrors awaiting them. Check for a wandering monster every 30 minutes as characters explore the house’s haunted halls. A roll of 1 or 2 on 1d10 indicates an encounter. Roll 1d8 or choose from the encounters below:

1d8	Encounter
1	The Motley Gorgi (Area H) stalks characters through the manor’s halls, looking to ambush them.
2	The Motley Mistress Evlyn Willard (Area H) stands in a corner weeping. She fades through the wall if approached or addressed.
3	Lavina ^{A1} plays hopscotch across the tiled floor, her footsteps clacking loudly in the silence. She vanishes with the last jump.
4	The Motley Dromgool (Area H) waits for characters as they enter a room.
5	Characters find a ghostly beating heart sitting on a silver serving platter. The Motley Raldrich (Area H) appears with a hideous scream and charges characters before vanishing. He takes his heart with him.
6	Mr. Giggles ^{A1} leaps from a balcony or a tall piece of furniture to land heavily on a character before bellowing a frightful moan and vanishing.
7	The vampire Valmont De Shade (Area J-10) walks the grounds, hunting the prey that has blundered into his territory. (This encounter occurs only after dark. Reroll if necessary.)
8	The devil dog ^{A1} Shenirac (Area E) stalks characters through the manor with 3 worgs . If previously slain, Shenirac’s ghost follows characters, although it cannot attack.

The manor’s floors are mostly stone slabs, with a few exceptions noted in the room descriptions. The mansion’s exterior is composed of large limestone blocks held together by iron rebar and mortar. The interior walls are built of brick and mortar covered with thick coats of plaster or painted stucco. Clay tiles cover what remains of the wood-frame roof.

The mansion is virtually impossible to burn down thanks to ingeniously designed firewalls that keep flames from spreading from room to room. Unless one goes to the trouble of setting each room in the manor on fire, the flames die out before they can engulf the next chamber. The spirit of the house itself seems to work against anyone trying to cause such wanton destruction.

THE MOTLEYS

The Motleys are former adventurers Lady Averlyne lured to the manor to do her bidding — and then killed when they failed her. Their ghosts and spirits now haunt the manor, tethered here by their desire for vengeance and the power of the *stone of promises*^{A2}. Most burn with a hatred for the living and seek to snuff out that life whenever it crosses their path.

The ghosts bear visible wounds and reflect the decomposition of their bodies, which are currently buried in the compost heap. Their souls can be released only if their remains are properly reburied away from the manor. Setting fire to the midden heap burns the bodies (and causes the ghosts to similarly burn) but does not release the spirits. If burned, their ashes must be collected and reburied to end their existence.

Use the spirits as you see fit, either to scare characters or to keep them on their guard — or to chase them wildly throughout the manor. Many of the Motleys have special abilities that you can use to make their appearances even more memorable. See **Appendix 4: Ghostly Abilities** for more details on ways to liven up the encounters.

DROMGOOL

This slain human fighter harbors a burning hatred of Lady Averlyne — and is one of the reasons why the woman doesn't visit the manor these days. Lady Averlyne poisoned the burly man, then tried to drown him in a soup bowl when he collapsed unconscious at the table. She finally sliced his body apart out of spite when he didn't die fast enough to suit her. Dromgool haunts the manor grounds as a **bhuta**^{A1} that rises from the compost heap whenever he feels Lady Averlyne's presence. His hatred extends to those "doing her bidding." He silently stalks characters throughout the manor, looking to separate or ambush them. Dromgool has *Bleeding Walls*^{A4} and *Temperature Change*^{A4} Cinematic Abilities, and the *Hemorrhage*^{A4} feature.

GORGI

This wily thief felt it was his "mission" to recover the *stone of promises*^{A2} — and then make off with the treasure for himself. Lady Averlyne killed him with his own lock-picks, piercing his organs with the slivers of metal. The young thief now wanders the manor as a **haunt**^{A1} that still seeks the *stone of promises*^{A2}. Gorgi's spirit can be put to rest by showing him the stone. Until then, he considers characters rivals who are trying to steal his treasure and attacks them on sight.

GARBY

Lady Averlyne garroted this elven ranger, and his bloody throat gapes open as his ghost moves. He haunts the manor grounds, often rising out of the thick grasses to clutch at intruders as they hack through the brambles. Other times, he'll rustle grasses to lead characters toward the compost heap. He cannot speak, but he desperately wants to rest. He is a **ghost** with *Cloaked Appearance*^{A4}, *Summon Swarm*^{A4}, and immunity to charm or being put to sleep by magic.



LORETTO

Loretto was the first victim of Lady Averlyne's rage after he failed to retrieve the *stone of promises*^{A2} more than 25 years ago. Once a young and virtuous paladin, he fell for her lusty wiles and deception. Entwined in her schemes, Loretto fell from grace as Averlyne lured her young lover from righteousness. After his failures became apparent, however, Lady Averlyne attempted to poison him. He resisted the worst effects but couldn't fight off her minions as they hacked him to pieces in the Covet. Loretto rises each night and wanders the manor. His ghostly form is heavily scarred, and anyone staring at him can see through many vicious wounds carved into his body. He is a **ghost** with Strength 16, *Unending Presence*^{A4}, and the following features:

+2 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage and 9 (2d8)

necrotic damage.

Spellcasting. Loretto is a 5th-level paladin. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Loretto has the following spells prepared:

1st level (4 slots): *bane, bless, protection from evil and good, shield of faith*

2nd level (2 slots): *branding smite, lesser restoration, spiritual weapon, zone of truth*

Unholy Smite. When Loretto hits a creature with a melee weapon attack, he can expend one spell slot to do additional necrotic damage. The extra damage is 2d8 for a 1st-level spell slot and 3d8 for a 2nd-level spell slot. The damage increases by 1d8 if the target is a celestial or fey.

MISTRESS EVLYN WILLARD

Mistress Willard was a human cleric. Willard wears a gray cloak that she clutches tightly about her body. Normally, she wears a gray veil over her face to hide the damage Lady Averlyne did when she cut out the woman's eyes. Lady Willard often crosses through rooms ahead of characters, always staying out of their reach. She can often be found crying in various manor rooms. She mostly avoids the living, but her kind soul and desire for rest compel her to aid them in times of need at your discretion. Fearing retribution, she does not assist in combat against other undead. A compulsive perfectionist in life, Mistress Willard spends her eternity continuously fixing and repairing the manor. Only after the many restless spirits within the manor are freed can Mistress Evlyn finally depart this world. She is a **ghost** with *Breeze*^{A4} and *Fleeting Image*^{A4}. She has Wisdom 16 and the following feature:

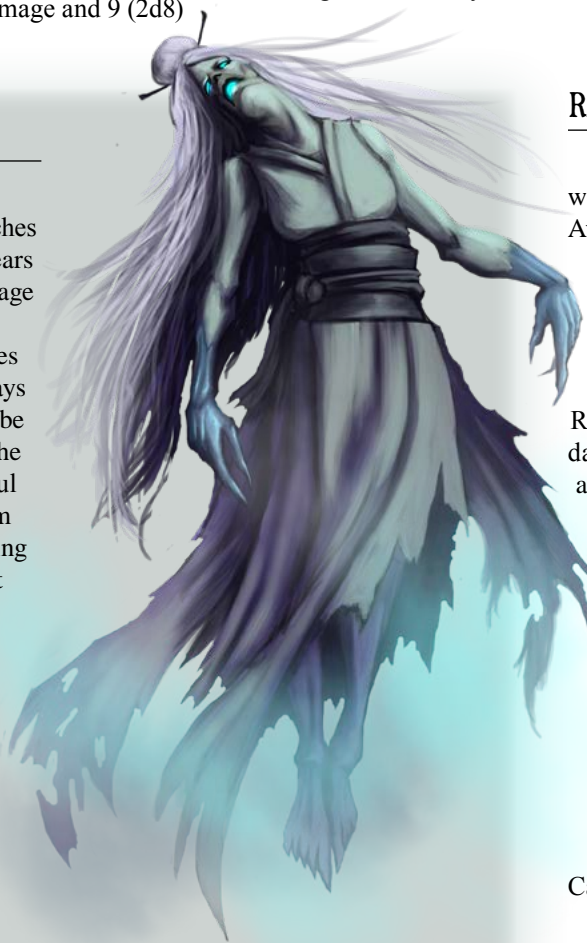
Spellcasting. Evlyn is a 5th-level sorcerer. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Evlyn has the following spells prepared:

Cantrips (at will): *mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, command, purify food and drink*

2nd level (3 slots): *aid, silence, spiritual weapon*

3rd level (2 slots): *bestow curse, revivify*



RALDRICH

A human sorcerer, Raldrich was murdered when Lady Averlyne plunged a dagger through his chest and proceeded to cut out his heart. He appears as a hunched-over old man with a hole cut nearly through him.

Raldrich often scurries down dark hallways in front of characters, only to vanish if they give chase. He is a **ghost** with *Dimming Lights*^{A4}, *Fleeting Image*^{A4}, and the following feature:

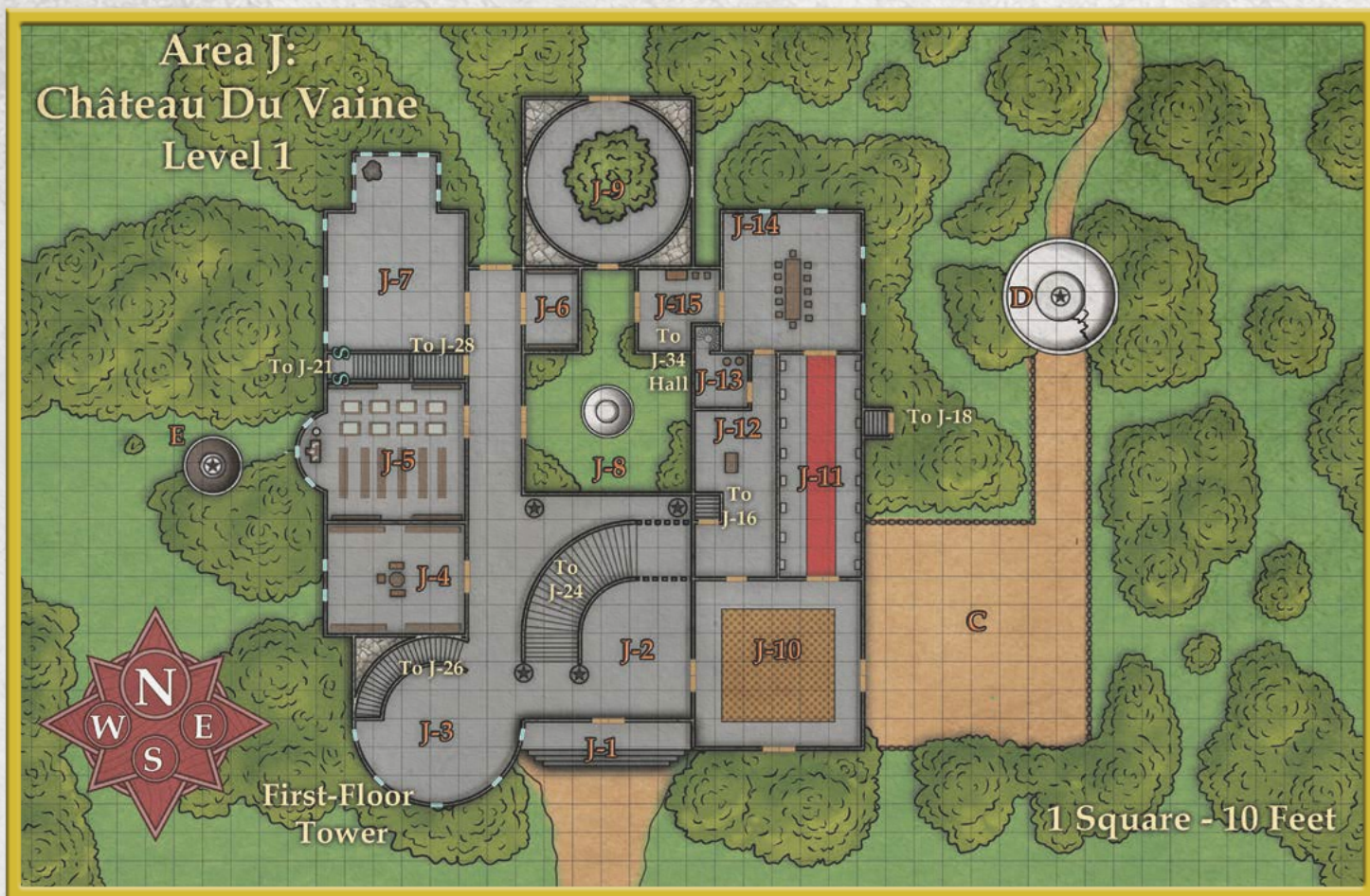
Spellcasting. Raldrich is a 5th-level sorcerer. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Raldrich knows the following spells:

Cantrips (at will): *acid splash, dancing lights, mage hand, shocking grasp*

1st level (4 slots): *mage armor, magic missile*

2nd level (3 slots): *see invisibility, hold person*

3rd level (2 slots): *hypnotic form, stinking cloud*



CHÂTEAU DU VAINE: GROUND FLOOR (LEVEL 1)

The following descriptions detail the haunted château's first-floor rooms. Characters investigating this floor are likely to meet Lavina Du Vaine, although they might not yet recognize her. Unaware of her death so many years ago, her ghost haunts the lower chambers.

AREA J-1: THE ENTRANCE FOYER

Broad marble steps end at a portico framed with fluted columns that support an arched mantel over the door. Two huge, iron-bound stone animated doors (**Large Animated Object** ^{A1} with Speed 0 feet and a reach of 15 feet on Slam attack) guard the entrance. The doors attack only if forced open or damaged. These double stone doors remain closed but unlocked unless commanded to open. Lady Averlyne knows the password to open the doors but doesn't feel the need to tell characters unless they ask.

The doors are 15 feet tall and not fastened to the walls. They attack any creature coming within 15 feet of the entry by forcefully swinging open.

AREA J-2: VAULTED ENTRANCE HALL

The entrance to Château Du Vaine is awe-inspiring. A grand staircase curves up to a wide balcony (**Area J-24**) on the second floor 20 feet above the entrance. Two great statues stand at the base of the steps. The statues have the upper torsos of winged lions with lower halves turning into serpents that coil around the banister posts.

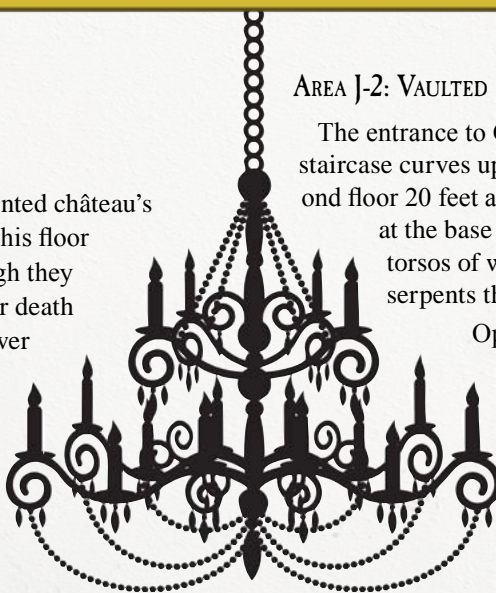
Opposite the entrance doors are smaller double glass doors that lead into the courtyard (**Area J-8**). Vines force their way into the entrance hall, cracking the glass portals.

Dust and webs cake peeling portraits flanking closed double doors to the east. Life-sized statues of armed warriors are shrouded in dripping cobwebs.

A chandelier nearly indistinguishable through thick cobwebs hangs overhead. It can be lowered with a chain-and-pulley system attached to the wall near the door. A mostly disintegrated area rug covers the floor. Tracks of vermin and small animals crisscross the room.

AREA J-3: THE TOWER BASE

This open tower is seven stories tall. Shields and weapons line the walls. Winding stairs circle the interior wall, rising past small ornate stained-glass windows evenly spaced up the tower. During the day, light filters through the webs and dust, bathing



the interior in a brilliant rainbow of color. The stairs wind upward to several small balconies before reaching a trapdoor set into the ceiling. The door leads onto the tower's flat roof.

Red braided ropes made of cotton hang from the ceiling 100 feet overhead. The ropes connect to the massive iron bells hanging high above (**Area J-58**). The ropes are moth eaten and weakened. The ropes have a 5 percent cumulative chance per round (50 percent maximum) of breaking if climbed.

1d10	Haunting
1-2	A ghostly figure is spied above the characters, running up the spiraling staircase ahead of them. It vanishes through the trapdoor as if it wasn't there. This reappearing haunt is a memory of a young stable hand who threw himself off the tower after Lady Averlyne killed his lover.
3-4	The bells begin tolling loudly above the characters. They stop after precisely 13 rings. If characters check, they don't find anyone who could have been ringing the bells.
5-10	Nothing happens.

AREA J-4: THE PARLOR

Moldy padded sofas, divans, and ottomans sit in a circle around a porcelain-tiled table. The furniture is ripped and torn beyond repair by scores of mice, rats, and insects that burrowed into the fabric. A dusty silver serving set (250 gp) sits on the low table. Portraits and landscapes decorate the walls. Shredded blue velvet curtains barely cover the windows. Cabinets and a tall bureau sit empty, their contents stolen long ago. A carved marble fireplace sits unused, ashes still filling the inner hearth. A portrait of a young girl holding a yellow-striped cat hangs above the barren mantel. An abandoned rat hole is in the corner of the room in a natural crack in the stonework.

Lavina^{A1}, the girl depicted in the portrait, sits on her knees in the center of the room, tossing a twine ball to the same yellow-striped cat she holds in the picture. The girl is surprised but joyful when anyone enters the room. **Mr. Giggles**^{A1} is less pleased and arches his back and hisses. Lavina is happy to see new people, but her delight is overshadowed by worry about her father. She says she's not seen him for days. In reality, it has been more than 30 years since her death. To her, time stands still, and everything is as it was before her passing.

Lavina knows little of what is happening inside the manor and thinks characters are joking with her if they talk about

RESTLESS SPIRITS

In addition to the Motley ghosts that roam the halls, three specific ghosts also haunt the mansion's many chambers: Lord Arnsworth Du Vaine, his daughter Lavina, and Lord Arnsworth's familiar, Mr. Giggles.

Lord Arnsworth^{A1} is a troubled spirit. He remains on the third floor and tower areas, although he can leave the house to visit his tomb or to wander the grounds. His ghost can be put to rest by presenting proof that his daughter has been found and then exacting revenge on her killer. Lavina's remains, the *stone of promises*^{A2}, or her stuffed bear convince him of her death. His ghost can be found each night in Lord Arnsworth's study (**Area J-49**).

Lavina^{A1} and her feline guardian, **Mr. Giggles**^{A1}, remain on the first floor and rarely leave the building. Lavina has no idea she is dead and endlessly repeats her day without any recollection of past events. She never remembers meeting the characters. The girl spends her days rolling a twine ball and her night's playing hide-and-seek with Mr. Giggles. She sings haunting children's lullabies that waft throughout the manor. Lavina is extremely trusting and curious. She doesn't remember anything about the day she died but pressuring her to remember causes her to run in terror. She flees through walls to escape anyone chasing her. Lavina can be released only if her spirit is reunited with the *stone of promises*^{A2}.

Mr. Giggles' spirit departs if Lavina's spirit is freed. If the ghosts are attacked and destroyed, they reform in 1d4 hours with no memory of the characters or any previous attacks made against them.

kidnappers, her death, or the years that have passed. She knows nothing of the manor's other inhabitants or its current conditions. She wanders about only on the first floor, never venturing elsewhere. In her child's mind, she still believes in the thing under the bed and flees fighting and "scary monsters." She appears to be substantial if touched, although she has an otherworldly air about her.

If asked about the upper floors, a dark cloud crosses Lavina's face. She says, "the boogeyman lives up there," but refuses to talk about him. If pressed, she holds her breath, pouts, runs to hide, or starts crying. The "evil stranger upstairs" is a vampire named Valmont De Shade (**Area J-10**).

Lavina pleads with the characters to find her father and tell him that she is safe. If attacked, she escapes to the Ethereal Plane, leaving Mr. Giggles behind to defend her.

Given Lord Arnsworth's long decline into insanity, Mr. Giggles now stays with Lavina. The ghost of Lord Arnsworth no longer even recognizes the cat. Mr. Giggles is extremely protective of Lavina but does occasionally roam the manor on his own. If characters dare to bed down and rest within the manor — a courageous act given the numerous ghosts — Mr. Giggles walks across their beds or curls up beside them. If they wake, they find nothing but a cat-shaped indentation on the warmed blankets.

DEATHLY POWERS

The ghosts in this adventure are a diverse bunch, with unique powers not normally seen in ordinary spirits. Lord Arnsworth, Lavina, the Motleys, and even Mr. Giggles share a host of abilities that make them extremely dangerous — especially when angered.

See **Appendix 4: Ghostly Abilities** for more information on the powers used in this adventure, plus extras to spice up your own ghostly creations.

AREA J-5: CHAMBER OF ANTIQUITIES

This room contains oddities, trinkets, and souvenirs Lord Arnsworth collected during his years of travel. Shelves filled with pottery, ceremonial tools, religious icons (many of which the characters recognize from their visits to the same temples), exotic weapons, and musical instruments sit under decades of grime. Some of the rarer items sit on shelves behind glass doors. Eight glass-top display cases house preserved insects and unusual diminutive creatures. Many of these items have been stolen over the years, but always find their way back to the manor as the thief falls under various curses and ill omens. Lady Averlyne herself experienced extreme nausea for weeks on end until she returned a silver flute she had intended to sell.

Among the oddities on the shelves are a hydra embryo, a fire giant's eye, and a two-headed stirge — all displayed in jars of clear preservative. A huge desk sits near the windows, fragile parchments scattered across its surface. The papers are studies, notes, and drawings of Lord Arnsworth's discoveries and inventions. The papers crumble to dust if disturbed.

Next to the desk stands a pedestal with a glass hemisphere lid. The lid protects the withered head of a dwarf. The dwarf's beard and hair are woven together to form a strap. Despite its gruesome appearance and questionable origin, the head is in fact a chaotic good *intelligent bag of holding*^{A2} named Klogg. The bag assumes the personality of a foul-tempered, cantankerous dwarf, even going so far as to speak with a thick dwarven accent. The bag is accessed by expanding the dwarf's mouth.

Klogg dislikes everyone, but especially hates rogues and elves. It gets along with a character of the same alignment, but not if the being is an elf, an orc-related race, or a rogue. It does not know the fate of anyone in the house or the identity of Lavina's murderer. Dwarves and good-aligned NPCs may have a dim opinion of anyone openly carrying this item. The bag's "mouth" moves when it speaks, but this is just for show and serves no other purpose.

The bag currently holds a *spell scroll* with *color spray*, *light*, *invisibility*, and *see invisibility*.

One bookshelf against the wall hides a secret door that can be discovered with a successful DC 18 Wisdom (Perception) check. The door opens onto a hidden staircase that leads downward to Lord Arnsworth's secret laboratory (**Area J-21**).

1d10	Haunting
1–3	The eyes in the jars all turn to follow characters as they make their way through the room.
4–8	A book falls from a shelf, making a loud racket in the gloom. If examined, the book lies open to a page showing the characters hanging from knotted cords in the bell tower. The figures in the drawing swing slowly as the illustration moves.
9–10	The holy relics in the room pulse with a silver gleam that is difficult to view. Those in the room see a pyramid shape in their visions when they blink for the next 1d4 rounds. (This is Seraph, the next temple the characters are seeking in their quest to restore the scepter of faiths, although they likely won't realize this yet.)

AREA J-6: THE BUTLER'S PANTRY AND CLOAK ROOM

Household tools, supplies, and visitors' cloaks are stored here. Some items are in remarkably good shape. Several high-quality cloaks hang on pegs. Brooms, mops, rugs, curtains, a sledgehammer, 10 flasks of lamp oil, a crowbar, old curtains, leather boots, buckets, garden tools, and other tools lie about the room.

1d10	Haunting
1–6	Mops, brooms, and other tools fly off their shelves to strike at intruding characters. These makeshift weapons attack as tiny animated objects (paraphernalia theme) ^{A1} .
7–10	Nothing happens.

AREA J-7: THE BREEZE ROOM

Empty lead frames around this room are filled with shards of stained glass. Colorful fragments litter the warped wooden floor. The floor is severely weakened. It creaks and groans but holds the weight of a normal-sized human. The furniture is deteriorated and mold-covered. A hole in the floor in the northwest corner of the room leads into a three-foot-high crawlspace that extends beneath the entire room. Thousands of bones litter the space below the floor. Cobwebs laden with dust obscure the vision beyond 10 feet of anyone braving the crawlspace.

A plain pine coffin is half buried in the crawlspace's dirt floor. The coffin contains the skeletal remains of a carpenter who was accidentally killed while building the manor. His co-workers — not wanting to spend effort or time to bury the man — simply built the floor over him. The coffin contains his tools and a bottle of wine that long ago turned to vinegar.

A **giant constrictor snake** rests at the opposite end of the crawlspace farthest from the hole. The snake has almost outgrown its lair. It is squeezed inside the crawlspace and attacks with disadvantage. Characters larger than Small are also considered squeezed as well as prone. The snake attempts to get between characters and the hole before attacking. It is strong enough to burst through the floorboards and enter the room above. It grapples characters and drags them back into the crawlspace to devour. Characters standing on the floor must make a DC 10 Dexterity saving throw to avoid falling prone as the floor heaves violently upward. A hole in the manor's outer wall leads to the grounds.

A secret door in the corner can be discovered with a successful DC 18 Wisdom (Perception) check. The door opens onto a hidden staircase that leads downward to Lord Du Vaine's secret laboratory (**Area J-21**).

1d10	Haunting
1–2	Characters in the crawlspace feel something grab their ankles and drag them backward 1d6 feet. The "hands" release the character one round later.
3–4	A knocking sound emanates from beneath the floorboards near the half-buried coffin. If characters check the coffin, they find the skeleton inside holding the bottle of wine.
5–10	Nothing happens.



AREA J-8: COURTYARD

Trees and weeds choke this courtyard, making passage difficult. The glass doors are almost impossible to open from the inside without destroying them. A thick blanket of vines covers a beautiful fountain in the shape of a mountain of large shells. A mermaid statue holding a conch shell coils her tail around the fountain's peak. An opaque white ceiling of spider silk 20 feet overhead drapes the entire courtyard.

The courtyard is the bottom portion of a monstrous hunting spider's lair (**Area J-50**). Dangling inside the web is the discarded shell of a huge spider, although it is difficult to make out that the husk is simply a shed exoskeleton. A successful DC 15 Wisdom (Perception) check reveals the shell is hollow and harmless.

A huge spherical cocoon hangs below the husk. The cocoon is an egg sac containing 24 **giant spiders**. These immature spiders emerge and attack only if characters perforate the egg sac.

Dozens of cocooned corpses are woven into the thick webs. Most of the desiccated corpses are deer and wolves, but four humanoid bodies can also be found. Two of the bodies are com-

moners; one is a human rogue; and the last is an elven ranger. The human rogue has a backpack containing thieves' tool, a bottle of strong mead, 50 feet of rope, a grappling hook, and a *potion of greater healing*. The ranger's body has a +2 *longbow* and 12 silvered arrows.

The **monstrous hunting spider**^{A1} does not bother creatures in the courtyard — unless they harm its offspring. If that happens, the spider tears a hole in the web and drops onto characters.

1d10 Haunting

- | | |
|------|--|
| 1–2 | The cocooned bodies writhe and twist in the webs, as if someone inside were trying to get free. If the cocoons are slashed apart, skeletons and decaying corpses tumble out. |
| 3–4 | Webs quiver as if in a strong breeze, and whispery voices seem to speak from them. |
| 5 | Webs reach for characters, and even wrap lightly around their forms if they are close enough. |
| 6–10 | Nothing happens. |



“The little ghost motioned for us to be quiet, but it was too late. The crimson plant turned its face toward us, and its spindly arms uncurled ...”

AREA J-9: BOTANICAL SOLARIUM

This glass-domed solarium is more than 60 feet tall at its peak. The structure’s base is composed of solid limestone blocks. Gutters and drains empty rainwater into glass-paneled containers. The sun heats the water, and the resulting steam vents into the dome to create a humid environment. Vegetation grows wild within the glass enclosure, blocking the entrance. Doors leading outside are clear and free of vegetation and show recent signs of use. A canopy of vines and ivy grows along the glass dome.

Flora inside the dome originates from tropical regions not indigenous to this area. Ferns, broad-leafed plants, and trees line the ground. A stone pathway circles a massive tree dominating the center of the garden. A **crimson creeper clone**^{A1} stands adjacent to the unusual tree. It slowly turns its expressionless face to observe characters if they enter the steamy room. If approached, the clone raises its hands toward them and emits a piercing whine. The clone does its best to lure/force victims close to the tree. Spreading through the branches of the tree is a **crimson creeper**^{A1}. The creeper clone is the son of Harelson (see **The Covet** for more on Harelson’s creeper clone). Its outer skin is still growing over its inner core, so the clone appears as a reddish plant creature with spindly arms and a patterned “face.”

1d10 Haunting

- | | |
|------|---|
| 1–3 | Words and drawings slowly appear on the steamy glass. Characters can watch threats, pleas, and even names and drawings trace their way across the panes as if someone was dragging a finger over the glass. |
| 4–6 | A face suddenly appears on the other side of the glass, its features pressed hard against the steamy pane. It screams and then vanishes. Hands might suddenly appear to leave palm prints on the glass. |
| 7 | Carnivorous flowers open to drop bones of various small animals at the characters’ feet. |
| 8–10 | Nothing happens. |

AREA J-10: GRAND BALLROOM

A massive pipe organ plays baritone notes that reverberate loudly through the door to this room. Although no musician is apparent, the organ produces a delightful melody that resonates throughout the chamber. Inside the room, a woman wearing a flowing evening gown dances lithely across the marble-tiled floor inlaid with colorful stone flowers. The lower half of her dress disappears in wisps of mist as she hovers around the ballroom as if at an unseen ball. Decades of dirt and grime hide much of the stone floor. Rotten tapestries lie in heaps amid empty planters around the edges of the room. The woman doesn’t notice the squalor. As characters enter, she silently beckons the leading male character to join her in her beautiful dance.

A glass ceiling looms 40 feet overhead. Dirt and grime coat the glass, blocking out the sun. The thick leaded-glass skylight is solid and resists impacts, although it can be smashed with a successful DC 18 Strength check. Vines, lichens, and thick moss cloak a 20-foot-diameter rose window. The vines bathe the room in an eerie green glow during day.

A huge, remarkably preserved pipe organ sits on a 20-foot-high balcony that overlooks the room. The organ's baritone music and the dancer are illusions. The dancer ignores any obstacles as she glides quietly around the dance floor. The illusions can be discovered with a successful DC 16 Intelligence (Investigation) check.

Valmont De Shade, a **vampire** minstrel, found refuge in the mansion 15 years ago and is reluctant to give up his adopted home.

"The music was sweet and inviting, and the dancer beckoned us one and all to join in the dance. It was impossible to resist the melody ..."

When intruders enter his sanctuary, he hides along the wall, using *spider climb* to position himself to his advantage. He targets clerics

first and then attempts to *charm* the strongest-looking fighter.

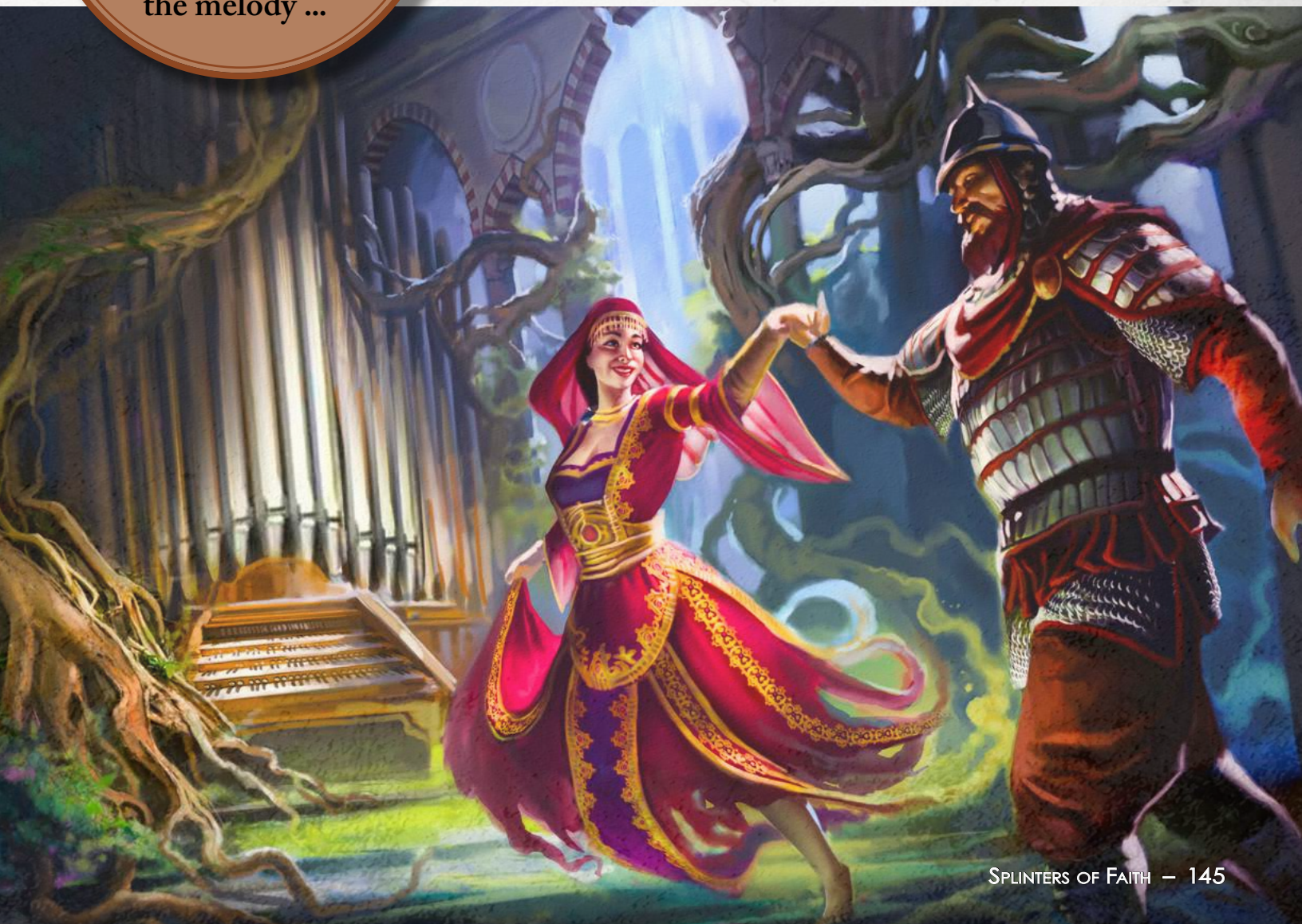
Valmont hides his coffin in the spacious — and mostly hollow — interior of the pipe organ. A secret access (**Area J-31**) allows entry to the interior.

Valmont De Shade presents himself as sophisticated and refined, but his unkempt fine clothing and feral look belies this façade. He hunts the manor grounds at night and always returns to this chamber before dawn arrives.

AREA J-II: SECULAR TREASURE CHAMBER

A long hallway extends toward double doors. A tattered plush red carpet extends down the corridor to another door. Stone busts sit on marble pedestals in front of grand portraits of Du Vaine family members. The portraits show the cold and aloof self-importance of many in the Du Vaine family tree. Full-body statues and decorative suits of armor stand before moth-eaten tapestries hanging between the portraits. In the middle of the hall, two full-length viewing mirrors sit on stands along the walls. The mirrors are shattered, leaving only their ornate brass frames.

Polearms and exotic weapons from foreign lands hang along the walls. Of particular note is an exquisite greatsword mounted above the door leading into the grand ballroom (**Area J-10**). The



weapons are in relatively good condition.

The hallway is filled with fine strands of spider webs coated with layers of dust.

1d10	Haunting
1–4	Characters feel as if they are being watched while walking down the hallway. Out of the corner of their eyes, they see the eyes of the portraits turning to follow them. Some of the portraits sneer angrily at intruders.
5–6	A single marble bust begins whispering. Any character who puts their ear up to the marble bust's mouth to better hear the words must make a DC 14 Wisdom saving throw or be affected by a confusion spell. There is a 50 percent chance the bust tries to bite the ear of a confused character.
7	One of the statues rises off its marble pedestal and attacks as a medium animated object (humanoid theme) ^{A1} for 2d4 rounds.
8–10	Nothing happens.

AREA J-12: KITCHEN

This large kitchen is surprisingly well-equipped. Thick dust and layers of old grease coat the surfaces. The cupboards and cabinets are full of ancient provisions (hardly edible after so long), spices, and various utensils. In the cabinets are 20 small casks of oil. Brooms, mops, and buckets lean against the corner. A large butcher block table sits against one wall. A number of pipes and valves extend into the room from the walls. These pipes once carried water from the cistern, but the elaborate plumbing system broke long ago. A closed door opens inward and leads downstairs to the cellar.

Standing silently against the inside of the cellar door are 4 **olive slime zombies**^{A1}. They immediately barge into the kitchen to attack if the door is opened. The olive slime zombies bear the facial features of the characters. The old cook who died across the kitchen butcher block thinks it's funny to mold the creatures' features to match those of "guests" who enter the manor.

1d10	Haunting
1–2	A rhythmic tapping comes from the cellar door. Tap, tap, tapping, on the cellar door.
3–4	A large knife drops out of thin air to land point first in the thick butcher block sitting in the room. The knife quivers in the wood, and thick syrupy blood wells up around its point.
5–10	Nothing happens.

AREA J-13: PANTRY

Barrels, sacks, and crates containing food stock sit along the walls. The disintegrated supplies are barely identifiable and beyond use. A narrow stone staircase leads upstairs to the servants' quarters (to the hallway outside **Area J-34**). Tucked under several bags of rock-hard flour is an ornate box (20 gp) that contains

spell potions^{A2} of protection from poison and lesser restoration and a *periapt of health*.

1d10	Haunting
1–2	Flies buzz about the room, flying out of the sacks of rotting food. The flies whisper characters' names and foretell their violent deaths. The buzzing turns into droning laughter as the flies size up the "feasts" that the characters' bodies will provide. The insects swarm out of the room within 1d4 + 2 rounds.
3–4	Puffs of white flour rise off the floor into vaguely humanoid shapes for 1d4 rounds. The flour ghosts menacingly advance on characters. The ghosts harmlessly dissipate with any physical interaction. Anyone attacking the shifting forms is quickly covered in a fine coating of white powder.
5–10	Nothing happens.

AREA J-14: BANQUET HALL

This informal dining room was used for everyday — but always extravagant — meals. A solid table dominates the room. A soiled white tablecloth covers the dark wood, its edges hanging to the floor and hiding the space beneath the oak table. Twelve heavy chairs are scattered around the room. Landscapes and still-life paintings hang askew on the walls. Like all other rooms in the mansion, decades of neglect have taken their toll.

1d10	Haunting
1–2	Characters find a dinner party in full swing going on in the chamber. Ghostly revelers wearing animal masks sit around the table, laughing and eating noisily. Characters can practically smell the delicious roast pheasant, herbs and potatoes, and other dishes. Three rounds after the characters enter, all conversation among the ghostly diners ceases, and each guest turns to stare at the characters. The ghosts silently watch the characters until they leave the room.
3–4	A dinner bell rings. Two rounds later, blood drips from the ceiling to spatter on characters still in the room. The blood vanishes before it hits the floor and other objects, but stains clothes and skin for 3d4 days.
5–6	Dirty handprints can be found on the bottom edges of the lace tablecloth. If examined, Lavina rushes out from beneath the table, giggling at any fright she causes. Mr. Giggles purrs contentedly and runs after her.
7–10	Nothing happens.

AREA J-15: SMOKING ROOM

Lord Arnsworth retired here after dinner to smoke his pipe and socialize with guests. Piles of moldy debris — once comfortable padded chairs and sofas — sit ruined by moisture and time. A warped, low table stands in the center of the room, an assortment of ceramic pipes and glass ashtrays scattered atop it. A shattered glass door leading outside allows the elements to enter the room. Double doors leading to the banquet hall (**Area J-14**) remain closed and usable.

Area J: Château Du Vaine Basement and Cistern Rooms



Paintings of Du Vaine family members hang on the walls. Mold grows across each portrait, giving each person a grotesque, undead-like appearance. A patch of **yellow mold** grows within the remains of the chairs and sofa, although the patch is not apparent. A DC 15 Perception check discovers the mold. Anyone disturbing the chairs or sofas (such as by sitting on them) causes a puff of spores to blast out around the character.

CHÂTEAU DU VAINE: BASEMENT AND CISTERN ROOMS

This is the lowest portion of the chateau and includes the well where Lavina died and where her remains are yet to be found. The lowest level of the house suffered the worst damage from groundwater seeping in and flooding many of the rooms.

AREA J-16: COLD ROOM

The kitchen's cold-room maintained perishables in a stable environment. Currently, a huge patch of **olive slime**^{A1} covers the ceiling, walls, and floor. The slime is sentient to an extent and commands a horde of olive slime zombies (**Areas J-12** and **J-17**). The slime does not extend out of this room.

AREA J-17: STOREROOM

Shelves lining the walls hold household items such as furniture, rugs, curtains, and tapestries. Mildew and moisture ruined

the items long ago. Servants of the **olive slime** (**Area J-16**) guard this chamber. The 6 **olive slime zombies**^{A1} are under the slime's control and respond to commands to protect the slime.

A pyramid-shaped wooden box on a shelf contains three applications of *oil of slipperiness*, two applications of *dust of disappearance*, and one application of *dust of dryness*. A smaller box on another shelf holds four vials of *silversheen*^{A2}. Both boxes require a DC 15 Perception check to find because of the amount of refuse cluttering the shelves. The box has a representation of the *scepter of faiths* carved into each of its sides.

By this point, pyramid shapes may spark some interest from the characters, but the image of the scepter should draw their attention. This box is indeed a representation carved by an old man who claimed to have seen the mysterious pyramid. The word "Seraph" is carved into the bottom of the box. Characters who don't yet know the name of the temple can use this information to find the temple using Lord Arnsworth's various maps.

AREA J-18: LAUNDRY AND SEWING ROOM

These doors are locked and swollen shut. They can be unlocked with a successful DC 16 Dexterity check with thieves' tools and still require a DC 14 Strength check to open. Otherwise, they can be wrenched open with a successful DC 22 Strength check. Large ceramic basins sit empty. Lye soap sits in trays, and scrubbing boards hang on the walls. The flattened remains of wicker baskets line shelves around the room. A wall of wicker baskets sits beside a flight of freestanding wooden steps that rise to a closed and barred door that leads outside.

The stairs have no backboards, which creates open spaces between each step. Hiding under the stairs are 5 **wights**. If characters climb the staircase, a wight reaches through to grab their feet, probably gaining advantage on the attack. Characters falling down the stairs take 3 (1d6) bludgeoning damage and fall prone unless they succeed on a DC 14 Dexterity saving throw. The remaining wights burst forth through the walls of baskets to attack prone characters. One wight wears a woven leather band around its wrist. This last undead creature was a farmer who ventured into the house to provide for his family and never returned. (See **The Farmer's Wife** adventure hook at the beginning of the chapter.)

1d10	Haunting
1–2	Whispering comes from inside one of the closed wicker baskets. Opening it reveals a severed head made of earthworms that resembles one of the characters. The worms slide apart, and the head collapses in 1d4 rounds.
3–4	Whispering comes from inside one of the closed wicker baskets. Opening it reveals the head of one of the ghostly Motleys (Area H). The Motley rises out of the basket to attack.
5–10	Nothing happens.

AREA J-19: WINE CELLAR

Untapped wine casks stand upright, their contents drained long ago. A wine rack along the back wall holds hundreds of labeled bottles. Most of the alcohol soured long ago, but 3d20 bottles contain rare aged wine (100 gp each).

1d10	Haunting
1–2	Scratching sounds come from inside a massive wine cask. If opened, the cask is either empty or has a 25 percent chance of containing one of the Motleys (Area H) that leaps out to attack.
3–4	Empty kegs begin pouring blood from their taps. The blood pools along the floor but vanishes in 1d8 rounds.
5–6	Wine bottles begin breaking in a line that moves toward the characters. Broken glass soon litters the floor, and the room reeks of soured wine. Characters find nothing to indicate what caused the bottles to break.
7–10	Nothing happens.

AREA J-20: CISTERN ROOM

Copper and lead pipes and large iron tanks fill this room. Characters barely have room to squeeze past the plumbing. Other pipes intertwine and extend outward through the walls. A boiler in the corner once contained a trapped water elemental that regulated the water pressure, temperature, and flow of water to various parts of the house and gardens. The elemental escaped years ago, leaving the plumbing dry. The wooden floor reverberates with the characters' footsteps, revealing the hollow space beneath it.

The wooden floor is of much newer construction than the rest of the mansion and appears hastily built. Lady Averlyne built it

BASEMENT WANDERING MONSTERS

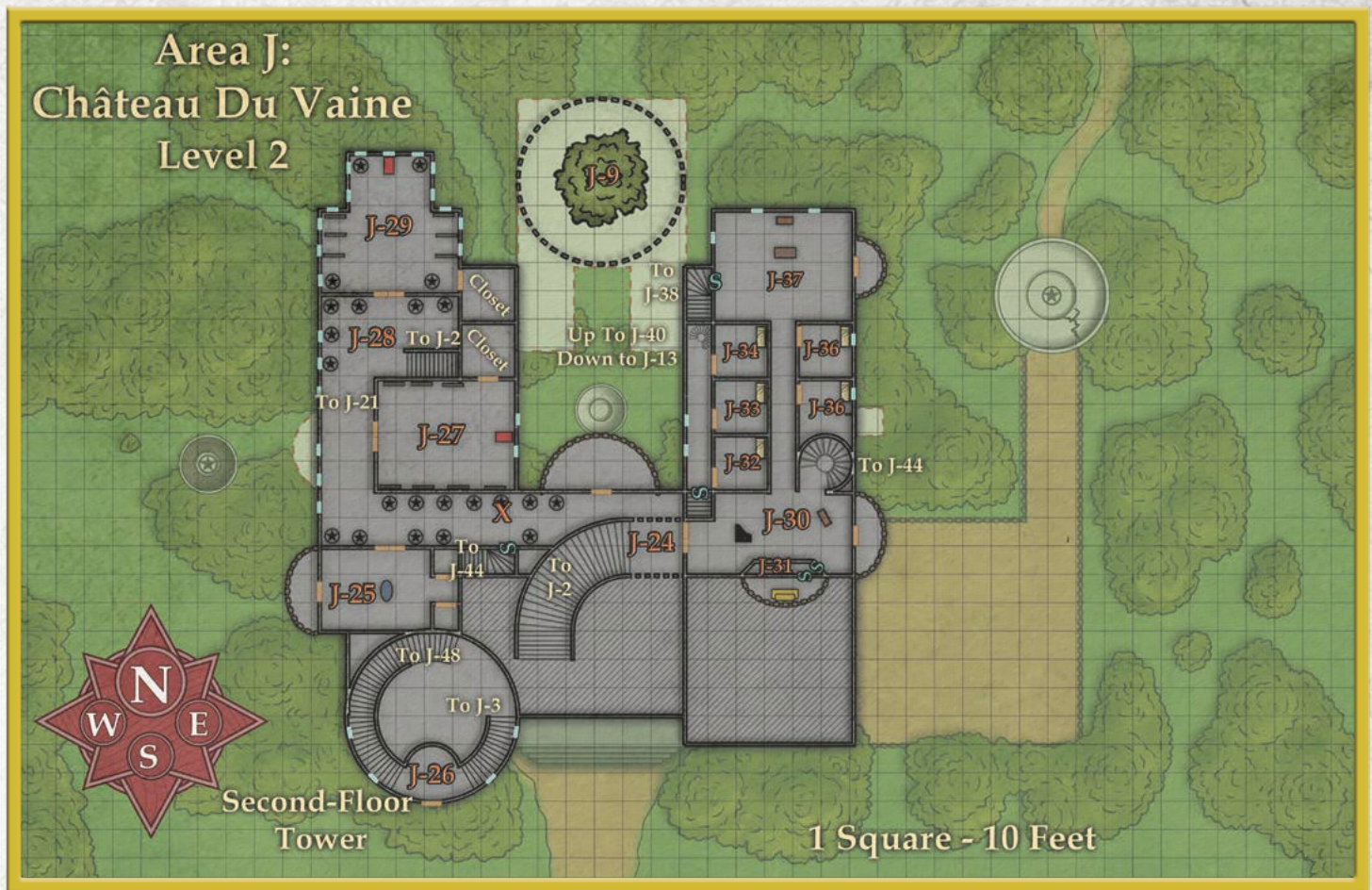
Use these encounters once characters enter the manor's basement area. Check for a wandering monster every 30 minutes that the characters explore the house's haunted lower levels. A roll of 1 on 1d10 indicates an encounter. Roll a 1d8 for an encounter or choose from the list below:

1d8	Encounter
1	A swarm of rats climbs out of holes in the walls and attacks.
2	A burgeoning patch of olive slime ^{A1} fills the room or hallway. (See Area J-16)
3	A wight scratches at the walls in a corner. It flies into a rage and attacks anyone who approaches.
4	A colony of 1d4 + 2 giant centipedes crawls out of holes in the brick walls.
5	1d4 shadows flit down the darkened halls toward characters.
6	The corpse of a dead satyr is strung up like a marionette and twitches in the darkness as characters approach. One of the Motleys killed the satyr and hung the creature from black strings connected to hooks on the ceiling.
7	The vampire Valmont De Shade (Area J-10) walks the halls, hunting prey that blunders into his territory. (This encounter occurs only after dark. Reroll if necessary.)
8	A wine barrel rolls back and forth on the ground. Valmont trapped a rust monster inside the barrel and left it here.

to hide the well opening into which Lavina fell. Lord Arnsworth in his misery never noticed the new floor, and any servants who tried to tell him mysteriously vanished. A single stair up into the room disguises the fact that the floor is raised above the floor of the rooms around it. Characters must remove the false floor or break through it to uncover the opening to the well where Lavina's body lies.

A **leaching eye** ^{A1} lies in wait here, nestled among the jumbled mess of branching pipes. The eye swipes at characters walking beneath the pipes and attempts to grapple opponents and pull them up into the pipes. The eye's near-transparency and the heavy shadows in the room make it difficult to spot. It can be seen with a DC 16 Wisdom (Perception) check.

Beneath the false wooden floor, the original stones are wet with grime and black mold. A lead dome set into the stone floor caps the well from which the mansion once drew its water. A locked hatch in the dome opens to reveal a metal ladder that descends inside the well's interior. Slick, harmless slime coats the ladder. Failing a DC 5 Strength (Athletics) check while climbing down causes the character to fall 100 feet to the still water below and take 35 (10d6) bludgeoning damage). Narrow ledges ring the interior of the 10-foot-diameter shaft. The walls are damp and



slick and require a DC 16 Strength (Athletics) check to climb.

Lavina fell into the open well while fleeing the disguised Averlyne. Lavina's skeleton, still garbed in her favorite white dress, rests on a ledge 50 feet down from the top of the well. The *stone of promises*^{A2} is draped around her neck, and one frail hand still grasps the amulet. She cradles a stuffed bear in her other arm. The bear is a **small animated object**^{A1} designed to entertain Lavina. The bear is incapable of inflicting damage but

follows other commands to the best of its abilities. If left unattended, it dances around or hugs the nearest creature. It faithfully follows the first character who picks it up. The bear toy does not have grasping hands but hugs small objects to carry them. The

cotton-and-fur toy magically resists mold and mildew.

When Lavina fell into the well and died, the *stone of promises*^{A2} granted the girl one final wish. Her last wish was to someday be reunited with her father, safe forever in his arms. The wish — which has yet to come true — has kept them together in the same house, but apart until the day someone reunites the family. The *stone of promises*^{A2} tapped into her wish, as well as her pure soul and the violent, tormented death she suffered, to imbue the manor with a strong necromantic presence that bolsters the supernatural — for good and evil.

1d10 Haunting

- | | |
|------|---|
| 1–3 | A little girl's plaintive crying echoes about the room but sounds as if it is coming from a long distance. The sound is louder within the confines of the well. |
| 4–5 | Watery footprints crisscross the floorboards, circling the area above the well opening. |
| 6–10 | Nothing happens. |

AREA J-21: SECRET LABORATORY

These chambers sit lower than the other basement rooms. A foot of stagnant, algae-covered water hides the floor. Decades of seeping water ruined most of the things in the rooms. Beakers, corked bottles, and chipped bowls float in algae-covered clusters. Waterlogged desks, tables, and shelves float in spongy heaps about the chamber. The floating bottles contain various spell components and ingredients.

Inside one of the floating sludge piles that used to be a writing desk are 6 **giant leeches**^{A1}. The creatures swarm out to attack if the water is disturbed.

Secret doors at the top of the stairs leading out of the laboratory lead to rooms on the first floor (**Areas J-5** and **J-7**). They can be found with a successful DC 18 Wisdom (Perception) check.

1d10	Haunting
1–3	Characters' reflections in the murky water are grabbed from below by ghostly hands that drown them. Their "corpse" reflections float away as they are killed.
4–6	Shimmering, watery corpses rise out of the water and lunge at characters. The attacks do no damage but immediately extinguish any flames.
7	The Motley Mistress Evlyn Willard (Area H) is here, standing atop the water as she "dusts" away the growing algae coating the walls. The ghost leaves the characters alone as she straightens up the deteriorating manor.
8–10	Nothing happens.

AREA J-22: WORKSHOP

The lower half of this door has rotted away, and the rest falls apart if touched. A stone block sits in the center of the room, and leftover parts from a glass golem (**Area J-44**) remain on the bier. An adamantine work hammer (treat as a light hammer), a glass arm, a clear chest plate, and a facemask made of leaded glass sit atop the workbench. Dust coats all the items. A foot of water hides the base of the bench.

A mildew-stained manual sits nearby, open to a sketch of a finished glass statue. The book describes how to create a glass golem, but many of the pages are mildewed and illegible due to the damp basement. Great care and skill are needed to restore the volume if characters plan to read it. Even if restored, characters must meet the requirements for creating a glass golem to use the book (feel free to determine these if need be).



1d10	Haunting
1–3	Something snake-like moves through the water, leaving a rippling trail of waves to lap around the characters' feet. No creature can be found in the water.
4–5	Droplets of molten glass sprinkle down from the ceiling for 1d6 + 1 rounds, materializing out of thin air. The drops do 2 (1d4) fire damage per round as they land on characters who remain in the room.
6–10	Nothing happens.

AREA J-23: TREASURE VAULT

The swollen door hangs open on one hinge. Wall shelves that once held the chateau's treasures collapsed into the foot-deep water. Lady Averlyne looted the vault as she fled the mansion, but a few items escaped her notice. Under the murky waters are a silver urn (100 gp), a gold chalice (250 gp) and a spool of platinum thread (750 gp).

1d10	Haunting
1–2	The broken door swings shut, hitting characters as they enter or leave the room.
3–4	Water droplets rain upward around characters searching the room. The drops shimmer and run in reverse as they splash against the ceiling. The rain lasts for 10 minutes, at which time a soaking deluge pours out of the ceiling to drench characters. The falling water lasts for two rounds before stopping. The deluge extinguishes all open flames. There is a 35 percent chance that the Motley Dromgool (Area H) occasionally leaps out of the water to attack intruders during this heavy down-pour.
5–10	Nothing happens.

CHÂTEAU DU VAINE: SECOND FLOOR (LEVEL 2)

The halls and rooms on this level are constructed of vaulted stone blocks coated in painted stucco. Ornate ironwork chandeliers hang from the 16-foot-high ceilings. The strong wooden doors have inset locks of good quality. The doors are locked unless otherwise stated. They can be opened with a successful DC 18 Dexterity check with thieves' tools or a DC 25 Strength check.

AREA J-24: GRAND BALCONY

Winding stairs end atop a wide balcony. Decorative pedestals along the wall hold marble planters. Leafless, dried shrubs and withered plants remain rooted in the parched dirt. Full-length portraits of the Du Vaine family decorate the walls. A glass door opens onto a balcony overlooking the courtyard (**Area J-8**).

Standing at attention along the wall are 12 suits of ornate but flimsy full-plate armor. The third suit (marked with an X) hides a **clamor**^{A1}. Although not expressly evil, it is a troublemaker and likes to stir things up with visitors to the mansion.

The clamor remains inconspicuous and undetected for as long as it can while stalking them through the manor's rooms. It uses its mimicry ability to whisper characters' names from around corners and tries to lead them into danger. If characters are good sports, it might warn them of impending trouble.

A secret passage opens to reveal stairs that lead upward to the chateau's third floor (to **Area J-44**). The passage can be noted with a successful DC 19 Wisdom (Perception) check.

AREA J-25: BATHING CHAMBER

The odor of putrefied vegetation overpowers the senses in this former bathing chamber. A tiled tub sits on a dais. Black tar-like sludge fills the tub, and gas bubbles occasionally burst from the mess. A full-length standing mirror in the corner is fogged over with black grime.

Years ago, rainwater flooded the sewer system and backed up into this room. The bubbles are caused by gas emitted from rotting leaves and algae burbling up into the tub. Valves and pipes in the wall near the tub supplied this basin with cold and hot water, but the plumbing hasn't worked in years.

A balcony opens to the outside, and two water closets sit along the opposite wall. Dry, rotted towels and robes sit on shelves or hang from wall hooks. The skeletal remains of one of Lady Averlyne's lovers rests at the bottom of the tub. She butchered the man while he bathed. Powerful negative energies changed the slain lover into a **bloody bones**^{A1} that oozes in the rotten sewage it now lies within. Its touch carries the risk of contracting filth fever.

1d10 Haunting

- 1-2 The towels and robes flutter and fly upward off the shelves as if a wind disturbs them. At the same time, bursting bubbles in the muck from the tub whisper the names of random characters.
- 3-4 Anyone looking in the dirty mirror sees a woman in a dirty maid's uniform covered in blood standing in one of the corners. When they face the corner, it is empty. The woman is a serving girl named Merrilee Rose whose throat was cut by Lady Averlyne. Her skeleton still wanders the halls "serving" drinks to visitors, but her spirit flits angrily about the house.
- 5-6 Dirty handprints appear on the walls and glass fixtures around the room, marking paths across the surfaces. If wiped away, the glass fogs over and the word "murdered" is written out one letter at a time as characters watch.
- 7-10 Nothing happens.

AREA J-26: THE TOWER BALCONY

This balcony is 20 feet above the floor of the tower. A round beveled-glass window overlooks the estate's grounds. The stairs descend to Area J-3 on the first floor and continue upward and passes a secret door (**Area J-48**) on the third floor.

1d10 Haunting

- 1-2 A film of frost spreads across the glass, leaving the words "Death hides below" written on the window.
- 3-4 A man stands on the edge of the balcony, facing outward. If approached, he turns and looks at the characters and mouths "There is no escape" before he leaps outward toward the stones below. His body vanishes moments before it hits. Edgar Shackelford was a butler within the manor who jumped from the balcony after Lady Averlyne killed his lover, Merrilee Rose (**Area J-25**).
- 5-10 Nothing happens.

SECOND-FLOOR WANDERING MONSTERS

The second floor of the chateau is home to numerous ghosts and other creatures. Check for a wandering monster every 30 minutes that characters explore the house's haunted halls. A roll of 1 on 1d10 indicates an encounter. Roll 1d8 or choose from the list below:

1d8 Encounter

- 1 A **skeleton** wearing a tattered maid's uniform walks down the hallway carrying a silver tray. The skeleton offers nonexistent drinks to anyone it encounters.
- 2 A candlestick and a small clock hop down the hall toward characters. The candlestick has 5 white candles in its candelabra, each burning with a bright yellow flame. The pair are 2 **tiny animated objects**^{A1}. Touching the candlestick causes a character to succeed on a DC 14 Wisdom saving throw or fall under an irresistible dance spell. If someone starts dancing, a magic mouth on the clock begins singing a toe-tapping melody.
- 3 The ghost cat **Mr. Giggles**^{A1} sits atop a piece of furniture, watching the characters. The cat fades away, but its meowing can be heard coming from farther down the hall.
- 4 A group of ghostly adventurers walks proudly down the hall. Characters can't interact with the adventurers, and they ignore any attempts to do so. Characters find the adventurers' ghostly bodies hacked apart in the next room they enter. The body parts vanish 1d4 + 2 rounds later.
- 5 2d4 **olive slime zombies**^{A1} shamble down the corridors toward the characters.
- 6 A flock of pigeons abruptly takes flight toward the characters. The birds explode in bits of feather and bone as they pass through the characters. Brittle bird skeletons litter the ground at the characters' feet.
- 7 The **vampire** Valmont De Shade (**Area J-10**) walks the halls, hunting prey that blunders into his territory. (This encounter occurs only after dark. Reroll if necessary.)
- 8 A wooden riding horse rolls down the hall toward characters, pushed by unseen servants.

AREA J-27: LAVINA'S ROOM

This room remains as it was when Lavina disappeared. The door is secured with a good lock and has remained closed for decades. The lock can be picked with a successful DC 25 Dexterity check with thieves' tools. Lady Averlyne was prevented from opening the door by the spirits in the house, despite her repeated attempts to enter. It is the one manor room she never entered no matter how hard she tried. Lavina's toys and other items sit undisturbed where she left them, covered in layers of dust. The

room is cold and eerie, with dozens of porcelain dolls staring with glass eyes from their places on white wooden shelves.

A huge, canopied bed holds layers of down quilts and lace pillows. A large walk-in closet off to the side holds hundreds of dresses, shoes, other clothing, and more toys. A life-sized porcelain doll on the bed slowly turns its head and blinks its glass eyes at anyone entering the room. A *permanent unseen servant* bound to Lavina's bedchamber turns the doll's head. The servant is harmless and obeys characters if commanded, assuming they discover its presence. It cannot leave the room.

Anyone ransacking this room (other than quietly opening the door or looking around) draws the attention of the ghost of **Lord Arnsworth Du Vaine**^{A1} (**Area J-49**). The ghost is automatically aware of events that take place in this chamber. He materializes and attacks violators. When the intruder is dealt with or leaves the room, Lord Arnsworth's ghost vanishes.

1d10	Haunting
1–2	The porcelain doll whispers “mama” as characters search the room. After saying the same word five times, it instead says a random character's name the next time it speaks.
3–4	Toys, drawers, and other items swirl and fly around the room in a hurricane of objects. Random lights flash from the open walk-in closet. The porcelain doll joins the ballet of motion as the unseen servant lifts it off the bed and dances it around the room. The objects circle about the characters for 1d4 rounds before settling back on the floor.
5–10	Nothing happens.

AREA J-28: MONUMENT HALL

Realistically painted statues of men and women stand along the walls in various poses of dignity and pride. Each larger-than-life-sized statue stands upon a one-foot-tall marble base. Dust mutes their vibrant colors. Each statue wears carved robes or regal armor. The statues are 6 **caryatid columns**^{A1} that guard the door to Lord Arnsworth's chamber. The statues do not attack members of the Du Vaine family or anyone carrying the *stone of promises*^{A2}.

Stairs lead down to **Area J-2** on the first floor.

AREA J-29: LORD ARNSWORTH DU VAINE'S ROOM

Ragged black curtains cover large glass windows along the outer walls of this bedchamber. During the day, light shines through tattered holes, dimly illuminating the room. An ornate canopied bed sits adjacent to the door, its opaque satin curtains drawn to hide the mattress. A large closet connected to the room contains Lord Arnsworth's out-of-date clothing.

Bookshelves hold tomes and trinkets Lord Arnsworth collected. Icons of various religions, ceremonial pottery, and other art objects sit between the books. Characters can find 24 small art objects worth 5d20 gp each if they are sold to a collector. Books cover topics such as botany, animal biology, local history, religions and iconography, and planar theories. Lady Averlyne never thought any of the items were worth selling and left the room alone. Characters searching the chamber find items that obviously came from Anvil Plunge, the Hanging Gardens of Iseleine, and Clandestine.

Four life-sized statues of graceful women holding glass globes stand in the room's corners. The globes can be commanded to cast *continual flame* with a command word known only to Lord Arnsworth. The globes are dark, and the command word was lost upon his death. The statues weigh 300 pounds apiece and are worth 500 gp to a collector.

1d10	Haunting
1–2	The lamps emit an ethereal glow that brightens into a harsh white glare within one round. Anyone not actively covering their eyes by the start of the second round must succeed on a DC 15 Dexterity saving throw or be blinded for 1d6 x 10 minutes. The glow fades to a tolerable level in the third round, then goes out.
3–4	Various tomes rise off the shelves and float back and forth between the bookshelves.
5–10	Nothing happens.

AREA J-30: MUSIC CONSERVATORY

Woodwind, brass, and stringed instruments hang from hooks along the walls. A piano, a harpsichord, and a floor harp stand on an oval rug in the center of the room. Hanging tapestries show dancing satyrs playing panpipes. Two tapestries hide secret doors that can be found with a successful DC 18 Wisdom (Perception) check. One leads to a hidden chamber (**Area J-31**) within a large pipe organ (**Area J-10**). The second secret door opens into the servants' hall and chambers. A broad wooden spiral staircase leads up to the third floor (to **Area J-44**) and down to the first floor (to **Area J-13**).

1d10	Haunting
1–2	Instruments play softly throughout the room. The melody is haunting and sad.
3–4	The instruments play a discordant song that ends in 1d4 rounds with a shriek like a banshee's wail. Everyone in the room must succeed on a DC 15 Constitution saving throw or be deafened for 1d6 rounds.
5–10	Nothing happens.

AREA J-31: PIPE ORGAN

Pipes, valve mechanisms, and large bellows fill this area. The vampire Valmont De Shade's coffin is crammed into the chamber. It is held fast by various pipes and other gears that are bent around it so that it cannot be opened in its current location. The coffin can be broken apart with a successful DC 18 Strength check and removed piece by piece, however.

The vampire accesses the coffin via gaseous form. He keeps a small amount of treasure locked within the space. If the coffin is moved, the pipe organ's bellows exhale a cloud of *dust of sneezing and choking* within the chamber that extends in a 30-foot radius outside the secret door. The trap can be noted with a successful DC 17 Intelligence (Investigation) check and disarmed with a successful DC 17 Dexterity check with thieves' tools. The coffin contains a lap harp, +1 *shortsword*, *pipes of haunting*, and a *spell scroll* with *magic mouth*, *thunderwave*, and *phantom steed*.

AREA J-32: COOK'S CHAMBER

The door to this chamber is ajar. Shortly after Lord Arnsworth's death, the cook fled, taking all her personal belongings. She left just in time to avoid Lady Averlyne's psychotic fury. All that remains in the room are some cooking utensils, the cook's favorite rolling pin, and a few aprons folded neatly in a drawer. An empty suit of ornamental full plate armor is on the floor, still attached to a wooden stand.

1d10	Haunting
1-2	The empty suit of armor jerks spasmodically for two rounds then stops. A low moan escapes the suit before it goes silent.
3-4	Silver spoons and forks on the counters bend and twist into unusual shapes as the characters watch.
5-10	Nothing happens.

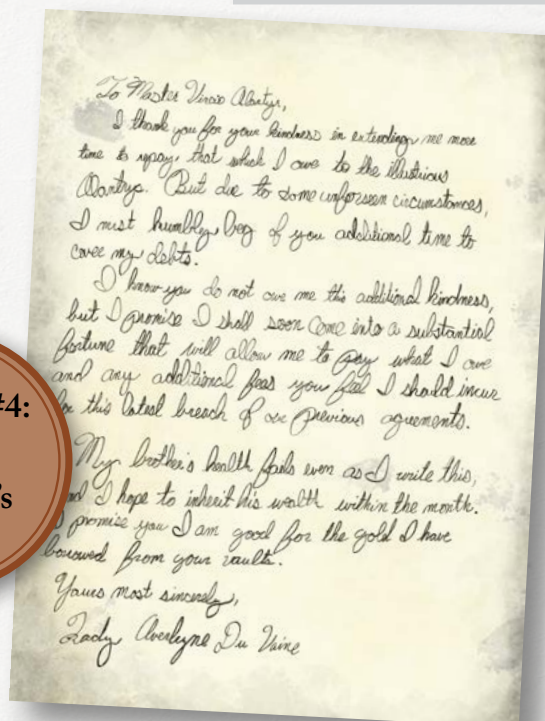
AREA J-33: MAID'S CHAMBER

The door to this quaint chamber is locked and can be opened with a successful DC 14 Dexterity check with thieves' tools or smashed open with a DC 20 Strength check. Inside the room, knitted shawls, afghans, and doilies rest in folded stacks in bureau drawers. Tattered quilts sit in putrefying piles on a simple wood-framed bed. Beneath a quilt in the corner is the semi-preserved corpse of an elderly maid named Imely. Lady Averlyne stabbed the woman to death after Imely announced her plans to retire. Lady Averlyne draped a blanket over the body and planned to "clean up" later but never made it back to the room.

A false bottom in the lowest dresser drawer hides the maid's retirement cache. It can be found with a successful DC 17 Intelligence (Investigation) check. Three leather pouches contain 100 gp each, a bottle of whiskey, love letters from an old flame, and a deed to a meager family farm 10 miles away.

1d10	Haunting
1-4	The quilt covering the body moves slowly, as if the corpse beneath is breathing and beginning to stir.
5-6	Scrawled words appear on the room's walls, some written in blood, others in ink. Some are scratched into the plaster. The writings include: "She's gone mad," "Help us," "Your souls shall suffer," and "The old boar killed us all."
7-8	The scent of lilacs hovers in the air, like a woman's perfume wafting around the room.
9-10	Nothing happens.

Handout #4: Lady Averlyne's Plea



AREA J-34: MANSERVANT'S CHAMBER

This chamber belonged to Muncy, Lord Arnsworth's personal steward. It was ransacked before the house fell into ruin. Muncy assisted Lord Arnsworth with almost everything that took place within the manor. His duties included overseeing the staff and the upkeep of the manor and grounds. Muncy confronted Lady Averlyne about her rude behavior, the deterioration of the manor, and Lord Arnsworth's vanishing wealth. His questioning finally drove her over the edge. His body was never found.

1d10	Haunting
1-3	The smell of pipe smoke wafts through the room as if someone had just passed close to a character.
4-5	A stately gentleman in a butler's uniform sits in a chair in a shadowy corner of the room. He shakes his head in disapproval and vanishes if characters approach.
6-10	Nothing happens.

AREA J-35: COMMON SERVANTS' CHAMBERS

This room remains immaculate, although decades of built-up dust cover every perfectly placed item. This room housed common staff members who assisted the maid, the manservant, and the cook. The staff took everything of value when they fled. Four double bunks line the walls, but otherwise, nothing else of interest remains.

AREA J-36: LADY AVERLYNE'S CHAMBER

The door is locked and can be opened with a successful DC 15 Dexterity check with thieves' tools. The interior walls are paint-

ed a deep crimson. A golden harp stands near a window covered by curtains. Portraits of a young and buxom Lady Averlyne hang in the rather cramped space. One of the portraits depicts her as a shameless succubus.

A heavy desk sits in a windowed alcove. Dusty papers in remarkable condition cover the top. The papers detail the debts Lady Averlyne accumulated during her brief stay in the manor. A partially completed letter explains she is about to inherit a large sum of money and pleads for time to repay what she owes. The letter is addressed to the Alantyr family in Bargsport. Give the players **Handout 4: Lady Averlyne's Plea**.^{A6}

Red satin drapes surround the bed. An ornate chifonier with an oval mirror sits on the wall opposite the bed. A secret compartment under the locked top is trapped with a spring-loaded blade coated in poison. The secret compartment can be located with a successful DC 20 Intelligence (Investigation) check. If they achieve a DC 25 check, they also note the trap. The trap can be disarmed with a successful DC 16 Dexterity check with

thieves' tools. If triggered, a poisoned blade lashes out, making an attack against a creature within 5 feet at +10 to hit. On a hit, the target takes 2 (1d4) slashing damage and must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage. The poison was mixed with a preservative and remains toxic decades later. The false desktop opens to reveal a collection of 6 finely made daggers (one is stained with dried, flaking blood), 3 *potions of greater healing*, and architectural plans of the mansion. The plans illustrate the entire layout, even secret passages, and most have black X's crossed over the rooms (from when Lady Averlyne searched them for the family fortune).

1d10 Haunting

- 1–2** The image of Lady Averlyne in the painting depicting her as a succubus motions a character to her. If anyone touches the painting or frame, a painted version of that character appears on the canvas. The succubus springs on the duplicate and rips its throat out. She smiles — blood coating her face — and the painting returns to its original state. The character must succeed on a DC 14 Wisdom saving throw or be paralyzed with fear for 1d4 + 2 rounds.
- 3–5** A conclave of slain servants appears in a circle around a random character. The silent, ghostly images are shades of their former selves. Wounds fester and bleed on their bodies where Lady Averlyne stabbed and killed them. They plead silently for release.
- 6–10** Nothing happens.

AREA J-37: DRAWING ROOM

Plush furniture collapsed long ago into rotting mounds that litter the floor. An incomplete child's painting of a black cat sits lopsided on an easel in the corner. Paintings depicting distant lands and foreign noblemen hang on the walls. Bulky black curtains block high arching windows that overlook the unkempt gardens. A large 10-foot-by-10-foot mirror sits against the wall opposite the balcony. The mirror is on a hinge and can be opened to reveal a secret door. The hinge release can be found with a successful DC 14 Intelligence (Investigation) check.

Roscella, a **specter**, hides behind the mirror, lurking in the hidden staircase (which leads up to **Area J-38** on the third floor). She reaches through the mirror to attack characters. She does not enter the drawing room if the curtains are opened during daylight hours. The restless spirit was Lady Averlyne's accomplice and confidante during the years Lord Arnsworth doted on Lavina. The specter remains in this area and avoids Lord Arnsworth's ghost at all times.

Lady Averlyne discovered Roscella's plan to seduce Lord Arnsworth to learn the location of his wealth. Lady Averlyne slew

Roscella before she, too, could worm her way into Lord Arnsworth's graces. Despite her undead nature, Roscella's ghostly form is incredibly beautiful.

1d10 Haunting

- 1–3** Any character looking into the mirror sees an undead image staring back.
- 4–6** The mirror shatters with a loud crack and broken glass sprays out in a five-foot arc. Characters within 5 feet take 1 piercing damage from the myriad tiny pieces of flying glass. The glass reforms in 24 hours.
- 7–10** Nothing happens.

CHÂTEAU DU VAIN: THIRD FLOOR

This floor differs from the rest of the mansion only in that the two wings have 15-foot-tall wooden ceilings with an attic directly above. The mansion's central section has a regular, stone-vaulted ceiling. Lord Arnsworth's ghost haunts this level. He immediately responds with subdued hostility to any excessive destruction done to his mansion or belongings. He ignores combat between current inhabitants and characters, unless they "tear up the place."

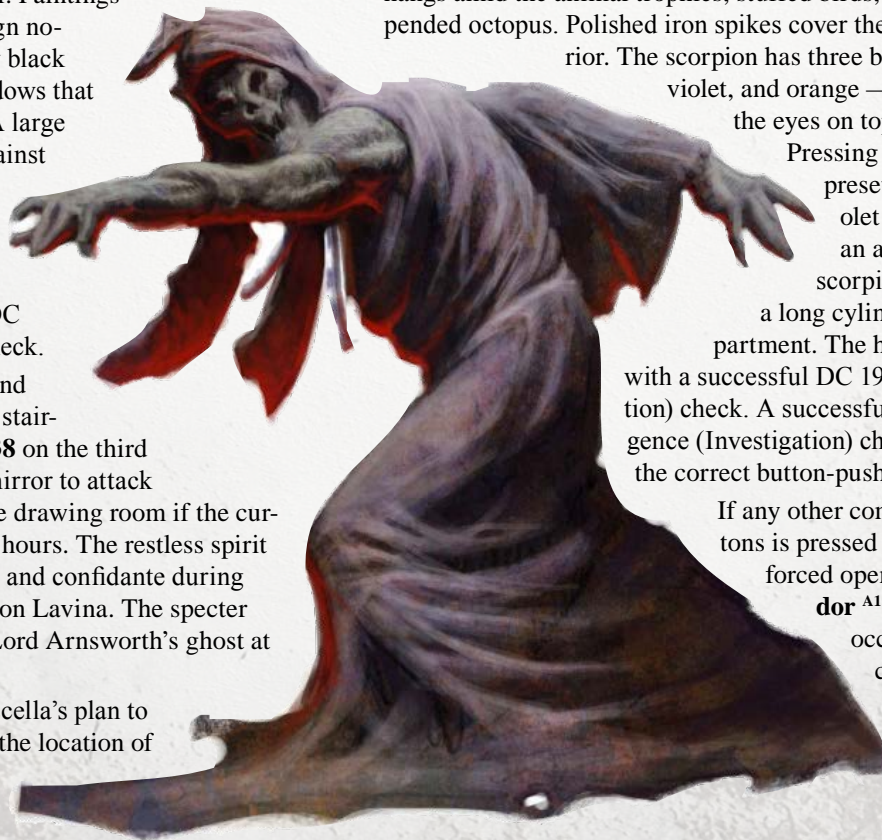
AREA J-38: MENAGERIE

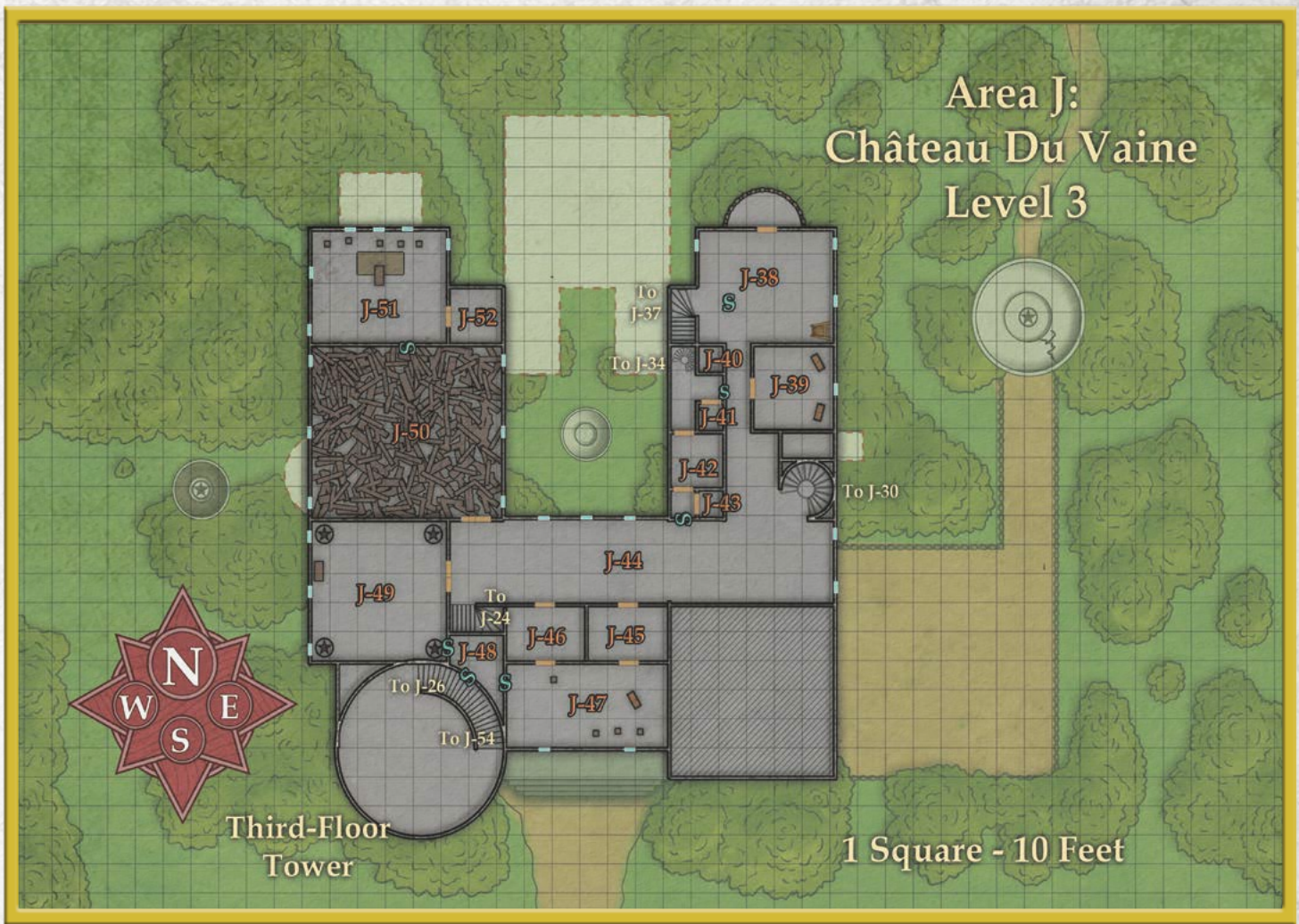
This large, vaulted chamber houses a collection of beasts and creatures from Lord Arnsworth's travels and hunting trips. The mounted and stuffed trophies include a variety of common animals and beasts from different climates. The animal trophies are packed with sawdust over thin wooden frames.

A huge bronze sculpture of a scorpion with crystalline eyes hangs amid the animal trophies, stuffed birds, and even a suspended octopus. Polished iron spikes cover the scorpion's exterior. The scorpion has three buttons — green, violet, and orange — located behind the eyes on top of its head.

Pressing the buttons in a preset order (violet, violet and violet) opens an access hatch in the scorpion's back to reveal a long cylindrical secret compartment. The hatch can be noted with a successful DC 19 Wisdom (Perception) check. A successful DC 19 Intelligence (Investigation) check can determine the correct button-pushing sequence.

If any other combination of buttons is pressed or if the door is forced open, an **eye of ar-dor**^{A1} is called forth to occupy the interior chamber. The eye of ar-dor animates the scorpion (Medium) and





then peers through the glass eyes to randomly animate stuffed animal trophies around the room. It animates one random object per round until slain or until 12 rounds pass. All the various creatures attack as **small, medium, and large animated objects** ^{A1} until characters are slain or flee the manor.

Once slain, the scorpion falls apart, releasing the eye of ardor. Within the scorpion's secret interior chamber is a small chest with 4 *potions of greater healing*, a *spell scroll* with *meld into stone*, *enhance ability*, and *protection from energy*, and a +1 *longsword*.

A secret door in the hallway leading out of the room opens to reveal narrow steps that lead down to the hallway outside **Area J-34**. It can be seen with a successful DC 20 Wisdom (Perception) check.

Area J-39: BOUDOIR

This lady's private chamber was built to allow the lady of the house to greet and converse with wealthy and important guests. Lord Arnsworth never married, but he nonetheless planned for the possibility of a future wife. Black curtains block outside light.

Lord Arnsworth's mother's finely crafted furniture is stored here. Tattered and dusty webs cover everything. Comfortable couches and divans sit under canopies of ashen silk. An over-

size portrait of a distinguished elderly woman hangs above the fireplace. The portrait is Lady Anthiana Lavina Du Vaine, Lord Arnsworth's mother. An optical illusion causes the painting's eyes to follow viewers about the room.

1d10 Encounter

1-4	Wafts of mist shaped into human forms float through the room before vanishing into the wall.
5-6	The sound of an elderly lady weeping and breathing ragged breaths can be heard. The woman cannot be found.
7-10	Nothing happens.

Area J-40: YOUNG SERVANTS' ROOM

This smallish room housed the servant boy, a chimneysweep, and the manor's lantern bearer. Three bunkbeds crowd the room. Wooden swords and miniature metal soldiers are scattered about, indicating that the room was once home to adolescent males.

Area J-41: SERVANTS' WATER CLOSET

Three stalls hold wooden bench toilets. The manor's running

water system once made this room a state-of-the-art wonder. It is now empty and unusable.

1d10	Haunting
1–3	A voice from the toilet holes whispers “Get out.”
4	A hand rises out of one of the holes in the toilet bench, then disappears out of sight. Laughter echoes up the pipes.
5	A child’s voice whispers “Help me, please.” A black, odiferous liquid explodes upward out of the toilet holes 1d3 rounds later and continues spraying the room with muck for 1d4 + 1 rounds.
6–10	Nothing happens.

AREA J-42: SEWING ROOM

The doors of this room are open. Partial garments, spools of cotton thread, and unfinished linens sit in rotting piles. Three large spinning wheels are near a pile of cotton-filled sacks.

A **will-o’-wisp** makes its lair in the room. The creature skulks through the attic, its light shining through cracks in the wooden ceiling. The wisp’s light can be seen moving behind doors, through windows, and around corners as it entices adventurers. It calls out characters’ names in a gasping voice if it hears them. The creature enjoys luring adventurers to Roscella the specter (**Area J-37**), the glass golem (**Area J-44**), or Lord Arnsworth’s ghost (**Area J-49**). It retreats to the sewing room if wounded.

The wisp has a small amount of treasure from past victims. Buried in a bag of rotting cotton are a garnet-encrusted hairbrush and hand mirror set (300 gp), a golden locket with a small painting of Lavina Du Vaine (75 gp), and a set of *goggles of night*. Characters who have met the ghost of Lavina recognize her image in the locket.

AREA J-43: ATTIC ACCESS

A ladder on the back wall leads to an open trapdoor in the ceiling (to Area J-53). Hanging on the walls are six usable 50-foot-long ropes, two grappling hooks, and a winch-and-pulley system used for cleaning exterior windows. Old brooms and buckets sit in the corners.

AREA J-44: PAINTING GALLERY

Paintings and tapestries of various sizes hang majestically within this imposing hall. Sculptures and ornamental urns stand on fluted pedestals. Heavy cobwebs thick with dust drape the hall. Dried plants, flowers, and crumbling ferns drape over planters near the windows. A worn path stretches the length of the hall, cut straight through the carpeting laid in the passage. Something large and heavy has walked this passage often. A modified *glyph of warding* casts a *daylight* spell in the center of the room. It can be noted with a successful DC 20 Intelligence (Arcana) check.

Most of the paintings show signs of neglect and age. A large portrait halfway down the hall displays a regal Lord Arnsworth with the mansion displayed in the background. The portrayal is a *haven painting*^{A2} that Lord Arnsworth used as a peaceful sanctuary. Lord Arnsworth’s **glass golem**^{A1} still awaits instructions within the painting. The golem attacks if the painting or

THIRD-LEVEL WANDERING MONSTERS

The third floor is home to numerous ghosts and other creatures. Check for a wandering monster every 30 minutes characters explore the house’s haunted halls. A roll of 1–2 on 1d10 indicates an encounter. Roll 1d10 or choose from the list below:

1d10	Encounter
1	A swarm of flies fills the hallway for 1d6 + 1 rounds, biting at the characters’ flesh for 1 piercing damage per round.
2	A sticky web crisscrosses the passage. A writhing body stuck in the web is completely covered in a cocoon of thick strands. A giant spider lies dead to one side of the web. A wight is trapped within the cocoon.
3	An assassin vine ^{A1} growing over the rooftop made its way into the space between the walls and floor. It bursts out of the wall or floor to attack the characters.
4	A will-o’-wisp (Area J-42) poses as a light resting upon a chandelier or lantern.
5	A huge water elemental seeps from the walls. The elemental escaped from the plumbing (Area J-20) decades ago and now wanders the manor within the walls. Black, stagnant water from the old pipes makes up the elemental’s stinking form. Foul odors and creaking walls signal the approach of the creature.
6	A stone bust of Lord Arnsworth Du Vaine (small animated object ^{A1} with a Bite attack instead of a Slam attack) comes to life as the characters pass. It silently whispers cryptic messages such as “Along comes death and the stone binds the soul” and “The loss of power begins from the power of loss.” The bust’s lips can be read with a successful DC 15 Intelligence check. The statue makes a bite attack against anyone who comes too close.
7	The vampire Valmont De Shade (Area J-10) walks the grounds, hunting prey that blunders into his territory. (This encounter occurs only after dark. Reroll if necessary.)
8	Lord Arnsworth Du Vaine ^{A1} (Area J-49) materializes before the characters. The ghost stares at the visitors, confused by their presence, before floating to the study or the haven painting (Area J-44).

the mansion are threatened, or at Lord Arnsworth’s ghost’s command. The glass golem simply steps out of the dimensional space of the painting. It can return to the painting the same way, although other creatures cannot do the same without the command word.

Access to the dimensional chamber within the painting requires Lavina’s name to be spoken aloud (a word Lady Averlyne never again uttered after the girl’s death and thus, she was never

Handout #5
Lord
Arnsworth's
Map



able to find this hidden room). The painting then shimmers and allows entrance. The golem within attacks anyone not accompanied by Lord Arnsworth. The golem takes advantage of the daylight spell to use its Dazzling Brightness ability.

The lavish room beyond the painting offers the finest amenities gold can buy. Four comfortable couches, two daybeds, two lush carpets, and four ornate mahogany tables remain in pristine condition (1d4 x 100 gp each). A rack of fine wine holds 12 bottles of excellent vintage (50 gp each). An amethyst-encrusted silver serving set with crystal goblets (150 gp) sits atop one of the tables. A small collection of children's fables and fairy tales sits on a low bookshelf. Charcoal pencils and children's drawings on parchment litter the floor near the books. Two porcelain dolls sit in tiny chairs around a small table. An ornate tea set (50 gp) and disintegrated biscuits remain on the table. Two *permanent unseen servants* move the dolls' heads to face visitors or playmates. The *unseen servants* follow the commands of anyone in the room. They can make the dolls dance and play as if alive.

One table is covered with maps and various notes that should interest characters possessing the *scepter of faiths*. The papers are Lord Arnsworth's notes on the War of Divine Discord and the original creation of the scepter. His numerous charcoal sketches were used as guides to carve the limestone images found on the family mausoleum (Area F) and depict the many temples that helped create the scepter. Characters easily recognize these places if they have already visited them.

The pyramid Seraph is detailed in another sketch and shows the pyramid in a burning desert with a dog-faced humanoid in the foreground (Lord Arnsworth discovered it was inhabited by gnolls and was unable to approach). The word "Seraph" is written below

the sketch. The remaining sketches show a meditating statue (Chapter 10: Morning of Tears), a grindstone (Chapter 11: The Heir of Sin), and a geyser exploding around the scepter (Chapter 12: Pains of Scalded Glass). Lord Arnsworth never discovered information about the final ritual used to bless the scepter (Chapter 13: Duel of Magic) and thus did not attempt a sketch.

The map on the table has notes written on it in Lord Arnsworth's precise handwriting. It shows the locations of Anvil Plunge, Bargarsport, the Hanging Gardens of Iseleine, and most importantly, the temple of Seraph in the Kanderi Desert, and the Shield Basilica of Muir. A scrawled note along the edge reads "Clandestine before Iseleine. I got that wrong." The message refers to the reversed carving on the family mausoleum (Area F) that was carved out of order. The map is numbered correctly from 1 to 5, with No. 4 being Seraph, and No. 6 listed as the Shield Basilica (remember that Lessef in Chapter 4: It Started with a Chicken was not part of the original temples; the scepter was originally created in Anvil Plunge, the first temple in the order). The number "5" is drawn on the Hollow Spire Mountains west of the Hanging Gardens, with a large area circled. The number "7" is drawn south of that location with the words "Likely here?" (These locations are the Wailing Glacier [No. 5] in Chapter 10: Morning of Tears and Doan and the Lady of the Searing Waters [No. 7] in Chapter 12: Pains of Scalded Glass.) Characters should be able to use this map to determine that they must now head north to the Kanderi Desert and Seraph (likely passing through the Shield Basilica on their way). Give the players **Handout 5: Lord Arnsworth's Map**.^{A6}

A stone pedestal sits against the far wall. Two brass lanterns float above the pedestal, each shedding amethyst-colored

continual flames. Lord Arnsworth's spellbook sits on the pedestal under a glass lid. The hollow pedestal and the glass lid contain nightmare vapor. If the lid is lifted or the glass broken, the vapor fills a 20-foot sphere surrounding the pedestal. The vapor lasts for six rounds. Any creature that starts its turn within the area during the duration must succeed on a DC 17 Constitution saving throw or lose a point of Intelligence until completing a long rest. The lanterns are magical and levitate in place when released. The lanterns can be commanded to rise higher or to sink lower, or to light or extinguish. They cannot move horizontally without assistance.

A bookshelf can be swiveled open to reveal more of Lord Arnsworth's many undiscovered treasures. Behind this bookshelf is a smaller room where Lord Arnsworth stored silver and gold holy symbols of the various gods (worth a total of 10,000 gp if melted down, but at a risk of angering the deities), a sculpture of a platinum serpent rising around a golden globe (2,000 gp), a chess set with ivory pieces (200 gp), a number of gemstones (750 gp) in a silk bag, and a small chest containing 5,532 gp, 8,242 sp, and a single copper coin.

Lord Arnsworth's ghost (**Area J-49**) returns each night to study the spells in the tome. Characters visiting the room after dark see the ghost standing over the book, flipping pages and reciting the words. A lantern floating behind the stand is visible through the lord of the manor, betraying his ghostly nature.

The spellbook contains the following:

0—*acid splash, dancing lights, fire bolt, mage hand, prestidigitation, shocking grasp*.

1st—*alarm, color spray, fog cloud, longstrider, protection from evil and good, silent image*.

2nd—*arcane lock, blindness/deafness, continual flame, darkness, flaming sphere, gust of wind, knock, spider climb, web*.

3rd—*bestow curse, blink, clairvoyance, counterspell, dispel magic, fear, fly, gaseous form, hypnotic pattern, protection from energy, remove curse*.

4th—*arcane eye, confusion, greater invisibility, hallucinatory terrain, polymorph, stone shape, wall of fire*.

5th—*animate objects, cone of cold, conjure elemental, mislead, passwall, teleportation circle*.

6th—*arcane gate, contingency, disintegrate, eyebite, move earth, true seeing, wall of ice*.

AREA J-45: LADIES' PARLOR

This room was reserved for ladies to retreat to for tea, games, and gossip. A leaking roof left the once-luxurious room in shambles. Red velvet wallpaper peels from the walls, its red dye staining the floor a deep crimson.

1d10	Haunting
1–3	Blood drips down the walls in crimson streaks and pools across the floor.
4–5	The sounds of clanking china and women laughing can be heard from behind the door before it is opened. The room is empty if investigated.
6–10	Nothing happens.

AREA J-46: GENTLEMEN'S PARLOR

Male visitors to Château Du Vaine came to this room to smoke, drink, and to discuss business. This room fared far better than many others in the manor. Aside from dust, the room is immaculate. Six high-back chairs sit in a half-circle around a small table. Pipe weed rolled in paper sits in a locked oak humidor against the wall.

1d10	Haunting
1–2	The chairs move on their own, scooting and scraping across the wood-panel floor. They follow characters and try to get behind them so they can sit.
3–7	Pipe smoke wafts about characters, although no discernible source can be found.
8–10	Nothing happens.

AREA J-47: UPPER LIVING HALL

Lavish furniture adorns this luxurious and comfortable lounge. Long couches, chaise lounges, and serving tables sit in small groupings along the hall. The beveled glass windows afford picturesque views of the grounds. Full-length mirrors cover the walls, distorting the room's true dimensions. Images of an expressionless young girl in stoic poses are etched into the windows and mirrors. Anyone who has met the ghost of Lavina recognizes her engraved image.

Early on during Lavina's disappearance, the distraught Lord Arnsworth summoned an **invisible stalker** to search for his daughter. Unfortunately, he died before the creature finished its quest and could be released. Without further orders, the stalker waits here. In its boredom, the highly intelligent stalker painstakingly etched the realistic images of Lavina into the windows and mirrors using a diamond studded *ring of mind shielding*. The ring hangs from a lamp sconce and can be noted with a DC 17 Wisdom (Perception) check. The invisible stalker attacks anyone entering the room in hopes of gaining its freedom.

1d10	Haunting
1–3	A robed figure stands at the end of the hall but turns out to be shadows or curtains or a trick of the light if approached.
4–6	A robed figure stands at the end of the hall. It appears to be the shadows or curtains but is actually one of the Motleys (Area H) that attacks if characters approach.
7–10	Nothing happens.

AREA J-48: SECRET CHAMBER

The unlocked doors to this chamber are hidden and can be found with a successful DC 17 Wisdom (Perception) check. This passage was used for storage and as a shortcut through the manor, not for any clandestine uses the hidden doorway might suggest.

Wine, serving ware, blank parchments and tomes, vials of ink, quills, brushes, candles, lamp oil, and mundane scribe equipment are stored here. Another secret door in the room opens into the tower (**Area J-3**). This one is easily visible within the room.



1d10 Haunting

- 1–3** The plain walls are covered in names, each written in a different style. Mingled among the names of the dead trapped in the house is the repeated phrase: “Little girls well and truly like to hide.”
- 4–10** Nothing happens.

AREA J-49: THE STUDY

Cobwebs cover everything in this room. Four complete suits of ornate armor — each holding a ranseur — stand under blankets of dusty webbing. A crystalline chandelier hangs from the ceiling, similarly ensnared. Portraits and marble busts sit in wall niches around the chamber.

A massive oak desk with a white marble top sits against a wall of stained glass. Carvings of woodland nymphs, unicorns, and satyrs adorn the desk’s sides. **Lord Arnsworth Du Vaine’s** ^{A1} ghost sits in a high-back chair behind the desk. The ghost is writing a letter (although no paper sits beneath his pen), his ghostly hand gripping a real quill pen. The ghost is reliving Lord Arnsworth’s hectic final day when he decided that he’d never see Lavina again and so wrote a note saying goodbye to the world.

Lord Arnsworth’s ghost is deranged, chaotic, and unpredictable. Despite his ghostly pallor, he still struggles with nightmares that torment his eternal existence. He realizes that his existence has changed but the desire to find his daughter overwhelms his thoughts. The ghost remains determined to find his daughter, although it doesn’t realize it is going through the same motions repeatedly that failed Lord Arnsworth when he was among the living.

Lord Arnsworth ignores characters unless they try to get his attention or attempt to stop his routine. When he notices them, he questions them mercilessly, even going so far as to accuse them of kidnapping his beloved daughter.

Regardless of characters’ actions and responses (unless they prove Lavina’s fate to him), he flies into a rage in 1d6 + 1 rounds and attacks. Lord Arnsworth does not pursue characters if they flee. He may call his **glass golem** ^{A1} (Area J-44) to assist with troublesome intruders. While he may occasionally be found in other areas of the manor, his spirit returns to the study each night. Lord Arnsworth’s ghost remembers nothing of the previous day or anyone he meets.

Placing a blank parchment or other blank canvas on the desk allows characters to “read” the letter Lord Arnsworth is writing. The quill is quite real, and the ghost’s writing appears despite the lack of any apparent ink.

Give the players **Handout 6: Lord Arnsworth's Letter**^{A6} if they place a parchment below the quill.

If characters present the ghost with the *stone of promises*^{A2}, Lavina's stuffed bear, or her remains, the madness clouding Lord Arnsworth's mind clears and he realizes his fate for the first time and finds peace. With this evidence, he gains his freedom from the necromantic ties binding him to the third floor. With pride and a peaceful serenity, he strides purposefully downstairs to find his daughter. Lavina leaps joyfully into his arms. If Lavina was already freed by showing her spirit the *stone of promises*^{A2}, she appears again for this tearful reunion.

But despite their happy reunion, their souls cannot leave the manor grounds until Lavina's killer is finally exposed. A newly lucid Lord Arnsworth pleads with the characters to find this villain whose living existence still traps them. Lavina describes her killer as "a woman wearing a demon pig's face." Neither is aware that Lady Averlyne is the true villain.

**Handout #6:
Lord
Arnsworth's
Letter**

*It has been months since word came of my beloved daughter's abduction. I've returned a broken man to a broken home. The joy she brought these halls is stilled now, her laughter gone. I hear her giggles in the halls still, but when I turn, my heart filling with joy, she is nowhere to be found.
My spirit is crushed; my heart is broken.*

Deep in my soul, I fear she no longer lives, but even fickle death keeps her spirit hidden from me. I hope she awaits me when soon I cross the shrouded veil. That is the reunion I so desire.

My sister, dear Averlyne, I leave my wealth and home to you to care for until — and how I wish this as well! — Lavina should somehow return.

*My life is lost, and I cannot bear to linger,
— Lord Arnsworth Du Vaine*

**THE TEXT OF LORD
ARNSWORTH'S FINAL LETTER
IS DETAILED BELOW:**

It has been months since word came of my beloved daughter's abduction. I've returned a broken man to a broken home. The joy she brought these halls is stilled now, her laughter gone. I hear her giggles in the halls still, but when I turn, my heart filling with joy, she is nowhere to be found.

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My sister, dear Averlyne, I leave my wealth and home to you to care for until — and how I wish this as well! — Lavina should somehow return.

My life is lost, and I cannot bear to linger.

— Lord Arnsworth Du Vaine

As a ghost, Lord Arnsworth does not have access to spell components, which severely limits his available spells. He repeatedly and unerringly studied his spellbook (**Area J-44**) while alive, however. His devout studies and current necromantic nature now provide him the ability to access his spells without having to study. Despite this ability, he faithfully returns each night to read his tome of spells.

AREA J-50: THE LIBRARY

The doors to this room are stuck due to layers of black soot deposited here by rainwater. A successful DC 18 Strength check can shove them open. Lightning started a fire in the grand library decades ago, gutting the room, and causing the floor of the west attic above (**Area J-56**) to partially collapse into the room. The rest of the mansion was spared thanks to ingeniously designed firewalls that snuffed out the advancing flames. A portion of the roof facing the courtyard collapsed inward, but the roof over the rear of the manor remains undamaged. Silky strands of web extend from the attic above and spread out into the courtyard (**Area J-8**) and along the roofline.

Nothing of value remains in the library. Many books burned in the fire, and the collapsed roof exposed many others to the elements. The floor is a jumble of burnt timbers, fallen shelves, and dense debris. The area is difficult terrain, and the refuse adds 5 to the DC of Acrobatics checks and 2 to the DC of Stealth checks made to move quietly.

A monstrous hunting spider^{A1} makes its lair in the room. The arachnid recently shed its exoskeleton (the old shell can be found in **Area J-8**), but its pigmentation has yet to return. The spider is chalky white and stays out of the sun unless prey enters its lair or climbs over the roof into its webs. It hides in the darkness of the west attic (**Area J-56**) but climbs down into the library to attack creatures struggling through the library's debris. It leaves its lair through the hole burned in the ceiling and climbs across the roof outside.

AREA J-51: PRIVATE SANCTUARY

A secret door in the library is burned and *arcane locked*. It can be seen with a DC 19 Wisdom (Perception) check and opened with a successful DC 28 Dexterity check made with thieves' tools (DC 18 if the arcane lock is dispelled).

It opens into a private room rarely seen by people outside the Du Vaine family. The room contains deteriorated area rugs, moldering comfortable chairs, small tables, and a large drafting table. Arching windows made of leaded glass look out on the gardens. A 10-foot-wide square table holds a diorama of Château Du Vaine and its grounds. The highly detailed scale model shows surrounding landmarks such as the lake, mausoleum, and gatehouse.

The diorama also shows various secret passages in the house, such as those normally used by the servants to get around without being seen.

One notable difference can be found in the basement room containing the manor's well (**Area J-20**), which depicts the original chamber without the false floor Lady Averlyne added to hide her crime. The well is a small round shaft that leads down

through the bottom of the diorama. The miniature manor house is an incredible model of the house, and could be a showpiece if the house is restored and used by the characters as a home base.

1d10	Haunting
1-3	Tiny figures move inside the miniature manor house. If characters look closely, they discern figures representing themselves standing in the private sanctuary looking down at an even smaller diorama. Crawling around the mansion's ground floor are hundreds of undead directed by a demonic-looking humanoid with a boar's head. As characters watch, the undead creatures climb the manor's stairs toward the characters' duplicates. At the same time, characters hear moans and creaking noises coming from outside the room. Nothing is outside the door if it is opened, however.
4-5	A tiny spark of blue flame ignites out of the well in diorama and blazes upward through all the rooms to engulf the model of the manor in flickering faerie fire. The blaze lasts for 1d4 + 2 rounds before going out without harming the scale model.
6-10	Nothing happens.

AREA J-52: TREASURY

The door to this chamber was forced open, and Lady Averlyne and her minions plundered the room decades ago.

ATTIC WANDERING MONSTERS

The attic is home to a monstrous hunting spider (**Area J-50**) that keeps out most other creatures. However, a few wandering ghosts such as the Motleys (**Area H**) or unnamed harmless spirits of dead servants may be found wandering here at your discretion.

CHÂTEAU DU VAINÉ: ATTIC AND ROOF

Cobwebs and dust fill the manor's attic areas. Sunlight filters through holes in the roof to create a dusky illumination. Thousands of pigeons roost in and on the roof. The birds serve as food for the attic's inhabitants. Footlockers and chests contain moth-eaten clothing, molded keepsakes, and dry-rotted rugs. Stacks of ruined furniture stand in jumbled piles. In some places, the furniture supports the collapsed roof. Guano and other rodent droppings cover everything, making the areas dusty and unhealthy.

AREA J-53: THE EAST ATTIC

This attic space has sloping ceilings with 15-foot-high peaks that slope down to five feet at each end. Rafters and crossbeams make the area difficult terrain. Crates, unused furniture, old rugs, and other common household items fill the space. The crates and chests contain old clothing and linens, and one chest

holds an old silverware set (250 gp). A small door opens onto the upper terrace, and a trapdoor descends into **Area J-43**. The attic's ever-present pigeons are conspicuously absent, but their bones crunch underfoot.

The room is home to 10 swarms of bats. The bats attack anyone entering the area. The bat swarms are present only during the day and swarm characters if disturbed. A **will-o'-wisp** (**Area J-42**) also frequents this area. Its moving light can be seen at night through the dormer windows.

AREA J-54: UPPER TERRACE

Crenellations surround an immense terrace that overlooks the courtyard and the front half of the manor. Grotesque stone gargoyles sit on the crenellations, each figure watching outward over the manor grounds. The terrace is made of mortared flagstones. Ceramic urns hold dead trees and weeds. A door on the tower opens onto a stairwell in the tower (**Area J-3**).

1d10	Haunting
1–2	The gargoyles' eyes glow a deep crimson, and characters see the stone statues moving out of the corners of their eyes. The gargoyles' heads turn, and their wings extend when characters aren't looking directly at them. The movement continues until characters leave the terrace.
3–4	Figures composed of dust and cobwebs rise from the debris and scream, spitting streams of tiny spiders and pigeon bones on the characters.
5–10	Nothing happens.

AREA J-55: ATTIC STORAGE

This storeroom was cleared out so Lavina could have a playroom. A secret door is hidden behind a wall panel on the stairs in the tower (**Area J-3**). It can be found with a successful DC 18 Wisdom (Perception) check. Toys, dress-up clothing, and miniature furniture fill the room. Two porcelain dolls and a large toy rabbit sit in small chairs around a child-size table.

Pinned to the rabbit's chest is a gold and platinum heart-shaped brooch (175 gp). A delicate crystal tea set (50 gp) sits on the table, left where it was last played with. A miniature suit of decorative armor with a wooden sword is piled in a corner. A small wooden, barred door leads into the west attic.

1d10	Haunting
1–3	Pull toys move across the floor on their own and roll under characters' feet as they walk.
4–5	The heads of the porcelain dolls turn slowly to follow characters. Their eyes blink. Characters may ask the dolls simple questions about the manor and its inhabitants. The dolls answer "yes" or "no" using blinks; one blink for yes, two for no. They are prevented from revealing where Lavina's body is or who killed her, but they answer other questions truthfully. Their heads spin repeatedly if they are pressed about her whereabouts.
6–10	Nothing happens.

AREA J-56: THE WEST ATTIC

This attic is mostly in ruin. The fire that engulfed the library gutted the roofline and opened the room up to the elements. The floor creaks when any weight is put on it but is not dangerous. A hole burned through the floor leads into the library (**Area J-50**) below. The gargantuan spider from that chamber climbs through the hole into the attic to hide here from the sun during the day.

1d10	Haunting
1–3	A candle on a wall sconce lifts off the wall and floats across the room. A tiny flame flickers to life on the taper as it moves. Suddenly, the candle drops into a pile of debris and sets off an inferno that engulfs the room. The flames are real, causing everybody in the room to make a DC 15 Dexterity saving throw. Those who fail take 7 (2d6) fire damage while those who succeed take half this amount. The flames extinguish themselves after one round.
4–10	Nothing happens.

AREA J-57: INTERIOR BALCONY

This balcony overlooks the floor of the tower and is at the same height as the chandelier. Halberds, swords, and shields hang on the walls along the stairs.

Lord Arnsworth hung himself from this balcony. A fragment of rope is still tied to the chandelier. Lord Arnsworth's ghost haunts this area for a few hours each day. Characters see the ghost swaying beneath the chandelier, a rope tied around its neck.

1d10	Haunting
1–2	Lord Arnsworth's motionless body hangs beneath the chandelier, a noose tied about his neck. His eyes are open and stare lifelessly at characters.
3–4	Candles on the chandelier brighten and go out randomly, creating an ethereal lightshow in the darkened recesses of the room.
5–10	Nothing happens.

AREA J-58: SENTINEL CHAMBER

Bells of various sizes hang from the ceiling. The largest bell is twice the size of a man, while the smallest can be held in one hand. A dozen wooden mallets hang from wall pegs. Several red braided ropes from the larger bells drop through holes in the floor. Three crossbows and quills of bolts sit on shelves around the walls. An iron ladder leads to a trapdoor in the ceiling that opens into the observatory (**Area J-59**) atop the tower. During the mansion's heyday, a servant boy rang the bells to signal visitors, meals, and the time of the day.

1d10	Haunting
1–3	The bells ring softly as they play a child's lullaby.
4–5	A ghostly Motley (Area H) leaps through the side of one of the larger bells to attack.
6–10	Nothing happens.

AREA J-59: OBSERVATORY

The bloated corpse of a decomposing wyvern slain by the attic spider (**Area J-50**) lies across the trapdoor. The trapdoor is unlocked but appears to be stuck, although it gives a little with pressure from below. A DC 18 Strength check forces the door open into the putrid and liquefied guts of the dead beast. Entrails and a swarm of insects falls through the door to shower anyone standing on the ladder. The top of the tower holds a few rotted chairs and a large refractory spyglass mounted on a swivel trivet. A large bronze sundial sits in the center of the floor.

Anyone damaged by the swarm must make DC 13 Constitution saving throws or take 7 (2d6) piercing damage as the insects burrow into their victims' skin. On a failed saving throw, victims must continue to make the saving throw each round or take an additional 3 (1d6) piercing damage until the saving throw succeeds or until they are dead. During the first two rounds, the insects can be killed by applying flame to or by cutting open the affected skin. The flame or cutting does 7 (2d6) fire or slashing damage to the victim. A successful DC 15 Wisdom (Medicine) check eliminates the additional damage. After the first two rounds, only a successful save or lesser restoration spell can stop the ongoing damage. While this is happening, the swarm does not attack other creatures.

CONCLUDING THE ADVENTURE

If Lord Arnsworth and Lavina are reunited and Lady Averlyne is revealed as the girl's killer, much of the ghostly activity within the manor subsides (although it doesn't necessarily cease altogether). Note that any Motleys (**Area H**) still roaming the grounds remain until their bodies are reburied off the property. It's up to the characters how they deal with the deadly Lady Averlyne and her henchmen. If they try to take her into custody, she fights to the death, knowing that her long schemes have finally come to an end. Her cohorts fight to the best of their abilities, but none truly wants to die (except maybe the crimson creeper clone Harelson).

Characters are free to take possession of Château Du Vaine once Lord Arnsworth's spirit is freed and Lady Averlyne is defeated. The mansion needs extensive and costly repairs that require months of trained labor. The cost to renovate the mansion is 50,000 gp plus the cost of repairs of any damage done during the adventure. This does not include the cost of buying new furnishings. Given its central location, it could provide the characters a place to return to after the next few adventures.

The salvageable furniture, artwork, and other items fetch 4d4 x 1,000 gp if characters spend a few months restoring the items and then find willing buyers. In this remote location, characters must travel to the nearest city to sell the looted furnishings. If the characters take up residence in the manor, the baron of the region immediately requests that they pay taxes. A mansion this size requires 100 gp per month in taxes. The manor also requires a full-time staff of no fewer than five servants to maintain the property. Hiring servants who don't know the horrible history of

FUTURE GHOSTLY VISITS

Just because Lord Arnsworth and Lavina were reunited doesn't mean that's the end of the characters' interactions with the spirits. In fact, feel free to use the pair to assist the characters in times of trouble or to set them on the right path.

LORD ARNSWORTH DU VAINÉ

Lord Arnsworth remains a wealth of information about the creation of the *scepter of faiths* and may appear to assist the characters as thanks for helping find his daughter. If the characters are at a loss where to travel next, Lord Arnsworth's spirit may appear to them to offer a suggestion or to answer 1d4 questions. This should occur only once lest the players come to rely on the ghost to guide them.

LAVINA DU VAINÉ

Lavina never forgets the characters' role in restoring her family. Afterward, characters may hear her laughter from time to time, and they could stumble across her playing with Mr. Giggles in areas where they can rest and recover without fear of attacks. She sits on the floor writing the word "safe" in the dirt or dust. Again, use this aid once or twice so the characters don't get complacent thinking the little ghost girl will appear when they need a safe refuge in which to recover.

the manor proves difficult. Locals demand much more to work in the (former) haunted house.

Numerous non-threatening ghosts continue to haunt the manor's halls, even after Lord Arnsworth and Lavina are reunited. These spirits are harmless reminders of the chateau's deadly past.

If the characters are following the *Splinters of Faith Campaign*, they must now venture into the high heat of the Kanderi Desert to find the pyramid temple Seraph that has been overrun by a band of gnolls and — worse still — demons from the past.

The characters should have a reasonable idea where to find the next temple from the many maps and details Lord Arnsworth left behind, but you may need to provide other ways to gain the information if they didn't discover any of the clues in Du Vaine manor.

The trip north now takes them straight through the Shield Basilica of Muir (see Chapter 11: Heir of Sin), a temple they will revisit later in the campaign. They may learn a few pertinent details for that adventure this time through, however. Characters might also take time to provision themselves for the trek into the desert at Shieldfane near the basilica.

9

ECLIPSE OF
THE HEARTH

he desert sand burns with the midday heat, the land absorbing and radiating the sun like a furnace. Broken ruins rise out of the shifting dunes, stone skeletons of man's attempt to conquer this forsaken place. Paving stones decorated with symbols of the sun appear and vanish underfoot in the ever-swirling grit.

Rising tall among the crumbling ruins is a true monument to faith and devotion. The six-sided pyramid rises 300 feet into the shimmering air, steep stone steps marking a path up its stone slopes. A dark globe sits atop the structure, a pinpoint of blight against the sky.

Even from here, the ziggurat looks worn by the ages, its stones darkened with abuse and neglect.

One can only imagine the radiance of the ziggurat in its prime...

THE HEAT IS ON

The heroes' next stop is in the sands of the Kanderi Desert, at the pyramid temple of Seraph.



ADVENTURE SUMMARY

In this adventure set millennia after Seraph's glory days, characters must take the *scepter of faiths* into the temple's deepest levels to receive Arden's blessing. However, Seraph's latest inhabitants have no intention of letting anyone just walk through the front doors. This adventure is for characters of 5th–7th levels.

This adventure is slightly different than the rest of the temples presented in the *Splinters of Faith Campaign*. Instead of two temples — one good, one evil — this adventure presents one temple that fell to various evil forces over the centuries. The characters need to infiltrate the temple and figure out how to bless the scepter on their own.

However, a “good” version of Seraph is also provided at the end of the chapter for you to use in your campaign as you see fit. While this version of the temple does not factor into the *Splinters of Faith Campaign*, certain rooms in the “evil” version of Seraph still resonate with the memory of the temple's golden past. Characters may trigger these resonant memories as they explore while they wait for the blessing on the *scepter of faiths* to finish. Many of these events take place in Seraph's golden age, so it could be beneficial to read through the “ancient” version of the temple to get an idea of how far it has fallen. And even as the blessing is taking place, some of the long-forgotten memories of the past push through into the present to disrupt the present-day ceremony.

Seraph's location in the Kanderi Desert means the characters likely must first pass through the Shield Basilica of Muir. You should also read through the description of the Shield Basilica



(see **Chapter 11: The Heir of Sin**) to get an idea of that fortress's layout. Characters are allowed to cross through with no trouble (although the knights warn them of the dangers of the desert beyond the walls). The knights are well aware of the temple of Seraph and the ruins in the desert, but no one goes near the ancient structures these days. Characters can easily obtain the general location of the temple, but the knights strenuously warn them away from it. Give the players **Handout 7: Players' Map of the Kanderi Desert**⁴⁶, which shows the location of other ruins, natural formations, and Seraph.

Characters might even stay in the small city of Shieldfane outside the Shield Basilica to recuperate before they tackle the desert's burning sands. One thing they notice (even if they



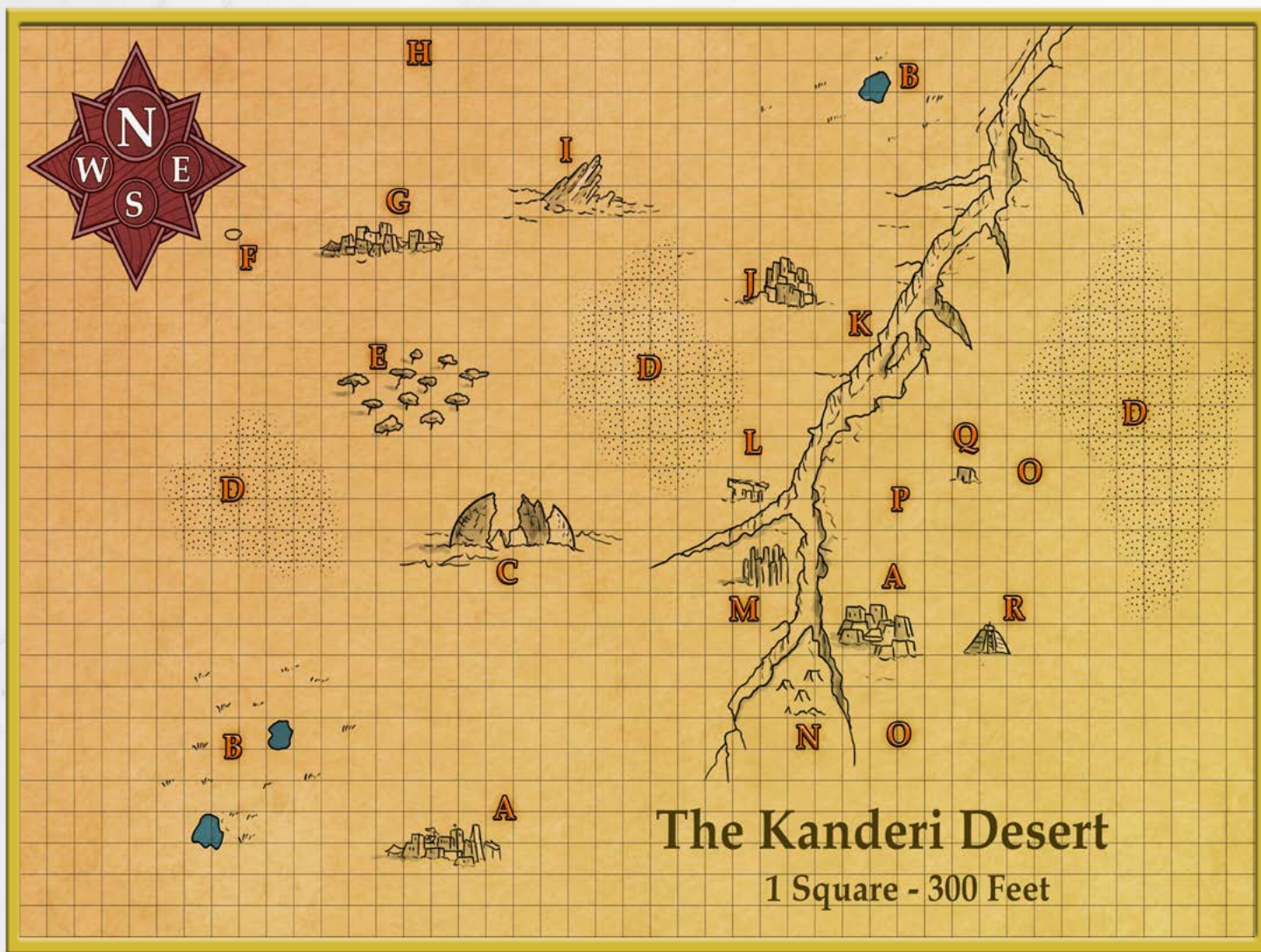
RESTORING THE SCEPTER

At this point in the campaign, the *scepter of faiths* is equivalent to a +1 mace. The scepter sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. It has the following abilities:

Bless. While holding the scepter, you can use an action to cast the *bless* spell from it up to three times per day. This property recharges daily at dawn.

Divine Awareness. If you are holding the scepter, you can use an action to cast *detect evil and good* from it up to three times per day. This property recharges daily at dawn.

Magic Weapon. The scepter grants a +1 bonus to attack and damage rolls made with this magic weapon.



simply pass through the fortress without stopping) is that the knights appear to be preparing for some sort of festival. *The Rite of Virtue* is a contest the characters find themselves participating in during the adventure presented in **Chapter 11: The Heir of Sin**. Give the players **Handout 8: Calling All Knights**^{A6}.

BACKGROUND

The land has changed dramatically from the once-fertile farmland and flowing Kanderi River of Seraph's heyday. After the god Arden sacrificed himself to stop Tsathogga in -182 I.R., his priests' power dwindled to nothing. Warlords soon plundered the ziggurat and slew the few temple minders who stayed in the futile hope that their lost god would return.

As Seraph fell into ruin after the death of the sun god, Zendeth-Jan became a ghost city dominated by ever-changing warlords. Without Arden's protection, the sun beat down, mercilessly scorching the ground and turning fertile plains into a withered wasteland. As the lush terrain dwindled, the Kanderi River's life-sustaining waters dried up. Ironically, the Kanderi Desert now takes its name from the river that once provided sustenance and life.

Zendeth-Jan currently is little more than cracked foundations, crumbling pillars, and rubble fields in the middle

of blistering desert badlands. Shifting sand dunes envelop and unearth ruins in a landscape forever changing with the searing winds.

Only Seraph remains unscathed. The once-grand temple suffered the worst depredations inside its walls over the years, but the outer structure is otherwise secure.

Characters probably arrive from the south from the direction of the Shield Basilica of Muir and likely spy the ruins on the outskirts (**Area P**) before noticing the Forum (**Area B**) and the empty riverbed. Other monuments are easily noticed once characters arrive in the area around Seraph (**Area R**).

THE KANDERI DESERT

The Kanderi Desert where the temple Seraph is located is a desolate land where monsters dwell under the shifting sands. Burning heat and frigid cold threaten travelers, and dangerous sandstorms rise suddenly. See **Chapter 3: Overland Travel** for more on these dangers that you can use as the characters search for Seraph. In addition, a wandering monster chart is presented below, followed by specific encounters at locations spread around Seraph.

AREA A: FLIND SENTRIES

Stationed at these guard posts are 6 **flinds**^{A1}. The creatures hide among the ruins and attempt to surprise approaching characters. Each gnoll carries a flindbar, a longbow, and 2d10 gp.

AREA B: GRASSY AREA

This section of Zendeth-Jan remains fertile, which isn't saying much. Water collects in the rainy season, and grasses keep some moisture from escaping. A few watering holes are scattered throughout the grass, but these are little more than large mud puddles. Deer, zebra, gazelles, wildebeests, and other herd animals graze here. They flee from outsiders. A pride of 9 **lions** roams at the field's far end. They attack hyenas and gnolls on sight, but otherwise avoid all others. The lions are descendants of the large cats that once defended the ziggurat.

AREA C: THE FORUM

The half dome and top rim of a colossal arena protrudes 30 feet out of the shifting sand. The dome provides welcome shade from the sun. A **deadfall scorpion**^{A1} lives in the dome's shadows but aggressively protects its lair. It is hidden, requiring a DC 16 Wisdom (Perception) check to spot due to its coloration and the dome's shadow.

AREA D: SMOOTH SAND

Each of these patches of smooth sand is the abode of a **dust digger**^{A1}. They flourish in the ruins and are a common hazard in modern-day Zendeth-Jan.

AREA E: SCRUB BRUSH

Low bristly brush and gnarled trees grow here. Roadrunners, horned lizards, and woodpeckers thrive in the vegetation. Also hunting here are 2 **phase spiders**. They are new to the area and have not yet encountered the druid Waely Tangaen or the gnolls.

AREA F: SCORCHED GROUND

Blackened flagstones line the ground in a 25-foot area around a hole from which a 10-inch blue flame erupts. The flame is an ancient monument fed by an underground natural gas reserve. Anyone touching the flame suffers 10 fire damage per round. No saving throw is allowed for characters willingly placing extremities into the flame.

Water and air don't extinguish the flame, but sand snuffs it out but still allows the volatile gas to bubble forth and quickly fill the area around the dais. A creature that breathes that starts its turn in the area must succeed on a DC 14 Constitution saving throw or gain a level of exhaustion that lasts until the creature completes a short or a long rest. Furthermore, the gas is flammable and if a flame is brought within five feet once the fire is extinguished it explodes into a ball of fire. A creature within 30 feet of the dais must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failure or half as much on a success.

WANDERING ENCOUNTERS

Check for a random encounter for every 12 hours that the characters spend in the desert. Roll 1d20:

1d20	Encounter	Number
1–4	These feral hyenas attack travelers they find in the desert, even gnolls. Most were thrown out of Seraph for being too wild.	2d6
5–7	The baboons found in the desert live in ridges of caves found jutting from the sand dunes. They have adapted to the dry climate and can lead characters to water if provided with food or other items.	1d12
8	These lions are descendants of the large cats that once roamed Seraph's halls. They have a 30 percent chance of attacking travelers. They attack gnolls on sight.	1d6
9	These gargoyles roost upon ruins scattered throughout the desert. They use the higher vantages to watch for prey struggling through the sands.	1–2
10–11	These thin deer are emaciated and terrified of the many predators lurking under the sands. They make a run for it if approached.	2d4
12–13	A band of 5 gnolls and a gnoll commander ^{A1} are patrolling the desert. Each carries a battleaxe and shortbow.	—
14–20	No encounter	

A **pyrolisk**^{A1} forages in the scrub surrounding the dais. It uses its pyrotechnics ability on the flame to blind characters and pick them off. Scavengers carry off creatures slain by this cockatrice-like bird, leaving little clue to the danger.

The hole from which the flame erupts holds a treasure hidden for nearly 3,000 years. A leather bag sits in a niche two feet down the pipe. The *bag of holding* has a *permanent resist energy* (fire) spell cast upon it and contains a *ring of the ram*, a *figurine of wondrous power* (onyx dog), and a +2 *longsword*. Characters may find the bag by looking into the hole and succeeding on DC 15 Wisdom (Perception) check but getting to it requires dealing with the flame.

AREA G: GNOLL OUTPOST

Lean-tos fill these ruins and provide shelter for 10 **gnolls** and 4 **hyenas**. The largest gnoll carries an ox-horn bugle to alert nearby outposts and the ziggurat. Each gnoll carries a battleaxe, a shortbow, and 2d10 gp.

AREA H: THE PACK

A pack of 34 **hyenas** attacks desert wanderers crossing their territory. The feral beasts are untamable and don't get along with their domesticated cousins raised by the gnolls.

AREA I: THE ANGRY LIZARDS

A 20-foot-tall rock outcropping juts from a sand dune. The rocks form alcoves that provide much-needed shade for many desert dwellers. Finches, doves, and brown thrashers nest among the rocks' upper reaches, while a lounge of 10 **giant lizards** lairs at the base.

The lizards move slowly and generally don't attack unless provoked. They feed on herd animals and large herbivores that wander into their clutches.

AREA J: THE PROTECTOR'S TOWER

A granite tower juts from the sand. Four windows 60 feet up the rounded wall allow entrance. The tower is the lair of a desert druid named Waely Tangaen (NG female half-elf **archdruid** ^{A1} equipped with a +2 *spear*, leather armor, a *potion of healing*, and a pouch of dried prunes). She takes great pride in Zendeth-Jan and presides over the animals reclaiming the ruined civilization. She views the desert creatures as her wards and becomes enraged if they are harmed. She lives peacefully with the gnolls — mainly because they are unaware of her existence.

Waely is young, untamed, and beautiful to behold. Long coal-black hair hangs in huge curls over her lithe frame. Her pale blue eyes reflect her passion for the desert. She favors the forms of a vulture, viper, or puma. She defends her domain using distance spells and casts *gust of wind* to envelop opponents in clouds of dust and sand (requiring concentration checks for spellcasters).

Waely detests civilization. Despite her loner nature, however, she is quite lonely and desires companionship. She watches outsiders cautiously. If her animals are treated with respect, she befriends visitors. She understands defending oneself against the deadly predators, but anyone wantonly killing even the vermin causes her anger to boil over in a blinding rage.

Waely's tower consists of two levels of one room each. The upper level houses her companion creature, a huge rattlesnake (use **giant poisonous snake**). It guards her lair while she roams the desert. The snake rarely leaves the cool lair during the day unless searching for food or accompanying Waely.

A ladder and a trapdoor in the floor access the lower level, which contains barrels of water, dried foods, and a bedroll. She carries her valuables with her.

AREA K: TRENCH AND ISLAND

Spring rains eroded a 15-foot-deep dry trench that runs through the ruins of the devastated city. The trench cuts through the sand and has an earthen lip hanging over each side. Unsuspecting characters may fall to the bottom of the trench, suffering 3 (1d6) bludgeoning damage. A character that approaches the ledge must succeed on a DC 11 Dexterity saving throw to avoid falling. Loose and brittle dirt makes climbing out difficult, requiring a DC 12

Strength (Athletics) check. The trench averages 20 feet wide, and uncovered buildings jut from the ground along its length.

A 45-foot-tall acacia tree grows upon an island pillar in the center of the trench. The tree's roots hold the earth together and form a 15-foot-tall pillar base. The entangled root system makes can be climbed with a DC 8 Strength (Athletics) check. Nesting within the tree's branches are 2 **harpies**. They watch for new victims and attempt to lure characters into the trench using their song. Captivated characters are allowed a second saving throw when they approach the trench's dropoff.

Rodents infesting the trench live off the harpies' leftovers. The many rodents attracted a swarm of rattlesnakes (use **swarm of poisonous snakes**).

Some treasure is scattered at the base of the tree among the corpses of humanoids and animals: an *amulet of health*; a +1 *longsword*; 4 battleaxes; 4 shields; 2 daggers; breast plate armor; a pouch containing 36 pp, 98 gp, and 124 sp; a *ring of jumping*; six sets of old usable boots (one has a false heel hiding a 250 gp ruby, DC 12 Wisdom [Perception] to spot); *bracers of defense*; and a small box of five potions (*superior healing*, *resistance*, *heroism*, *climbing*, and *flying*).

AREA L: RUETUL KA' MHET'S TOMB

Recent rains uncovered the wall of a building with a rusted, iron door. The door is stuck and has not been opened for centuries. A crumbling iron bar is wedged against the portal's exterior. The door can be forced open with a successful DC 24 Strength check or battered through with 20 points of damage against AC 18.

The door opens into a makeshift two-room tomb. Centuries ago, a cult of Set took up residence in Seraph's lower levels. Deceit and insurrection riddled the powerful cult. One dissenter was Ruetul Ka' Mhet, a minotaur vampire (see below). Ruetul, a harem guard, attempted to usurp control from Set's reigning high priest but was defeated. Instead of finishing Ruetul off, the priests entombed the vampire spawn for eternity in a sealed chamber. A 15-foot entrance hall descends into a 20-foot-diameter room that has strange symbols scratched into the limestone walls. Another sloping passage leads into Ruetul's coffin chamber. Shallow scars cover the walls and ceiling of Ruetul's room. The 30-foot-diameter room has a domed ceiling rising 25 feet overhead. The top of the chamber is only five feet below the desert's surface. A DC 15 Wisdom (Survival) check can reveal this information. With some work, this chamber could be opened to allow sunlight in, effectively destroying Ruetul's only safe resting place. The stone ceiling of the dome is three feet thick.

Ruetul Ka' Mhet is a **minotaur** with the following changes to raise his Challenge to 8:

Large undead, chaotic evil

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if



this effect reduces its hit point maximum to 0.

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

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Ruetul was trapped until recent rains opened cracks in his tomb. He now exits the tomb each night to wreak havoc and to feed upon whatever creatures cross his path. He is tired of gnoll blood, however, and desires softer, sweeter flesh. If the tomb is opened during the day, Ruetul remains within his burial chamber until sunset. If opened at night, Ruetul waits to pounce on his "rescuers" to slake his bloodlust. He spider climbs above the corridor leading into his chamber and reaches down to attack those entering the room. He returns each day to these chambers, which serve as his coffin. Due to his long confinement within the chamber, he does not have any other nearby coffins.

"We were focused on opening the tomb's door. That's when the minotaur crawled down the wall and grabbed the priest ..."



AREA M: CLOISTER

A colonnade of fluted stone pillars stands in this sandy glade. Dried brush and grass sprout between the flagstones. Six sun-baked corpses of human dervishes hang from chains attached to the top of the columns. Gnolls captured the dervishes, who proved too rebellious to make decent servants.

AREA N: RESIDENTIAL VESTIGES

Stone foundations and half walls of buried homes emerge from the sand. A troop of 21 **baboons** lives in the sand-filled cellars. Recently, 5 **gargoyles** moved into the area and now delight in terrorizing the primates. Several dead and flayed baboons lie about the sand. Waely Tangaen appreciates any aid offered to the baboons.

The baboons collect shiny items in their burrows. They trade these for food if communication is established. In their burrows are a silver hand mirror (50 gp), 95 sp, 136 gp, a finely crafted shield (100 gp), 75 quartz crystals, 2 *ioun stones* — *sustenance* (clear spindle) and *insight* (incandescent blue sphere) — and an ornate silver scroll tube (75 gp) containing a *spell scroll* with *lightning bolt*, *conjure minor elementals*, *enlarge/reduce*, and *knock*.

AREA O: COVERED WELLS

The gnolls cover these open wells with thin reeds and grasses, then apply a coating of sand to trap meals. The 30-foot-deep wells contain two feet of murky water. The trap can be seen with a successful DC 18 Wisdom (Perception) check. A creature

that walks over the opening make succeed on a DC18 Dexterity saving throw or fall, taking 10 (3d6) bludgeoning damage.

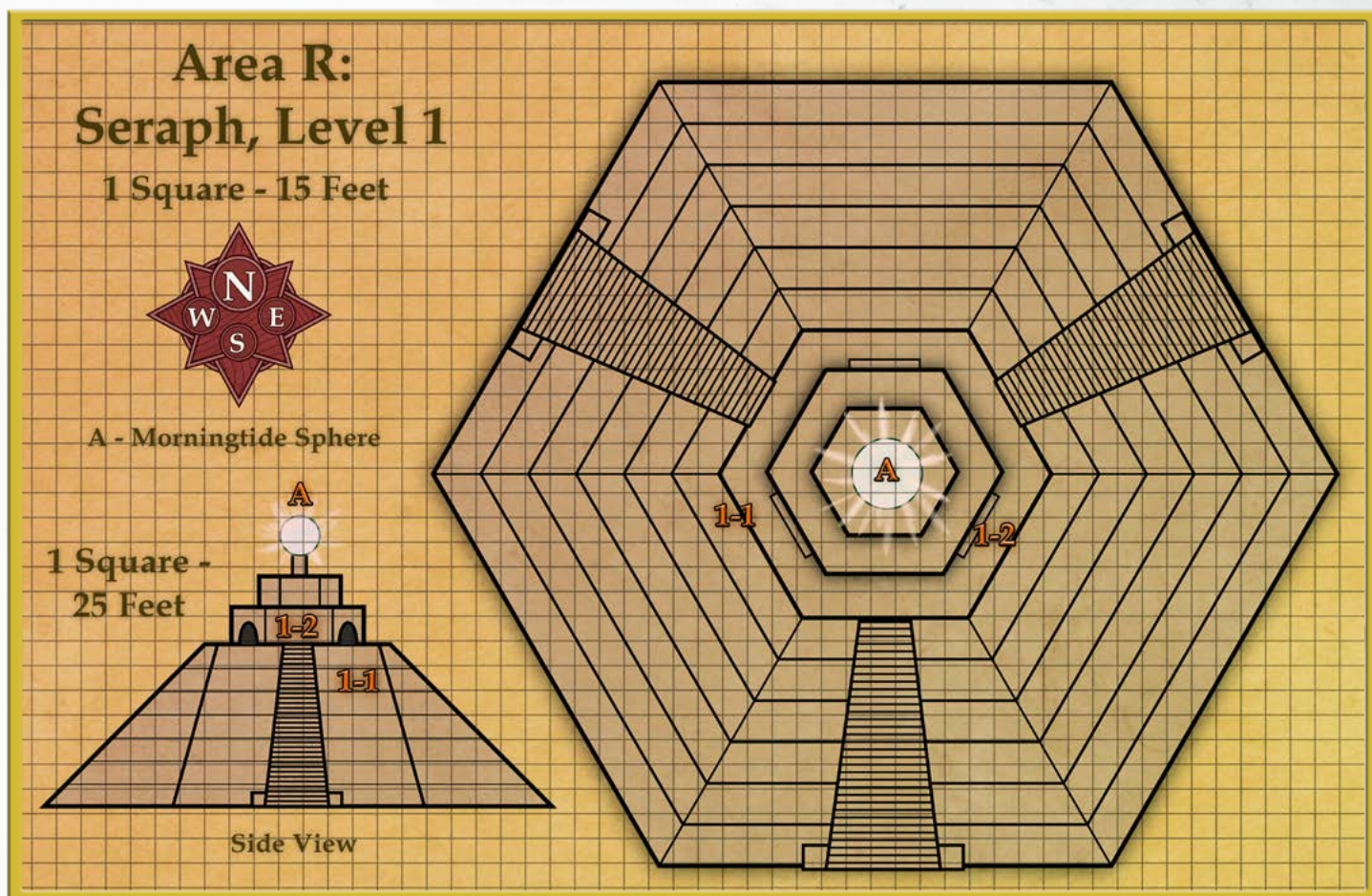
AREA P: GNOLL COMMANDER'S CAMP

A canvas roof covering the missing wall of this building provides protection from the heat and blowing sand. Gnolls use this tent as a command post. A **gnoll commander**^{A1} oversees guards patrolling the ruins. Within the camp are 13 **gnolls** and 6 **hyenas**. The gnoll commander rides a hyaenodon (use **giant hyena**). The commander blows an ox-horn bugle to alert outlying camps if danger threatens.

AREA Q: WINDS OF APPEAL

A mostly intact building juts from the sand. Its stone walls, ceramic-tiled roof, and hard-packed earthen floor have outlasted most of the crumbling structures remaining in Zenedth-Jan. A hole in the center of the floor is the lair of a **sand stalker**^{A1}, although the creature currently resides in the dark recesses of the rafters (giving it advantage on Stealth checks to hide) in the cool space beneath the roof. It drapes its hollow forelegs through holes in the ceiling to use its attraction ability to lure prey. If a victim enters the open floor beneath it, the sand stalker leaps into melee.

The burrow contains the sand stalker's past meals. Decaying flesh and bone litter a crude 20-foot-diameter room located at the end of a 10-foot-long passage that twists under the sand. Digging into the "leftovers" and making a successful DC 15 Wisdom (Perception) check uncovers a +1 *flint bar*, a +1 *heavy crossbow*, a set of plate armor, a fanciful mace (150 gp), a barrel of pickled herrings, 67 pp, 342 gp, and 376 sp.



AREA R: SERAPH, THE ZIGGURAT OF ARDEN

Seraph's outer surface suffered various indignities over the years, from assaults by Set's worshippers to hyenas and gnolls scrambling over its sides.

The ancient temple has six sloping sides that rise 300 feet to a dais. Three sets of incredibly steep stairs climb the 65-degree incline. See the **Climbing the Stairs** sidebar for more information on climbing the steep rise.

Sand-worn statues stand at the bottom of the staircases. The statues at one time represented images of the sun god Arden. Time, sandstorms, and vandals have worn away their details, leaving amorphous humanoid shapes.

The stairs end at a terrace encircling the top of the six-sided pyramid. Archways on the 10-foot-tall dais lead into the ziggurat. A grime-encrusted, 10-foot-diameter quartz sphere sits upon a pedestal at the summit of the dais. Layers of dust and sand coat the sphere. Seraph's past inhabitants also added a layer of tar and oily sludge to the crystal to block any light from reaching the Morningtide Sphere

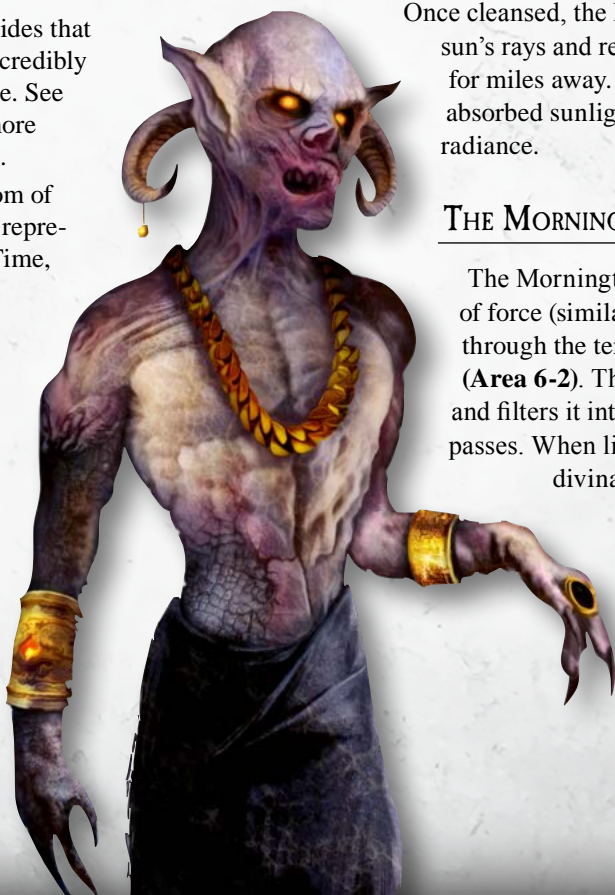
and reflecting downward into the temple. The amount of grime and the desert sun make cleaning the sphere a daunting and boring task. Cleaning the quartz sphere requires 15 person-hours and a great amount of water.

Once cleansed, the Morningtide Sphere absorbs the sun's rays and reflects the light so that it can be seen for miles away. At night, the sphere releases the absorbed sunlight and bathes the temple in unearthly radiance.

THE MORNINGTIDE SPHERE

The Morningtide Sphere sits on a hollow tube of force (similar to a *wall of force*) that descends through the temple's levels to the Lower Sanctum (Area 6-2). The Morningtide Sphere collects light and filters it into every room through which the tube passes. When lit this way, the sphere radiates strong divination magic and a good aura.

Unfortunately, the tube is now the hunting ground of a **kamarupa**^{A1} (see Area 6-2), an undead creature whose gaze strikes fear in the hearts of even the bravest. The creature floats in the tube, unable to escape, and targets any creature that meets its gaze



through the transparent *force* tube. The inhabitants of Seraph's upper levels neutralized the threat by caking the tube's surface with mud and clay. The kamarupa now impotently ascends and descends, unable to use its gaze attack unless someone foolishly clears the grime from the tube's outer surface.

Cleaning the tube allows the kamarupa to again hunt freely. The kamarupa cannot escape the *force* pillar, but its ranged gaze attacks remain unaffected. If it can see out, the kamarupa uses its Nightmare and Frightful Gaze attacks.

To bless the *scepter of faiths*, characters must cleanse the Morningtide Sphere to allow sunlight to reach the Lower Sanctum (**Area 6-2**). Once cleansed, the Morningtide Sphere collects sunlight and blasts it downward through the tube, obliterating the kamarupa and permanently ending the darkness aura within the Forbidden Temple of Set (**Level 5**).

Cleaning the pillar's surfaces is not required for the blessing. The Morningtide Sphere is the key element in restoring the scepter, and characters who clean the sphere early may save themselves time — not to mention eliminate a dangerous foe by getting rid of the kamarupa and the darkness effects in the lower levels.

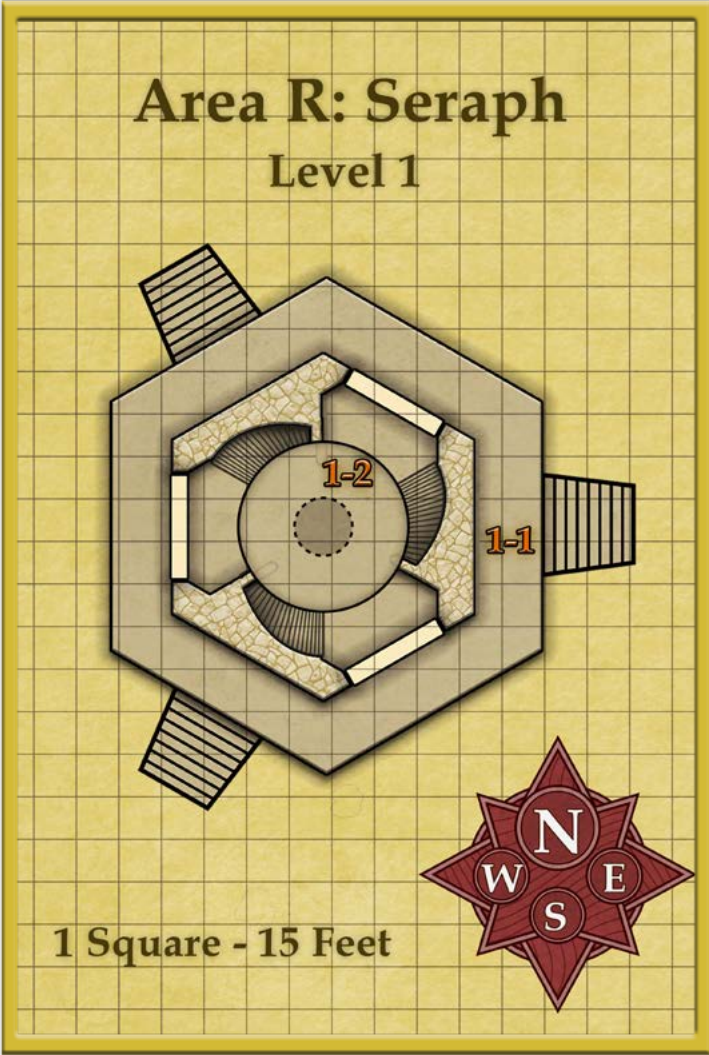
SERAPH, LEVEL 1

The Morningtide Sphere dominates this outer terrace. Stairs lead inside.

AREA 1-1: TERRACE AND BOULDER PLINKO

The terrace is guarded by 4 **gnolls** that watch for sandstorms and other dangers.

If Seraph is attacked, the gnolls sound a warning then roll 30-pound boulders down upon climbing attackers doing 7 (2d6) bludgeoning damage on a hit. The boulders deal double damage to anyone past the halfway point (above the 150-foot mark). Characters hit by a bouncing boulder must make a Strength saving throw (DC 0 + damage suffered) due to the steep incline or fall down the side of the pyramid. Creatures that fall roll down the steps, taking 3 (1d6) bludgeoning damage for every 10



feet fallen. Characters can attempt to catch the stairs with a DC 10 Strength saving throw to break their fall.

There are 50 boulders stored atop the pyramid. The gnolls' attack bonus or penalty depends on the location of the characters below them. The gnolls wait to roll boulders until attackers are at least halfway up the stairs (a -8 penalty):

Distance from Top (in feet)	Gnolls' Attack Bonus/Penalty
0-20	+6
21-40	+4
41-60	+2
61-80	+0
81-100	-2
101-120	-4
121-140	-6
141-160	-8

AREA 1-2: THE DAIS INTERIOR

The gnoll lookouts use the area inside the three archways to escape the heat. Three sets of stairs wind downward into the temple.

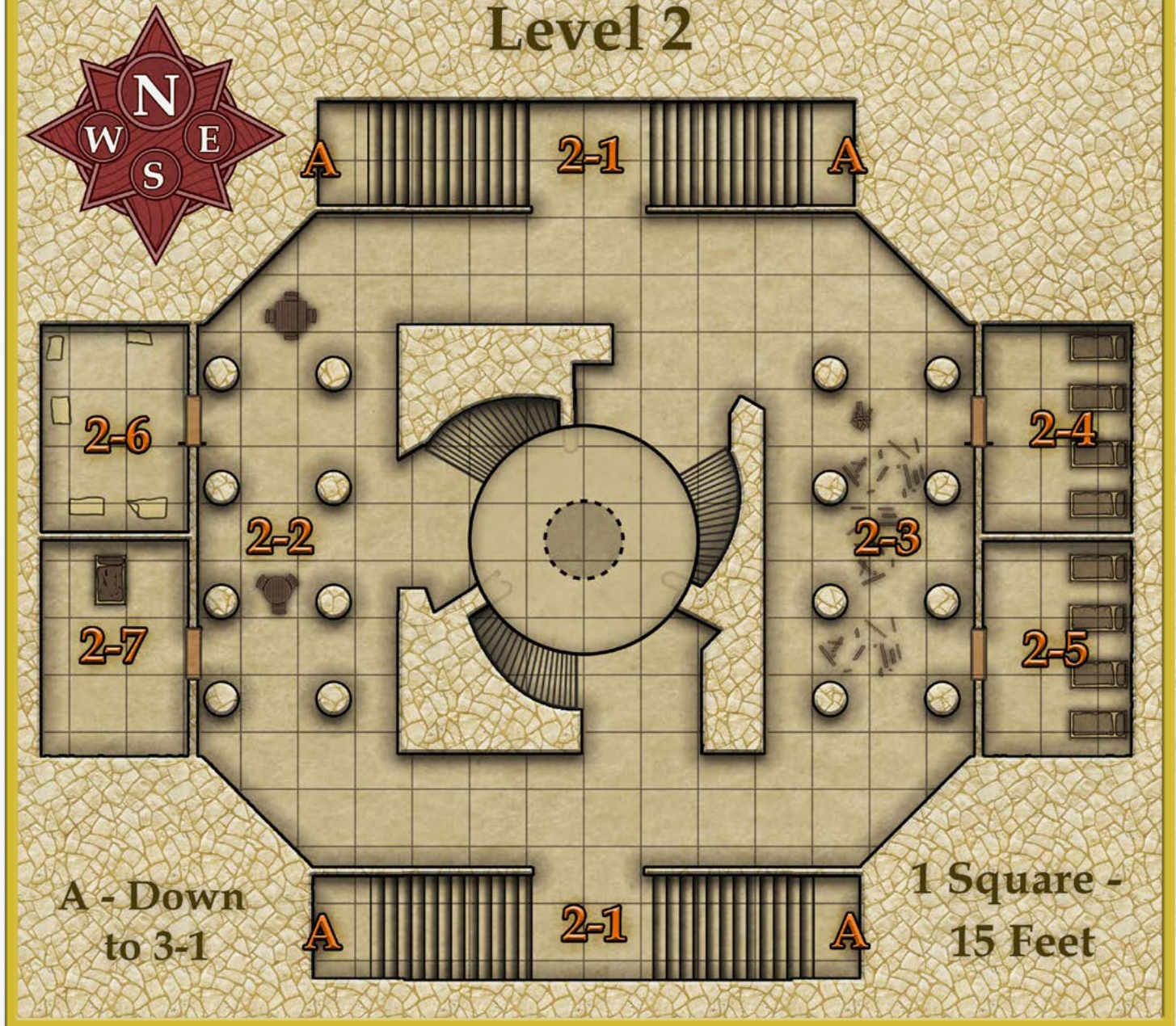
CLIMBING THE STAIRS

Seraph's steep stairs provide some protection for the temple's inhabitants. Climbing the stairs beyond a quarter move is strenuous, requiring a DC 10 Constitution check every round to ascend without impairment. Each continuous round of accelerated climbing increases the DC by +1. Characters failing the check become fatigued and only move at one quarter speed that round, and the next Constitution checks becomes has a DC 14 unless they spend a minute resting. Two failed Constitution checks in a row result in one level of exhaustion.

Creatures that fall roll down the steps, taking 3 (1d6) bludgeoning damage for every 10 feet fallen. A character can attempt to catch the stairs with a DC 10 Strength saving throw to break the fall.

Area R: Seraph

Level 2



An ox-horn bugle sits on a wooden frame inside the south entrance. Piles of large round boulders are stacked in the corners, ready to be tossed at invaders. If the horn sounds, gnolls from **Area 2-3** equip themselves with battleaxes and arrive two rounds later.

SERAPH, LEVEL 2

Gnolls claim Seraph's first level. The tribe is led by a lamia and is an effective fighting force if challenged.

Seraph's halls and rooms are 15 feet tall, except where noted, and composed of three-foot-square stone blocks. Doors are

wooden, unless otherwise specified. Niches that once held statues, relics, and urns line the walls.

The halls are lit every 30 feet by torches set in sconces. Most rooms also contain chain-linked chandeliers suspended from the ceiling that hold battered lanterns or torches.

The entire gnoll-infested area reeks of wet animals and pungent urine. The abundance of fleas and lice are matched only by the piles of shed hair and carrion. The alabaster walls and ceiling are covered in soot from years of neglect and burning torches.

AREA 2-1: STAIRS

These stairs lead to the temple's third level (**Area 3-1**). If an alarm sounds, 4 **gnoll** guards from **Area 2-3** watch each set of steps.

AREA 2-2: EAST GATHERING ROOM

Gathered in this room are 12 male **gnolls**. Tables and chairs are scattered about to create a tavern-like atmosphere. Female gnolls from **Areas 2-6** and **2-7** are readily available for companionship. Piles of rotting meat and strong brew sit on battered tables.

AREA 2-3: WEST GATHERING ROOM

Relaxing in this common room are 8 male **gnolls**. Firepits lining the floors create a smoky atmosphere. Heaps of trash are piled in the corners. Murals once covered the walls, but they are flaking and heavily scratched. Tallow and grime cover every surface.

AREA 2-4: BARRACKS

When not patrolling, 6 **gnolls** live here. The room is knee-deep in filth. The entry is broken and chipped from where the gnolls "extended" a low doorway by bashing the stones apart. The gnolls keep their belongings in leather bags hanging above their hide beds. Each bag contains 2d6 gp, 2d6 sp, and miscellaneous gnoll snacks (*lots* of dried jerky).

AREA 2-5: BARRACKS

This room is almost identical to **Area 2-4** except that a half-eaten boar hangs from an ancient chain-link chandelier. Living here are 6 **gnolls**. A crude ladder is used to access a secret compartment near the ceiling that holds the "boys' party fund": a bag with 345 gp, a ruby encrusted gold necklace (750 gp), and a silver hand mirror (75 gp). The hatch can be seen with a successful DC 15 Wisdom (Perception) check.

AREA 2-6: FEMALE GNOLLS' ROOM

These quarters are the "boudoir" of 12 female **gnolls**. Other than getting separate sleeping quarters, the female gnolls are otherwise on equal footing in gnoll society. The females often can be found on guard duty and on patrol.

Their personal effects hang in bags from pegs driven into the walls. Each bag holds 3d6 sp, 2d12 gp, and 1d4 pieces of jewelry (3d10 gp). The males frequently bring "gifts" for their female counterparts.

AREA 2-7: MATRON GNOLL QUARTERS

Lychyena, the dominating **gnoll slaver**^{A1} (equipped with +2 *chainmail*, a battleaxe, a *potion of invulnerability*, a *potion of superior healing*, and 4d10 gp) and her 5 **gnoll** consorts reside here. She is never without her 3 loyal **hyena** pets. Lychyena leads the gnolls and is loyal to Kruuk. She fears and distrusts Amdari.

The room contains four large sacks hanging from pegs above bedrolls. Each bag holds 5d6 gp, 10d6 sp, and 2d6 pieces of jewelry (5d10 gp).

WANDERING ENCOUNTERS

Many creatures wander through Seraph's upper halls (Levels 2 through 4). Check for an encounter every hour. Roll 1d20:

1d20	Encounter	Number
1–3	Hyenas	1d6
4–5	Flinds ^{A1} (see Area 3-4)	1d4
6–7	Leucrotta ^{A1}	1d4
8	Ettin	1
9–12	Gnolls (each carries a battleaxe and shortbow; see Area 2-2)	1d6
13	Kruuk with 1d6 flind ^{A1} guards (see Area 4-8 for details on Kruuk)	—
14	Packmaster and 1d4 hyaenodons (use giant hyena statblock) (see Area 3-9 for details on the Packmaster)	—
15–20	No encounter	

A locked chest sits near a pile of reeking furs. It can be opened with a DC 15 Dexterity check with thieves' tools. The chest holds the matron's possessions: 27 pp, 453 gp, 695 sp, 8 pieces of jewelry (50 gp each), 6 bottles of fine wine (25 gp each), and *potions of greater healing* and *invisibility*.

SERAPH, LEVEL 3

Gnolls also control Seraph's third level.

AREA 3-1: WORSHIP CHAMBER

Ceremonies celebrating the sun were held here once, but vile rituals long ago replaced those grand events. The central force pillar supporting the Morningtide Sphere is coated with a layer of hardened clay and sand. The gnolls covered the pillar for fear of meeting the gaze of the kamarupa (**Area 6-2**). The gnolls immediately attack anyone they see cleaning the pillar.

The room is a worship chamber for the lamia gnoll queen Amdari. She is rarely encountered here, as she prefers to stay on Level 4.

A mated pair of **ettins** guard the room. The two ettins agreed to work with the gnolls in exchange for food. The gnolls got the raw end of the deal, as they didn't realize how much the four heads consume. The ettins are unhappy with the meals and grumble constantly but they do enjoy Seraph's cool and protective environment.

AREA 3-2: THE ETTINS' LAIR

Waste and other refuse covers the floor. A table and two chairs sit in the room's center. On the table, a decaying hyena is on a large steel +2 *shield* being used as a plate. The shield is foul and tarnished, but if cleaned it displays a bronze sun on a blue background — the herald of Arden. A huge dilapidated chest



sits under a pile of old furs and skins. The lid does not have hinges, but the chest is locked — it can be opened with a DC 15 Dexterity check with thieves' tools. Anyone looking at the chest with a successful DC 10 Wisdom (Perception) check notices that the hinges are missing and that the chest can be opened without unlocking it. The chest holds the ettins' valuables: a dire goat skull; a harpsichord; six cold iron throwing stars; a huge wooden mallet; a bag containing 4 pp, 34 gp, and 564 sp; a silver-coated halberd; a bag of corncobs; 50 feet of hemp rope; a dead vulture puppet; and four jars of *restorative ointment*.

AREA 3-3: GNOLL YOUTH GONE WILD

This room houses 25 gnoll youths (use **gnoll** statblock with 13 [3d8] hit points). The place is a shambles of broken furniture and rubbish. Two small barricades of furniture sit along opposite walls. The gnoll youth form into teams behind the makeshift forts to launch javelins at one another. The gnolls have eight javelins apiece and happily turn on intruders before trying to push through intruders to flee.

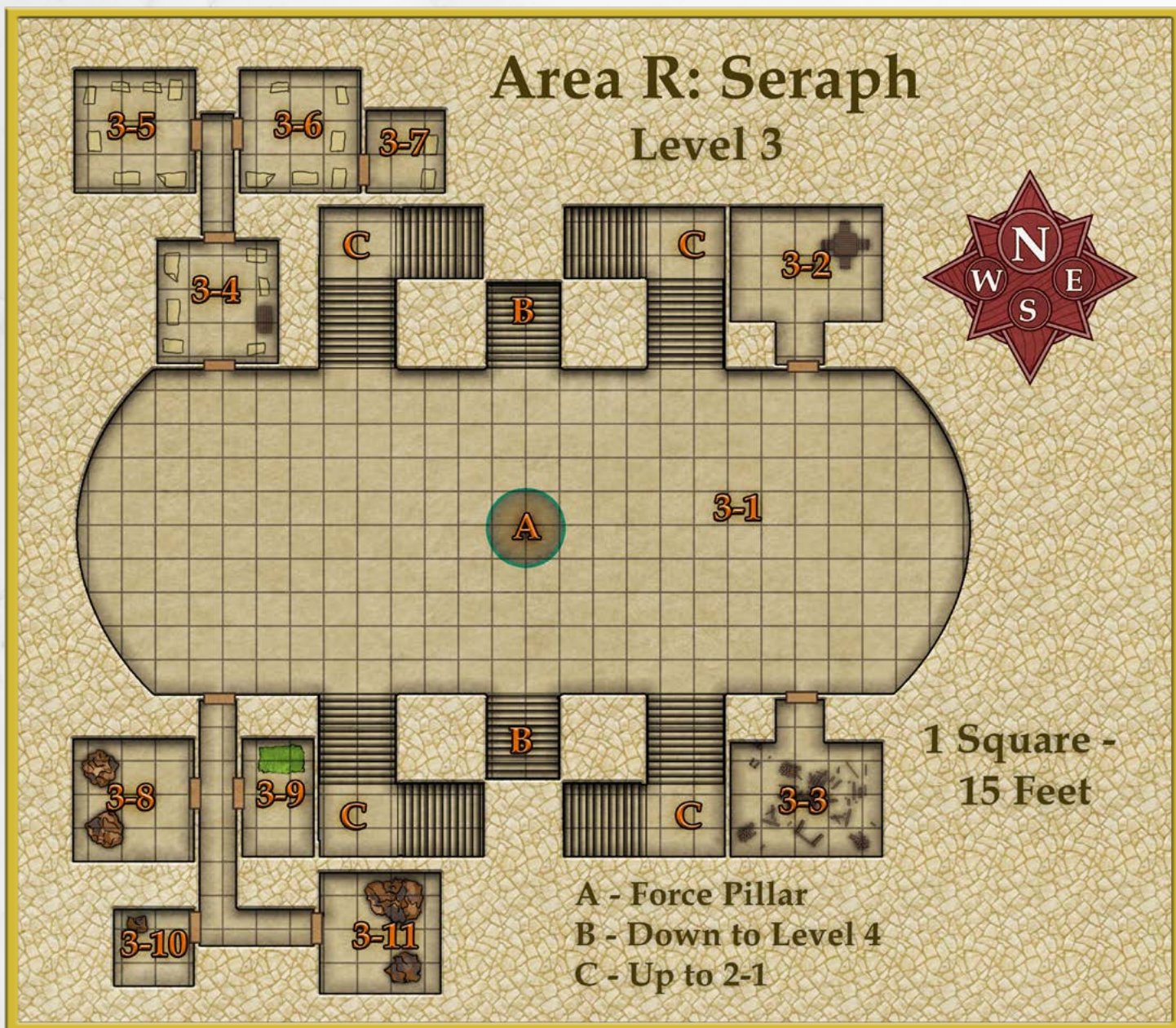
AREA 3-4: FLIND GUARDS

The room is much cleaner than the common gnoll chambers. Stationed here are 4 **flind**^{A1} guards and Tungurictis (use the **gnoll havoc runner**^{A1} statblock), the turnkey who watches over the captives (**Areas 3-5 and 3-6**). Tungurictis and his posse suffer from mange. Large patches of missing fur reveal their cracked and peeling skin. The heavy wooden door is barred from the inside and be broken open with a successful DC 24 Strength check. The flinds do not open the door if a warning horn sounds. The keys to the cells hang from a rib bone jammed into a seam in the wall.

The flinds often play knucklebones at the table. Five cots line the walls. Bags under each cot hold their goodies. Each bag holds 2d20 gp, 2d20 sp, and four gold nuggets (20 gp each).

AREA 3-5: EAST PEN

This windowless cell door opens into a room containing 37 **goblins** (no equipment, weapons, or armor). The goblins attempt to overrun any non-gnoll/flind opening the door in their desperate bid to escape. They have no treasure. Without the keys, the cell can be opened with a DC 16 Dexterity check with



thieves' tools or a DC 20 Strength check.

AREA 3-6: WEST PEN

The windowless heavy wooden cell door holds more-powerful captives. A large iron bar adds extra strength to the door. Crammed in the chamber are 3 **ogres** and 10 **goblins**. They are weaponless but are extremely hostile toward any non-gnoll who opens the door. Each captive has a manacled iron ball attached to one ankle that allows half movements only. During combat, the ogres grab the goblins and use their bodies and manacled legs as crude morningstars (disadvantage on melee attacks, 1d6 + 7 damage). Without the keys, the cell can be opened with a DC 16 Dexterity check with thieves' tools or a DC 20 Strength check, after lifting off the iron bar.

AREA 3-7: SECURE PEN

This locked iron door is behind the ogre pen for extra security. More intelligent and rebellious captives are kept here to torture.

The room contains 3 humans, a dwarf, and an orc. None has equipment, weapons, or armor, except as noted below. Without the keys, the cell can be opened with a DC 18 Dexterity check with thieves' tools or broken through with a DC 28 Strength check. The humans are desert nomads (N human male **commoner**) who were captured when their caravan was attacked. They gladly thank characters if freed and try to escape to reunite with their nomadic brethren.

The **orc** is Tungul Oxbeef, a war chief. His tribe was slain and devoured by the gnolls. He assists characters but requires a fair share of bloody revenge and treasure.

The dwarf (LG male dwarf **veteran**) goes by the name Koevel of Shale Mountain. He is actually a scout from the Nether Sepulcher temple (see **Chapter 14: Remorse of Life**) sent by Akruel to investigate Seraph's status. Unfortunately, Koevel fell into a dry well and broke his leg. He was in the well an entire day before the gnolls found him. His leg is still broken, and he is in

a lot of pain. A healing spell that restores at least 10 hit points mends the bone.

During his capture, Koevel hid his *amulet of protection from location and detection*. He gladly helps characters in hopes of completing his reconnaissance. He does not make a move against the characters and stays out of combat. If able, he reports to Akruel any information regarding the characters and their quest to restore the *scepter of faiths*.

AREA 3-8: HYENA DEN

The door to this pen is locked, and the Packmaster (**Area 3-9**) holds the key. It can be unlocked with a successful DC 14 Dexterity check with thieves' tools. The overcrowded room houses 12 **hyenas** awaiting additional training. They already know basic commands such as "attack." If warned, the Packmaster releases the animals to deal with intruders.

AREA 3-9: PACKMASTER'S CHAMBER

The Packmaster (use the **gnoll havoc runner**^{A1} with 78 [12d8 + 24] 78 hit points, equipped with two +1 *flindbars*, a longbow, +1 *studded leather armor*, two *potions of greater healing*, 2d10 gp) and her 2 **flind**^{A1} mates live in this room. The room reeks of musk. Whips, long spears, and nets hang from the walls, and a grass nest serves as bedding. Bones are scattered across the floor, and a quarter of a wildebeest hangs from the chandelier chain. A huge knife sticks in the wildebeest's flank.

If on alert, the flinds release their hyenas (**Area 3-8**) then mount hyaenodons (**Area 3-11**) and ride into combat.

The Packmaster's treasure is buried in a grass mat and can be noted with a DC 10 Wisdom (Perception) check. She has collected 97 gp, 346 sp, and labeled potion bottles of *jumping*, *climbing*, and a vial containing *oil of sharpness*. A bottle labeled *heroism* actually contains hyena musk; the Packmaster drank the real potion long ago.

AREA 3-10: QUARANTINE

In this room are 2 rabid **hyenas**. A creature bit by one of them must succeed on a DC 12 Constitution saving throw or develop rabies. The animals attack anyone entering the pen.

AREA 3-11: HYAENODON PEN

These 4 hyaenodons (use the **giant hyena** statblock) are

RABIES

A creature bitten or scratched by a rabid creature must succeed on a DC 12 Constitution check or become rabid. A rabid creature must succeed on a DC 11 Wisdom saving throw or attack the nearest living creature. In addition, after any long rest, a rabid creature must succeed on a DC 12 Constitution saving throw or permanently lose 1d2 points of Wisdom.



POSTCARD NO. 5: SERAPH

You can give the players **Postcard No. 5: Seraph** any time they are inside the gnoll-infested pyramid temple. They might find it in a random treasure, hidden in a gnoll's bedding, or just affixed to the wall. It's up to you.

highly trained and loyal to the Packmaster. The largest hyaenodon is the dominant female and the Packmaster's mount.

SERAPH, LEVEL 4

Flinds and gnoll leaders dominate this level.

AREA 4-1: THE FEAST HALL

This room is a feast hall and brewery. Shabby tables sit haphazardly, their benches toppled nearby. Utensils and wooden plates covered in leftover food sit on the tables. A crude still sits in the western corner, belching vapors and smelling strongly of yeast. Scraping the plates are 4 humans (N human **commoner** with no equipment, armor, or weapons). Relaxing here are 6 **flind**^{A1} guards who sip ale from carved tankards.

These nomads were captured during a recent raid. They are hungry and scared, and avoid combat. They thank characters profusely if rescued, then try to make their way out of the pyramid.

AREA 4-2: THE KITCHEN

Putrid meat hangs from hooks driven into the ceiling of this sloppy kitchen. A fire pit warms a boiling cauldron of stew. Foods prepared here are simple and consist mainly of stews and cooked slabs of meat. The gnolls get the stew, while the meat goes to the flinds. Tending the stew are 2 humans (N human **commoner** with no equipment). The cook, a grossly overweight flind (use **flind**^{A1} statblock with the following equipment: +1 *greataxe*, *studded leather armor*, *potion of giant strength* [stone], 2d10 gp) with lard matted into his hair, hacks at a slab of rotting zebra ribs. He investigates any sound of fighting coming from the feast hall.



Area R: Seraph Level 4

A - Force pillar
B - Up to 3-1
C - Down to 5-4
D - Down to 5-1



1 Square - 15 Feet

A pantry door inside the room opens to reveal a jumble of cooking equipment and mundane spices. Aside from 13 large kitchen knives and a large cleaver, little else of interest can be found here.

Area 4-3: STORAGE

The locked room contains barrels of cheap ale. The lock can be picked with a successful DC 12 Dexterity check with thieves' tools.

Area 4-4: STORAGE

The locked door opens onto a storeroom filled with hanging meats. The lock can be picked with a successful DC 14 Dexterity check with thieves' tools.

Area 4-5: COOK'S CHAMBERS

The cook's private chambers contain his personal food stock and ale of significantly higher quality than he serves the other gnolls. A wide bed lumped with greasy skins and linens sits in the corner. Goat hocks and dried meats hang from ceiling hooks. Small kegs of poor quality ale and mead sit along the back wall.

A stout chest sits between the barrels.

The cook (**Area 4-2**) is well fed for his efforts. Besides the better-quality food, he stores his valuables here. The chest contains 78 pp, 675 gp, 1,687 sp, 6 sapphires (50 gp each), a silvered and jeweled dagger (350 gp), a battleaxe, +1 warhammer (used to tenderize meat), a *potion of diminution*, a *potion of water breathing*, three *potions of poison*, and three vials of acid. The cook uses the poisons to control his subordinates; he threatens to put them in their meals.

A locked pantry contains hanging meats, barrels of grain, and dried roots. Shelves hold blocks of salt and bottles of vinegar, wine, and spices. One box holds 24 pheasant eggs, four of which are unfertilized cockatrice eggs. The lock can be picked with a successful DC 17 Dexterity check with thieves' tools.

Area 4-6: TRAINING AREA

Five sun-dried, battered corpses of captured nomads are lashed to bloody wooden stands and used as battle dummies. The preserved bodies resemble leathery mannequins.

Area 4-7: LEUCROTTAS' ABODE

This wall-less corner room is where 4 **leucrotta**^{A1} relax on hide cushions. They have an uneasy but lasting pact with the gnoll queen for shelter if they help defend Seraph. The leucrottas' sure-footedness makes them especially dangerous on Seraph's exterior steps and sides. They prefer the open room, as it allows them to see anyone approaching them from either direction.

The leucrottas hide their treasure in heaps of shed hair and decaying flesh piled on the floor among their bedding. They have collected three *potions of heroism*, two *potions of heroism*, a *potion of jumping*, and three *potions of speed*.

AREA 4-8: KRUUK, FLIND SUB-CHIEFTAIN

This wooden door is always locked. The lock can be picked with a successful DC 14 Dexterity check with thieves' tools. Kruuk (use **flind**^{A1} statblock with the following changes: hit points 120 [16d8 + 48]; bite +6 attack; flindbar +8 to attack, 10 [1d8 + 6] bludgeoning damage; equipped with +2 *flind bar*, +1 *breastplate*, shield, spear, bronze nozzle, master keys to all doors to Level 3 and above, 8d10 gp), the flinds' subchieftain, is rarely found in his quarters (10 percent chance). He makes rounds within Seraph to ensure his guards are at their posts and sober.

Kruuk outlived many of his tribesmen thanks to his combat skills. Kruuk is the former chief who lost a challenge fight with Crocuta years ago. Kruuk is wise enough to barter with strong characters to dethrone his rival. His loyalty to Amdari dissolved when she chose Crocuta as the gnolls' chieftain.

The room contains a wooden bed and footlocker. The unlocked footlocker contains a pair of bone dice, a silver holy symbol of Arden (25 gp), a scorpion in a glass hemisphere, a book of illustrated poetry (Kruuk likes the pictures), a dwarf-sized metal skull on a three-foot chain, an out-of-tune mandolin, a *potion of heroism*, a raggedy stuffed hyena pup (his childhood friend), and a bag containing 298 gp, 412 sp, and 13 gems (25 gp each).

Among Kruuk's prized possessions is a bronze nozzle to a bellows that he uses as a codpiece. The "family heirloom" is the *Breath of Dargath* that was stolen from Anvil Plunge's Homage to Air temple during a gnoll invasion of the dwarven city. The nozzle is magical; in airless environments, the bearer can take a breath from it as an action. It can also be shared with others, and its supply of air is unlimited. The dwarves would greatly appreciate anyone returning the minor relic. It's up to characters whether they tell the dwarves how the gnoll was using it. (See **Chapter 5: Burning Desires** for more about Anvil Plunge and the missing relic.)

AREA 4-9: FLIND BARRACKS

These barracks hold five wooden beds and footlockers. Inside each room are 5 **flinds**^{A1}. The flinds react to nearby combat. Each footlocker holds personal items and 5d10 sp, 3d12 gp, and 3d4 pp.

One of the barracks has 2 **flinds**^{A1} awaiting the return of a companion for a surprise party in recognition of a recent elf kill. They sit in the dark room with crude instruments and yell when the door is opened. Their weapons sit near the beds. A raw meat pie with candles sits on a table.



AREA 4-10: SERVANTS' QUARTERS

This room holds captives (N human **commoner**, no equipment) who work in the kitchen and clean up after the gnolls. These captives are stronger and better fed than the others. If armed, they help fight the gnolls as best they can, although they won't foolishly charge a room of the creatures.

AREA 4-11: CHOSEN SERVANTS

This room contains a man and two women (N human **commoner**, no equipment) destined to be meals for Crocuta and Amdari. These captured nomads are well fed and bathe frequently, but otherwise never leave this chamber and know nothing of their fate.

AREA 4-12: THE GODDESS'S CHAMBER.

This chamber once hosted parties and welcomed visitors to Seraph. Murals on the walls are chipped and scratched, and decorative pillars are gouged. A wooden throne sits in an alcove. Leather straps lace the throne together with bones and skins of various humanoids. The blood of countless creatures stains the stone-block floors. A kettledrum and several large horns sit in a corner.

Amdari uses the chamber as her throne room. From here, she creates bizarre rituals for the gnolls to perform in her honor. The chamber doubles as a command center if warning horns sound throughout Seraph. If Amdari (**Area 4-18**) is present, she is accompanied by 2d6 **gnolls** and 2d4 **flinds**^{A1}.

AREA 4-13: DUNG HEAP

This chamber is a latrine. The reek of mounds of offal makes characters' eyes water and sting. Servants occasionally carry refuse into the desert in buckets. Nothing of value can be found in the disgusting heaps. If characters inspect the walls, they find that they are scorched and scarred, as if a massive explosion occurred in the chamber at some point in its history. (This damage was caused when priests of Set unknowingly destroyed a relic within the chamber; the fiery blast killed them all.)

AREA 4-14: CROCUTA'S DEN

The Flind Chieftain Crocuta resides in this wrecked chamber. Furniture lies in shambles, and the broken bed is little more than a heap of furs. The room smells strongly of animals and blood. Crocuta is a **werehyena**^{A1} who rules the tribe through cruelty and intimidation. He does not infect others within the tribe with lycanthropy for fear that they might try to usurp his power and status. At one time, he attempted to overthrow Amdari, but her intellect allowed her to outthink the raging werhyena. Amdari spared the chieftain, realizing that his uniqueness made him a powerful ally. Still, their partnership is tenuous.

Crocuta does not aid Amdari in combat in the hopes that the lamia finally falls to a stronger opponent.

AREA 4-15: THE STAIRS

Guarding this barricaded staircase are 2 **flinds**^{A1}. They watch for intruders as well as disturbances from beyond the barrier. The barricade consists of broken furniture, boulders, and any other items the gnolls and flinds could pile here. The blockage requires five hours to create a passage large enough for a Medium creature to pass. The stairs lead down to **Area 5-1**. A DC 16 Intelligence (Investigation) check reveals that the gnolls and flinds blocked this stairwell with debris to guard against whatever resides on the level below.

AREA 4-16: THE BATH GARDENS

Shallow stone planter boxes containing dark soil surround a cold pool of stagnant water. Luxuriant vegetation once surrounded this spa, but now only barren soil dotted with multicolored fungi remains. The water is foul and undrinkable. The small mushrooms are used to breed lard grubs. The grubs are harmless, and the gnolls and flinds consider them a delicacy.

A mildew and slime-covered pillar stands in the center of the stagnant water. The pillar is the glass tube that extends throughout the levels of Seraph and supports the Morningtide Sphere. The tube is also the home of the kamarupa in **Area 6-2**. The kamarupa can use its Frightful Gaze or Nightmare ability only if the layers of mildew are scraped off the pillar. If the Morningtide Sphere is cleaned, the mildew dissolves within 24 hours on its own. If this happens, the room again fills with sunlight and the water heats up.

AREA 4-17: THE RELIQUARY

A relic of Arden once stood in this alcove. The relic was destroyed long ago, leaving behind nothing but a marble stand.

AREA 4-18: AMDARI'S CHAMBER

This is Amdari the **lamia**'s resting chamber. She is likely to be here if Seraph is not alerted to intruders. Elegant but worn furniture decorates her bedchamber. A dining table and three chairs covered in red velvet sit near the door. Fine silverware (75 gp) and four tarnished silver serving platters (25 gp each) heaped with food sit upon the table. A wardrobe sits against the west wall, while a bookshelf lined with trinkets, treasures, and oddities lines the east wall. A locked ornate chest of white oak and brass sits adjacent to the shelves. The lock can be opened with a successful DC 19 Dexterity check with thieves' tools. A

bed piled with furs and silks sits against the south wall. Silver chains and manacles are piled at the foot of the bed.

The shelves hold souvenirs from Amdari's victories. Among the various trinkets are humanoid skulls, necklaces made of teeth, jars of eyeballs in preservative fluid, 2 longswords, 4 daggers, a greatsword, 3 sets of flindbars, +1 *chainmail*, +2 *leather armor*, a mithral shortsword (250 gp), +2 *dagger*, 7 bottles of fine wine (5 gp each), *bracers of defenselessness*^{A2}, four *potions of greater healing*, a *potion of vitality*, and three *potions of resistance* (force, poison, radiant).

The locked chest is valuable as an antique. If intact, the chest fetches 1,500 gp from a collector. Within the chest are 4 bolts of silk (50 gp), an albino zebra pelt (350 gp), and a silver ceremonial helm shaped like a turtle (50 gp).

The wardrobe holds fine garments and robes (20 sets of fine clothing worth 15 gp each). All of the garments are feminine: scarves, silk wraps, and furs.

If warned of intruders, Amdari disguises herself as a human female manacled to the bed. One manacle is broken and unlocked, although it appears sturdy. The ruse can be seen through with a successful DC 15 Wisdom (Perception) check. She pleads with rescuers to find a key hidden on the bookshelf before the nasty "hyena-thing" returns. She embraces her rescuers and uses her Intoxicating Touch to "soften them up." She attempts to charm or curse as many of the fighters as possible before initiating combat.

AREA 4-19: THE TORTURE CHAMBER

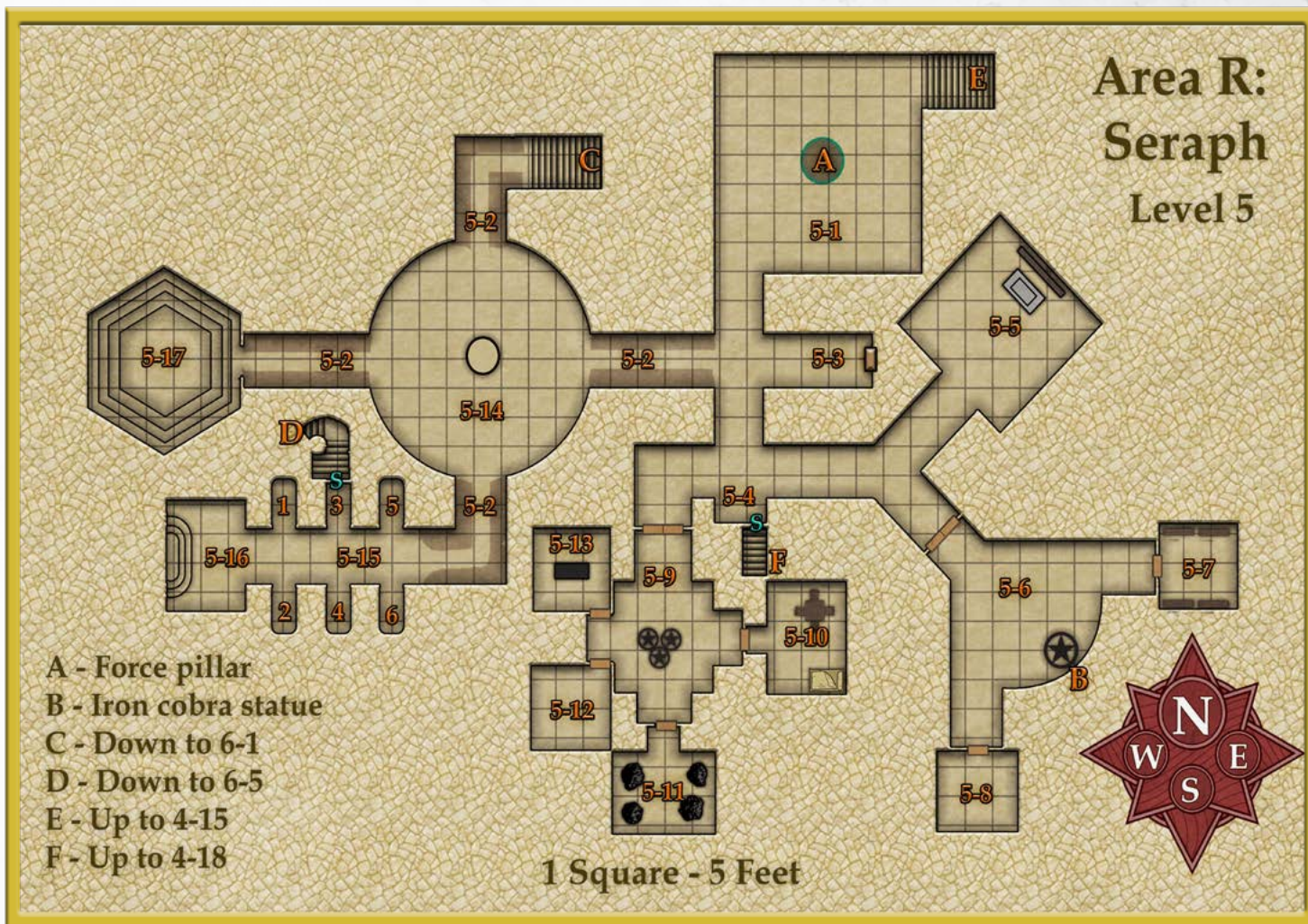
A rack, a brazier of burning coals, buckets of water, and a chair with bloody leather straps are in this room. Wall pegs hold whips, ropes, thumbscrews, pokers and various blades, and three sets of manacles and chains hang from the ceiling. A barely clothed man hangs by his arms from a chain. Another man is strapped to a corner table. A baboon sits contorted in a small cage.

Gragrel (use **gnoll slaver**^{A1} statblock, equipped with +2 *whip*, morningstar, leather armor, *potion of heroism*), Seraph's torturer, enjoys the coveted position of head torturer and the prestige the post brings. The sadistic gnoll extracts information from nomad captives to allow the gnoll clan to better plan its raids.

The gnome Elwren Kitchel (CE male gnome; use **gladiator** statblock, equipped with shortbow, +1 *shortsword*, +1 *whip*, thieves' tools, *potion of speed*) is the gnolls' interpreter and Gragrel's assistant. Elwren did not start off as evil, but long years as the torturer's personal servant have twisted his soul. Elwren enjoys his position and the tortures he inflicts. Even though he is technically a captive, Elwren enjoys unlimited freedom within Seraph. With weeks of priestly guidance, Elwren can revert to his original alignment (NG). Afterward, he is wracked with guilt and seeks a new life away from thievery to redeem his spirit.

Gragrel and Elwren use their whips to trip opponents and move in to attack prone opponents. Elwren targets weaker-looking opponents such as spellcasters. After many years together, the pair has learned to fight as a team, often attacking the same opponent to the maximum of their abilities before moving on to another foe.

The 2 nomads (N male **commoner**, 1 hp, no equipment) on the torture devices are at the brink of death. They know nothing



about the gnolls' plans. The third victim is a common **baboon**. Gragrel loves hearing the animal scream in pain.

AREA 4-20: THE SHAMAN

Bouda, a **flind tribal shaman**^{A1} (equipped with *headband of intellect*, *ring of protection*, *potions of cold resistance*, *fire resistance*, *greater healing* [x2], *heroism*, *speed*, *superior healing*), her 2 **gnoll** assistants, and Chacma, her **baboon** familiar, live in this vaulted room. Although Bouda's influence has diminished since Amdari arrived, the shaman still is quite respected. She worships and leads a secretive faction dedicated to the demon lord of gnolls. The silver-haired shaman rarely ventures from her ancient library and does not get along with the flinds or gnolls because of their subservience to Amdari. She especially dislikes the torturer Gragrel and his toady assistant.

Mostly empty wooden and stone shelves dominate the room. Skulls, vials, bottles, bowls, and mortar and pestles line the shelves within easy reach of the hunched shaman. A collection of alchemical components fills the tables in the center of the room.

SERAPH, LEVEL 5: THE FORBIDDEN TEMPLE OF SET

After Arden's fall and the splintering of his priesthood in -182 I.R., the forces of darkness overran Seraph. For centuries, Set's cult ruled the temple's depths until crusaders brought vengeance

to the evildoers. After Set's forces were vanquished, various tomb robbers and adventurers looted the upper levels of any vestiges of the evil cult. But the lower levels proved more difficult to conquer, and the malevolence crafted by Set's minions remains to this day. The gnolls, including Amdari and Crocuta, fear the denizens and traps and do not venture onto this level.

An unnatural and powerful aura of darkness also blankets this level. The light radiuses of normal, magical, and supernatural light sources are halved. The darkness cannot be dispelled or overcome; even *true seeing* or *daylight* sight cannot penetrate the depths. This effect remains until the Morningtide Sphere is cleansed and the level's pillar (**Area 5-1**) is cleared of the fleshewn wall covering it.

Brass lanterns with four blood-red panes light the level. The lanterns hang from the ceiling every 30 feet and are illuminated from within by *continual flames*, although the light illuminates only 10 feet around each light source. The red, shadowy light fosters a sense of foreboding and ever-present evil.

The walls, floors, and ceilings are painted with thick, black paint unless otherwise noted, adding to the oppressive feeling.

AREA 5-1: THE CHAMBER OF EYES

Lying at the base of the stairs are the desiccated and skeletal remains of several gnolls. A few of the skeletons look as if

they were trying to claw their way back to the stairs before they died. A stone overhang prevents characters from seeing into the room below until they are standing on the bottom step. Leaving the safety of the stairs opens characters up to attacks from the room's sole denizen. The gnolls found this out the hard way.

Hundreds of shattered bone fragments are scattered across the stone floor, and the air is stagnant and thick with dust. A blackened pillar stands alone in the center of the room. Sinewy, brown flesh coats the walls and the central pillar. Thousands of unblinking eyes move on the pulpy walls as the flesh writhes with twisting muscle. The eyes follow intruders with an unnerving stare; a few even extend on tentacle-like stalks. A mouth filled with serrated teeth opens and closes in endless hunger near the southwestern corner.

Set's disciples created a **fleshewn wall of eyes**^{A1} in this chamber. A 10-foot section of the wall diagonally opposite the stairs is the actual fleshewn; the other three walls and the central glass pillar are merely coated with flesh similar to the fleshewn's body. Only damage done to this 10-foot section of the wall actually harms the creature. It may take characters awhile to learn this, however, as the creature over the years has exuded tendrils that let it control the extra flesh and eyes scattered throughout the room. The flesh around the rest of the room can be stabbed, burned, torn, frozen, and even disintegrated, but doing so does nothing to the actual fleshewn. It merely retracts its tendrils and relocates them to other sections of undamaged walls.

The majority of eyes are harmless and are derived from humanoid and animal corpses, but those clustered around the 10-foot-patch of the creature's body can employ different spell abilities. The positioning of the eyes allows the fleshewn to use each of its ray attacks once per round.

If the fleshewn kills or cripples a character, it uses *telekinesis* to drag the victim into its grinding mouth. Creatures gnawed by the mouth are eventually ejected into the hallway behind the wall. A DC 16 Wisdom (Perception) check reveals that the corridor continues behind the mouth on the wall. Creatures "eaten" by the mouth are considered out of range of the fleshewn's eye beams.

If defeated, the fleshewn dissolves into a rubbery pile of blubber that slithers off the walls and *force* pillar supporting the Morningtide Sphere high above. If the tube is uncovered, the kamarupa (**Area 6-2**) is free to use its frightful gaze or *nightmare* ability on those within the room. If the Morningtide Sphere is cleansed before the characters enter this room, the fleshewn remains unharmed, but its blubbery mass still blocks the light. Once the fleshewn is defeated and the sphere cleaned, the room is bathed in sunlight that negates Level 5's decreased lighting effects.

Once the fleshewn dissolves, the walls glitter with colors. Thousands of glass tiles hidden beneath the fleshewn shift and move into complex patterns to create mosaic pictures and images of Arden and his followers. Some of the images show Shah Rasalt wielding the *scepter of faiths*.

While active, the moving murals answer any question posed by a follower of Arden or a deity of light/sun. For any others good-aligned creature, the murals answer a single, worthy

WANDERING ENCOUNTERS

A few creatures wander the desecrated halls of Level 5. Roll 1d20 every hour to check for an encounter.

1d20	Encounter	Number
1–2	Frantic gnolls (each carries a battleaxe and shortbow; see Area 2-2) sent down to investigate and survived being eaten by the fleshewn.	1d4
3–5	Mummified zombies wrapped in thick linens and leathered viscera.	1d4
6–9	Skeletons wearing black robes of Set.	1d6
10–12	Poltergeists that try to harm characters (throwing objects, pushing them into writhing snakes, etc.)	1d3
13	Anc-salmara, an ancient specter ^{A1} (see Area 5-16) roams the halls.	1
14	The lich Naleshwar (equipped with bronze breastplate, <i>ring of protection</i> [phylactery], staff, priest robes of Set; see Area 5-10) out for a stroll.	1
15–20	No encounter	

question. The murals act as a *divination* spell with 90 percent accuracy. The answers are given in mosaic picture form and not spoken. You should determine if the wall provides a specific answer or displays a mural suggesting a "proper life" as a follower of Arden.

If asked about Akruel, the murals relate the history of the War of Divine Discord and the creation of the *scepter of faiths*. If questioned about recharging the scepter, the murals show the *Convocation of Radiance* ceremony from start to finish: The sun shining down from the Morningtide Sphere and casting a ray of light through the temple to the inner sanctum and onto the scepter. A sun and moon alternate during this time, showing the sun rising four times (for the four days the scepter must remain bathed in the light). The murals can also reveal the steps needed for the other ceremonies if asked. Use the descriptions of the different ceremonies to present a moving mural that highlights the high points of each ceremony.

AREA 5-2: SERPENT HALLS

The front halves of thousands of poisonous snakes line the walls, floors, and ceilings of these halls. The snakes are attached with an unyielding adhesive. The snakes are merely diminutive zombies, but the sheer number of swaying serpents creates a hellish image.

A "safe" path winds through the middle of the halls. Characters following the path stay out of reach of the striking snakes. Venturing from the path allows the snakes to attack. The serpents' poison dried centuries ago, but each bite still inflicts 1 point of damage. Anyone stepping off the path is automatically attacked by 2d20 serpents (no attack roll needed).

Characters do not gain experience for turning or destroying these helpless zombie serpents. Every 10 points of damage done to the snakes via slashing weapons or area-effect spells “kills” 2d20 of the zombies, but as there are more than 50,000 of them in the area, the characters are unlikely to put much of a dent in them.

AREA 5-3: THE FALSE DOOR

A locked ornate bronze door opens onto a blank wall and triggers a wall scythe. The door can be unlocked with a successful DC 18 Dexterity check with thieves’ tools. Prior to opening the door, the trap can be noted with a successful DC 19 intelligence (Investigation) check and disarmed with a DC 16 Dexterity check with thieves’ tools. Two blades spring from the walls along the last 20 feet of the hall leading to the door. The 20-foot-long blades spring from each wall and meet in the middle. Any creatures in this area must make a DC 17 Dexterity saving throw, taking 11 (2d4 + 6) slashing damage on a failure.

AREA 5-4: SECRET DOOR

A squirming mass of snake zombies conceals this door. While the snakes are there, the door can be seen with a successful DC 19 Wisdom (Perception) check). Destroying the snakes lowers the DC to 14.

AREA 5-5: SCALED GUARDIAN

Undisturbed dust covers the shrine’s black floor. An altar of dark reflective stone sits against the wall, while a brazier on a six-footed stand sits beside the altar. Another brazier lies on the floor, burnt coals scattered around it. Disintegrated tapestries lie in heaps, with gold chains and rods still anchored into the walls. A bronze gong and mallet dangle from an iron stand behind the altar. A 25-foot-long stone cobra is suspended by chains from the ceiling. The featureless statue hangs 30 feet above the floor and is harmless.

A delicate metal stand on the altar holds a fist-sized ruby (2,500 gp). The room’s guardian, a modified flesh golem (with the following changes: multiattack [constrictor fist and serpent fist], constrictor fist [+7, 2d8 + 4 bludgeoning plus grapple, DC 18 Dex avoids grapple], serpent fist [+7, 2d8 + 4 plus 2d8 poison/round for 1d4 rounds, DC 16 Con save ends]) stands in an alcove behind sliding secret doors to the right of the altar. The doors can be seen with a successful DC 18 Wisdom (Perception) check. The golem is a large, nearly humanoid shape with scaly skin. The right arm is the fore-body of a large poisonous serpent while the left arm is the tail of a large constrictor snake. The golem has distinctly reptilian features. The golem attacks using a bite with its right arm while grappling and constricting with the left. The golem attacks anyone who approaches the altar.

AREA 5-6: THE GREAT IDOL OF SET

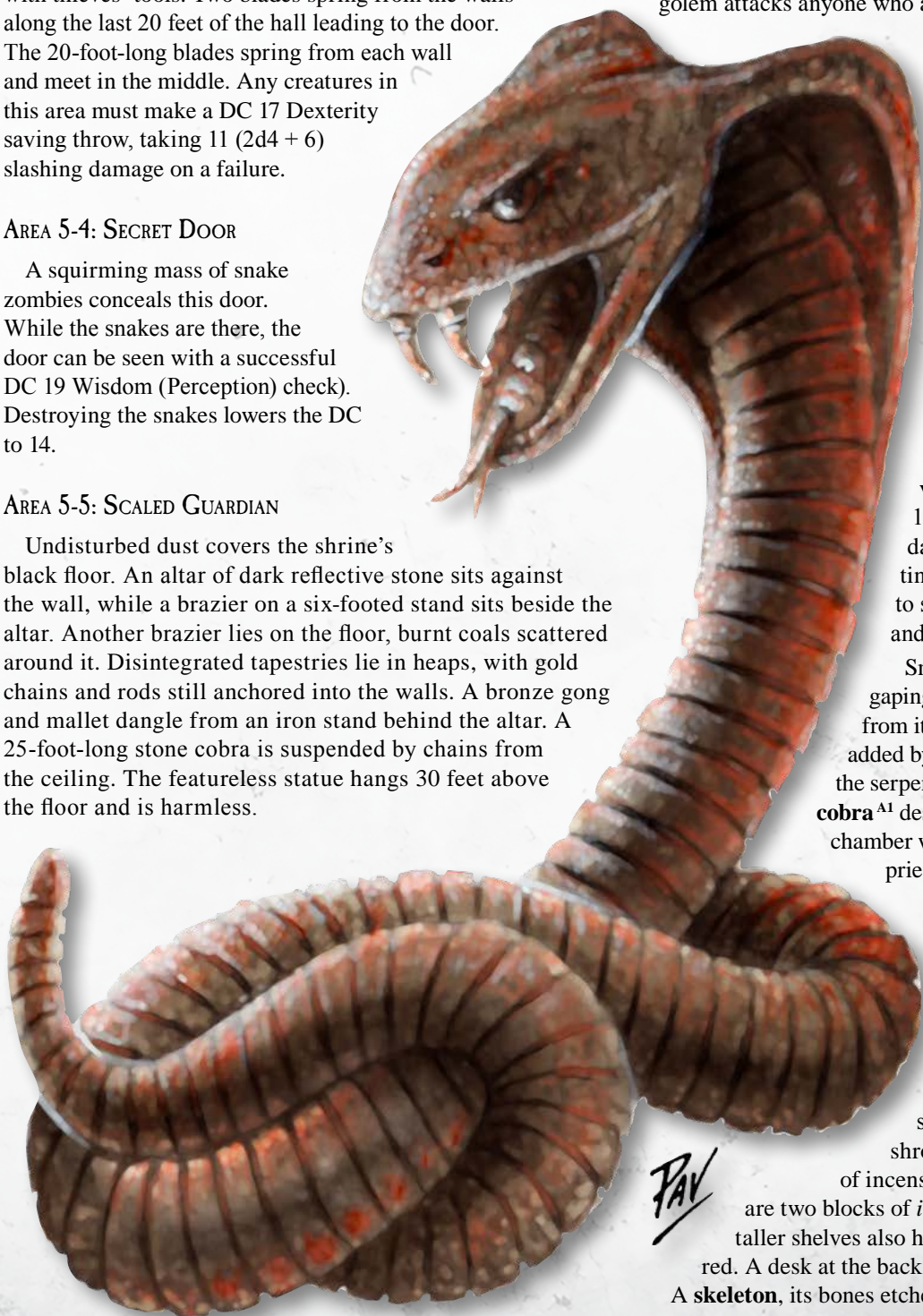
Thick, undisturbed dust covers this area. Four bronze braziers sit in the corners, and a huge iron statue of a cobra poised to strike is against the far wall.

The bronze braziers erupt in flame if visible beings enter the room. A booming voice speaks in ancient Common: “Infidels! Bow before the almighty Set and embrace the darkness shadowing your soul!” The brazier’s roaring flames and the voice are a *programmed illusion* (DC 18). The flames illuminate the room in dancing shadows, and the voice continues in a trailing echo before fading to silence. The image lasts for 18 rounds and resets in 24 hours.

Smoke also rolls from the iron statue’s gaping maw and a soft, reddish light glows from its crystal eyes. These are effects added by a *minor illusion* (DC 18) cast upon the serpent. The statue is actually a **huge iron cobra**^{A1} designed to attack anyone entering the chamber who is not wearing garments of the priesthood of Set.

AREA 5-7: PREPARATION CHAMBERS

The room’s bronze door is locked and can be opened with a successful DC 18 Dexterity check with thieves’ tools. Tall vertical shelves filled with censers, burial shrouds, linens, bottles of oil, and casks of incense line the walls. Sitting on one shelf are two blocks of *incense of meditation*^{A2}. Some of the taller shelves also hold dusty black robes trimmed in red. A desk at the back of the room holds scattered papers. A **skeleton**, its bones etched with yellow runes and symbols,



stands in the center of the room holding a crooked bronze scepter (a *rod of rulership*) in one hand and a gold censer (350 gp) on a chain in the other. The skeleton waits for orders. Despite the designs, the skeleton is nothing more than an assistant to Set's priests. The skeleton attacks only to defend itself.

Eight robes hang on the hooks. Each detects as magic and evil, and bestows disadvantage on all attacks, saving throws, and ability checks to any non-evil creature donning the garment. The effect vanishes when the robe is removed. However, the robes do allow safe passage by this level's remaining non-intelligent guardians (fleshewn wall, golem, iron cobra, serpent hall, column of the entwined, and zombies). This protection is negated if the robed individual attacks a guardian. The robes also allow beings to see normally in the darkness on this level. The robes burst into flame in sunlight or when the Morningtide Sphere is cleansed, dealing 3 (1d6) fire damage to the wearer.

On the desk is a stack of seven yellowed, brittle *spell scrolls*. Each requires a *mending* spell to be cast upon it before it is moved or examined. Otherwise, the scroll disintegrates at the first touch. The magic on the scrolls is potent but lost if the paper crumbles. The scrolls may be cast from the desk without touching the paper, but they must be cast in order before the scroll beneath can be viewed. 1—*inflict wounds, speak with dead*; 2—*planar ally, planar binding*; 3—*dispel magic, mass healing word, revivify*; 4—*protection from poison, create undead, raise dead, divination*; 5—*cure wounds* (6d8), *death ward, scrying, tongues*; 6—*protection from energy* (fire), *remove curse, commune, lesser restoration, dispel evil and good*; 7—*raise dead, divine word, blade barrier*.

AREA 5-8: SET'S DISCIPLES

The bronze door is locked and can be opened with a DC 18 Dexterity check with thieves' tools. Ghostly red figures dance in rhythmic patterns along the walls. The figures are transparent, but their features are visible. The images are an illusion (DC 16) and represent priests of Set performing hedonistic rituals. Haunting the area are 6 **shadows** that use the distraction the images of the dancing priests provide to gain advantage on Dexterity (Stealth) checks.

AREA 5-9: SANCTUM

The bronze doors leading into this room are locked and can be opened with a DC 18 Dexterity check with thieves' tools. They are trapped with a *chain enervation* trap. The trap can be noted with a successful DC 18 Intelligence (Arcana) check and dispelled with a successful DC 17 *dispel magic*. If triggered, magical chains lash out in a 30-foot radius around the door for 2d4 rounds. Each creature that starts its turn in the area or enters the area on its turn must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) necrotic damage and suffers a level of exhaustion. Each of the four intricate doors inside the room is etched with ancient hieroglyphics.

Inside the room, three coiled, gold cobras (350 gp) support a stone sphere on their raised heads. A black silk sheet covers the sphere. The stone appears as a solid piece of granite unless peered into for two rounds. The stone functions then as a *crystal ball* but weighs 65 pounds.

The room is under the effects of a permanent effect similar to a *bane* spell tied to the area. The spell's area of effect spills into the surrounding rooms. Any creatures of good alignment must make DC 14 Charisma saves or subtract 1d4 from all attack rolls and saving throws made in the area of the *bane* effect.

AREA 5-10: NALESHWAR THE ABIDING

The room's bronze doors are locked and can be opened with a DC 18 Dexterity check with thieves' tools. The chamber belongs to the last-remaining high priest of Set who survived the crusaders' assaults on Seraph. Naleshwar, a **lich** (equipped with bronze breastplate, *ring of protection* [phylactery], staff, priest robes of Set), was a high-ranking priest of Set during the cult's reign in Seraph. He appears more like a mummy than a lich. He keeps his burial linens clean and his armor polished. His leathery skin gleams through his wrappings, and he adorns his body in ceremonial burial jewelry worth 1,500 gp. Naleshwar has remained in Seraph for thousands of years out of an obligation to Set to maintain the temple. He could easily blast his way past the gnolls' barricade to leave. He just doesn't want to.

Extravagant furniture decorates this bedchamber. A desk (1,000 gp), a table (750 gp), four chairs (250 gp), and a bed (2,500 gp), all made of teak wood and gilded with gold leaf, adorn the room. A floor rug (2,500 gp) of woven elf hair and silk covers the floor. Four tapestries (200 gp) of gold thread and snakeskin display surrealistic scenes of large snakes swallowing living beings.

Shelves of books hang on the walls above the furniture. The books cover topics such as creating phylacteries, poisons, and the proper sacrificial rituals to the god of night. A *tome of clear thought* sits among the nonmagical books. The collection of 345 books brings 5,000 gp if a suitable buyer such as an evil priest or scholar of ancient religions can be found.

A secret compartment in the floor can be seen with a successful DC 15 Wisdom (Perception) check. It holds a small cache of treasure. A small bag of diamonds (500 gp), miniature gold cobra statue with ruby eyes (150 gp), a broken but finely made sword, a large ruby (1,000 gp), and a small, elegant wooden box. The box contains strips of papyrus with ancient text in hieroglyphics. The box and paper both detect as magic but have no magical effects. In all respects, this box appears to be a phylactery, but it is just a red herring.

Naleshwar created a *ring of protection* as his phylactery. If slain, he reforms in 1d10 days within 300 feet of the ring. Naleshwar can be slain only if the ring is completely destroyed.

AREA 5-11: THE HIGH PRIEST'S CHAMBERS

Heaps of ash fill every nook and cranny of the room except for a 10-foot-diameter circle covered in scripted glyphs written in charcoal. Examining the circle with a successful DC 13 Intelligence (Arcana) check reveals that this area used to be a summoning circle. Naleshwar long ago destroyed the possessions of a superior who lived in this chamber.

AREA 5-12: THE MUMMIES

Congregating here are 12 **zombies** wrapped in thick linens and leathery viscera. If the door is opened or if a fight begins with Naleshwar (**Area 5-10**), the undead emerge and attack.

A **wraith** hides in one zombie and emerges after the zombie attacks.

AREA 5-13: SHRINE

Naleshwar converted this chamber into a shrine to Set so he could practice his dark rituals. Tattered linens adorn a basalt altar in the center of the room. Hanging tapestries decorated with hieroglyphs and runes depicting bloody sacrifices cover the walls. Ochre candles made of human fat burn with *continual flames* and dimly illuminate the room. A dagger with an ornate bronze handle and a blade of serrated obsidian sits on the altar. The blade is ancient, although the bronze handle was added later. The +2 *dagger* is several thousand years old.

AREA 5-14: COLUMN OF THE ENTWINED

A 25-foot-tall pillar in the middle of the room is carved with the likeness of a mass of climbing and dancing serpents. Anyone peering at the pillar for more than two rounds sees the serpents begin to slither and writhe. Those seeing this image must succeed at a DC 15 Wisdom saving throw or become stunned for 1d4 + 1 rounds, unable to pull away from the pillar's hypnotic dance.

Four rounds after characters enter the room, *black tentacles* (as per the spell, DC 15) erupt from the pillar to attack. The tentacles take the form of huge constrictor snakes and last for 10 rounds before retreating back into the pillar. Dazed characters grappled by a tentacle are allowed a second DC 11 Wisdom saving throw to again break the mesmerizing effects. The room resets after 30 minutes.

AREA 5-15: HALL OF THE ESTEEMED

Sculptures of aspects of Arden once filled the alcoves in this hall. Set's followers replaced the original effigies with jackal-headed figures adorned with gold-leaf robes. Each holds a black spear and flail. The 12-foot-tall statues radiate enchantment and evil. Serpentine armbands and gold-plated bracers gild their arms. Passing between the statues requires a DC 15 Wisdom saving throw or the character becomes shaken and is at disadvantage on all attacks, saving throws, and ability checks for 20 minutes. Additionally, the hall is covered by a permanent *silence* spell.

A secret door lies behind a middle idol (Number 3). It can be found with a successful DC 18 Wisdom (Perception) check. The door opens onto stairs descending to the crypts (**Area 6-5**). (See **Area 5-15** in the good temple description below for descriptions of the former statues.)

AREA 5-16: HIGH ALTAR

Arden's high priests' private altar is desecrated after years of depredations by Set's cult. The altar rests on a small three-foot-tall dais and is coated in layers of greasy wax made from human



lard after years of evil ceremonies. Several bones and skulls of sacrifices are still buried in the oily glaze. The entire altar is coated in six inches of the viscous, pallid wax.

As in **Area 5-9**, the room is under the effects of a permanent effect similar to a *bane* spell. Any creatures of good alignment must make DC 14 Charisma saves or subtract 1d4 from all attack rolls and saving throws made in the area of the *bane* effect. In addition, the area is under the effects of a permanent *silence* spell.

Anc-salmara, an **ancient specter**^{A1} and former priest of Set, hides within the altar. The spirit loathes the living and patiently waits until characters are comfortably searching the room before it emerges from the altar to drain their life force.

Buried under the thick layer of tallow is an adamantite ceremonial dagger, a *wand of paralysis*, a gold decanter (250 gp) containing an *elixir of health*, a *potion of gaseous form*, and two sets of locking manacles.

Once the altar is cleansed of the fetid wax, the shaken, *silence*, and *bane* effects dissipate from this room and **Area 5-15**. Award

the characters 500 experience points as a bonus if they laboriously scrape the altar clean or figure out another way to clean it.

Beneath the wax is an altar carved and painted to resemble a lion with a mane of flames. A secret compartment at the base (found with a DC 16 Wisdom [Perception] check only if the altar is completely cleansed) holds a *tome of understanding* left over from Arden's priesthood.

AREA 5-17: FORUM

A short flight of stairs at the end of the hall descends onto a lowered platform situated between three rows of wide stone steps used as benches. The speaker's platform is nestled amid the bowl-shaped seats. Hundreds of skulls covered in thick dust line the benches, each facing the platform at the room's center. Black spears sit between each skull, also pointing toward the platform. Sitting upon the platform is a bronze death-mask encrusted with semiprecious stones (250 gp) and a +1 *spear*.

Originally used for rational debates, the forum more recently served as an arena of depravity for Set's followers. The entire floor is littered with papers, brittle cloth, bone fragments, and splintered furniture.

Haunting the forum are 6 **poltergeists**^{A1} that are bound to this level. They have scoured the tombs for centuries to bring trinkets to their haunt. When characters enter the forum, two poltergeists throw flasks of alchemist's fire while a third targets the characters immediately afterward with a *bead of force*. Characters unlucky enough to find themselves inside the sphere are trapped with burning debris. The sphere fills with smoke that cuts off all air in 1d4 rounds. A trapped victim must make death saves each round (even if the victim still has hit points) until death or rescue.

The spirits then wait for characters to reach the speaker's platform before flinging the skulls (1d2 damage) and spears (1d6 damage).

AREA 5-18: THE CRYPT STAIRS

Wide steps descend into the crypts (**Area 6-1 on Level 6**). Foul air wafts up the stone staircase.

SERAPH, LEVEL 6: THE CRYPTS

The crypts' halls reach heights of 25 feet. Set's followers entered the ossuary and altar room but never penetrated the protections of Arden's priests' burial vaults.

Stagnant air fills the crypts. While on this level, all Constitution-based ability checks and saving throws are made at disadvantage due to the lack of oxygen. If the doors of the lower sanctum (**Area 6-2**) are opened and the Morningtide Sphere cleansed, the stale air quickly refreshes.

The crypts are made of ancient stone, and lit with burning glass globes containing *continual flames* resting on wall sconces every 30 feet.

No wandering monsters are encountered on Level 6.

AREA 6-1: THE BRONZE DOORS OF THE LOWER SANCTUM

Double bronze doors remain closed, and a thick wax paste seals the portal. One downfall of belonging to Set's priesthood

was the occasional sacrifice of the high priest. Naleshwar and his faction usurped control from the high priest Kirolansh and sacrificed him in the lower sanctum (**Area 6-2**). His vengeful spirit haunts the chamber and the glass pillar leading to the Morningtide Sphere high above. Stairs outside the door rise to **Area 5-18** on Level 5.

AREA 6-2: THE LOWER SANCTUM

This darkened chamber seems to absorb light. An expansive dome covers the room. A white stone altar directly beneath a 10-foot-diameter hole in the ceiling is the only object in the room. The hole is the lowest end of the hollow force pillar supporting the Morningtide Sphere. The mostly disintegrated remains of a skeletal figure wearing tattered robes of Set's priesthood lie face down on the altar. A tarnished ceremonial +2 *handaxe* is imbedded in the figure's cracked skull. A *ring of protection* still encircles a finger bone discarded on the floor — it can be noted with a DC 18 Wisdom (Perception) check. A severed hand still gripping Set's unholy symbol is near the altar. The leathery hand tightly clasps the amulet in a lasting plea to the dark god.

Naleshwar and his followers sacrificed Kirolansh, a high priest of Set, to the god of darkness. The angry Kirolansh's enraged spirit soon returned as a **kamarupa**^{A1} but was unable to cross the seals Naleshwar used to protect the room. Kirolansh now haunts this room and the hollow transparent tube running throughout the center of Seraph. For years, the kamarupa has roamed the tube seeking clear spots through which it can use its gaze and Nightmare abilities on Seraph's ever-changing inhabitants. Those first inhabitants quickly learned to cover the force pillar, and subsequent invaders added to the layers of dirt and grime to stay safe from the dangerous kamarupa.

The room and the tube are under a divine spell that bars the kamarupa from escaping unless the chamber's door is opened and the seal broken.

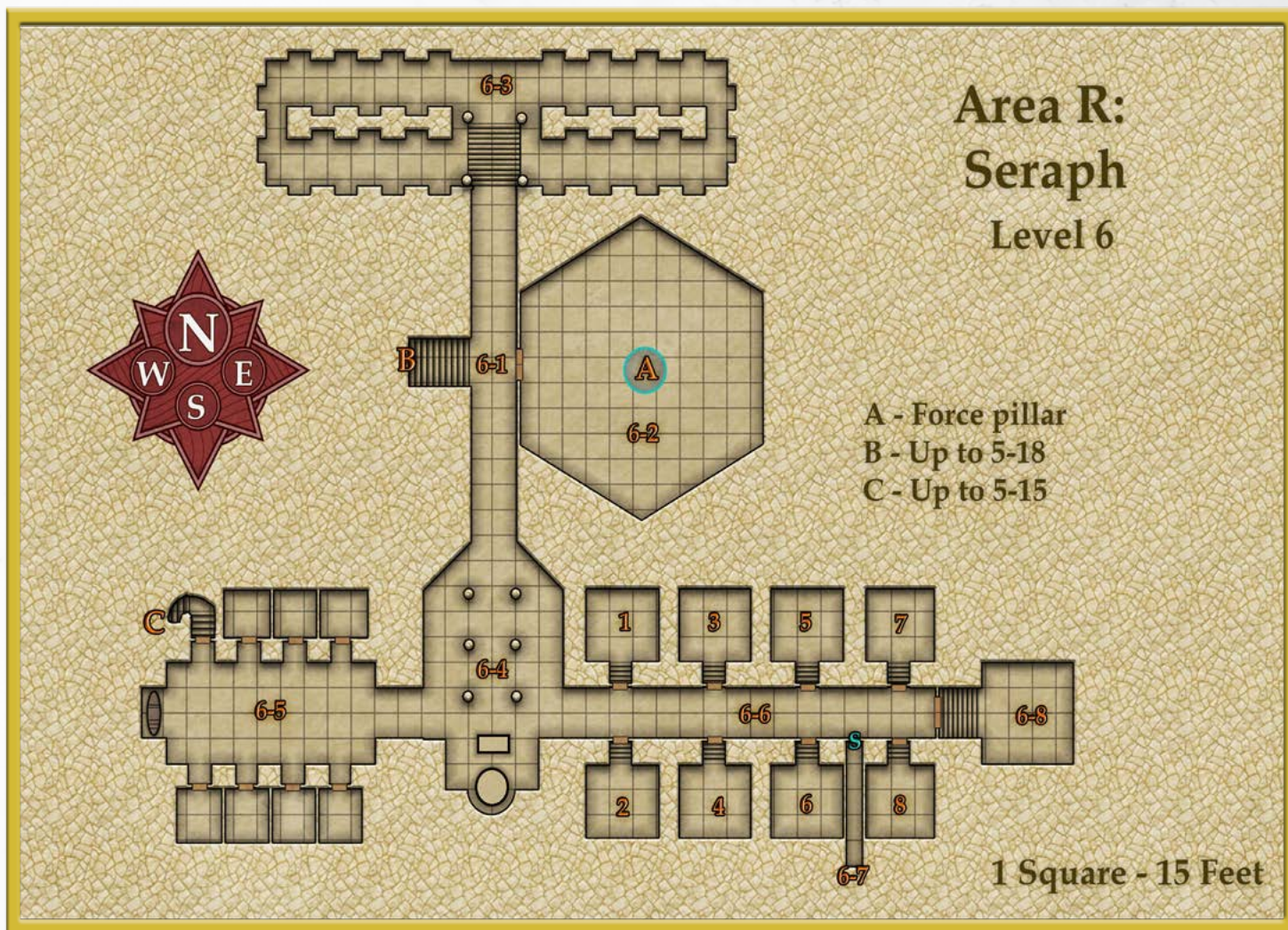
If the Morningtide Sphere atop Seraph is cleaned, the rays of the sun blast into this chamber, immediately destroying the kamarupa. Light cascades over the altar, restoring it to its former glory. The room comes alive with positive and refreshing energy, and waves of heat wash away the gloomy atmosphere of the lower halls. Fresh air again fills the chamber.

Once the Morningtide Sphere is cleansed, the *scepter of faiths* can receive the blessing of the *Convocation of Radiance* by placing the item on the altar during the midday sun. (This ceremony is detailed later in this chapter.)

AREA 6-3: THE OSSUARY

A marble staircase descends 10 feet into a lofty ossuary. Shallow niches holding the dust-covered, skeletal remains of thousands of individuals line the 35-foot-tall walls. The floors are littered with scores of bones and cloth fragments. The majority of the skeletons remain on carved shelves. But those niches below 10 feet are mostly empty, the bones scraped out to litter the floor. Thick webs heavy with dust drape from the walls and ceiling in long strands.

Set's priesthood entered this chamber long ago but found little of use in the crypts. The ossuary contains citizens and commoners of Zendeth-Jan, people who were buried with few possessions.



Set's followers created a cursed individual guardian to oversee the supply of skeletal corpses. A **crypt thing**^{A1} wearing the robes of Set's priesthood still meanders through the bones. Through dark rituals, Set's priests imbued the crypt thing with sentence. It has no treasure and immediately attacks anyone who enters the ossuary.

The crypt thing teleports all affected creatures in random directions. Roll 1d4 on the table below to determine where characters end up:

1d4	Teleport Location
1	The Lower Sanctum (Area 6-2)
2	The Sending Shrine (Area 6-4)
3	The Vaults of the Honored (Area 6-6)
4	Shah Rasalt's Tomb (Area 6-8)

Teleported creatures arrive in the closest open space to the determined destination but must appear on a solid surface capable of supporting their weight.

AREA 6-4: THE SENDING SHRINE

Any beings not of lawful good alignment must make a DC 13 Wisdom saving throw upon entering this shrine, taking 21 (6d6) radiant damage on a failure or half as much on a success.

A golden sun (permanent *daylight* spell) illuminates the room. The ornate chamber is a ghost of its former glory. Faded murals depict a shimmering sphere shining above Seraph's summit. The sphere brilliantly reflects the room's light. Gold and silver embellish the walls and fluted columns. Thick dust covers the floor, hiding the disintegrating remains of many men. Fragments of clothing are all that remain.

A white stone altar draped in ashen silk sits atop a raised dais against the southern wall. A massive 30-foot-tall marble statue of a hawk-headed man stands behind the altar. The heavily muscled statue has the mane of a lion and holds a golden staff with blue striping high above the altar, pointing toward the shrine's entrance. Once per round, the statue fires a bolt of searing light (*Ranged Spell Attack*: +10 to hit, range 120 ft. one creature, *Hit*: 9 (2d8) radiant damage, or 17 (5d6) radiant damage if the target is undead) at any non-good creature that enters the room. This attack targets invisible creatures normally but is not triggered by those passing ethereally. The statue ceases only if a command word is given or if it is destroyed. The statue has an armor class of 18, 100 hit points, is immune to acid, cold, fire, lightning, poison, and psychic damage, and is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Resting on the altar is a kopesch (a curved shortsword) in a gold sheath encrusted with sapphires. The intelligent sword is

AREA 6-6: VAULTS OF THE HONORED

Tomb	Contents	Inscription
1	Ehrmandale the Devout	"Ehrmandale the Devout, with piety and tenacity he conquered the souls of pagan men with the radiance of Arden. Turn to the sun, and the shadows of life fall in the past." (The second half of the inscription is carved by a different stonemason, and looks rushed.)
2	Vandallia of the Sun Children	"Vandallia of the Sun Children, scholar of radiance and maiden of Arden. Blessed prophet of the eclipse and seer of the dusk." (The inscription has been defaced to read "Vandallia ... the ... Child.")
3	Terhune the Penitent	"Terhune the Penitent, Deliverer of Arden's wrath. Disruptor of undead legions and Hero of the Infidel War."
4	Aymara the Meek	"Aymara the Meek: Her Roar Resounded Loudest in Dire Days."
5	Daemilian, Champion of the Divine Discord	"Daemilian the Champion of the Divine Discord, son of Shah Rasalt, with sword and shield he erased Akruel's name from history." (Divots of stone have been taken from beneath the inscription by worshippers who sought to carry off a piece of the champion's virtue. If a small stone chip is chiseled out of the wall, it bestows a +1 bonus to Wisdom saving throws for a full week. One chip can be taken per person in a lifetime. Anyone who takes more than one relic receives a -1 penalty to Wisdom checks for one year or until the character atones for his or her greed.)
6	Vydessia the Diviner	"Vydessia the Diviner, with wisdom beyond mortal man her visions led the faithful to truth and redemption."
7	Ironton of Clan Ashenchisel	"Ironton of Clan Ashenchisel, Master Architect of Seraph. His fidelity and friendship shall forever secure the bonds between dwarven kind and the Children of Arden." (A second inscription of an elaborate dwarven rune has been carved beneath the words. It was added by a contingent of dwarves from Anvil Plunge during a pilgrimage to celebrate the master architect.)
8	Bram Kaal	"Bram Kaal, Holy defender of Penance and sword-bearer of Angkor-Saln during the Uprising of Seven Atrocities."

named **Pashora**^{A2}. Pashora knows the command words for the chamber's protections, including the statue's *searing light*. She has no compassion for tomb robbers and does not condone such actions. Pashora also knows about the *Convocation of Radiance* ritual to restore the *scepter of faiths*, as the sword was present at the original scepter's creation.

AREA 6-5: TOMBS OF THE VIRTUOUS

Priests and Arden's committed followers are buried in these tombs. Divine magic protects these chambers. Non-lawful good characters who enter this room must make a DC 13 Wisdom saving throw. On a failure, they take 21 (6d6) psychic damage, while on a success they take half this amount.

Unlike the Sending Shrine, this room's ceiling is a mosaic of glass tiles. The mural depicts the ziggurat's former glory with the Morningtide Sphere shining brightly as hundreds of Arden's followers kneel reverently around the ziggurat. One figure holds the *scepter of faiths* high over his head. The scene portrays Shah Rasalt presenting the blessed scepter to Arden's faithful during the War of Divine Discord.

A gold-painted river barge sits on a carved wooden stand at the end of the room. Lifelike wooden statues man the ship, which has a statue of Arden on the foredeck. This funeral

barge is valuable (12,000 gp) if an interested buyer can be found but removing the 25-foot-long boat intact should be challenging. The sword Pashora^{A2} views the attempt as an evil act.

Tombs of Arden's sanctified followers line the walls. The bronze doors have no handles and are sealed tightly with one-way locks. The locks can be opened with a DC 18 Dexterity check with thieves' tools but each door is protected by a trap that summons a **giant spotted lion**^{A1}. The trap can be noted with a successful DC 18 Intelligence (Arcana) check and disabled with either a DC 21 Dexterity check using thieves' tools or a successful DC 18 *dispel magic* check. Each tomb holds eight niches on which lie the remains of Arden's faithful. The bodies are adorned in disintegrating finery and 1d4 pieces of jewelry (50 gp each). Individual names and a eulogy detailing deeds are engraved below each niche.

AREA 6-6: VAULTS OF THE HONORED

Heroes and Arden's venerated servants are buried here. Non-lawful good characters who enter this area must make a DC 13 Wisdom saving throw. On a failure, they take 21 (6d6) psychic damage, while on a success they take half this amount. This zone begins halfway down the short hallway and abuts the zone in **Area 6-4**.

Bronze doors emblazoned with Arden's hawk-head image mark each tomb. The doors have no handles and are tightly sealed with a one-way lock. In addition, each door is *arcane locked*. The locks can be opened with a DC 28 Dexterity check with thieves' tools (DC 18 if the *arcane lock* is first removed.) An inscription containing the name and deeds of the deceased embosses each portal.

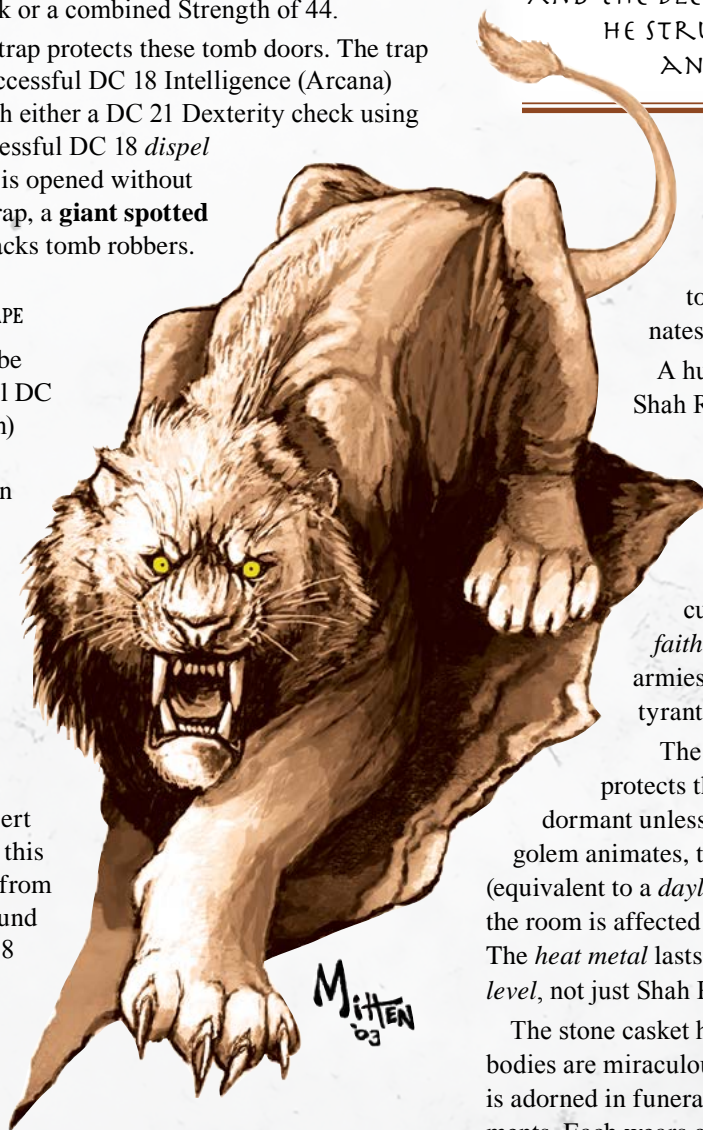
Each tomb holds a stone sarcophagus carved and painted to resemble the person within. Smaller, less ornate sarcophagi surround the dais and hold the deceased's immediate family members.

Mummified corpses in the lesser sarcophagi have 1d4 pieces of jewelry (500 gp each). Moving the lid is arduous but can be accomplished with a successful DC 18 Strength check or a combined Strength of 36. The main sarcophagus holds a mummified body adorned with 1d4 pieces of jewelry (1,000 gp each). These larger lids are even more difficult to open, requiring a DC 22 Strength check or a combined Strength of 44.

A summon monster trap protects these tomb doors. The trap can be noted with a successful DC 18 Intelligence (Arcana) check and disabled with either a DC 21 Dexterity check using thieves' tools or a successful DC 18 *dispel magic* check. If a door is opened without disarming that doors trap, a **giant spotted lion**^{A1} appears and attacks tomb robbers.

AREA 6-7: SECRET ESCAPE

The secret door can be found with a successful DC 18 Wisdom (Perception) check. It opens into a rubble-and-sand-strewn hall. The hall is easily passable and extends for nearly half a mile before ending at a narrow spiral staircase. The stairs ascend inside a massive pillar. A secret door opens onto a remote section of desert ruins. From the inside, this door is obvious, while from the outside it can be found with a successful DC 18 Wisdom (Perception) check.



AREA 6-8: SHAH RASALT'S TOMB

These bronze double doors are more elaborate than the other tombs, and a low hum of electricity emanates from them. The pulsating drone is a *minor illusion* designed to thwart tomb robbers.

A golden tablet across the top of the doors bears the following inscription:

THE TOMB OF SHAH RASALT, FOUNDER OF
SERAPH, BLESSED SON OF THE RADIANT
ARDEN, SLAYER OF AKRUEL, BELOVED OF THE
FREE CITIES.

DISTURB NOT THE MOST SANCTIFIED OF
SPIRITS, FOR HE HAS EARNED HIS REST.
DURING TIMES OF TYRANNY WHEN THE DEAD
ROSE AGAINST THE LIVING, WHEN THE LAND
WAS GOVERNED BY DISSENT AND INIQUITY, HE
ROSE FROM THE TYRANNY OF LIFE TO BRING
LIGHT INTO THE DISHEARTENED SOULS OF
MORTALS. WITH THE UNITED EARTHLY FAITHS
AND THE BLESSINGS OF THE GODS THEMSELVES,
HE STRUCK AT THE HEART OF AKRUEL
AND SUNDERED HIM TO HELL.

The doors are locked but not trapped. The lock can be opened with a successful DC 18 Dexterity check with thieves' tools.

Murals and intricate mosaics decorate the tomb's interior. A brilliant gold-leaf sun dominates a celestial map on the blue mosaic ceiling.

A huge sarcophagus sits on a dais. An effigy of Shah Rasalt, the high priest of Arden and slayer of Akruel, is depicted on the lid. The sarcophagus is incredibly detailed and carved with stunning ornamentation. The eastern wall depicts the climax of the War of Divine Discord against Akruel's cult when Shah Rasalt drove the *scepter of faiths* into Akruel's chest. Legions of undead and armies of evil cower in disbelief and fear as the tyrant falls to Arden's priest.

The effigy of Shah Rasalt is a **stone golem** that protects the sarcophagus on which it lies. It remains dormant unless the sarcophagus is disturbed. Once the golem animates, the golden sun overhead glows brilliantly (equivalent to a *daylight* spell) and radiates heat. All metal within the room is affected by a *heat metal* spell with no saving throw. The *heat metal* lasts until the item is removed from the tomb level, not just Shah Rasalt's tomb.

The stone casket holds Shah Rasalt and his wife, Nashala. Both bodies are miraculously preserved and mummified, and each is adorned in funeral attire and bejeweled with precious adornments. Each wears gold funeral masks (7,500 gp), broad-collared bead necklaces (2,500 gp), four gold-and-platinum rings (750 gp each), and beetle scarabs (1,000 gp). In addition, Nashala wears a gold navel ring and belt (1,500 gp), and Rasalt wears a platinum circlet (4,500 gp). The mummies must be painstakingly unwrapped to reveal these treasures.

THE CONVOCATION OF RADIANCE

To receive the *Convocation of Radiance* blessing for the *scepter of faiths*, the Morningtide Sphere must be cleaned, and the lower sanctum accessed (**Area 6-2**). Once sunlight fills the sphere, it sends a beam of light through the temple's levels to the sanctum and illuminates the white altar located there.

The *scepter of faiths* must remain on this altar for four consecutive days without being disturbed (the beam of sunlight weakens at night but continues to shine thanks to the pyramid's magic). The scepter itself glows brightly during the high midday sun (approximately one hour) each day. This ceremony does not require a priest of Arden to oversee it; the scepter must only be placed on the altar while the sun beams down through the Morningtide Sphere.

Once the ritual is complete, the scepter gains an additional +1 bonus to attack and damage rolls (a total of +2 bonus). Further, the scepter also receives the following:

Courage. While attuned to the scepter, you can't be frightened.

RESONANT MEMORIES

However, while the characters wait for the *Convocation of Radiance* to conclude over the next four days, strange occurrences begin to occur throughout Seraph. Characters who continue exploring the temple suddenly find things are quite different as various memories and events — some positive, some traumatic — from Seraph's past push through to affect the present. These “resonant memories” of Seraph's often-violent history occur throughout the cleansed temple. For characters who visited the Du Vaine Manor in **Chapter 8: Soul of Glass**, these resonant memories are similar to the hauntings from that adventure. Each room where these memories occurs is detailed in the description of the temple as it appeared thousands of years ago when it was a shining bastion of good. Characters who revisit these rooms see past versions of the “good” temple superimposed over the current “evil” temple. The effect can be quite disconcerting, like looking at two different images fighting for dominance. Characters who focus on one image — say the good version of things — can learn to see only that version of the temple.

FOUR DAYS OF DANGER

The *Convocation of Radiance* takes four full days to complete, during which time the scepter must remain in the light filtering down through the Morningtide Sphere. Different events (summarized below) occur during this ceremony that the characters must deal with to protect the scepter and fully receive the blessing. These events are more fully described in four sidebars found in the “good” version of the temple described below, usually close to the area where the event occurs.

Day	Event
Day 1	A sense of peace immediately suffuses the pyramid. Things seem brighter within the once-dark halls, and the foreboding presence of evil lifts. Characters also begin to see ghostly figures of long-dead priests in their robes wandering the halls as they go about their daily lives. Characters who wander around the temple discover that they can see and even hear the ghosts (descriptions of each chamber in the fully functioning temple during its heyday are presented below with different ghostly presences the characters can discover). However, a pack of ghostly hyenas is also summoned and runs rampant through the halls to accost characters. See Event 1: The Dogs of the Dead for details.
Day 2	As the ghostly priests continue about their routines, the undead servitors of Set return to retake the temple. These evil undead are on a mission to destroy the new <i>scepter of faiths</i> and finally end the quest to stop Akruel. See Event 2: The Servitors of Set for details.
Day 3	A monstrous zombie shadow hunter — formed from the bones of the serpent that served Master Zillious in the temple's lower level and the flesh of the fleshewn wall of eyes — forms on Level 5 and immediately seeks out the characters before they can complete the <i>Convocation of Radiance</i> . See Event 3: The Snake in the Halls for details.
Day 4	On the final day of the <i>Convocation of Radiance</i> , a ghostly form of an old man in ancient armor appears beside the altar where the scepter rests. He raises his hands toward the beam of light radiating down through the temple from the Morningtide Sphere, and he and the scepter both glow with an unearthly radiance. This ghostly figure is none other than Shah Rasalt, the high priest of Arden buried in Seraph who wielded the first <i>scepter of faiths</i> against Akruel and put a stop to his menace — at least for a while. It is only fitting that he arrives to impart his blessing on the new weapon meant to stop his ancient enemy once and for all. However, Master Zillious, newly risen as a demonic knight of Set, arrives with his companion vrock to halt the ceremony. See Event 4: Shah Rasalt's Return for details.

Other resonant memories presented in the individual temple descriptions for the most part cannot harm the characters, but they might give them a fuller understanding of the troubles the priests of Arden faced in their final days as they fought off Set's minions and the gnolls of the desert wasteland.

MEMORIES OF THE PAST

If the characters explore Seraph while waiting for the *scepter of faiths* to receive the blessing, they find numerous benign spirits now wandering its halls as ghostly memories seep through into the present from the temple's glory days. For the most part, these spirits are unable to interact with the characters. So while characters can see Anata Kali-Shar, the ziggurat's former archivist, as she records events on her clay tablets in the archivist's chamber (**Area 3-8 below**), she cannot see or interact with them.

However, some of the "evil" spirits that return during this emergence of the past can and do try to harm the characters. These encounters are detailed in **Events 1, 2, 3, and 4**. The

characters may be caught off guard by these suddenly deadly adversaries appearing in their midst after encountering so many insubstantial spirits. The forces of evil (mainly Orcus) supporting Akruel summon these deadly foes from the ancient memories to destroy the newest version of the scepter.

Each room in the temple is detailed as to what resonant memories the characters encounter. However, there are many more spirits randomly roaming the halls of Seraph. Use the following table to determine the random benign spirits that characters encounter. These ghostly images do nothing more than go about their day, oblivious to the characters' presence and the current state of their beloved temple. They merely re-enact their lives and past events for the characters to witness. Check every 30 minutes as characters explore:

SPIRITS IN SERAPH

1d20	Encounter	Number
1	Ghostly lions growl and pace about, clearly anxious.	1d4
2	Anata Kali-Shar (Area 3-8 below) accompanied by a stone golem.	—
3	Low-ranking priests performing random duties.	—
4	Brotherhood of Radiant Devotion paladin returning from the desert.	—
5	Temple minders leading 1d4 visiting dignitaries.	—
6	High-ranking priests.	—
7	Minions of Set ransacking the temple.	1d8
8	Lions facing off against hyenas in the halls in a bloody battle.	—
9	Gnolls in ancient armor march through the halls.	—
10	High Priest Kirolansh (Area 6-2 above), a minion of Set, walks imperiously through the halls. Characters who saw or fought the kamarupa immediately recognize him.	—
11	Lower-ranking priests of Set are busy attaching thousands of severed snakes to the floor. Many are bitten and fall dead into the rows of biting undead serpents.	—
12	Shah Rasalt surveys the halls. He bears the original <i>scepter of faiths</i> , which he is bringing to the lower sanctum (Area 6-2 below) to be blessed. Characters who follow his spirit witness him place it on the altar.	—
13–20	No encounter.	

THE ZIGGURAT OF ARDEN

The temple of Seraph characters explored during the main adventure was what remained after years of degradation and neglect. But before Set's minions and the gnoll invasion that led to its eventual downfall, the temple was a grand structure where Shah Rasalt — the very same high priest who ended Akruel's first reign of terror — oversaw a temple to Arden, the god of the rising sun. The temple was at the height of its power before Akruel launched the War of Divine Discord and brought ruin to the land. Good priests and their animal protectors ruled the fertile fields — not knowing of an evil already festering within the temple.

Presented below is the temple of Seraph as it was during the days of Shah Rasalt so long ago. This is an idyllic version of the place during its heyday, when the forces of good brought peace to the region. While this version of the temple does not appear

during the *Splinters of Faith Campaign*, characters may see bits and pieces of it via the resonant memories described above as they explore while waiting for the end of the *Convocation of Radiance* ceremony. Each room below details the temple as it appeared long ago during the peak of its grandeur. Many rooms also include resonant memories (similar to the hauntings presented in **Chapter 8: Soul of Glass**) that further describe the temple's appearance as the scepter receives the blessing.

This "good" version of the temple (minus the resonant memories) can be dropped into any setting in your campaign and presented as a good-aligned temple where characters may rest and recuperate. Change the deity to any that fits your game world. The temple's original history is presented, but you can ignore that to fit your needs. Just assume that the gnoll invasion and the fall of the temple to the evil deity Set never occurred.

The numbering presented below uses the same maps of Seraph as presented in this chapter for the "evil" version of the temple.

BACKGROUND

More than 4,000 years ago (around the year –604 I.R.), the city-state of Zendeth-Jan thrived along the banks of the Kanderi River as a metropolis of free men. Its open gates welcomed all people seeking refuge from warlords and tyrants. The city followed the teachings of the sun god Arden and stood steadfast against foes for centuries. The War of Divine Discord was just beginning as Akruel began his march of terror from the Seething Jungle.

The centerpiece of Zendeth-Jan was the magnificent sun temple Seraph, a shrine dedicated to defeating evil. The pyramid was visible for miles thanks to a crystal beacon that blazed like a small sun. Seraph served as a bastion of righteousness.

SERAPH, THE ZIGGURAT OF ARDEN

The Ziggurat during its glory days was a shining example of the sun god's faith. Seraph's six sides rise nearly 300 feet to a golden dais upon which a gleaming 10-foot-diameter sphere of polished crystal sits. The crystal burns with the fires of the sun, its beacon visible for miles day and night. Steep stone stairs climb the ziggurat's 65-degree angled sides to upper doorways that lead into the pyramid.

SERAPH, LEVEL 1

The terrace and entrance are neat and clean. Normal cats lounge in the Morningtide Sphere's light.

AREA 1-1: THE TERRACE

A 10-foot-diameter crystal sphere blazing with the sun's rays dominates the terrace. The Morningtide Sphere's facets trap light and burn even at night. The sphere is mounted on a hollow tube of force that descends through the ziggurat's interior. The column easily supports the 600-pound crystal.

AREA 1-2: DAIS INTERIOR

Small urns filled with burning incense sit in the dais interior and fill the chamber with the smell of jasmine and sandalwood. Three staircases wind downward 20 feet into the temple's entry chamber. The stairs wrap around the central glass core. Each step is covered in gold leaf and imprinted with the glories of Arden.

1d6 Resonant Memory

1–4 Ghostly cats heading up to the terrace to sun themselves stop and hiss at the characters. Any character who reaches out to pet the ghostly felines receives a nasty scratch for their efforts.

5–6 Nothing occurs.

SERAPH, LEVEL 2

During Arden's golden years, the temple's second level welcomed visitors and was used to fend off invaders.

Seraph's halls and rooms are 15 feet tall, except where noted, and composed of perfectly fitted three-foot-square stone blocks.

SERAPH (TEMPLE)

Location: Dry grasslands, savannah

Nicknames: The Sun Shrine, Ziggurat of Arden

Deity: Arden ^{A3}, god of the rising sun

Leader: Shah Rasalt, NG **hierophant** ^{A1}

Servants: Sun priests (**high priest** ^{A1}), Radiants (**senior priest** ^{A1}), Golden Followers (**acolyte** or **priest**), Fires of Arden (**holy defender** ^{A1})

Dress: Worshippers dress in loose silk robes, preferring golds, reds, and oranges. Many worshippers and priests wear elaborate headdresses of gold encrusted with jewels.

Unique characteristic: Seraph is a ziggurat rising from fertile grasslands. A crystal sphere atop the temple burns day and night with the light of the sun.

Doors are wooden, unless specified. Niches holding small statues, relics, and urns line the colorful walls. Tile frescoes show aspects of Arden.

Glass globes filled with *continual flames* set in niches provide a soft radiance that flows like a golden cascade through the corridors. The air is cool and dry.

AREA 2-1: STAIRS

Wide staircases descend to the temple's third level. Three spiral staircases enter the center of the room. The column continues downward through the floor.

AREAS 2-2 AND 2-3: THE ENTRY

Columns with carved sun motifs support the 20-foot-high ceiling. Four three-foot-tall doors exit the room. Normal cats roam the rooms, rubbing against columns and visitors, and scratch at the stones and door.

Two greeters (human **priest**) welcome visitors. Each carries a bag of necklaces with golden seals visitors are asked to wear to mark them as guests so that priests may assist them.

Any disturbance brings 8 trained **lions** from **Areas 2-4** through **2-7**.

1d6 Resonant Memory

1–3 A battle rages here as spear-wielding minions of Set fight their way into the temple through barricades behind which priests of Arden crouch. Slain priests lie in bloody piles across the chamber. The sounds of spells detonating and steel clashing ring throughout the chamber. Lions leap into the fray, grabbing minions of Set in their powerful jaws. Demonic hyenas tear into Arden's priests. The room is a continuous battle depicting the final days of Seraph as Arden's faithful fought — and failed — to defend their temple from Set's merciless warriors.

4–6 Nothing occurs.

AREAS 2-4 THROUGH 2-7: CAT BOXES

Each of these four 20-foot-tall rooms is home to 2 trained **lions**. Platforms allow the cats to leap from ledge to ledge. The lions obey temple priests and ignore anyone wearing a necklace of Arden. Openings allow the cats to leave and sun themselves on the temple's sides or to descend onto the grasslands to hunt elk. A foot of sand fills each room.

1d6 Resonant Memory

1-4 Ghostly lions are ripping apart the remains of a hyena. A blood trail through the hall leads outside to where the beasts originally killed the creature when it approached too closely to the temple.

5-6 Nothing occurs.

SERAPH, LEVEL 3

Visitors to Seraph stay on this level.

AREA 3-1: SUN MURAL

The focal point of this chamber is the column running from the ceiling 30 feet overhead to the floor. The *force* column glows brightly as it reflects the Morningtide Sphere's light and channels it downward into the pyramid. Four sets of stairs ascend to **Area 2-1**, while two descend to Level 4.

A mural of reddish-orange and gold tiles runs around the room, showing the sun rising and setting. Elaborate scenes mark solstices and equinoxes. Around the room are slots where priests mark the calendar by inserting a gold bar each day. (Adjust the number of days to fit your campaign's year.)

Each bar is worth 10 gp, but taking one comes with a price: Anyone leaving the temple with one suffers from blindness within a month. Sight is restored if the bar is returned. The blindness can also be removed by a *remove curse* and a *light* spell cast simultaneously on the victim. Either way, it takes a week for the victim's eyesight to return. Some claim an image of a fiery sun remains forever burned into the thief's vision.

1d6 Resonant Memory

1-3 Priests reverently carry a gold bar and place it into the wall slot to mark the day. The illusory gold gleams brightly as if it were real. If characters cleansed the temple of evil, one of the priests instead turns and approaches the characters. The priest places the gold reverently at the feet of one of the characters (preferably a paladin or priest). The gold gleams brightly, blinding everyone in the chamber for one round. When the characters can again see, they find an actual gold bar at their feet, an offering of thanks from the gods. The gold bar is worth 3,000 gp and does not cause blindness in anyone who transports it from the chamber. This encounter occurs only once. Otherwise, the priest carries the bar to the wall and places it in a slot.

4-6 Minions of Set ransack the gold from the walls, carrying the bricks to a wagon laden with the lucre. A high priest directs the operation. The light in the chamber seems to dim noticeably with each gold bar that is removed. Other invaders are busily scraping away at the mural that decorates the room.

AREA 3-2 AND 3-3: THE UPPER VAULTS

Gold bars used in the mural (**Area 3-1**) are stored here. A temple guardian (LG male human **holy defender**^{A1}) stands watch.

AREAS 3-4 THROUGH 3-7: VISITORS' QUARTERS

These spartan rooms house visitors. A communal chamber (**Area 3-4**) leads to rooms for men (**Area 3-5**), women (**Area 3-6**), and children (**Area 3-7**). Braziers provide light and heat, and priests provide food and drink.

AREA 3-8: THE ARCHIVIST'S CHAMBER

Stucco murals of Arden offering the blessings of the sun decorate this room. Soft pelts serve as a bed, and a stone table covered with wet clay sits against the wall. The table has an indentation that allows wet clay to be formed into stone tablets. Sealed vats contain wet clay and water.

Anata Kali-Shar (N female human **high priest**^{A1}), the ziggurat's archivist, lives here. She records everyday events on clay tablets. Kali-Shar dresses in golden robes and wears a headdress containing 12 rubies. Golden hair falls to her waist, with strands of platinum and silver woven into the tresses. Kali-Shar hides her clay-covered hands under her long sleeves. She speaks bluntly and expects immediate answers to her numerous questions.

1d6 Resonant Memory

1-3 Anata Kali-Shar busily records the daily events on a multitude of clay tablets. Characters who patiently watch her writing her daily logs can read the following:
"The hyena packs ringing the pyramid have grown bolder and are venturing ever closer. The lions hate the things. The noble protectors killed three of the ugly dogs, but they grow in numbers by the day."

"Master Zillious sent another missionary out to spread Arden's word. But I've checked. None of them has ever returned. Ever."

"Shah Rasalt claims an evil is gathering strength under the mysterious black cloud. The tides are changing, and the birds fly in odd patterns as if their sense of direction is gone. Shah Rasalt spoke at length that Arden's faithful must journey soon to face the death-priest."

"I feel their presence around me. Even now. Watching but not speaking. Who are you?"

4 Anata Kali-Shar suddenly stops writing and looks directly at the characters. "I know you are there," she says. "What manner of devilry is this that you bother me at my work? And from when? Oh yes, I see that you don't belong here."

5-6 Nothing occurs.

AREA 3-9: TABLET STORAGE

Nearly 1,000 stone tablets fill this room. Kali-Shar places tablets recording daily occurrences here. The information is tedious, containing entries such as "No visitors; lion fought hyena pack and was killed." Each tablet contains a week's worth of information.

EVENT 1: THE DOGS OF DEATH

On Day 1 of the *Convocation of Radiance* as the *scepter of faiths* rests on the altar under the Morningtide Sphere's shining light, the characters hear a terrible braying that echoes through the halls of Seraph. The guttural sounds raise the hairs on the backs of the characters' necks as it reverberates through the stone halls. Characters who listen can also hear claws clicking on stone as animals of some sort charge headlong through the pyramid's many chambers. The sounds seem to be descending steadily through the levels of Seraph.

The noise is caused by the dogs of death, a pack of 24 **giant shadow hyenas**^{A1} summoned by Set to stop the *Convocation of Radiance* currently taking place in the lower sanctum. The pack splits up as soon as it enters the pyramid so that four smaller packs of 6 giant shadow hyenas each are now charging recklessly through the temple to find the characters. Once one pack finds the characters, they begin to bray and bark to summon the remaining creatures. The first smaller pack arrives in 1d4 + 2 rounds, with another pack arriving every 1d4 rounds after that until all the hyenas surround the characters.

The dogs are merciless hunters that try to corner characters and viciously tear them apart. They shimmer and distort slightly (from their shadowy substance) as they meld into the shadows and use their Strength Drain ability to weaken foes.



AREA 3-10:

THE SECRET TABLETS

Tablets detailing aspects of Arden, the true names of the gods, and details of ceremonies held in the Sun Sanctuary (**Area 4-13**) are stored here.

AREA 3-11: THE SUN'S SERVANT

A nine-foot-tall statue of a warrior stands near the doorway. Arden's holy symbol is inscribed on its chest. Patches of wet and drying clay can be found pressed against its form.

Tablets recording world events are stored on recessed shelves that slide into the walls. The tablets detail wars, plagues, and cataclysms, as well as important events.

Characters searching the tablets with a successful DC 16 Intelligence (Investigation) check discover gaps. Events deemed too important for casual viewing — rituals and state secrets — are stored elsewhere. The statue is a **stone golem** that transports

the heavy tablets. The golem leaves visitors alone unless they attempt to remove the records. Kali-Shar uses the golem as a walking notepad and pushes clay against its body and then writes notes until she can properly record the information. Patches of hardening clay decorate the golem's chest and back.

1d6 Resonant Memory

- 1–4** A stone golem swings its mighty fists at four warriors of Set who surround it. Their heavy hammers chip away at the golem's form, breaking away the words written in the drying clay on its massive body. The warriors are guided by a priest who wears dark robes decorated in silver. Eventually, the warriors pummel the stone golem to the ground, at which point a final blow shatters it into a mound of rubble.
- 5** Gnolls bark chaotically as they hammer at stone tablets to shatter them across the stone floor.
- 6** Nothing occurs.

SERAPH, LEVEL 4

The temple's priests eat, study, and sleep on this level.

AREA 4-1: DINING HALL

Low-ranking priests of Arden eat here at three 15-foot-long stone tables. Stone benches provide seating. Food is carried in on wooden slabs.

1d6 Resonant Memory

- 1–4** A feast is underway, with low-ranking priests of Arden seated on stone benches. Other priests carry food out to their brethren on wooden slabs. The room is abuzz with conversation, fervent prayers to Arden, and occasional laughter. The priests are having a good time.
- 5–6** This vision of the past is exactly like the first resonant memory in the room. However, as the feast is continuing, a dark figure in black robes appears in the doorway. He raises a holy symbol of Set in front of him and presents it toward the lesser priests. As he murmurs to his dark god, rows of the priests begin to fall dead at their tables, their bodies withering to husks. Other priests scream in terror and flee the room. Master Zillious stalks after them to continue the slaughter of Arden's faithful. A giant cobra slithers in to bite those who continue to crawl away from their death.

AREA 4-2: KITCHEN

Meals consisting of grains and vegetables, with occasional meat from an elk or herd animal, are prepared here. Utensils, spices, and other cooking equipment are stored in a connecting pantry.

1d6 Resonant Memory

- 1–5** Cooks are busy preparing meals, cutting slices of meat from sides of elk. Others are boiling potatoes over flames, while some are placing the readied food on wooden slabs.
- 6** Once a day, characters find a plate of fresh food and water prepared for them (as if *create food and water* has been cast, but the food is flavorful).

AREA 4-3: PRIEST'S CHAMBER

An initiate priest lives in this room. He is in charge of coordinating ceremonies for the lower priests.

AREA 4-4: STORAGE

Grains and other foodstuffs are stored here until needed. The rooms are otherwise empty.

AREA 4-5: STORAGE

Items used for various ceremonies are stored here. Characters can find decorative costumes done in gold and red, as well as ceremonial robes worn for lesser events celebrating Arden.

AREA 4-6: PRAYER CHAMBER

Tile murals in this alcove exhort the lower priests to serve Arden faithfully. The artwork shows Arden stepping from the clouds in rays of golden light to heal withered crops and people.

AREA 4-7: THE RADIANT STATUE

A glowing lion-headed statue with feathery features stands nearly 12 feet tall in this room where the corridors converge. The marble statue gleams with a golden, inner light. Arden's holy symbol adorns the giant warrior.

1d6 Resonant Memory

- 1-4 Priests of Set eagerly deface the statue of Arden, casting spells at the magnificent statue and cracking the marble with strikes of their maces. Already, chunks broken off the statue litter the floor of the chamber. Occasionally, the priests drag one of Arden's worshippers into the chamber and sacrifice the unfortunate individual at the feet of their god's statue.

5-6 Nothing occurs.

AREAS 4-8 THROUGH 4-10: LESSER PRIESTS' CHAMBERS

Low-ranking priests live in these rooms. Each chamber has a bed, a desk, and a recessed closet. Few priests keep personal effects, but small trinkets (feather tokens, cat statues, holy symbols to Arden, etc.) decorate some rooms.

AREA 4-II: ISELEINE'S FACTION

This chamber belongs to Hamarab Natal (CG male human **minstrel**^{A1}), who worships a goddess named Iseleine, a lesser aspect of the god Arden. Natal holds occasional ceremonies with like-minded believers and plans to eventually build a temple solely to Iseleine.

At the start of the War of Divine Discord in -604 I.R., Natal decided to take his leave from Seraph. He took his most devoted followers and led them into the mountains south of the Kanderi Desert. They eventually crossed the peaks and found themselves in the forested regions to the south. A trail of fireflies eventually led the struggling group to a stone pillar in a sparse canyon. In the years that followed, Natal and his followers seeded the pillar and the canyon below with a variety of flowering plants to create dual gardens. Natal named the new temple the Hanging Gardens

of Iseleine. (See **Chapter 7: For the Love of Chaos** for details of Natal's temple.)

1d6 Resonant Memory

- 1-4 Hamarab Natal sits at a stone table as he sketches an image of the Prism of Iseleine atop the Tower of Purity and Faith (see **Area D-6** in **Chapter 7: For the Love of Chaos**). On the same parchment is a smaller drawing of Seraph, complete with the Morningtide Sphere atop the pyramid. It is obvious from the drawing that the larger sphere atop the tower is modeled after the smaller Morningtide Sphere. Other sketches show gardens surrounding the temple, and a map pinpoints the location of the current temple of Iseleine atop its stone pillar.

5-6 Nothing occurs.

AREA 4-12: WELCOMING CHAMBER

Murals of gold and glass surround the room, and decorative pillars carved with images of Arden rise throughout the room. A 15-foot-tall stone statue of Arden sits in an alcove. The statue raises its arms outward, and a halo of fire surrounds its head.

The room serves as a waypoint to the lower levels. Guests are not permitted beyond this room without an escort. Two temple minders (LG male human **holy defender**^{A1}) wait on visitors and summon priests. The priests rely on their lion pets (**Area 4-14**) to "deter" aggressive visitors.

1d6 Resonant Memory

- 1-4 A force of gnolls bearing spears fight a much-smaller group of elderly warriors of Set. The human worshippers are no match for the brutish gnolls who mercilessly slaughter them. Yips and howls fill the chamber as the gnolls celebrate when Set's worshippers finally fall.

5-6 Nothing occurs.

AREA 4-13: THE SUN SANCTUARY

Traveling priests use this sanctuary to seek Arden's blessing before leaving the temple. Low stone benches decorated with Arden's glowing eye sit in the chamber.

A glowing glass sphere floating around the gold-plated domed ceiling mimics the sun. The sphere contains a conduit to the Plane of Molten Skies. Breaking the glass causes jets of flame to fill the room before the portal seals itself. Each character in the room must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failure or half as much on a success.

1d6 Resonant Memory

- 1-4 Warriors and lower-ranking priests of Set are taking swings at the glass sphere floating throughout the room. Empty kegs of ale are scattered on the floor, and the priests and warriors drunkenly stumble about the chamber, falling into one another and then flat onto their faces. Eventually, a warrior connects with the glass sphere. The resulting explosion burns all of the beings into ash, scorches the walls, and flares violently around the characters. The characters feel the searing heat but take no damage from the blast.

5-6 Nothing occurs.

AREA 4-14: LIONS' DEN

This room is the lair of 6 **lions** that watch for intruders. The lions come and go as they please.

AREA 4-15: THE STAIRS

Wide stone stairs descend to the upper priests' level. Small urns filled with the ashes of the dead sit on each stair.

AREA 4-16: THE SPAS

A sparkling spa of clear water fills this humid chamber. Condensation sparkles on the stone walls. Stairs descend into the water that surrounds the central *force* column. The sun's rays heat the water, providing a natural hot spring. Tropical plants grow in planters around the edges.

Temple priests (NG human **priest**) provide luxuriant togas for swimmers leaving the pool. Other priests fan coals to heat the air. Rushes in an alcove are used to scrub the skin.

1d6 Resonant Memory

1-4 Set's priests are busy sacrificing Arden's devout paladins by holding their heads beneath the waters of the spa until they stop struggling. They then stab them repeatedly so their blood taints the pure spas. The water is dark with the drained life of the holy warriors.

5-6 Nothing occurs.

AREA 4-17: THE ARMOR OF ARDEN

A metal breastplate revered as Arden's armor sits on a marble altar in this alcove. The relic gleams with an inner light but has no other magical properties. Priests say the armor's divine properties will be revealed when the full suit is collected.

AREA 4-18: CONFERENCE ROOM

Visitors are asked to wait here on plush leather couches. Statues of men with hawk heads and leonine features stand around the room.

Priests meet travelers to hear tales of the road. A secret door leads to **Area 5-4**.

AREA 4-19: WARRIOR BARRACKS

Arden's holy defenders sleep in these barracks. At any time, 1d4 guardians (LG male human **holy defender**^{A1}) can be found here. Wall racks hold their weapons. The warriors, known as the Fires of Arden, are led by Limat Jundalis (LG human male veteran **holy defender**^{A1}).

AREA 4-20: THE LIBRARY

While called a library, no actual documents are stored here. Divans sit beside low stone tables. A marble statue of a cat-headed human with feathery features stands near the door. Requests are made to the librarian (NG male human **senior priest**^{A1}), who decides whether to grant the request. A **stone golem** recovers tablets containing the desired information. Visitors may spend as long as they like here, but they can leave only once a guide is summoned.

SERAPH, LEVEL 5

Arden's high priests conduct services on this level. Many of the priests maintain shrines of their own devising to better commune with Arden. Light from the central pillar radiates throughout the level. *Continual flame* sun globes rest on wall sconces. Thin sheets of hammered gold cover the walls and ceilings.

AREA 5-1: CHAMBER OF ANSWERS

Three-foot-diameter glowing glass spheres filled with radiant fire drift about the 30-foot-tall domed room, lighting murals composed of tiny bits of glass. When a question is posed here, the beads skitter and flow to display answers. The murals also communicate Arden's wishes, displaying requests as elaborate scenes.

The murals answer any question posed by a true follower of Arden. For others, the murals may answer a single question. You should determine if the wall provides answers or shows the character a mural suggesting a "proper life."

1d4 Resonant Memory

1-4 A high priest of Arden sits in the chamber and meditates on the perfect question to ask of the wall mural. The murals on the wall shift to show images of the characters themselves bearing the *scepter of faiths* aloft as they march into a jungle to face the death-priest and his undead minions. When the images stop moving, the characters find the high priest staring directly at them, a smile on his face. He nods once and then resumes his meditations.

5-6 Nothing occurs.

AREA 5-2: THE GOLDEN PROMENADE

This hallway's walls and ceiling are covered in a thin layer of gold. Gold-painted bricks line the floor, with darker bricks creating sunburst patterns.

AREA 5-3: THE FIERY GOD

A statue of Arden with its arms raised stands against the wall. At midday, cold flames sheath the 10-foot-tall statue for one hour.

AREA 5-4: SECRET DOOR

A sunburst mosaic conceals a secret door that hides a staircase leading to **Area 4-18**. The door can be found with a successful DC 15 Wisdom (Perception) check.

AREA 5-5: THE PHOENIX MURAL

A mural depicting a fiery phoenix hovering above a glowing sphere covers this chamber's wall and ceiling. The glowing ball represents the Morningtide Sphere, and the phoenix has a feline appearance. A ziggurat sits beneath the glowing sphere. The temple's honored dead rest in state here for a day under the phoenix's watchful eye to prepare them for their journey into the afterlife.

AREA 5-6: SERPENT IN THE WALLS

For many years, a follower of the evil god Set has worked from within to undermine Arden's temple. Master Zillious (CE male human **high priest** ^{A1}) poses as a faithful follower of Arden but is actually working to bring about the temple's downfall. Master Zillious is in charge of priests who roam the countryside spreading Arden's teachings. He is good at his job, which provides the perfect front for meeting with other Set worshippers.

Arden's symbols decorate Master Zillious' room, but these disguise his true beliefs. Characters examining the markings with a successful DC 17 Intelligence (Religion) check discover images of interlocking serpents hidden in the sun symbols.

Master Zillious eats alone in his room. Servants bring sides of elk for him to dine on at his leisure. Much of the meat actually goes to his companion, a giant king cobra living in a side room (Area 5-7). Occasionally, Master Zillious lures a new priest to the room and allows the snake to feed on "live prey." Master Zillious covers up missing priests by recording that they "left the temple to spread Arden's word."

1d6 Resonant Memory

1-3 Master Zillious, whom characters might have already seen throughout the temple killing Arden's faithful in other resonant memories, sits with a low-ranking priest of Arden. Zillious speaks quietly to the priest, offering friendly smiles and warm words. It appears to be a pleasant get-together — until Zillious picks up a serrated blade and jabs it into the young priest's chest. And then does it again. And again.

4-6 Master Zillious sits in a chair watching a monstrous king cobra chase a screaming low-ranking priest of Arden about the chamber. The end is never in doubt as the priest tries the doors, only to find them locked, and then scrambles to stay away from the snake's strikes. Finally, the man is too slow, and the giant cobra's aim is true. The priest dies screaming, poison already bubbling in his blood and under his skin.

AREA 5-7: SERPENT'S LAIR

Master Zillious' companion, a giant king cobra (as **giant poisonous snake**) lairs in this chamber. Unused furnishings fill the room and give the serpent many places to hide. The snake disposes of the bodies of priests who cross Master Zillious.

AREA 5-8: MASTER ZILLIOUS' SLEEPING CHAMBER

The bronze door to this room is locked and can be unlocked with a successful DC 18 Dexterity check with thieves' tools. A bed of piled furs fills the chamber. A locked desk that opens with a successful DC 16 Dexterity check with thieves' tools is protected by an acid fog trap. The trap can be detected with a DC 17 Intelligence (Arcana) check and disarmed with either a DC 20 Dexterity check with thieves' tools or a DC 17 *dispel magic*. If triggered, each creature that starts its turn within a 10-foot radius must make a DC 16 Constitution saving throw as an acidic cloud fills the area. A creature that fails takes 7 (2d6) acid damage. The cloud lasts for one hour.

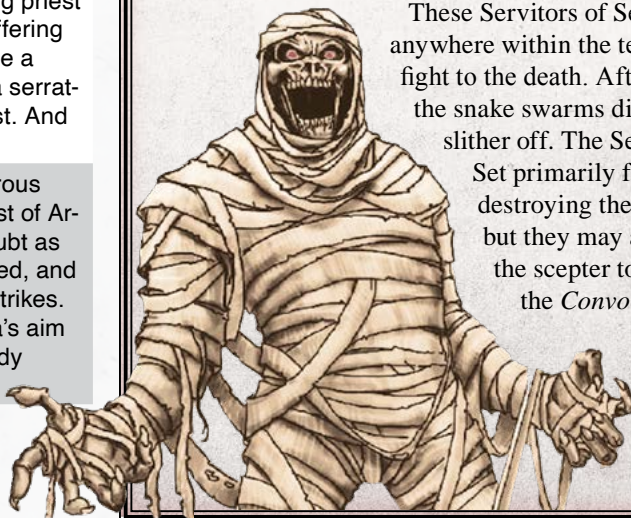
The desk contains missives Master Zillious writes to his true masters. Each letter is also written in code and backward

EVENT 2: THE SERVITORS OF SET

On Day 2 of the *Convocation of Radiance*, a chill descends through the levels of Seraph as the servitors of Set attempt to reclaim the pyramid. Thin fingers of black ice snake their way over the walls and the temperature drops at least 20 degrees, even in the light cast by the Morningtide Sphere. Characters can see their breath in the chilled air.

Characters hear horrible howls of pain and rage echo throughout the halls of Seraph as the Servitors of Set rise from among the dead bodies of the gnolls scattered throughout the temple. Set's power imbues these corpses with his dark energies to grant them unlife to destroy the *scepter of faiths*. The undead hunters appear as undead gnoll mummies wrapped in rotting linen that contorts and bulges around their bodies. The servitors are 5 modified mummies (use **mummy** stat block but a creature cursed with mummy rot also immediately takes 14 [4d6] poison damage). Once slain, each mummy collapses into a **swarm of poisonous snakes** that continue to strike at the characters.

These Servitors of Set can appear anywhere within the temple and fight to the death. After 24 hours, the snake swarms disperse and slither off. The Servitors of Set primarily focus on destroying the characters, but they may also go after the scepter to disrupt the *Convocation of Radiance*.



(requiring a mirror to read). Master Zillious knows the priests might detect magically concealed letters so he relies on a substitution code to hide his intentions. Characters can decipher the letters with a DC 16 Intelligence check to discover that Master Zillious is plotting to overthrow the temple within the year. If the trap is set off, the letters dissolve within one round.

AREA 5-9: SANCTUM

These bronze doors are locked and can be opened with a successful DC 17 Dexterity check with thieves' tools. Each door is etched with hieroglyphics and runes proclaiming Arden's greatness.

AREA 5-10: SHAH RASALT'S LOUNGE

Shah Rasalt uses this room to relax and unwind. A desk (1,000 gp), a table (750 gp), and four chairs (250 gp), all made of teak wood and gilded with gold leaf, adorn the room.

EVENT 3: THE SNAKE IN THE HALLS

On Day 3 of the *Convocation of Radiance*, the dark gods resurrect the spirit of Master Zillious' serpent companion to destroy the characters. The snake returns as a **zombie shadow hunter**^{A1} as various bones and the destroyed flesh of the wall of eyes (**Area 5-1 in the evil version of the temple**) reconstitute themselves into the 30-foot-long serpent.

The serpent starts in **Area 5-1** and slithers into any area that can hold its form. It even goes down the stairs into **Area 6-1** and accesses various parts of the lower level. Characters could very well find themselves trapped in the lower sanctum (**Area 6-2**) with the angry snake hissing outside and battering at the door.

The serpent tries to kill any characters who stand against it. Fortunately for anyone foolish enough to do so, the creature's bite is no longer poisonous.



AREA 5-II: THE HIGH PRIEST'S CHAMBERS

Shah Rasalt (NG male human **high priest** ^{A1}) lives within this spartan chamber and sleeps on a bed of teak piled with soft elk furs. Shah Rasalt is a serious man, sizing up friends and foes with a glance. He lets visitors do the talking before he speaks in his booming voice. Rasalt's needs are provided for, so he keeps no items within his chambers.

1d6 Resonant Memory

1-3 Shah Rasalt, a middle-aged man, kneels in devout prayer as he holds aloft an exact duplicate of the *scepter of faiths*. The scepter glows with an inner light and seems to banish all shadows within the room. Shah Rasalt speaks to the scepter in a strong voice, "Arden, hear my prayer, and guide us now to Akruel's doom." The scepter responds in a voice that is strong and steely on its own but doesn't seem to be entirely addressing the high priest, "The time is drawing nigh. Soon you shall face the evil one. And you as well."

4-6 Shah Rasalt, now hunched with age, kneels in the same spot on the floor, his liver-spotted hands clasped in prayer. His voice is weaker now, frail, but his eyes command respect. He pauses after a moment and turns to stare directly at the characters. "My time is gone. Take up the fight and don't fail as I did. Strike true." And with these final words, Shah Rasalt slumps forward onto the floor and takes his final breath.

AREA 5-12: THE BROTHERHOOD OF RADIANT DEVOTION

The Brotherhood of Radiant Devotion meets here. The 12 paladin members of the brotherhood (all **veteran holy defenders** ^{A1}) direct the Fires of Arden, the holy defenders who live within the ziggurat's walls. The holy defenders are led by Limat Jundalis (LG human male **veteran holy defender** ^{A1}).

1d6 Resonant Memory

1-4 Minions of Set stake Limat Jundalis to the stone with the 12 holy blades of the Fires of Arden, his paladins who fell trying to defend the temple. Set's worshippers take their time torturing the man. The memory fades before too long so the characters don't have to witness the suffering the holy warrior of Arden endured before his death.

5-6 Nothing occurs.

AREA 5-13: ARDEN'S ASPECTS

This shrine honors Arden's lesser aspects: air, goodness, and war. Murals surround the central dais and an immense mobile hanging from the ceiling details the sun's progress through the heavens. Shah Rasalt often sits in quiet meditation here to speak with his deity.

1d6 Resonant Memory

1-4 A high priest of Set whips servants struggling to carry a heavy basalt altar into the room. Other servants are busy hanging tapestries of atrocities around the chamber. Some are scratching at the murals to deface them forever. When the work is finally finished, Naleshwar sacrifices each servant who touched the holy relic of Set.

5-6 Nothing occurs.

AREA 5-14: ARDEN'S BLESSINGS

A 25-foot-tall pillar sits in the middle of the room. The column is carved with rising suns, hawks, lions, and images of Arden. Around the edges of the room, elaborate murals show Seraph's creation.

1d6 Resonant Memory

1-4 Set's disciples are busy re-carving the beautifully carved statue in the center of the room to deface it and turn it into a monument to the evil deity. The carvers are halfway up the stone now, quickly turning the suns, hawks, lions, and images of Arden into a column of crawling, slithering snakes. Even as they work, disciples of Set are casting spells on the base of the column that cause the snakes to slither and move on their own.

5-6 Nothing occurs.

AREA 5-15: HALL OF THE ESTEEMED

Six niches house statues depicting aspects of Arden. Each 10-foot-tall marble statue shows the god in his various forms:

Statue Description

- | | |
|----------|---|
| 1 | A muscular man with a glowing ball of fire resting on his shoulders in place of a head. The statue grasps a fiery javelin. |
| 2 | A lion standing on its back legs like a man. The head of the beast has a feathery mane that flows back along its neck. |
| 3 | A robed figure with the head of a hawk with feline features. |
| 4 | An elderly man bent at the waist and supporting himself with a staff. A ball of white light balances atop the carved staff. |
| 5 | A living flame with a humanoid shape. Fiery hands hold a glowing sphere of flame. |
| 6 | A giant hawk, with feathers of flame and feline features. The giant claws end in talons of blazing fire. |

EVENT 4: SHAH RASALT'S RETURN

On Day 4 of the *Convocation of Radiance*, the *scepter of faiths* pulses in the gleaming sunlight, the brilliant flashes of light mimicking a beating heart. As the pulses continue throughout the day, a ghostly form slowly materializes over the course of an hour near the bronze double doors.

The ghostly form solidifies into an imposing man with a long beard who wears gleaming armor adorned with symbols of the sun. The *scepter of faiths* — the original relic — hangs from a leather loop on his belt. Shah Rasalt's piercing eyes seem to see through the centuries and recognize the characters standing around the room. When his gaze finally leave the characters, they turn to fix steadily on the new *scepter of faiths* lying on the altar. The ghostly figure strides confidently toward the relic.

Characters may have seen images of Shah Rasalt (in a resonant memory, for instance) but the original *scepter of faiths* he bears should make clear his identity. If not, any character who possesses the shortsword Pashora^{A2} is informed of his identity: "Kneel down, you fools! That is the greatest of Arden's champions! Shah Rasalt, victor of the War of Divine Discord, stands among you!"

Shah Rasalt is halfway to the altar when an explosion blows the double bronze doors of the lower sanctum off their hinges. A cocoon of hellfire burns brightly in the hallway before dwindling to a sulfurous pall of smoke. An armor-clad figure steps from the noxious-smelling cloud. An open helm reveals a face twisted with anger and rage. The black armor the creature wears is decorated with a silver serpent that rises up along the breast plate. Master Zillious, the former cleric of Set, has been returned to the temple after millennia as a **demonic knight**^{A1} to claim the *scepter of faiths* and stop the characters' quest. The characters may already have witnessed some of the atrocities he committed

while alive via the resonant memories currently occurring within the temple. Death and his new demonic nature have done nothing to change his evil views. A **vrock** rises up behind its demonic master.

During the battle, the ghostly form of Shah Rasalt joins the fight, swinging the original *scepter of faiths* at the new adversary. While he is not physically in the chamber, his ghostly form automatically hits his enemy every round and does 10 (2d6 + 3) bludgeoning damage and 9 (2d8) radiant damage. Shah Rasalt's assistance should allow the characters a fighting chance against the demonic enemies.

The demonic knight and the vrock fight to the best of their abilities but if the fight turns against them, one or both makes an attempt to grab the *scepter of faiths* off the altar. If either does so, the ghostly form of Shah Rasalt immediately vanishes — but not the demonic knight or the vrock. The characters must restart the four-day *Convocation of Radiance* ceremony anew, assuming they survive the demonic foes on their own.

If the characters defeat Master Zillious and his vrock companion — and assuming the *scepter of faiths* is not dislodged from the altar during the battle — Shah Rasalt finally approaches the altar and raises his hands over the scepter. A blinding flash of light engulfs the room and temporarily blinds the characters but grants them an overwhelming sense of peace and serenity. When they at last can see again, they find the ghostly form of Shah Rasalt proudly lifting the scepter to admire it. He smiles warmly and hands the relic to the nearest character. The ghost speaks in a soft but commanding voice, "You've done well, but the journey is long. And Voard's blessing has grown cold." He then vanishes forever. The scepter immediately gains an additional +1 bonus to attack and damage rolls (a total of +2 bonus). Further, the scepter also receives the following:

Courage. While attuned to the scepter, you can't be frightened.

The following resonant memories can occur in the Hall of the Esteemed:

1d6	Resonant Memory
1–4	Set's minions busily tie ropes around the many statues of Arden and pull them down into the room. Warriors and priests are bashing the statues of Arden into pieces, even as blocks of stone are being hauled into the room to replace the former statues. Carvers are already sharpening their tools to begin work on these new masterpieces to the dark deity. Characters get a weird visual sensation of staring at these blocks of marble and seeing the finished statues already in the room.
5–6	Nothing occurs.

AREA 5-16: ARDEN'S SHRINE

An altar carved to resemble a lion with a mane of real flames sits on a dais at the end of the hall. The flames are cool to the

touch. The altar is said to be a portion of Arden's being that was molded by the god into an altar for his faithful.

1d6	Resonant Memory
1–4	High priests of Set slather the lion altar with greasy lard to disguise its shape. Occasionally, a struggling human is brought into the room and sacrificed over the once-pure altar to further taint it. The sacrifices are performed by a loathsome man in black robes who wears a wooden Set animal mask set with onyx inlay that appears equal parts aardvark, donkey, jackal, and fox. High Priest Anc-salmara occasionally lashes out at whoever is closest, attacking them with a ferocity born of madness. Characters who fought the specter Anc-salmara recognize the high priest from his days before his followers turned on him and sacrificed him to the very same altar he is currently crafting.
5–6	Nothing occurs.

AREA 5-17: THE FORUM

Stairs at the end of the hall descend onto a lowered platform. Stone benches encircle a central speaker's platform. Priests congregate here to discuss Arden's teachings and to deliberate on how to spread his word.

SERAPH, LEVEL 6: THE CRYPTS

The crypts' pristine halls are 25 feet tall and radiate the sun's light. Arden's priests hold solemn rites of passage for the dead here. Air is pure and clean, filtered and refreshed down the force tube. *Continual flame* globes on sconces located every 30 feet along the walls light the area.

AREA 6-1: THE BRONZE DOORS

Bronze double doors engraved with an image of Arden lifting

a glowing sun are unlocked but guarded by 2 **holy defenders** ^{A1} of Arden. The guards detain anyone not accompanied by a priest. Aggressive intruders are dealt with more severely.

1d6 Resonant Memory

1-4 Two warriors of Arden fight fiercely in a losing battle against scores of Set's minions who surround them in the long hallway. *Magic missiles* fly over the heads of the minions to strike the warriors, and spears strike shields with loud clangs. But Arden's faithful don't break, although they do eventually fall under the rising tide of evil.

5-6 Nothing occurs.

"The door exploded inward as two demonic figures burst in. At the same time, a ghostly warrior joined the fight ..."



AREA 6-2: THE LOWER SANCTUM

This brightly lit chamber's ceiling is a dome rising 25 feet overhead. A 10-foot-diameter hole is cut in the dome's center, directly above a white stone altar. The hole is the lower end of the force pillar supporting the Morningtide Sphere.

Every midday, sunlight blasts into this chamber to radiate off the white altar and fill the room with a golden glow. Waves of positive energy fill the room. The priests use the chamber for their greatest blessing: *The Convocation of Radiance*.

AREA 6-3: THE OSSUARY

A marble staircase descends 10 feet into a lofty ossuary. Niches holding thousands of skeletal remains line the 35-foot-high walls. The ossuary contains citizens and commoners of Zendeth-Jan buried with a few meager possessions. The priests keep the bones clear of dust.

1d6	Resonant Memory
1-3	A retinue of priests carry a body through the chamber, each reverently offering praise for the man's deeds in the service of Arden. The body is placed in a niche on the wall among the other dead. Candles are lit and placed at the head and feet of the corpse to light its way into Arden's graces.
4-6	Set's minions yank skeletons from the niches on the wall, at least as high up as they can reach. Bones litter the floor, and the warriors and priests delight in stomping the brittle skulls beneath their boots.

AREA 6-4: THE SHRINE OF DAY'S RADIANCE

A golden sun (permanent *daylight* spell) illuminates this chamber. The elaborately decorated chamber contains painted murals depicting a shimmering sphere shining above Seraph's summit. Gold and silver embellish the walls and fluted columns.

A white stone altar draped in silk sits atop a dais against the southern wall. A massive, 30-foot-tall marble statue of a hawk-headed man stands behind the altar. The heavily muscled statue has a lion's mane and holds a golden staff above the altar.

AREA 6-5: TOMBS OF THE VIRTUOUS

Priests and committed followers of Arden are buried within these tombs. The ceiling is a mosaic of glass tiles depicting Arden raising the temple from the grasslands.

A gold-painted river barge on a carved wooden stand dominates the room. Lifelike wooden statues man the ship, which has a statue of Arden standing on the foredeck.

Tombs of Arden's sanctified followers line the walls. The bronze doors have no handles and are sealed tightly with one-way locks that can be opened with a DC 17 Dexterity check with thieves' tools. Each tomb holds eight niches on which lie the remains of Arden's faithful. Individual names and a eulogy detailing their deeds are engraved below each niche.

AREA 6-6: VAULTS OF THE HONORED

Heroes and Arden's venerated servants are buried here.

Bronze doors emblazoned with Arden's hawk-head image mark each tomb. The doors have no handles and are sealed tightly with a one-way lock and an *arcane lock* that opens with a DC 27 Dexterity check with thieves' tools (DC 17 if the *arcane lock* is first removed). An inscription revealing the name and deeds of the deceased is embossed on each portal.

Each tomb holds a raised stone sarcophagus carved and painted to resemble the person within. Smaller, less-ornate sarcophagi surround the dais and hold the deceased's family.

Tomb	Contents	Inscription
1	Ehrmandale the Devout	"Ehrmandale the Devout, with piety and tenacity he conquered the souls of pagan men with the radiance of Arden."
2	Vandallia of the Sun Children	"Vandallia of the Sun Children, Scholar of radiance and maiden of Arden. Blessed prophet of the eclipse and seer of the dusk."
3	Terhune the Penitent	"Terhune the Penitent, Deliverer of Arden's wrath. Disruptor of undead legions and Hero of the Infidel War."
4	Aymara the Meek	"Aymara the Meek: Her Roar Sounded Loudest in Dire Days."
5	Empty tomb	
6	Vydessia the Diviner	"Vydessia the Diviner, with wisdom beyond man her visions led the faithful to truth and redemption."
7	Ironton of Clan Ashenchisel	"Ironton of Clan Ashenchisel, Master Architect of Seraph. His fidelity and friendship shall forever secure the bonds between dwarven kind and the Children of Arden."
8	Empty tomb	

The following resonant memories occur in the Vaults of the Honored:

1d6	Resonant Memory
1-5	Characters see multiple burials take place. It seems one person is barely in their tomb before another bier is lifted with another body on it. The mourners file in and out, overlapping as they come and go.
6	Priests of Arden carry aloft a single bier draped with flowers and holy symbols. Upon the bier is the body of any character who was killed during the quest to restore the new <i>scepter of faiths</i> . The body is entombed with high honors within Arden's halls. (If no characters have been permanently killed in the campaign, the body belongs to a high priest.)

AREA 6-7: SECRET ESCAPE TUNNEL

The secret door can be found with a DC 18 Wisdom (Perception) check. It opens into a long hallway. The hall is easily passable and extends for nearly a half mile before ending at a narrow spiral staircase. Stairs ascend inside a massive pillar. A secret door here is easily visible from the inside and opens onto any structure of your choosing (ruins, a small outlying temple, a large tree, etc.).

AREA 6-8: SHAH RASALT'S TOMB

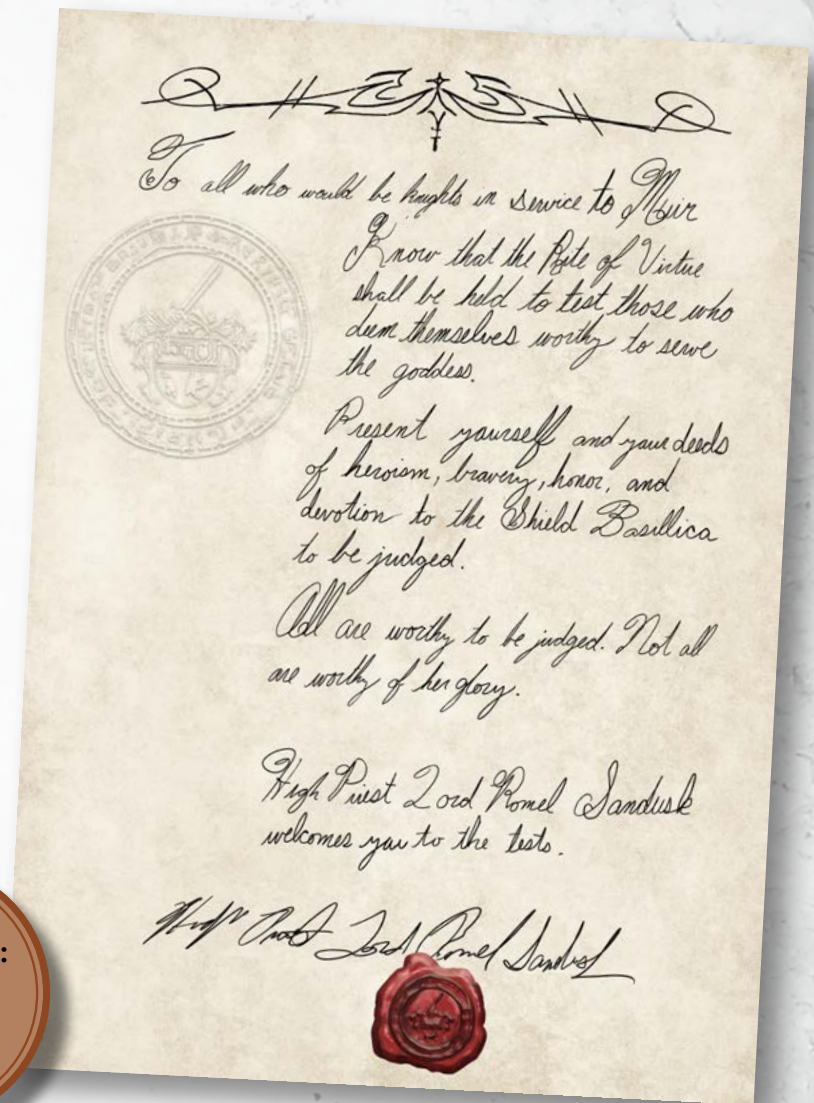
This burial chamber is being prepared for Shah Rasalt. The tomb's walls are decorated with murals and intricate mosaics. A gold-leaf sun dominates a celestial map on the blue ceiling. A portion of the wall is reserved for events Shah Rasalt may yet perform.

1d6 Resonant Memory

1-4 A funeral procession stretches nearly the length of the vaults of the honored (**Area 6-6**). The linen-wrapped remains of Shah Rasalt — his elderly face still uncovered — are born aloft into his vault. Priests and dignitaries of all ages weep openly at the man's death. As the characters watch, his body is lowered into his sarcophagus. A massive stone golem carved to resemble the man climbs over the tomb to seal it forever. The ceremony winds down with fervent prayers to Arden, at which time carvers and engravers descend on the chamber to finish a massive mural along the wall. Already, one is working hard at finishing the last days of Shah Rasalt's life. The War of Divine Discord is depicted in the carvings, which include Shah Rasalt driving the scepter of faiths into Akruel's chest.

5-6 Nothing occurs.

Handout #8: Calling All Knights



CONCLUDING THE ADVENTURE

From the blistering heat of the desert, the characters must next travel to the icy wastes of the Wailing Glacier in **Chapter 10: Morning of Tears**. Once there, they'll meet the misfits of the Monastery of World Sundering and learn a little of the forgotten god Voard, if he was even a god at all.

If the characters aren't sure where to go next, the sword Pashora^{A2} can direct them. It knows that the original scepter was taken next to the Monastery of World Sundering, although it did not accompany Shah Rasalt during that leg of his journey to create the relic. The next time the sword was in the presence of the relic, it was during a ceremony at the Shield Basilica of Muir. If the characters have not made the acquaintance of Pashora, they might be able to get help deciphering Shah Rasalt's last words in Shieldfane when they return to the Shield Basilica.

Inside the melting glacier, they'll have to find a massive statue and return it to the temple from which it was stolen. This return journey again likely requires passing through the Shield Basilica

(see **Chapter 11: The Heir of Sin**). Characters returning from the deadly desert greatly impress the knights, many of whom ask questions of them about their adventures. Some of the younger knights can be heard talking among themselves how they "plan to go raid that old pyramid to prove their worth." Their bluster often ends when they look out at the forbidding desert.

Characters also find parchments tacked up in Shieldfane and even in the tunnel below the Shield Basilica about signing up for the *Rite of Virtue*. Give the players **Handout 8: Calling All Knights**^{A6}.

However, a couple of optional encounters may occur as the characters head south from the Shield Basilica on their way to the Wailing Glacier.

Optional Encounter 1: The Shield Maiden's Quest can be set in any part of the mountains or just outside them and lets the characters meet a young woman whom they will end up rescuing later.

Optional Encounter 2: The Wise Woman can be used if the characters are unsure where to head next to receive another blessing on the scepter.

OPTIONAL ENCOUNTER 1:

THE SHIELD MAIDEN'S QUEST

As the characters are heading south from the Shield Basilica, they encounter a young woman fighting for her life against a **bulette** that burrowed out of the ground below her as she rode. Her horse lies dead nearby, torn in half from the force of the initial attack. The woman wields a greatsword, but her swings are already slowing from the prolonged battle. Unless the characters step in, the woman is likely doomed. (If the characters *don't* step up, then shame on them. Muir herself protects the determined young Shield Maiden with a lucky strike that hobbles the bulette and causes it to turn tail and flee into the ground. Or maybe directly at the characters for their shame in not offering assistance.)

The young woman is Tianlin Sandusk (LG female human **holy defender**^{AD}), the daughter of High Priest Lord Romel Sandusk of the Shield Basilica, although she doesn't advertise this relationship to the characters. She prefers to remain anonymous as she is currently acting against her father's wishes. If the characters help her defeat the bulette, she thanks them and tells them that she is on her way from the Shield to "find adventure." Unbeknownst to her father, she is seeking a quest worthy of vaulting her into the ranks of the Shield Maidens of Muir. Her father absolutely forbade her from leaving, but the brash young woman stubbornly — and secretly — led her horse away from the fortress and hasn't looked back. She was heading into the Hollow Spire Mountains in search of adventure when the bulette attacked.

She has uncovered rumors of a lost temple in the hills and is determined to find it. If the characters ask her to join them, she politely refuses and says she must travel her path alone to prove herself to Muir. But she hopes they shall meet again.

Unfortunately for her, she finds more than she bargains for in the Pinnacle of Pazuzu. Characters may very well get the chance to rescue the young woman once again in **Chapter 11: The Heir of Sin**.

OPTIONAL ENCOUNTER 2:

THE WISE WOMAN

An out-of-breath young man barely into his teens runs up to the characters as they are traveling back through the Shield Basilica of Muir. "Good sirs and madams, I beg your time," the lad shouts to them. If the characters give him a moment, he politely informs them that his grandmother wishes to speak with them as soon as possible. Kornelt (NG male human **commoner**) has been watching for them for three days at her request.

His grandmother is Madame Tarosta (LG female human **priest**), a fortune-teller who stayed in Shieldfane after her husband — a knight of Muir — was lost to a dragon attack 37 years ago. She makes a living as a midwife and soothsayer. Her daughter Corilinia (LG female human **commoner**)

assists with the midwifery, but doesn't share her mother's talent for reading the stones. Lately, Madame Tarosta's sleep has been troubled by nightmares of undead roaming the land under a roiling black cloud of death. After the characters passed through the Shield Basilica on their way to Seraph, the visions intensified to the point of physical pain.

With their return, she decided she would meet them in the hopes of ending her discomfort. Her latest dreams have shown her a massive wall of ice crumbling down over a lonesome monastery. She described the structure to many of the would-be knights of Shieldfane, but none recognized the place. One day, however, a knight just returned from the south appeared shocked at her question and spoke of a giant fiery worm rising out of a glacier of ice and snow. He was separated from his companion during the wild flight and barely escaped the monster. But he did indeed see the glacier west of the Kajaani Forest in the foothills of the Hollow Spire Mountains that Madame Tarosta has viewed in her dreams.

Madame Tarosta sits in a rocking chair on the front porch of her small home, a blanket draped over her frail form and a tabby cat sitting in her lap. Her eyes brighten when she recognizes the characters she has so far seen only in her visions. "Friends, I'm so glad you survived the harsh desert. May that warmth linger in your bones, for I fear your travels head into the frozen realms of ice and snow." She motions the characters to sit and then recounts her nightly visions, which finishes with the broken monastery, a seated statue, and the name "Voard." Kornelt serves them slices of cheese as she speaks.

Unfortunately, her numerous inquiries about the lost monastery have attracted unwanted attention, and the Dogs of Orcus have taken notice. A flight of 8 **harpies** from the Pinnacle of Pazuzu (**Chapter 11: The Heir of Sin**) swoops low over the buildings to attack the old woman and her guests. The harpies are under orders to destroy the old woman to stop her asking all her questions — or to not return to their Pinnacle aerie. Killing the characters is just a bonus.

If the characters halt the gargoyles' attack, Madame Tarosta tells Kornelt to retrieve a map left by the returned knight. He gave her the parchment in the hopes that someone might find his companion. The map describes a massive ice wall, and says his friend fell on the edge of the Kajaani Forest south of "the village of the gnomes." It's too late for his friend, however, who died in the frozen waste. His body now lies in a colony of gelid beetles (**Area B-4 of Chapter 10: Morning of Tears**). Madame Tarosta promises the characters that she will be waiting here to share any further visions should they wish to visit again.

You can use Madame Tarosta to help guide the characters in the future as needed. They'll be returning to the Shield Basilica after visiting the Wailing Glacier, and she could direct them to the village of Doan (found in **Chapter 12: Pains of Scalded Glass**). She grew up in the village and moved to Shieldfane with her husband, when first joined the knights of the Shield.

10

MORNING OF TEARS



he frigid air of the frozen wasteland is filled with icy snow driven by blasts powerful enough to tear flesh from bone. A banshee's wail washes out of the mountain of the glacier hanging ominously overhead, rivulets of water melting glyphs in the ice wall. Every so often, a chunk of ice calves off the massive glacier and falls, the impact shaking the ground as deadly ice shards explode outward.

The Monastery of World Sundering looks like disaster has already caught up to it. The stone structure is half-engulfed in the massive glacier that is slowly retreating across the land as warm air washes over the frozen surface. Despite the massive glacier splitting the temple in half, a thriving brotherhood of misfits is hard at work in the marshy, waterlogged fields surrounding their home.

FROM HOT TO COLD

The heroes are heading out of the heat and into the frozen wastes of the Wailing Glacier.



ADVENTURE SUMMARY

The characters must travel into an icy wasteland to visit a lost monastery but find that a statue needed for a blessing ceremony for the *scepter of faiths* has been stolen by a group of yetis. The adventure is for characters of 6th- to 8th-level.

BACKGROUND

The Monastery of World Sundering met an ironic end. Far removed from the kingdoms spread across the lowlands outside the mountains, the monastery sat in a deep ravine high in the Hollow Spire Mountains. From the beginning, the monastery survived devastating winter storms, fierce assaults by raiders, and the perils of isolation in an uncaring environment. A relatively young god, Voard's followers thrived on the suffering of the harsh environment in which they lived.

But when the poles of Boros shifted in 2491 I.R., widespread destruction greater than ever seen before wreaked havoc across the world of the **Lost Lands**. Heavy ice and snow fell for a full month in the peaks of the Hollow Spire Mountains, with ice building up at an unprecedented rate. The monastery was cut off, and eventually an unnatural glacier surrounded and encased the structure. As most of Voard's followers already lived in dangerous environments (such as on the edges of volcanoes or along crumbling rifts), the excessive destruction caused by the realignment of the poles destroyed nearly all of the god's followers. The devastation halted Voard's young religion in its tracks.

Now, the Wailing Glacier is retreating almost as fast as it formed, uncovering the forgotten monastery and its secrets.

Moovtu Huglish, a half-orc monk, rediscovered the ancient temple in the Hollow Spire Mountains in 3514 I.R. He studied the murals and surviving literature and uncovered details of a forgotten god of sorrow whom the previous monks venerated. Seeking his own path in life, Moovtu became the first follower of Voard in 1,000 years. Moovtu only partly understands Voard's philosophy, however, so he "fills in" any missing pieces in the beliefs and history of the lost religion. He eagerly beseeches wanderers to worship the god, despite the fact that Voard disappeared centuries ago.

THE MONASTERY

OF WORLD SUNDERING (TEMPLE)

Location: Frozen wastelands, glacier

Deity: Voard^{A3}, God of Anguish, suffering, perseverance, patience, poverty

Authority Figure: Moovtu Huglish, LN male half-orc **master martial artist**^{A1}

Dress: Monks wear heavy wool clothing and dress in layers to protect against the cold.

Unique characteristic: Years ago, the Wailing Glacier covered the structure. Half the monastery remains encased in a wall of melting ice.

A new colony of monks — outcasts who found safety in numbers in the icy wastes — follows Moovtu's faith and is resurrecting the monastery's former religion. While they don't pray for the end of the world as the monks before them, they do worship Moovtu's newly created version of Voard.

The monks shelter within the monastery's stone walls, reveling in new wonders revealed each day by the retreating wall of ice. The outcasts live a spartan existence, existing on meager rations and wearing worn clothing.

More than half of the monastery is now uncovered, but the rest remains buried within a 200-foot-tall wall of glacial ice. Snowdrifts and ice still press against the walls of the monastery, while thawed and rotting vegetation is scattered around the structure. Rivers of glacial runoff cut trenches through the frozen earth, the crystal water roaring downstream as if also celebrating its freedom from the ice wall.

Characters traveling into the Hollow Spire Mountains enter a frozen tundra thanks to the Wailing Glacier dominating the terrain. Even though the glacier is slowly thawing, the land is still frozen and cold.



RESTORING THE SCEPTER

At this point in the campaign, the *scepter of faiths* is equivalent to a +2 mace. The scepter sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. It has the following abilities:

Bless. While holding the scepter, you can use an action to cast the *bless* spell from it up to three times per day. This property recharges daily at dawn.

Courage. While attuned to the scepter, you can't be frightened.

Divine Awareness. If you are holding the scepter, you can use an action to cast *detect evil and good* from it up to three times per day. This property recharges daily at dawn.

Magic Weapon. The scepter grants a +2 bonus to attack and damage rolls made with this magic weapon.



LOCATIONS IN THE MONASTERY

The following areas are found inside the monastery's stone walls.

AREA A: THE MONASTERY OF WORLD SUNDERING GROUNDS

The stone walls of the battered monastery disappear into the Wailing Glacier's ice wall. Time and the icy environment have not been kind to the old monastery, which lies mostly in ruin.

AREA A-1: STONE WALL

A 30-foot-tall granite block wall rises out of the snowdrifts, a gray expanse in the wasteland. The wall is rough and pitted but coated with ice and snow. It can be climbed with a DC 13 Strength (Athletics) check. A 20-foot-wide opening leads into the monastery's inner courtyard, and one large section collapsed and allows entry in the garden (Area A-6). The walls disappear into the 250-foot-high wall of ice on both sides of the main building.

The wall's interior is decorated with carvings showing the destructive forces of the world: mages blast towns with balls of fire, earthquakes swallow cities, and great dragons devastate civilizations. One elaborate 400-foot-long carving shows a great

black orb devouring a world. Moovtu often gathers his monks before these elaborate carvings and creates wild stories to describe their meaning. The stories change with every telling.

AREA A-2: THE BELL TOWER

This stone tower rises three stories to where three silver bells hang. A knotted rope dangling from the bells allows the monks to ring the bells for daily prayers. They often have to knock ice off the bells before they sound the chimes.

AREA A-3: THE FALLEN TOWER

The former monks used this four-story stone tower as an observatory and as a lookout post to watch over the paths leading to the main building. The Wailing Glacier shifted the structure's base and caused the tower to collapse when the ice fully retreated. The new order of monks gather the shattered stones to rebuild the main building and outer wall.

AREA A-4: THE HOTHOUSE

The monks use this partially collapsed building as a sauna and bathhouse. The monks dump buckets of snow onto hot coals burning in clay-lined pits to create steam. Despite the collapsed look of the building, the monks rebuilt the inner chamber to contain the steam and keep out the cold.

AREA A-5: THE PAVING STONES

A walkway of granite paving stones leads from the opening in the wall through the muddy yard to the monastery. The monks clear the paving stones daily of drifting snow. Each stone is two feet wide by three feet long and engraved with tales of fearsome destructions being visited on the lands. Some are real events; others are false — or maybe simply haven't occurred yet.

AREA A-6: THE GARDEN

Wooden planks supported by sturdy poles keep the worst of the snow off a meager garden. The monks grow winter varieties of corn, squash, and potatoes. They cover the beds in manure for warmth and fertilizer.

AREA A-7: THE MONASTERY

The monastery is as tall as a two-story stone building, although it has only a single level within. Rooms have arching ceilings supported by heavy oaken beams. The beams are still frozen from years in the ice, and are as solid as rock. The rooms inside the Monastery of World Sundering are detailed below.

AREA A-7A: THE ENTRY

The monastery's 20-foot-tall, weighted granite doorways swing open easily. Two 20-foot-tall glass hourglasses flank the door. The glass tube on the left is shattered, its upper reservoir of sand scattered. The tube on the right still functions, with a few grains of sand falling every day into the lower glass chamber. The monastery's former monks believed the world would end when the upper reservoir emptied of sand. Moovtu believes the falling sand signifies when the last vestiges of ice will finally fall away from his monastery. He believes Voard shall rise on that day.

AREA A-7B: IMPOVERISHED HALL

This 100-foot-long-by-60-foot-wide room is the heart of the monastery, a place where the monks meditate and spar. Sand-colored wicker and reed mats cover the floor and provide a cushioned surface to sit upon. These are new, brought in by the monastery's "founder," the half-orc monk named Moovtu Huglish (LN male half-orc **master martial artist** ^{A1}). The ceiling arches 30 feet overhead, giving the room a spacious feel. Stone doors open onto the monks' chambers.

A five-foot-tall crystal idol — still partially covered by the Wailing Glacier's ice — sits at the room's far end. The idol weighs about 500 pounds. Candles and incense burn before its crossed legs. An inscription in the stone base is worn away, leaving only the word "Voard." Moovtu read the word and now "worships" the god of sorrow by that name. The statue weeps icy tears that run down its cheeks and drip into its cupped hands. A basin in the statue's hands collects the water, and each monk sips the liquid during morning prayers. The water is cold and invigorating but provides no special abilities.

The room's stone walls bear nicks and scratches from weapon "training sessions." The monks hone their skills here and welcome skilled visitors into the ring. Fights are to subdue,

never to kill.

Initiate Chund (LN male bugbear **martial artist** ^{A1}) sleeps in the corner. Chund cares for the idol and is "on probation" to join the brothers permanently. The monks rescued Chund after his bugbear hunting party ran afoul of Katarrh, a white dragon living within the Wailing Glacier. Chund survived but was buried in a massive fall of ice. When the brothers dug him out, they found the bugbear severely injured from several hits to the head by ice chunks. Chund remembers little of his warlike past and thinks of himself as nothing other than Voard's faithful servant.

AREA A-7C: MOOVТУ'S ROOM

Moovtu's chamber contains a sleeping hammock suspended from the walls. His meager possessions sit elevated on stone blocks he brought from the grounds of the monastery. These include a 50-foot coil of frayed rope, a stone bowl for washing, a small statue of Voard he is carving, and his carving tools. He is not a good carver, but it is teaching him patience. Failed carvings that didn't fulfill his vision of Voard line the walls. He couldn't see getting rid of them despite their imperfections.

Moovtu Huglish wandered into the icy wastes to die, unwanted by his orcish mother because of his "tainted blood." Instead, years on the frigid plains strengthened the half-orc's body and purified his mind. Moovtu rediscovered the monastery as he sought a cave in which to weather a deadly ice storm. The glacier had only recently begun melting away from the monastery, but the building provided shelter from the biting winds. Moovtu explored the ruins and eventually found the seated statue and deciphered its name from the only word on its base. Moovtu worships the "god" for providing for his survival.

Over the past year, other outcasts joined Moovtu, providing companionship and students for the half-orc. The monks maintain the grounds as the glacier continues to steadily retreat.

HORSESHOE SPIKES

Decenatus' spiked horseshoes resemble thick steel spikes radiating around the bottom of his hooves. Decenatus has mastered moving about on the points on stone, ice, and snow, and is able to move at his normal speed on all surfaces. The horseshoes give him advantage on Dexterity (Athletics) checks when on ice and snow. They also add 3 (1d6) piercing damage to kick attacks. The shoes can be placed on any horse or animal with hooves.

AREA A-7D: DECENATUS' ROOM

Heaps of blankets and moldy hay fill one corner, with cloth blankets spread atop them. **Brother Decenatus** (LN male centaur **adept** ^{A1}) sleeps here. Decenatus bears a black shape in the dark fur on his flank that resembles a black mosquito, the unholy symbol of Rachiss ^{A3}. (See **Chapter 12: Pains of Scalded Glass** for more on Rachiss' followers.) The nomadic centaur tribe considered the symbol an evil omen and exiled

Decenatus after he led a group of hunters into a mole-infested field. Half of the hunters suffered broken legs, and their angry wives chased Decenatus away. Decenatus eventually fell in with Moovtu's order and now worships Voard as his savior.

Decenatus fashions three-inch-long metal spikes for his horseshoes to improve his traction in the icy wastes. The centaur sharpens the spikes each week to maintain his traction. Moovtu reshods Decenatus' hooves each year with newly created spikes.

AREA A-7E: BROTHER SILAS

Brother Silas (LN male mongrelman **martial artist** ^{A1}) took a lifetime vow of silence six months ago after lapsing into a brief coma during which he experienced a vision of Voard. The other monks blame Moovtu's cooking.

Known as the Silent One, Silas is a former thief who was once part of a band of malformed humanoid creatures dubbed mongrelmen. He was captured during a raid on a mountain town's larders, and his brethren left him to die. Silas escaped by wriggling through a window and escaping into the deep snow. Silas is small with completely white fur. He resembles an overgrown rodent, but with normal human statistics. A detriment in the forest, the white fur is perfectly suited for hiding in the snow around the monastery, giving him advantage on Dexterity (Stealth) checks made to hide.

Brother Silas speaks using elaborate hand gestures. Rogues notice his "language" is based on an old thieves' cant with a successful Wisdom (Perception) DC 11 check.

Silas' room is immaculately maintained, with a hammock strung across the corner behind the door. The mongrelman's meager belongings are stacked in neat bookshelves. He keeps thieves' tools and the last coin he ever stole as reminders of his former life.

AREA A-7F: BROTHERS STONEGRIP AND OONDA

Brother Stonegrip (LN male dwarf **martial artist** ^{A1}) sleeps in this room, which also serves as a storage closet. Various weapons, rags, candles, and incense are housed here. Brother Stonegrip curls up in a cubby beneath the rags to stay warm. Stonegrip is a particularly ugly dwarf exiled from his village for courting a judge's daughter. He is ill-tempered and always spoiling for a fight. The other monks are trying to help the recent convert come to grips with his anger.

Brother Oonda (LN male satyr **adept** ^{A1}) also stays in the room after melting ice weakened the outer wall of his living quarters. The stones collapsed and trapped the satyr, who nearly froze to death in the night. Oonda has wildly curving horns that give him a decidedly evil appearance. Despite this, he is a peaceful being who prefers to sit quietly and read.

AREA A-7G: BROTHER COLD

This rear room of the monastery is still covered by the slowly retreating ice wall. Encased in the clear ice is Brother Cold, a monk who originally lived in the monastery and was trapped by the fast-moving ice wall. The current inhabitants consider

BROTHER COLD

Need a villain to terrorize characters in the future? Looking for a source of ancient information to lead characters onto further adventures after they complete the *Splinters of Faith Campaign*? Brother Cold can serve these purposes and more. You are encouraged to use the icebound monk to suit whatever purposes are needed in the campaign.

If you decide to use Brother Cold, characters could receive a summons from Moovtu when the ice is about to fully release the icebound monk. It's up to you to decide what characters find if they return to the monastery.

Brother Cold an active member of their order. Moovtu is sure the monk will awaken once the ice covering his body fully retreats. Moovtu expects the ice to naturally clear Brother Cold's body within another six months. The monks don't want to hasten the procedure, knowing the torture of waiting is a valuable lesson.

The monk in the icebound room stands in the center of the small chamber, his hands folded into his robes and his face relaxed in quiet contemplation. His long beard flows past his waist. He appears to be in a deep trance. The expression on his face is inscrutable.

AREA A-7H: VACANT ROOMS

Brother Stonegrip and Brother Oonda lived in these rooms until the outer stone walls collapsed. The rooms are open to the elements, and drifts of snow fill the chambers.

AREA A-7I: DINING HALL

Crude tables fill this room. The monks take their meals here, all eating at the same time to share their stories of the day. Trickles of water run across the floor and freeze in long icy strands. The room extends into a new lake created by water melting off the glacier outside. The monks plug the holes in the wall as best they can with cloth strips, but water still finds a way to seep through.

Monks prepare food in one corner of the room. They eat potatoes, soggy vegetables, and caribou.

AREA A-7J: PANTRY

This room contains fine porcelain plates, silverware, and carved bone serving trays. The monks are careful with the dishes and place them in cloth-lined trays to protect them.

AREA A-7K: ICE-FILLED ROOMS

These chambers are completely encased in the Wailing Glacier. The thawing ice is slowly revealing more details about each room to the monks. Fill the rooms with whatever items or clues that might spark future adventures.

ADVENTURE BACKGROUND

As if Moovtu's luck isn't bad enough, he and his band of monks recently returned from gathering supplies to find that marauding yetis had ransacked the monastery and stolen the Weeping Statue of Voard. Moovtu tracked the yetis to an ice cave but feared confronting the beasts in their lair. He suspects that a yeti stronghold exists deeper within the Wailing Glacier, but he doesn't want to risk his small group tackling such a deadly force. Voard needs followers, and right now, these few monks are all he has left.

Moovtu knows little of the order he follows, and he makes up quite a bit to fill in the gaps. But he has studied the many murals scattered about the monastery for years and can answer some questions honestly. If asked about the *scepter of faiths*, Moovtu points out a mural depicting the Weeping Statue of Voard. In the mural, the statue's tears fall upon a glowing scepter. He correctly assumes that the statue is the key to the *Remembrance of Angst* blessing needed to further anoint the scepter. He might not know the name of the ceremony, but he's correct in how it is performed.

AREA B: THE KAJAANI FOREST

This dense forest brims with evergreens and shrubs. Moss and thick lichens cover rocks left by the receding glacier. Wildlife thrives in the abundant vegetation.

AREA B-1: LIONS' DEN

A mound covered by boulders near the base of the hill is the burrow of 5 dire lions (as **lion**, with 52 (8d10 + 8) hit points, Str 18 (+4), bite +6 to hit, 8 (1d8 + 4) piercing damage, claw +6 to hit, 7 (1d6 + 4) slashing damage). The lions are content and rarely hunt, attacking only to protect the lair and their young. The lions recently killed an adventurer's pack mule. The adventurer's gear lies within the den and includes a 10-foot pole, 50 feet of rope (x4), saddlebags (x2), bull's-eye lantern, flasks of oil (x4), human-size winter coats (x5), six large bags, pitons (x10), small hammer, grappling hook, winter boots (x5), heavy blankets and bed rolls (x5), wineskin with water (x3), and a small unlocked chest with 139 gp and a *potion of superior healing*.

WANDERING MONSTERS

Many deadly beasts wander the icy wastelands around the Monastery of World Sundering. The weather also shifts frequently, pelting travelers with freezing rain and heavy snow. Roll 1d20 every three hours the characters are outside and consult the following table. Also, see **Chapter 3: Overland Travel** for more on weather and optional encounters in this frozen region.

1d20	Encounter	Number
1	Yeti war band	2d4
2–3	Ogre raiders	1d4 + 1
4	Grebru and Bucky (see Area B-2)	—
5	Fen witch ^{A1} Senid Fretch (see Area C-2)	—
6	Remorhaz (see Area C-4)	1
7–8	Mammoth herd	2d10
9–10	Polar bears	2
11–12	Dire lions	1d4 + 2
13–14	Winter wolves	3
15	Snowstorm	—
16	Frost folk ^{A1}	3d4
17–20	No encounter	

Dire lions: These dire lions are new to the emerging grasslands and prowl the region looking for game. Use lion statblock, with 52 (8d10 + 8) hit points, Str 18 (+4), bite +6 to hit, 8 (1d8 + 4) piercing damage, claw +6 to hit, 7 (1d6 + 4) slashing damage.

Frost folk: Northmen raiders ran aground in Libynos long ago during the War of Divine Discord and migrated south over the generations. After many generations, these frost

folk are all that remain of the once-proud Northlanders. They are scouts from an encampment deep in the Wailing Glacier.

Mammoth herd: These mammoths recently ran into a pack of dire lions, and some of the elephants were injured. The bull elephant is frightened and angry, and tramples anything that bothers the herd.

Ogre raiders: This band of ogres climbed down the Wailing Glacier in search of easy treasure. They recently ran into the monks of the monastery, who turned them away quite easily.

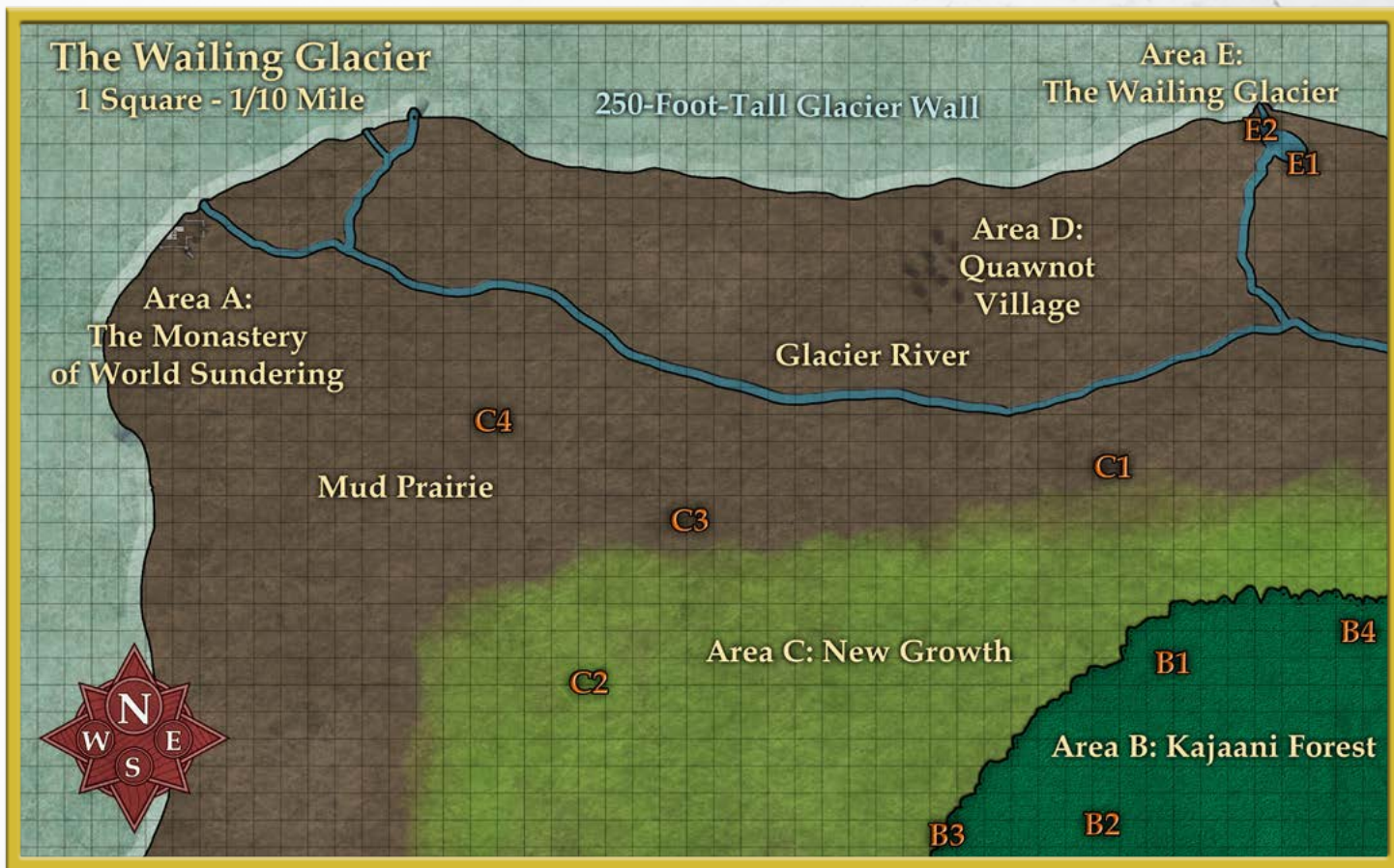
Polar bears: These bears are recently displaced from their ice cave on the glacier. They are thriving in the grasslands and adopted a small cub that washed down the glacier to them.

Remorhaz: This polar worm is wandering outside the glacier, slicing through the semi-frozen tundra. It investigates any disturbances and rises up under its prey.

Snowstorm: These powerful storms roll off the Wailing Glacier quickly, turning the land around the base of the glacier into a no-man's land of pelting ice and blowing snow. Visibility drops with the temperature. Characters need adequate protection against the cold to survive outdoors for long. Visibility and movement are halved during the storm, and the temperature drops to freezing. Storms last for 1d6 hours. See Chapter 3: Overland Travel section.

Winter wolves: These winter wolves live in the forest but are skittish around humans after a run-in with Grebru and Bucky. They fight if threatened.

Yeti war band: This war band is scouting outside the glacier for food and servants (who might also serve as food in a pinch). They were part of the group that attacked the monastery and stole the statue of Voard.



AREA B-2: GREBRU'S TREEHOUSE

A grand treehouse sits 80 feet above the forest floor. A rope ladder is visible but has been pulled up into the loft. Grebru (CN male human **berserker** with 90 [12d8 + 36] hit points, Str 18, multiattack +2 *battleaxe* x2, melee attack +2 *battleaxe* +7 [1d8 + 6 slashing damage], CR 4 [1,100 XP], equipped with +2 *battleaxe*, *ring of free action*), a barbarian who shuns civilization, lives in the simple structure. Grebru detests intrusion, humanity, and especially arcane spellcasters. He is belligerent and rude if disturbed. He enjoys being the forest “bully” and is hostile if threatened. Grebru is keenly aware of his low intelligence and is quick to take offense if characters make fun of him. He warily watches adventurers but otherwise leaves them alone. Grebru’s companion, Bucky, a **saber-toothed tiger**, stays close when Grebru roams the forest. After killing its mother years ago, Grebru has raised Bucky since the giant cat was a kitten. In fact, Grebru often refers to the Smilodon as his “Lil’ Kitten.”

Grebru’s home offers characters little aside from shelter. The barbarian carries his valuables with him when he leaves the treehouse. He has little use for money or magic.

AREA B-3: THE SPINSTER’S HUT

A cozy little cottage sits along the edge of the forest. It has painted wooden shutters that are closed tight, and smoke wafts from its brick chimney. A few hardy species of ferns resistant to the colder climate take over the 10-foot-wide flowerbeds of black soil. A brass knocker on the door is shaped like a goose’s head and neck. No one answers if characters knock, but the wooden

door is unlocked.

If characters enter, they find a warm and cozy little abode, tidy to the point of obsession. A potbelly stove in the center of the room radiates much-needed warmth against the chill of the region. The wooden floorboards around it show tiny burn marks where flaming bits of coal popped out of the stove. A full-length mirror on the wall reflects a little old lady sitting in a rocking chair facing it. She has a frayed quilt pulled snug around her hunched figure. She rocks slowly in the chair. She lifts a feeble arm under the blankets and motions them forward.

The old woman is nothing more than a long-dead, mud-covered skeleton wearing a wig of woven elf hair and covered in a *minor illusion* to appear alive. The corpse was unearthed by the glacier and discovered by the true owner of this small cottage: Jenshra Lawryn, a cunning **medusa** (with innate spellcasting, Charisma [spell save DC 12]; 2/day — *minor illusion*). The sturdy little cottage was built long before the Wailing Glacier rolled over it, but it survived the onslaught of ice. The medusa spruced it up after finding it, the better to lure in new travelers to the region.

Jenshra sleeps in a root cellar beneath the cottage. A secret door — visible with a successful DC 18 Wisdom (Perception) check — on the wall where the mirror hangs opens inward to reveal a landing and a narrow, hidden staircase that descends into the cellar. The mirror is magical and can assume various states with different command words: mirror, one-way mirror, and glass. Jenshra takes full advantage of these properties. She stands behind the mirror (watching via the one-way mirror property) and waits for a character to look into it. She then speaks

the command word to turn the mirror to glass — possibly to the detriment of the character staring straight at the medusa. The three command words are etched into the mirror's frame. Once she reveals herself behind the mirror, whether a character is turned to stone or not, she pulls the door open and leaps out to attack.

The cellar is a small, 10-foot-high space under the main cottage. Jenshra caught a satyr and tied its corpse up on a drying rack in the corner. Characters who search the room find a *dagger of venom*, a pair of *boots of the winterlands*, a jar of blood (from the satyr), 120 gp, and a red opal (50 gp).

Jenshra hates the fen witch Senid Frech (**Area C-2**), who has tried to run her out of the region repeatedly. Jenshra is not powerful enough to take on the real witch of the region and offers information about the fen witch to save her own life if necessary.

AREA B-4: MEET THE BEETLES

A large clearing just inside the trees is littered with wet, rotting trees toppled by the retreating glacier wall. The ground is spongy and pulls at the characters' boots as they walk across the vibrant green, mossy surface. Characters who listen at the edge of the clearing hear clicks and clacks from the haphazardly fallen trunks.

The area is home to a colony of 12 **gelid beetles**^{A1}. The wolf-sized, frost-white beetles climb out of the spongy trees to attack anyone invading their breeding ground. Scattered in the center of the trees is a collection of 30 white eggs and 12 larvae. The larvae feed on a dead warhorse and the remains of its rider, a knight from the Shield Basilica who sought to prove himself inside the Wailing Glacier but instead ended up as beetle food. His *+1 longsword* (a family heirloom) fell among the trees when the beetles attacked. He and his companion were separated as they fled from the rampaging remhoraz. His partner escaped, but this particular knight took refuge in the forest and fell to the beetles. A parchment in the horse's saddlebags welcomes potential knights to the yearly *Rite of Virtue* at the Shield Basilica (give the players **Handout 8: Calling All Knights**^{A6} if they haven't already picked one up).

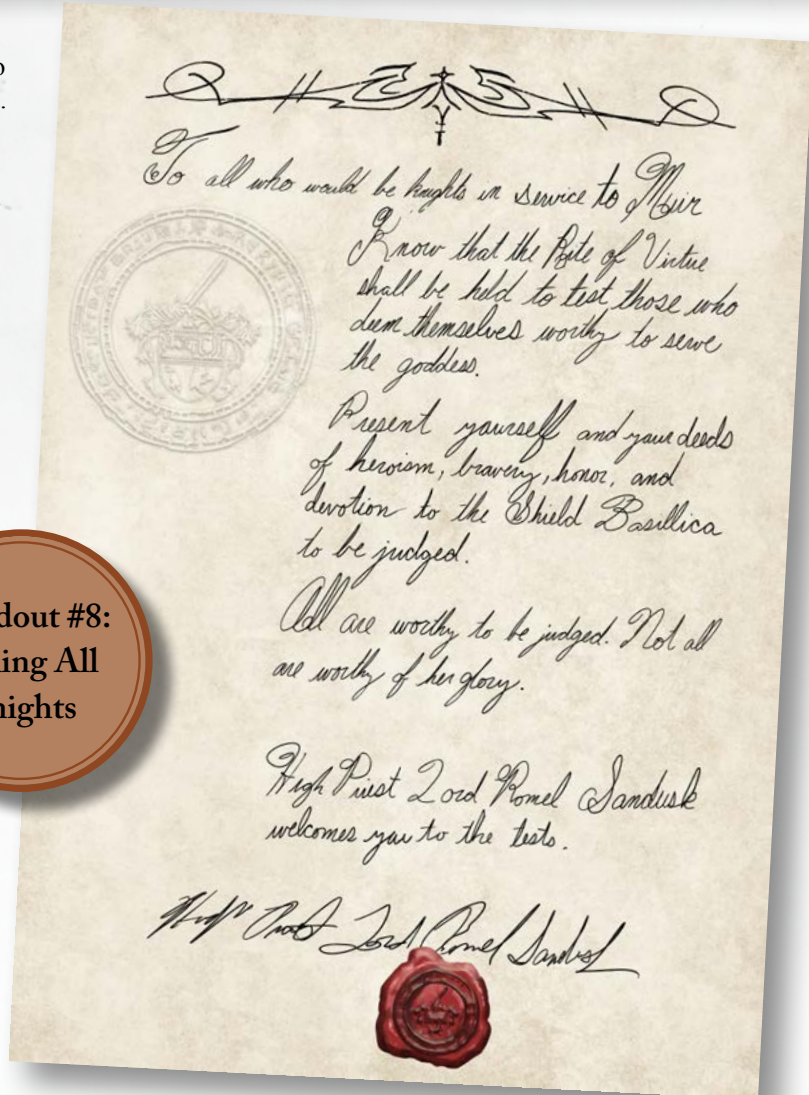
AREA C: NEW GROWTH

A band of new vegetation is reclaiming the land as the glacier vanishes. The terrain is soft and spongy, almost marsh-like. Run-off streams cover every soggy acre.

AREA C-1: THE SHAMBLING MOUND

The leathery, skeletal remains of a man rests atop a pile of boulders. The body is draped in rusted chain armor and clutches a *+1 flame tongue longsword*. A **shambling mound** that lairs nearby discovered that the body is tempting bait for passers-by. The creature waits in a water-filled pit north of the boulders. It is almost completely submerged, and visible only with a successful DC 20 Wisdom (Perception) check unless it moves. The mound attacks anything disturbing the body.

Handout #8: Calling All Knights



AREA C-2: THE FEN WITCH

A hut sits among tall reeds. The structure is difficult to see at a distance of more than 50 feet, requiring a successful DC 12 Wisdom (Perception) check. Bone windchimes hanging from the thatched roof offer a clue of its whereabouts. An extinguished firepit sits before the hut's entrance, with the half-eaten remains of an unidentifiable humanoid impaled upon a spit. The **fen witch**^{A1} Senid Frech, a priestess of Hel, goddess of disease and plague, inhabits this remote dwelling. Senid chose this area to begin spreading seeds of disease and evil through the budding forest.

The hut is under a *hallow* spell (good-aligned creatures entering the area must make a DC 15 Charisma saving throw or be frightened) that Senid re-casts regularly, and contains her possessions and treasures taken from her victims. Scattered among piles of gnawed bones, decaying corpses, and other unpleasant remains are a human-sized dragonhide (white) suit of *+1 half plate*, *pipes of the sewers*, *gloves of missile snaring*, a *wand of web*, and a *potion of invisibility*. The filthy treasure items and the body parts are covered with the disease **slimy doom** (see the *contagion* spell for details).

Senid most commonly rides atop her young white dragon zombie (use **young white dragon** with the undead fortitude

“The fen witch
soared high above
us on her decaying
white dragon.
Diseased flesh
splattered around us
from the beast ...”



trait [if reduced to 0 hp or fewer by non-radiant or critical, make Constitution saving throw DC 5 + damage, drops to 1 hp on success]) to wreak havoc on everything she meets. She stays safely atop her mount while casting spells and using her horrific appearance and death-speak abilities. After she exhausts her spells, she enters melee combat.

The white dragon Katarrh (**Area E-14**) slew its sibling in a territorial dispute many years ago, and the ecstatic Senid discovered the frozen corpse within the melting glacier.

AREA C-3: SWILL OF OCHRE

Corroded armor and weapons litter this old, swampy battlefield. A thin crust of ice covering the land crunches underfoot with every step. Despite the abundance of items, no corpses are evident. Thousands of ruined weapons and armor litter the land. Nothing of value or use can be found here. The battlefield is home to an **ochre jelly** that waits in a low depression under the ice. The jelly greedily attacks anyone entering the grim graveyard. This fiend was summoned long ago as a guardian for Cerulean's tower. It escaped and has wandered the marshy plains ever since.

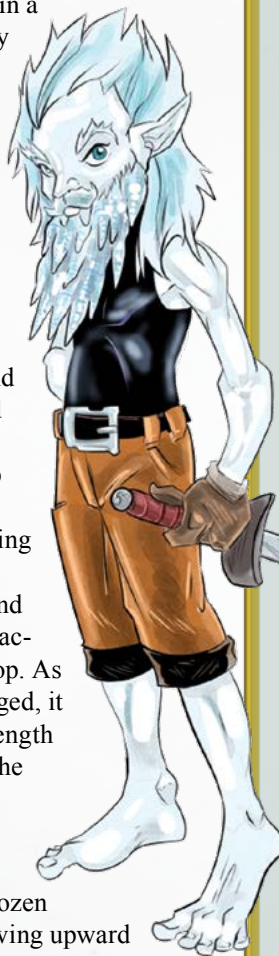
AREA C-4: THE MUD BOGS

This square-mile patch of land is nothing more than a muddy morass left behind by the melting glacier. Gas bubbles burst from below in the muddy field and release the putrid smell of decay. Characters traversing the field sink up to their knees in the muck, which reduces movement by half. Four 30-foot-deep pits are scattered around the muddy field (30 percent chance of walking into one if not testing the ground). Characters entering one of the 10-foot-diameter mud pits sink 1d4 + 1 feet and are restrained. At the start of each of the character's turn, it sinks another 1d4 feet into the slop. As long as the character isn't completely submerged, it can attempt to escape by succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the mud. A creature completely submerged in the mud can't breathe and begins to suffocate.

A female **remorhaz** that hunts under the frozen tundra created the holes in the mud by burrowing upward through the ice and mud to attack creatures walking on the surface. The giant monstrosity rises out of the muck in a spray of sludge. Any creature thrashing about in a mud-filled pit has a 75 percent chance of drawing its attention, which causes it to rise up from beneath the trapped character. The monstrosity slips and slides through the mud easily as it chases creatures hampered by the sludge. It dives back into the mud if reduced to below half its hit points.

AREA D: QUAWNOT VILLAGE

The melting glacier left a village of 37 **barbegazi** ^{A1} (ice



WANDERING MONSTERS

Many beasts and hazards await inside the Wailing Glacier. Roll 1d20 every hour the characters travel inside the ice tunnels and consult the following table:

1d20	Encounter	Number
1–3	Barbegazi ^{A1} explorers	1d4 + 1
4	Frost giant	1
5	Dire wolves	1d6 + 3
6	Polar bears	2
7	Yeti hunting party	2d4
8	Winter wolves	1d4
9	Saber-toothed tiger pride	1d4 + 1
10	Trolls	1d4 + 1
11–20	No encounter	

Barbegazi explorers: These ice gnomes from Quawnot (**Area D**) are investigating the many ice crevasses opening within the glacier as it melts. They are seeking an ancient gnomish treasure but are reluctant to share information about the item unless characters convince them of their good intentions and willingness to help. The missing item is left to your choosing.

Dire wolves: This small pack of dire wolves is on the move to find a new territory. They are hungry and vicious and turn on any creatures they meet. The wolves flank opponents, then close in as a group.

Frost Giant: As the Wailing Glacier retreated, a clan of frost giants found its home crumbling around them.

The patriarch of the clan sent this scout out to find what is causing the glacier to melt — and to stop it and anyone he thinks is involved. Gorl is angry about his mission and takes out his frustration on anyone he meets. He recently made his way into the glacier to take refuge for the night.

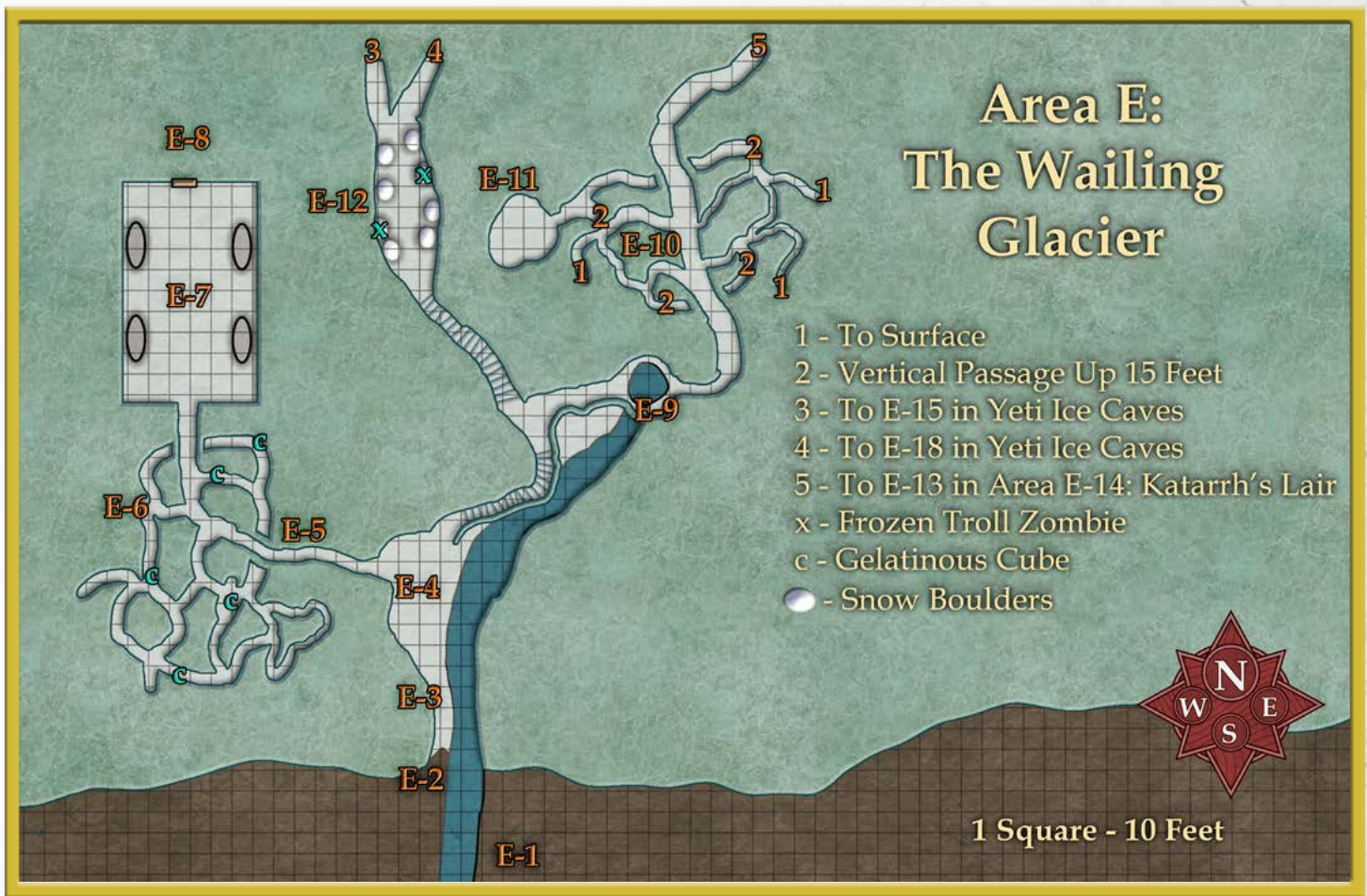
Polar bears: This mated pair of polar bears lost their cub in a glacial river that opened under them as they climbed atop the Wailing Glacier. They've made their way down into the glacier in search of the cub.

Saber-toothed tiger pride: These tigers are on the move as they flee the glacier melts. They are quick to attack to fill their bellies with fresh meat before heading onward.

Trolls: The monsters crawled through a cave opening and found themselves caught in the yeti tunnels. The groups are fighting running battles through the ice halls. The trolls attack if anyone discovers them.

Winter wolves: These winter wolves' cave crashed down around them and sent them looking for a new home.

Yeti hunting party: These yetis are part of the defenses of the ice caves. They seek to capture characters first, but don't hesitate to use deadly force if necessary.



gnomes) homeless. Quawnot was once a pueblo-style ice settlement built across the face of the Wailing Glacier. The gnomes lost many lives and homes as the glacier rapidly melted around them.

The ice gnomes built a makeshift village of stone and mud where their grand settlement recently fell. They scour the muddy plains looking for remains and salvageable possessions still dropping from the glacier town's former site. The gnomes are preparing to move en masse deeper into the mountains to find a more-suitable environment. The lack of shelter and protection leaves the barbegazi at the mercy of the dragon Katarrh (**Area E-14**). Luckily, the dragon does not need to eat often and has had her fill of gnomes. But her attacks over the past weeks have killed almost a third of the gnomes who survived the town's fall.

During the day, the barbegazi stay in their ramshackle shelters. The villagers are depressed and don't trust strangers. Characters poking around asking questions cause distress, fear, and anger.

Only King Waldron (N male barbegazi **thief lord** ⁴¹) ventures to speak with visitors. He tells of Quawnot's misfortune and says that treasure still lies in the ice caves. He tempts adventurers to explore the caves in the hope they'll slay Katarrh. Of course, he intentionally neglects to mention the dragon.

Quawnot has little to offer. The destitute gnomes happily trade any meager equipment for food and weapons. Regrettably, all the gnomes' equipment is of Small size and of little use to Medium creatures.

AREA E: THE WAILING GLACIER

The Wailing Glacier rises more than 250 feet in a sheer wall of retreating ice. Its name comes from a low moaning sound caused by wind blowing constantly over the upper edge and through a network of small caves dotting its outer surface. The great wall of ice stretches almost a mile across the entire vale. Clouds of ice crystals and snow gust over the edge to rain down harmlessly on the barren lands.

Recently, warmer winds circulated over the land to quickly erode the glacier. The wall of ice glistens with water during the day, with the water refreezing each night. Rivulets of water pour off the glacier's surface during the day, and freezing streams burst forth from interior pockets when the sun strikes the icy wall. The water is just above freezing from traveling through tunnels cored through the glacier. Many water-carved caves pockmark the glacier, although most are too small to explore.

The Wailing Glacier is home to many creatures that make their lairs within the ice wall. The newly melting glacier is causing many of those creatures to abandon their homes, however. Constant ice-quakes shake the mass, and ice shelves collapse due to thawing. The weight of the upper ice pressing down on the eroding foundation means disaster is inevitable for the current ice caves.

Hearing while in the ice caves is difficult because of the moaning wind that whips through the cold passages. Wisdom (Perception) checks to hear are made at disadvantage because of

the wind’s sustained wail.

The temperature inside the ice hovers at 30° Fahrenheit. Characters who don’t take appropriate precautions may face hypothermia and freezing as they explore.

Rich sunlight filters through the ice to illuminate the interior with a diffused radiance. The light has a blue tint that makes it hard to differentiate colors.

The ice is difficult terrain. The DC of Dexterity (Acrobatics) checks increases by +5.

AREA E-1: THE POOL

Downstream from the glacier wall, the new river carved out a 50-foot-deep depression filled with icy water. A **hydra** lives in the pit. Collapsing ice caused the foul-tempered creature to abandon its cave several days ago. It investigates any disturbance in the pool or river and pursues characters into the ice caves. It has no treasure.

AREA E-2: LARGE CAVE ENTRANCE

The trail proceeds through thick mud surrounding a rapid river spewing from the glacier’s face. The river has carved a 10-foot-wide trench through the soft earth and is filled with six feet of swift, clear water. Grass and moss sprout over the surface of the terrain. Tracks in the muddy ledge lead to an ice cave five feet above the river. The cave opening is 20 feet tall and wide.

AREA E-3: THE ENTRANCE CAVERN

A 20-foot-wide earthen ledge runs into the cave alongside the stream. The thick mud turns to frozen earth deeper within the glacier. Light filtering through the ice casts an azure hue on the walls, ceiling, and floor. Strong winds blow into the tunnels through the cave entrance and create a hollow keening. The passage continues to the north.

AREA E-4: DOMED CHAMBER

The passage ends in a domed chamber. Melting water flows into the chamber from a water-filled cave. An ice-and-mud passage exits to the west, and a crude ice staircase carved into the wall heads north. The stairs wind to the top of the 65-foot-tall chamber to another ice cave.

AREA E-5: RISING PASSAGE

This 15-foot-diameter passage’s floor gradually rises, slowly changing from earthen floor to ice containing frozen bone fragments and water-polished stones.

AREA E-6: MAZE OF THE CUBES

The passage branches off in many directions with the wandering paths often doubling back. Small holes pepper the ice ceiling. During the day, water trickles from the holes, carrying debris into the caves.

The maze is home to 5 **gelatinous cubes** that roam the tunnels looking for meals (starting positions marked by **C**’s). The cubes are stationary at night and appear to be huge blocks of ice as

TROUBLE IN THE TUNNELS

The tunnels inside the Wailing Glacier are melting along with the larger glacier itself. As such, the entire network of caverns and rooms are subject to constant quakes and falling blocks of ice. For every hour the characters spend inside the glacier (or if they unleash a violent area-effect spell), roll 1d20 on the table below to see if anything occurs:

1d20	Event
1	Ice tremor
2	Crevasse
3	Frozen water
4	Falling chunks of ice
5	Thin ice
6	Vapor lakes
7–20	No event

Crevasse: The ground splits under all characters in a 10-foot-wide area and drops those who fail a DC 15 Dexterity saving throw into an ever-narrowing chasm. The characters take 7 (2d6) bludgeoning damage from the fall and are pinned in the ice. While pinned, they are restrained. A creature can escape with a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. Climbing the icy walls requires equipment or something akin to *spider climb*.

Falling chunks of ice: A quake elsewhere in the glacier shakes loose 1d4 large chunks of ice that drop onto all characters in a 10-foot area. Each creature in the area must make a DC 15 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failure or half as much on a success.

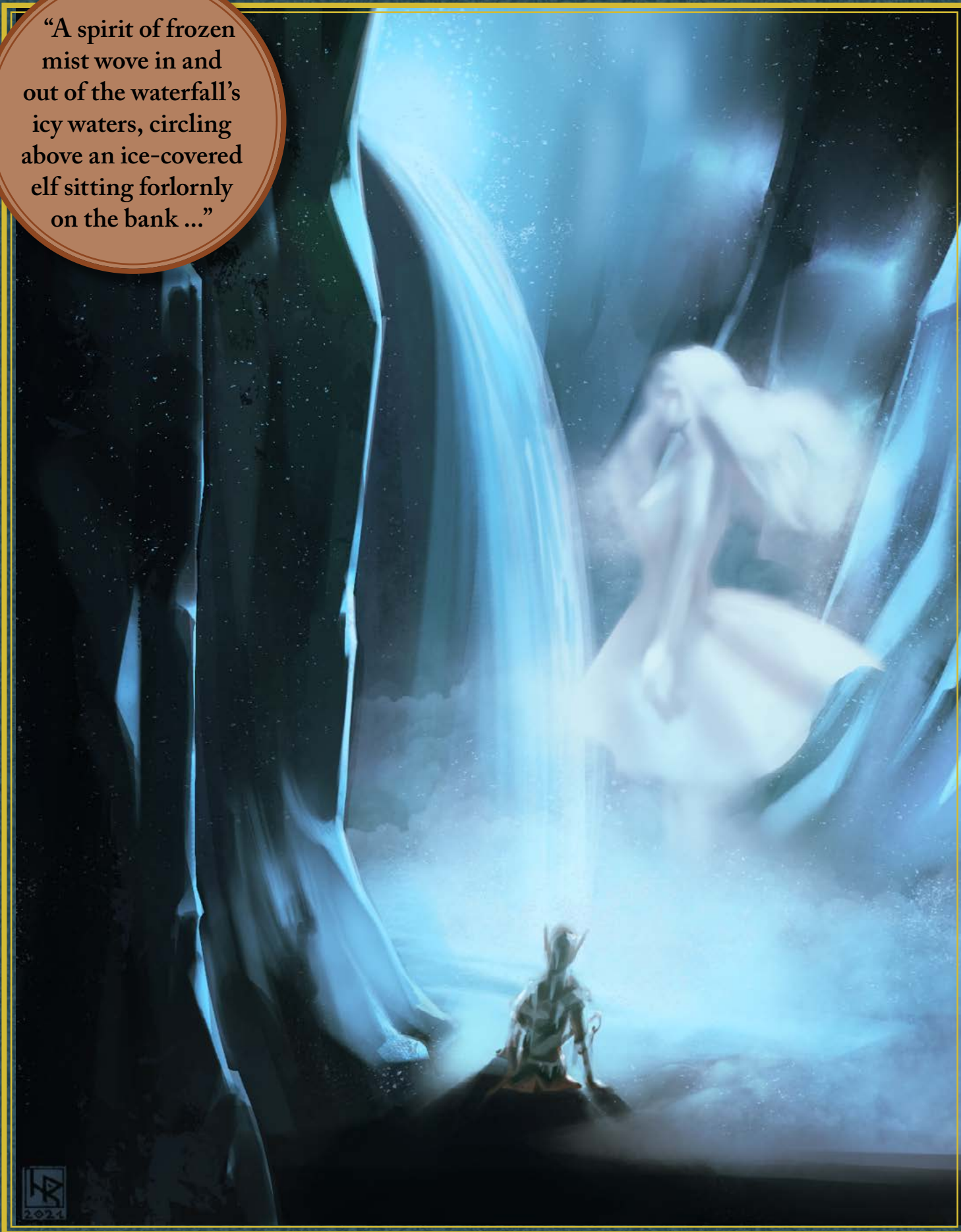
Frozen water: A pocket of ice melt bursts above the characters, dousing everyone in a 10-foot area in freezing liquid that does 3 (1d6) cold damage.

Ice tremor: A quake hits the Wailing Glacier, knocking unprepared creatures off their feet. The characters must succeed on a DC 16 Dexterity saving throw or be knocked prone.

Thin ice: A thin layer of ice gives way beneath all the characters in a 10-foot-wide area. They must succeed on a DC 17 Dexterity saving throw or fall 4d6 feet onto jagged rocks, taking 3 (1d6) bludgeoning damage per 10 feet fallen.

Vapor Lakes: Steam and gases released from vents deep beneath the glacier carve twisting tunnels in the glacier. These fumaroles release poisonous gases that pool in vaporous “lakes.” A tremor breaks open one of these pockets and fills the chamber with carbon dioxide gas. Characters in the tunnel begin to suffocate. The gas clears within 4d6 minutes.

“A spirit of frozen
mist wove in and
out of the waterfall’s
icy waters, circling
above an ice-covered
elf sitting forlornly
on the bank ...”



the dropping temperatures slow their metabolism. During the day, the creatures roam freely. When the temperature begins dropping, they freeze in place until they warm up again. When moving, their bodies completely fill the small tunnels.

The caves are an ideal hunting ground for the creatures, despite the frigid temperatures that cause them to go dormant overnight. Filtered light and reflections off the ice make seeing the cubes difficult in the shimmering caves — creatures have disadvantage on Wisdom (Perception) checks made to spot them. Characters caught between two flanking gelatinous cubes have little chance to escape being engulfed as the creatures collide in the tunnel.

AREA E-7: HALL OF THE RADIANT KNIGHTS

The passage opens into a 60-foot-wide hallway that extends 100 feet. The walls and ceiling are carved from the glacier, but the floor is frozen earth. The room's far end is a brick-hewn wall with a stone door in the center. Standing in the hall along each wall are 2 **animated ice statues**^{A1} of knights wearing full armor. *Continual flame* glows brightly from the chest of each statue, approximately where the heart would be. The flickering flames illuminate the room in a purple hue as the red-glowing statues and blue-filtered light mix. These ancient guardians attack anyone disturbing the stone door. The wizard Cerulean and his companions (**Area F**) know the command word to safely pass by the ice knights.

AREA E-8: THE STONE DOOR

This stone door in the center of the brick wall trapped in the ice is the lower entrance to the frozen tower of Cerulean, a wizard of some repute and power. An inscription in Common carved into the stone above the door reads "Keep out! Or face the wrath of Cerulean, Master of the Wailing Glacier."

The door is locked and trapped. It opens onto **Area F1**. The trap can be found with a successful DC 19 Wisdom (Perception) check and disabled with *dispel magic* or a DC 19 Dexterity check with thieves' tools. If triggered, each creature within 30 feet of the door must make a DC 19 Dexterity saving throw, taking 13 (2d4 + 8) fire damage on a failure or half as much on a success. In addition, roll on the Trouble in the Tunnels table to see if the blast sets off additional activity. The lock can be opened with a successful DC 17 Dexterity check with thieves' tools.

AREA E-9: THE ICE MELT

The passage opens into a 30-foot-wide cylindrical pit through which a waterfall roars from 50 feet above. The walls are polished smooth by the falling water, which originates from a

sub-glacier lake. The pit is 65 feet deep and eventually empties into **Area E-4**. The passage continues across the room. Icy mist rises around the falling water. The entire area is bathed in a diffuse azure light that filters through the walls of ice. The body of an elf sits on the edge of the pit, his leather armor rimed in ice. His skin is blue and cracked from the cold.

The pit's polished ice walls cannot be climbed without equipment. Pitons and rope may be used, but this is slow and dangerous work. Climbing with the aid of gear requires a DC 13 Strength (Athletics) check, but characters must also make DC 10 Strength checks every round to avoid falling as water batters them from above.

Characters take 21 (6d6) bludgeoning damage if they are swept off the wall, in addition to potential cold damage. Characters furthermore take 10 (3d6) bludgeoning damage as the torrential stream of water sweeps them downstream into **Area E-4**. Tethered characters suffer only 3 (1d6) bludgeoning damage as they slam into the pit wall.

The cold waterfall soaks all who enter the pit and seeps instantly through any normal cold-weather gear. Drenched characters must immediately make DC 15 Constitution saving throws every 10 minutes or take 3 (1d6) cold damage. This effect remains for as long as characters remain cold and wet. Characters with the Wisdom (Survival) skill may not substitute it for checks while in the freezing water. Once they escape the water, however, they can use the skill normally.

A **spökvatten**^{A1} named Marleen floats in the mist around the waterfall. The fey froze the elf — a thief named Vonnegal Dewtrapper (N male elf **veteran thief**^{A1}) — after he wandered into her lair and collapsed while running from the yetis. Vonnegal is still alive and can be awakened if his body temperature is raised above freezing. Marleen attacks anyone disturbing her "trophy."

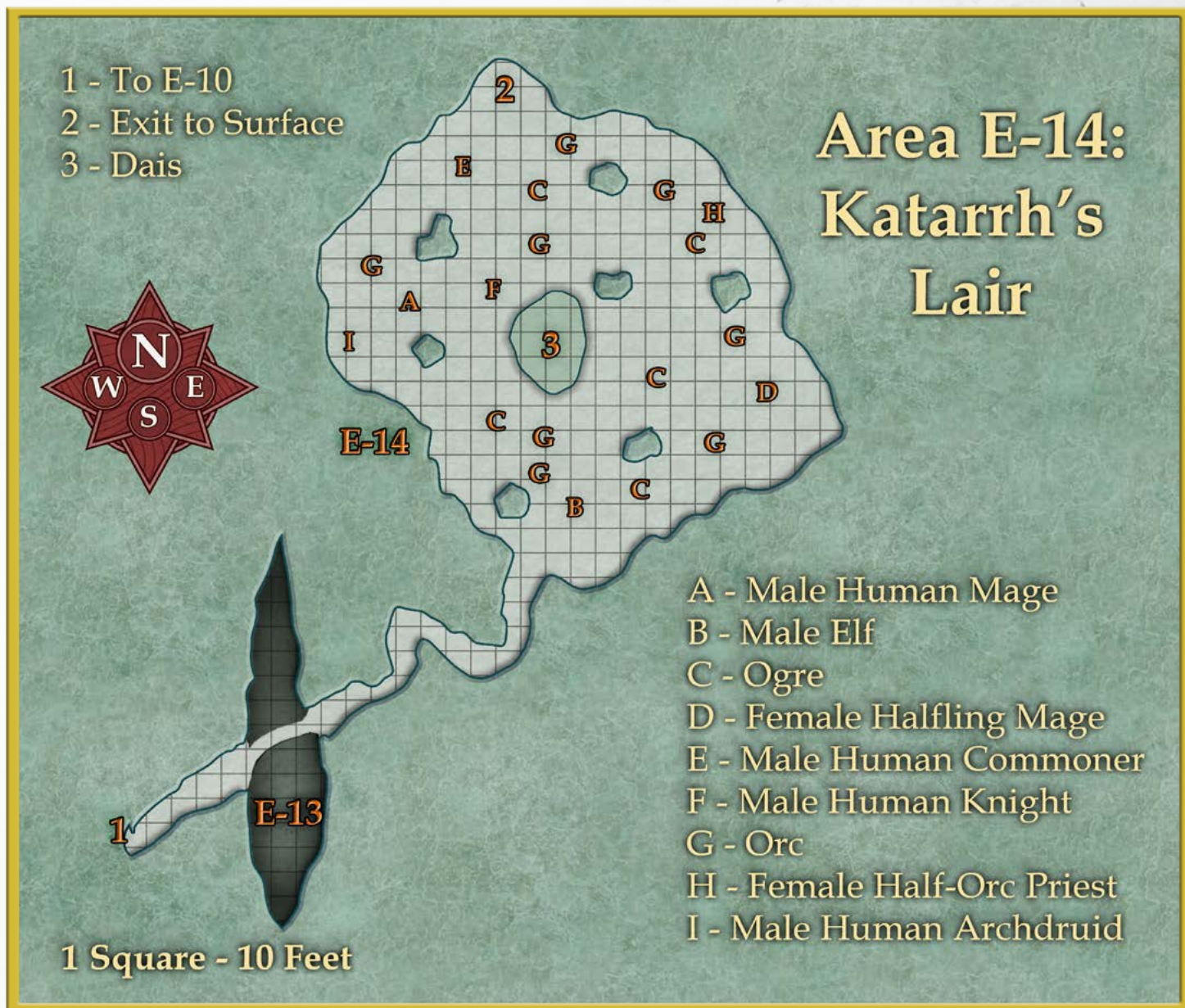
AREA E-10: POLAR WORM

Winding, five-foot-diameter tunnels riddle this 20-foot-wide passage. The tunnels travel in random directions, even vertically.

Some smaller tunnels eventually end in a 15-foot-long vertical passage. The ice tunnels are the home of a male **remorhaz**, a mate rejected by the similar monstrosity that roams the mud prairie

(**Area C-4**). The remorhaz easily climbs the sheer ice walls due to its length and multiple legs. The polar worm stays close to the glacier's surface as it hunts for prey. It investigates any disturbance in the tunnels within five rounds.





Quiet and careful characters may travel through the main tunnel without alerting the remorhaz. If alerted, the remorhaz erupts from the ice ceiling to attack. It attempts to pull a character into the tunnel and then retreats to **Area E-10** to digest its meal.

AREA E-11: REMORHAZ LAIR

The tunnels finally reach a 35-foot-diameter spherical room with a smooth floor. The room appears polished due to the **remorhaz's** constant heat. Buried under the floor's thick ice are items excreted by the beast, including melted weapons, armor, and equipment, glass bottles containing frozen potions of *heroism*, *invisibility*, *flying*, *gaseous form*, and *speed*, a +2 *shortsword*, a *helm of telepathy*, a *cloak of displacement*, and a ceramic jug.

The ceramic jug (which originally contained a *potion of growth*) passed through the remorhaz's digestive system, and the beast's extreme temperature transformed the contents. The imbiber must make a DC 13 Constitution saving throw or grow a permanent but useless deformity (devise your own or roll on

the table below). The growth is useless in combat but does not interfere with a creature's abilities. The imbiber acquires a –2 penalty to all Charisma-related checks.

1d8	Growth
1	Single wing
2	Ram horns
3	Back feathers
4	Short, curly tail
5	Thick hair over body
6	Inverted knees
7	Webbed hands and feet
8	Tusks

AREA E-12: GUARD POST

The passage levels off at the top of a set of ice stairs, although it still has a slight incline. Eight 10-foot-diameter balls of packed

snow sit along the room's walls. Hiding within two of the snow boulders (marked with an **X**) are 2 frozen troll zombies (use the **troll** statblock with the following changes: resistant to all bludgeoning, piercing, and slashing damage from nonmagical attacks but cannot regenerate damage; undead fortitude [if reduced to 0 hp or fewer by non-radiant or critical, make Constitution saving throw DC 5 + damage, drops to 1 hp on success]). The zombies burst from the spheres and attack characters within reach.

AREA E-13: THE CREVASSE

The passage ends in a 30-foot-wide crevasse over which extends an ice bridge. The bridge may be crossed without danger if characters are careful. The chasm is 75 feet deep, and a river flows along the bottom. Roaring water can be heard far below. The passage continues on the other side. The river below descends beneath the earth's surface to a submerged cave. The river cave is filled with frigid water and holds little to interest characters. The river continues on and eventually empties miles away at the base of the mountains in a rock quarry. Assuming characters survive the fall and the cold water, they may exit the caves by floating down the freezing river.

AREA E-14: KATARRH, THE WHITE DRAGON

The passage slowly inclines upward until it opens onto a pile of icy breakdown. The 200-foot-diameter natural ice cave once housed a lake. Columns of ice support the 120-foot-high ceiling, where the sun shines brightly through the thin ice to illuminate the expansive chamber in shimmering light. A 25-foot-diameter hole in the ceiling's corner is an exit to the outside world. Water drips from the ceiling throughout the chamber. The floor is smooth with shallow pools of standing water. Rigid corpses of humanoids stand around the floor. Fear and aggression are forever frozen on their faces.

A 25-foot-tall oval dais with sides of sheer ice stands in the center of the room. The top of the dais brims with gold and other treasure. Curled amid the treasure is the likeness of a colorless dragon. This is the lair of Katarrh, a female **young white dragon**.

Katarrh is quite ingenious for a dragon of her color. She crudely sculpted her appearance from ice and snow upon the dais, then added the treasure to make the scene more appealing. Although the sculpture is easily discernable upon closer inspection, it makes for a sufficient decoy at a distance. Within 50 feet, a DC 13 Wisdom (Perception) check reveals the decoy. From the entrance tunnel, a DC 18 Wisdom (Perception) check is required to spot the ruse.

Katarrh normally hides within the snow above her ice cavern, clearing just enough space to see her hoard through the thin ice. Her vantage point allows her to spot travelers outside as well as anyone using the tunnels to approach her lair. She smashes through the thin ice of the ceiling to attack once anyone falls for the ruse and attacks the dragon sculpture. Crumbling blocks of ice and snow rain down upon the dais as she breaks through.

The collapsing ceiling causes all creatures within 30 feet of the dais to make a DC 13 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failure and half as much on a success. After breaking through the ice ceiling, Katarrh uses her frightful presence to disperse and confuse characters. While

flying above the intruders, she breathes and attacks individuals who stray from the main group. With the glacier receding, the dragon fears for her lair and hoard. She dislikes the glacier's other inhabitants, seeing them as thieving vermin.

Sitting on the dais are a gold-and-emerald tiara (1,250 gp), a green wooden staff with a hollowed upper end with a screw topper containing a *spell scroll* with *gust of wind*, *lightning bolt*, *charm monster*, and *dimension door*, a +1 *morningstar*, +1 *plate*, a +1 *shield*, a *manual of quickness of action*, *goggles of night*, 387 pp, 2,187 gp, 4,592 sp, 8,124 cp, 74 gems (25 gp each), 35 gems (50 gp each), and 13 gems (100 gp each).

Frozen in place around the dais are Katarrh's "toys" — adventurers who attacked her and paid the price. Many are battered and chipped from falling ice and Katarrh's aggression. A few still possess various magic items; getting to these trinkets, however, requires thawing the corpses or chipping away the ice. Katarrh's former victims are:

Statue	NPC	Description
A	CN male human mage	He protectively embraces a black cat familiar whose hair is standing on end. A <i>wand of wonder</i> is hidden within the wizard's robes.
B	NE male elf veteran thief ^{A1}	His pose shows he tried to evade Katarrh. He wears +2 <i>studded leather armor</i> .
C	Ogre	This small group of nomadic ogres wandered in during a blizzard and never left.
D	LG female halfling mage	She is screaming with her eyes squeezed tightly shut. She has a watertight pouch of seven tinder twigs, acorns, and 14 smoke sticks.
E	LG male human commoner	This mountain climber kneels while coiling 200 feet of rope.
F	NG male human veteran	This knight is dressed in full plate armor and holds a broken lance. He is in a riding position, but currently straddles a frozen boulder. His mount is missing.
G	Orc	The yetis sent these unfortunate creatures down the ice tunnels as sacrifices to the white dragon. They are the most recent additions to the menagerie.
H	NG female half-orc senior priest ^{A1}	She holds a holy symbol of Muir and appears to be casting a spell. Her equipment is thoroughly damaged.
I	Thurnall Badden, N male human archdruid ^{A1}	He bears wounds of previous combat and holds an absent staff over his head. This druid reincarnated Thak Weevilmush (CN dwarf male berserker , Strength 20, Intelligence 5) into a dwarf and promised to find a way to help his former half-ogre friend (see Chapter 5: Burning Desires). Thurnall never made it back to keep his promise. Thurnall's backpack contains a <i>folding boat</i> and four draughts of <i>potion of heroism</i> in a ceramic jug.



AREA E-15: WEAK FLOOR

A dusting of snow covers the ice floor. A crevasse beneath the ice surface collapses if 100 pounds is placed atop it. The crevasse is 80 feet deep. Anyone falling into the pit suffers 28 (8d6) bludgeoning damage. The weakened floor can be seen and understood with a successful DC 16 Wisdom (Survival) check. A creature on the 10-foot square that collapses can attempt a DC 17 Dexterity saving throw to avoid falling.

AREA E-16: RISING PASSAGE

The passage slopes steeply upward. Climbing it without equipment requires a successful DC 12 Strength (Athletics) check. The light within the tunnel grows brighter as characters near the surface.

AREA E-17: THE BEAR

The passage ends in the lair of male dire polar bear (use **polar bear** statblock with 85 [10d10 + 30] hit points, CR 4) near the top of the glacier. This voracious predator is extremely hungry

as most game animals have already fled the melting glacier. He is too lazy to move to a more stable home.

The bear recently devoured a sled dog team and its rider. The bloody equipment remains in tattered but usable condition and includes a large sled, 200 feet of rope, a grappling hook, 24 pitons, a small climbing hammer, a backpack, a shortsword, two winter bedrolls, a longbow, a quiver of 24 arrows, eight various animal traps (including bear), three sets of winter garb (human-sized), eight tinder twigs, and a severed finger with a *ring of resistance* (cold).

AREA E-18: YETI GUARDS

The passage inclines sharply. Climbing it without equipment requires a successful DC 12 Strength (Athletics) check. Standing at the top of the incline are 2 **yeti** guards. The yetis gain advantage on attack rolls due to higher ground.

AREA E-19: THE LAKE

A lake sits within the glacier and collects water from melting

ice. The lake is 230 feet long by 200 feet wide and has a domed ceiling of clear ice overhead that offers a slightly distorted view of the outside world. The water is just above freezing during the day but glazes over with a thin coating of ice at night. The lake feeds the icy rivers in the caves below. The 75-foot-deep lake has a bowl-like bottom.

A wide beach is on the western side of the lake. The beach is solid and free of natural dangers. The room is brightly lit due to its proximity to the top of the Wailing Glacier.

An island sits in the middle of the lake. An arching ice bridge crosses from the beach to the island.

AREA E-20: THE SOUTH BARRACKS

This room serves as the barracks for 4 **yetis**. The creatures immediately respond to any disturbance in **Area E-19**. These yetis carry large nets (15-foot range) attached to 100-pound rocks. If the yetis capture a character using a net, they then throw the attached rock into the freezing lake. Creatures snared can attempt an escape with DC 13 Strength (Athletics) check to try to grasp the icy floor before they are dragged into the water by the weight of the stone. They may also try to escape the net with a DC 15 Dexterity (Acrobatics) check before hitting the water.

Creatures dragged into the lake immediately suffer from exposure to the freezing water. Characters thrown into the lake take 3 (1d6) cold damage from hypothermia. They suffer an additional 3 (1d6) cold damage for each round in the water or that they remain cold and wet. They also receive one level of exhaustion.

Swimming is impossible while tangled in the net, but characters can attempt to escape with a DC 15 Dexterity (Acrobatics) check. The net has 5 hit points, AC 12, and can be torn apart with a DC 18 Strength check.

The barracks contains eight frozen bedrolls. Beneath each pile of furs are 5d8 gp, 10d10 sp, and 2d4 gems (50 gp each).

AREA E-21: THE DEN

The yeti priest Croghan uses 2 **winter wolves** to protect the tribe. The wolves attack if the yetis are in trouble. The wolves have no treasure.

AREA E-22: THE ICE BRIDGE

An arching ice bridge without railings stretches roughly 50 feet to an island in the middle of the lake. The bridge is smooth and treacherous to cross. A creature crossing it must make a DC 10 Dexterity (Acrobatics) check, DC 13 if the creature uses the Dash action. A creature who fails falls prone; failing a check by 5 or more means the character falls 20 feet into the lake and takes 7 (2d6) bludgeoning damage, plus must deal with the freezing temperatures of the water.

However, the yeti priest Croghan watches the bridge for intruders and casts *shatter* on the span as soon as characters are halfway across (see **Area E-25** for details).



POSTCARD No. 6:

THE TEMPLE OF THE DESTROYER

Give the players **Postcard No. 6: Temple of the Destroyer** once their characters discover the yetis' ice temple deep within the Wailing Glacier.

AREA E-23: THE NORTH BARRACKS

Sleeping in this barracks are 4 **yeti** guards. They watch the bridge and prison cell. If alerted, they wait until intruders are crossing the bridge before they attack. They carry nets in which they attempt to snare characters (see **Area E-20**).

The barracks contain six frozen bedrolls. Beneath each pile of furs is 5d8 gp, 10d10 sp, and 2d4 gems (50 gp each).

AREA E-23A: THE CELL

This cell door has a ball of ice jammed into the entrance. The door is difficult to discover, requiring a successful DC 12 Wisdom (Perception) check to do so, and is frozen into the wall. Breaking it free of the ice can be done with a DC 18 Strength check. The boulder may be chipped or melted normally.

The cell holds Murdo Vostok (CG male human **berserker** with no equipment, weapons, or armor), a human barbarian whom the yetis have tortured for days. The man is nearly senseless and does not put up a fight. The yetis are tenderizing Murdo for a grand feast to celebrate their successful raid on the Monastery of World Sundering.

Murdo is grateful if rescued. If released, he kindly rewards characters with a *ring of water walking* hidden in a cave three miles up the glacier. It takes Murdo a few hours to retrieve this item. Murdo is part of a tribe that is in the process of moving to more stable lands.

AREA E-24: YETI GUARDS

The passage beyond this room rises sharply until it reaches the Wailing Glacier's surface. Two **yeti** guards watch the passage.



“The yetis’
weighted nets
wrapped around
our mage, and the
beasts then cast a
stone into the frigid
water to drag the
man under ...”



AREA E-25: THE TEMPLE OF THE DESTROYER

The yetis' island houses a temple to a savage god known simply as The Destroyer^{A3}. While most commonly worshipped by ogres, the ogre mage Karathool brought knowledge of the god to the yetis in hopes of expanding The Destroyer's influence.

Around the island's perimeter are 12-foot-tall stalagmites that block the view into the temple. A broad set of ice stairs in the middle of the island climbs a 10-foot-tall mound of ice to a 20-foot-diameter oval platform where a bloodstained ice altar sits. The *Weeping Statue of Voard* is on the altar. Tears overflowing from the statue's eyes form cones of ice that encase the altar and statue's base. Other relics from the Monastery of World Sundering are buried in the ice formed by the tears: 16 scroll tubes holding miraculously preserved parchments written in an ancient script detailing the teachings, history, and woes of Voard; eight small marble statues of Voard (50 gp each); 36 tile garden markers (describing plants); a silver chafing dish (350 gp); 12 ancient copper chamber pots (10 gp each); eight gold nuggets (50 gp each); a masterwork spiked chain; a +1 *shield*; a suit of plate armor; a helm; 218 pp; and 2,945 gp. These items can be removed by carefully chipping or melting the ice (30 minutes to chip ice away or 20 minutes to melt the ice).

The statue of Voard is frozen to the altar and must be chipped away, melted free, or yanked clear by brute force and a DC 19 Strength check. It takes three hours to chip the statue free, although this time is reduced by 15 minutes per additional character working on the project (so five people chipping at the ice would require two hours to free it).

It takes 60 points of fire damage to melt the statue free. A single torch does 3 (1d6) fire damage per 10 minutes it is held to the ice. A fire-based spell such as *burning hands* or *fireball* does normal damage to the ice but runs the risk of destroying the fragile scrolls around the statue's base if they are not removed first. The chance of destruction is the same percent as the damage inflicted on the ice (for example, a *burning hands* spell that does 18 points of damage has an 18 percent chance of destroying the items).

The statue weighs 500 pounds but can be slid across the ice to move it. Croghan carried the statue onto the island himself.

Croghan, a yeti priest, plots on the island with the **oni** Karathool (equipped with a *ring of resistance* [acid]) on how to deal with the white dragon Katarrh. Karathool remains in the guise of a yeti at all times.

Karathool lets the yeti guards soften up intruders before he casts *invisibility* on himself and flies into combat. He uses his *cone of cold* on spellcasters, not caring if yetis are also in the area. Karathool hails from the temple of Hel in Abhor Brazier (see **Chapter 13: Duel of Magic**), where he served as a guard until his greed overcame his loyalty. In his lust for invulnerability, he stole a *ring of resistance* (acid) and fled. He eventually murdered and replaced the chieftain of the Wailing Glacier yeti band. He assumes the form of a yeti with flaming red eyes.

Karathool is tough and shrewd. His resistances to fire and acid make him difficult to defeat. He holds grudges and seeks retribution against all who defy him. He often stalks quarry in disguise or while invisible.

Croghan guards his island temple and only attacks characters

THE CRYING STATUE OF VOARD

The statue radiates mild divination magic but has no known or obvious powers aside from a constant flow of tears streaming from its eyes. The tears become normal water once they lose contact with the statue. The statue perfectly cradles the *scepter of faiths* in its lap, in an ideal position for the tears of Voard to flow over the relic.

The stone statue weighs 500 pounds. It can be pushed across the ice, however, to remove it from the Wailing Glacier.

The lost scrolls of Voard (**Area E-25**) detail the deity's philosophies and morals. Despite making up a lot of things, Moovtu is not that far off from the god's actual teachings. Moovtu will have some explaining to do to his followers who have thus far believed all his off-the-cuff theories where he had to fill in the gaps in the lost religion. The scrolls tell of the possible end of mankind at the hands of a man who walks without a pulse under a stormy sky, whose soul dwells deep within a frozen heart. The references to Akruel Rathamon's return from the dead should be obvious.

once they make it onto the ice bridge. He casts *shatter* on the focal point of the ice bridge as soon as characters make it halfway across. Even though he only shatters a small portion, it is still enough to collapse the entire span. Characters falling from the bridge into the lake suffer 3 (1d6) cold damage immediately from hypothermia. They suffer an additional 3 (1d6) cold damage for each round in the water or that they remain cold and wet. They also gain one level of exhaustion.

Croghan is an elder yeti and a formidable foe. He guides the yeti band with wisdom and spirituality. He sees himself as the yeti incarnation of his newly accepted god and a tool to spread devastation and misery. He fears Karathool but respects the oni's leadership and power. If given ample opportunity, he prepares himself with spells before combat.

Croghan uses the **abominable yeti** statblock with the following changes that raise his CR to 10:

Croghan's Wisdom is 16 (+3)

Spellcasting. Croghan is an 8th-level spellcaster. His spellcasting ability is Wisdom (Save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

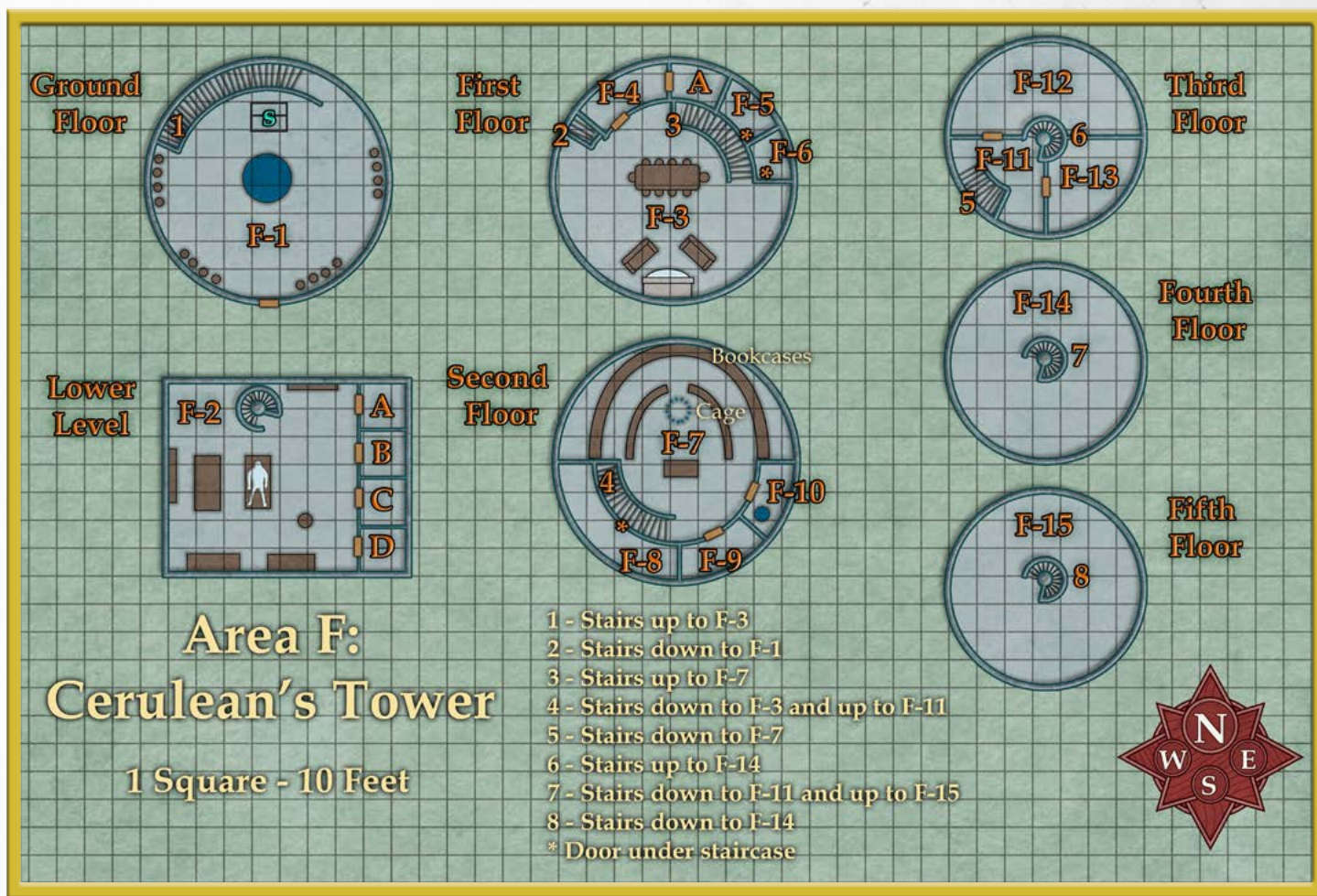
Cantrips (at will): *guidance, light, resistance, sacred flame*

1st (4 slots): *bles, command, fog cloud, guiding bolt, inflict wounds, protection from evil and good, shield of faith, thunderwave*

2nd (3 slots): *enhance ability, gust of wind, shatter*

3rd (2 slots): *call lightning, sleet storm*

Croghan is equipped with a war pick, two *potions of healing*, two *potions of greater healing*, and a *ring of resistance* (fire).



AREA F: CERULEAN'S TOWER

The Wailing Glacier long ago engulfed this remote tower. Its original inhabitants perished as the fast-moving glacier froze around them. The wizard Cerulean, his family, and his serving staff currently occupy the structure.

The tower is made of thick rock that insulates the tower from the glacier while preventing the tower's warmth from melting the surrounding ice. Natural gas deposits deep beneath the Wailing Glacier are siphoned to heat and illuminate the structure. The gas is piped into the tower and carefully burned. Unless otherwise noted, all floors within the tower have half-inch-thick iron plates covering the stone to protect the stone from the fire nymph Alanya's heat (**Area F-12**).

While Cerulean is not evil, brash characters might not discover this fact until they raid deep into his tower and destroy his guards and servants.

Cerulean dislikes Karathool and his cronies, but he leaves the brutes alone for now. Karathool likewise stays clear of Cerulean. Karathool secretly fears the mage but never reveals this fact.

Cerulean fiercely protects his tower and reacts aggressively to unwanted intruders. Luckily for characters, Cerulean is currently abroad seeking a suitable place to relocate his tower home before the glacier collapses completely around it.

AREA F-1: THE TOWER BASE

The door opens into a 50-foot-diameter stone room at the base of Cerulean's tower. An iron staircase follows the wall up to an opening in the ceiling 45 feet overhead. Iron-barred windows lining the walls look out on the Wailing Glacier's solid ice floe. A majestic frozen fountain in the center of the room sits flush with the metal plates covering the stone floor. Six small statues of dancing fey creatures sit along the water's edge. The fountain's centerpiece is a 30-foot-long crimson-cobalt tongue of flame upon a small pillar. Entombed in the unmoving flame is a woman of incredible beauty. The woman's arms are raised, her head is tilted back, and her slender legs float above the stone base. Six stone pipes surrounding the pillar's base spew frozen water. Twelve iron pipes stretching from floor to ceiling line the walls.

The "woman" is a *programmed illusion* of Cerulean's wife, Alanya. The tongue of flame is a **fire elemental** in a state of suspended animation that casts a blue hue upon the subject. Anyone approaching within five feet of the fountain dispels the suspended animation and frees the elemental. The elemental attacks all intruders but doesn't venture into the glacier. Once the elemental is freed, the frozen fountain immediately thaws and sprays water once more. The image of Alanya remains floating in the mist.

The fire elemental shuts the door behind fleeing characters to

prevent them from re-entering the tower. The elemental remains in the room unless Cerulean commands otherwise.

A sliding secret door can be found with a DC 18 Wisdom (Perception) check and its hidden latch with a DC 20 Intelligence (Investigation) check. It is in the floor behind the fountain and leads to **Area F-2**.

AREA F-2: LABORATORY

The hidden sliding door in **Area F-1** opens to reveal stone stairs that spiral downward into a lower level. The stairs have no railing. The stairs descend 30 feet to a laboratory filled with alchemical tools and research equipment. Several pipes emerging from the floor emit a small amount of natural gas, their vents hissing slightly. The gas pipes feed small, ever-burning flames that illuminate and heat the room. More cast-iron pipes extend from the floor and through the ceiling. Valves on the pipes allow the gas rising into the rest of the tower to be shut off completely. The pipes descend into the glacier to tap natural gas pockets.

Along the wall are four evenly spaced iron doors. The doors are locked, but keys hang from a hook at the base of the steps.

Tables and workbenches contain beakers, coils, odd components, and other strange devices. This fully functional laboratory is worth 10,000 gp to a mage or alchemist if carefully removed and transported. Searching the laboratory yields virtually any normal spell component for 5th-level and lower spells.

An iron table holds an ice sculpture. It is an exact replica of Karathool, the oni in **Area E-25**. The ice statue is an incomplete *simulacrum* Cerulean is crafting to rid the glacier of the yetis and their vile temple.

AREA F-2A: CELL

This cell is empty.

AREA F-2B: CELL

A **yeti** is manacled to the back wall, its hulking form cramped in the small chamber. The yeti pleads (in its own language) for freedom. It aids characters until it can either escape or gain an advantage over its rescuers.

AREA F-2C: CELL

The cell appears empty but actually holds an **invisible stalker**. Cerulean summoned the stalker to aid him in various tasks, but recently has not found much use for the creature. The irritated stalker waits patiently for further commands. It recognizes that characters do not belong here and attacks, hoping to convince Cerulean to finally release it.

AREA F-2D: CELL

The cell contains a female human clad in furs. Sedalia is a **doppelganger** hired by the barbegazi (ice gnomes) in Quawnot to rid the glacier of the yetis. She was instead imprisoned when she attempted to steal from Cerulean's tower. The doppelganger has been here only a few days but already knows not to anger the mage.

The doppelganger calls herself "Princess Sedalia" and claims

PIPEWORK DANGERS

Iron pipes carrying natural gas are found throughout Cerulean's tower. Rupturing a pipe fills the room with natural gas in two rounds. Any open flame brought into a room filled with natural gas erupts in a 20-foot-radius ball of fire. Each creature in the area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failure or half as much on a success.

The Iron Pipes have AC 18 and 32 hit points per one-foot section. They have immunity to cold, fire, lightning, poison, and psychic damage.

she was captured by the "evil" Cerulean for his depraved experiments. She says she's from a small nomadic band of barbarians that roams the upper glacier and surrounding mountains. She promises a reward and the loyalty of her clan if rescued. She has a tall, muscular build and is quite attractive. She plays the part of a rough and simple barbarian, even speaking in broken Common to accentuate her loose ties to civilization. Sedalia does not know Cerulean is absent but does know what he looks like (and thus fears the simulacrum in **Area F-15**). She attempts to persuade characters into ransacking the tower and slaying the "evil" wizard.

AREA F-3: WELCOME CHAMBER

The stairs open onto a welcoming chamber. A marble dining table with seating for 12 sits in the middle of the room. One of the end chairs is made of marble for the fire nymph Alanya. Two comfortable couches surround an elaborate fireplace that blazes with a natural gas fire. Lavish tapestries of an imposing wizard defeating demons, dragons, and other monstrosities hide iron pipes rising along the walls. Thick furs and skins cover the stone block floor. A sidewalk of iron plates meanders through the rugs.

A stone staircase winds up the 50-foot-tall wall and through an opening in the ceiling. Halfway up the staircase, a balcony overlooks the room.

AREA F-4: THE KITCHEN

This well-stocked kitchen feeds the tower's inhabitants. Cerulean's manservant Chalfin Shackelford (CN male human **veteran thief**^{A1} equipped with *+1 silver rapier* [concealed in his silver cane], leather armor, *gloves of thievery*, a *potion of invisibility*, two *potion of greater healing*) is normally hard at work preparing for the next meal. Two *permanent unseen servants* assist Chalfin. An overcrowded pantry (**F-4A**) sits off the kitchen and is stocked with fine food and drink from many cultures and countries. Chalfin attacks intruders on sight and fights to the death. More than 100 bottles of wine sit in recessed racks, each worth 5d10 gp.

Chalfin is an elderly man who hunches over and walks with the help of a cane. Chalfin bears horrible, disfiguring acid scars over his upper torso and face. He uses stained and worn ivory dentures and his hair grows in sparse clumps. His appalling features give him an inhuman appearance. Despite his condition,

he is incredibly agile. He is a retired rogue who has worked for Cerulean for nearly half a century. Over the years he has gained an exceptional knowledge of language, is fluent in many different tongues, and can read and write in several others. Cerulean often requests Chalfin to aid in alchemy experiments and in deciphering ancient scripts. Chalfin is loyal to his employer. Chalfin is the father of Harga Shackelford, the chief constable of Bargarsport (See **Chapter 6: Culvert Operations**).

AREA F-5: CHALFIN'S ROOM

This plain room contains a bed, a wardrobe, and a desk and chair. The wardrobe holds Chalfin's garments, both work and formal. An open book is face down on the bed. The book is a biography about an illegitimate half-orc son of a human paladin.

The desk holds letters from Chalfin's daughter, Harga. Her letters discuss recent events in Bargarsport (including a tale of some adventurers who carried a magical scepter and defeated a pair of vile spellcasters). She frequently urges her father to come live with her. An unfinished letter Chalfin is writing describes his upcoming retirement and asks if she has found a man yet. Cerulean sends and retrieves the dispatches when he is away on business.

Under the bed are an unlocked chest and a clean chamber pot. The chest holds Chalfin's meager retirement fund of 550 pp, 1,950 gp, and an aged cask of dwarven ale.

AREA F-6: STORAGE

Equipment and mundane household furniture used infrequently in the tower are stored in this room. Unless characters are planning on setting up house, little exists to interest them.

AREA F-7: THE LIBRARY

The stairs open into a 35-foot-tall room lined with bookcases. Ironwork scaffolding, spiral stairs, and mesh walkways lead to three tiers of shelves. An iron ladder on rollers attached to the top tier sits on each level. Thousands of books fill the shelves in neat and orderly rows. Glass-covered lanterns dotting the scaffolding fill the room with a warm glow.

An iron chain hanging from the ceiling holds a five-foot-tall crystalline cage. The cage is a permanent *forcecage* imprisoning Kercur the **imp**. Kercur commonly takes the form of a raven, especially when visitors are present. The imp was the familiar of an arch-nemesis Cerulean defeated long ago. Cerulean keeps the imp as a trophy and conversation piece. The vengeful Kercur attempts to deceive characters into sacking the tower and slaying its inhabitants. The imp claims to be Cerulean's familiar if characters detect its evil nature.

A desk with an intricately carved ivy pattern sits in the center of the room. The desk is neat and tidy, with an ink well, pen, and stacks of white paper sitting on its surface. Six drawers are closed and locked and contain working notes on experiments into various cloning and imprisonment spells. The locks can be opened with a DC 20 Dexterity check with thieves' tools and the notes understood with a DC 20 Intelligence (Arcana) check. The third drawer contains a *spell scroll* with *legend lore*, *telekinesis*, and *clairvoyance*. The fifth drawer holds *potions of speed*,

WHERE DO YOU WANT TO GO?

Feel free to create destinations for Cerulean's teleportation disc. If the Splinter of Faiths Campaign is used, some possibilities include Anvil Plunge (**Chapter 5: Burning Desires**), Bargarsport (**Chapter 6: Culvert Operations**), the Shield Basilica of Muir (**Chapter 11: The Heir of Sin**), and the temple of Thasizier (**Chapter 13: Duel of Magic**). Cerulean has contacts in each of these temples and cities who frequently help him with his research. Remember, Cerulean isn't evil; many of these locales welcome his visits.

You could also use the teleportation disc to drop characters into another adventure, such as a forgotten city or somewhere deep underground. Cerulean is a world traveler and has been to many hidden and exotic locales.

Players may come up with more interesting uses for the teleportation circle, but don't let the magic ruin the adventure. If you don't want the characters heading to a certain locale, then the teleportation disc fails (you could roll some random dice to throw players off), and the characters remain in the tower. It's up to you how to use the device in your campaign.

heroism, *clairvoyance*, and a *wand of magic detection*. A crystal key to the imp's cage sits in the felt-lined sixth drawer.

The books on the shelves cover almost every known topic, with sections devoted to obscure histories and cultures. Using this library, Intelligence (Arcana) and Intelligence (History) checks are made at advantage but require 2d4 hours of research. None of the books is magical. A section of 10 books deal with Akruel Rathamon's rise to power and his defeat during the War of Divine Discord. Finding this information takes 2d6 hours and requires a character to spend another 4d4 + 4 hours reading. The histories offer a mix of truth and rumors. One book speculates that Akruel's heart was not in his body when Shah Rasalt used the *scepter of faiths* put a stop to his reign of terror. Another tome hints that his soul was held safely within a giant black heart but does not speculate on its location.

AREA F-8: GOLEM ROOM

The work area houses a brass statue of a knight. The statue is a golem in the middle of its creation. It is inanimate and harmless, but nonetheless frightening, especially as some enchantments already cast on the knight cause it to radiate magic. The room holds stone carving tools, spell components, and diagrams of the golem and its parts.

AREA F-9: GUEST CHAMBERS

An extravagant bedroom is adorned with fine furniture and silks. White furs drape a four-poster bed pushed against the wall. A six-foot-tall mirror fills one wall. No guests are currently staying in Cerulean's tower.

AREA F-10: TELEPORTATION ROOM

This room is painted black with silver runes and glyphs covering the walls, ceiling, and floor. A five-foot-diameter disc of polished silver sits flush in the floor. The area inside the disc is also black, but wavers and moves. Illegible script is engraved in the disc's outer edge. The script is a language Cerulean created solely for his work and cannot be read without the aid of magic. If deciphered, the words are command phrases to teleport an individual to specific locations. See the sidebar **Where Do You Want to Go?** for more information.

A thin band of a black rubbery substance appears around the neck of any character stepping into the wavering darkness inside the teleportation disc. The choker cannot be removed, although it dissolves 24 hours after the character teleports. A character speaking aloud the command phrase for Cerulean's tower (also written on the teleportation disc) is instantly returned to the tower as long as he or she still wears the choker. Cerulean knows how to prolong the choker's duration and often wanders for weeks before returning. Alternately, Cerulean can forcibly return anyone who still wears a choker to the tower by speaking a command word known only to him. Characters wearing a black circlet must make a DC 15 Constitution saving throw to avoid being forcibly yanked back to the tower's teleportation disc — and Cerulean's displeasure.

AREA F-II: FOYER

A serving table and a ceramic water basin on a mirrored stand sit along one wall. Towels hang from dowels on the sides of the stand. The serving table holds the remains of a past meal (pheasant and potatoes). Stone stairs in the center of the room spiral upward to the next level (**Area F-14**). The ceiling here is significantly lower than in the tower's other rooms, just 20 feet above the floor.

AREA F-12: CERULEAN'S BEDCHAMBER

Fine furnishings, silk drapes, and animal furs fill this curving bedchamber. Furniture represents various cultures but is all of the highest craftsmanship. A four-poster bed with a silk canopy sits along the wall, with a polar bear skin rug on the floor before it. Three massive wardrobes sit against the outer wall, each filled with exquisite robes and men's clothing. A crystal chandelier lights the room with many small gas flames. A bookcase holds atlases, almanacs, and studies of anthropology.

Above a stone desk hangs a painting of Cerulean and Alanya. The painting depicts a deeply tanned, noble-looking man with long brown hair dressed in blue and black robes. A crimson lightning bolt is emblazoned on his chest. His powerful hands clutch a red staff, and his stern face shows no signs of emotion. At his side stands a beautiful woman with long burgundy locks of hair. She holds his free arm in her graceful hands. She wears translucent white robes.

Lying on the bed is the woman shown in the painting. She has flowing, fiery-red hair. Her eyes are pale blue, and her skin is pale with a tint of red. She wears the same translucent gown as in the painting. Alanya, a **fire nymph**^{A1}, is peaceful and kind, unless attacked. She loves Cerulean and bore him a son they named Karsanti.

Alanya lies on the bed, a stack of books beside her. The books are treated with an enchantment that grants them fire resistance and cover topics of nobility, heraldry, and diplomacy. The room's furnishings are likewise treated with fire resistance.

The rug is a **rug of smothering** that guards Cerulean and Alanya. It attempts to grapple and constrict as many opponents as possible.

Alanya immediately screams for her son and, if given warning, uses her *heat metal* ability on the iron-plated floor to also affect intruders. She uses *fire shield* to protect herself and casts defensive spells to allow herself a chance to escape if threatened.

AREA F-13: KARSANTI'S ROOM

Although less lavish than the rest of the tower, this room is still furnished with finely crafted belongings. A single bed layered with fine silks and down pillows sits against the wall. A wardrobe holds tunics, pants, and boots of various styles. All have a red lightning bolt crest emblazoned on them. An ornate chest sits at the foot of the bed. The chest is unlocked and contains boyhood treasures such as miniature stone monsters, toy knights, a slingshot,

three wooden swords, a crude light shield, a bucket helmet, jars of dead bugs, and a 1st-level spellbook containing: 0—*light, mage hand, mending, prestidigitation, shocking grasp*; 1st—*alarm, burning hands, shield, thunderwave, unseen servant*. Drawings of knights fighting monsters fill the spellbook's margins and blank pages. This book was an early failed attempt by Cerulean to train Karsanti in magecraft.

Hanging above the bed are four scimitars of the highest quality. They surround a portrait of Karsanti, a young man with long, curly red hair. The image is some years old. A DC 15 Wisdom (Perception) check reveals a loose stone in the wall that hides Karsanti's "secret" treasure. The small hollow holds 350



gp in a leather sack, a rolled painting of a rather scantily clad woman, *potions of heroism*, *resistance* (cold), *speed*, *flying*, and a torn piece of parchment with the words: “I had a wonderful time, please come back and see me soon, love Harga.”

Karsanti rarely stays in his room.

AREA F-14: RECREATION ROOM

A 20-foot-tall staircase spirals up to the family room. The stairs continue up to the top level. This large open room has a 35-foot-high ceiling. Tapestries bearing the marks of many kingdoms are proudly displayed on the walls. Each was a gift from Cerulean’s powerful friends. A stand along the wall holds four lutes, three mandolins, two sets of ornate drums, and a pipe organ. A nearby shelf holds songbooks and sheet music.

Several boardgames sit on a felt-covered table. Four chairs surround the table; one of the chairs is made of stone.

The opposite side of the room is cleared to make space for combat practice. Several scorched wooden practice mannequins stand in a circle. Karsanti (a **fire nymph**^{A1} equipped with scimitar, shortsword, fire-resistant *cloak of the bat*, *potions of flying*, *greater healing*, *heroism*, *invulnerability*) spends the majority of his time lounging here playing music or practicing with the dummies. He is bored and desperately wishes to venture out of the tower on a “knightly” adventure. He investigates any noise characters make coming up the stairs.

Karsanti is a handsome young man with curling, deep-crimson hair. He has a quick, fiery temper and blazes into fire when angered. He is the adult son of Cerulean and Alanya. He dresses in his father’s colors of blue and black with the red lightning bolt motif. Aside from his fiery red eyes and proclivity to occasionally burst into flame, he is indistinguishable from normal humans.

AREA F-15: THE OBSERVATORY

The stairs open onto the top of the tower. Vent pipes open to the sky to expel the tower’s heat, and in the process, melt a cylindrical ice chute that extends up to the surface from the rooftop. The ice rises 140 feet above the tower rooftop, as if the tower was sitting at the bottom of a deep well. A bit of sky can be seen high above. The temperature is colder here, but still above freezing. Cerulean’s *simulacrum* (see **evoker**^{A1} statblock; equipped with staff [see below], *spell scroll* with *counterspell*, *fireball*, *haste*, *major image*, *spell scroll* with *fire shield*, *hallucinatory terrain*, *wall of fire*, *spell scroll* with *flame blade*, *flaming sphere*, *shatter*, *wand of fireballs*) stands guard here against intruders who might enter from above.

Katarrh and the yetis discovered long ago that it was best to leave Cerulean’s tower alone. Both faced the archmage and retreated in defeat. Neither knows of the existence of the simulacrum, but neither wants to tangle with Cerulean again to discover that fact.

Cerulean is a tall human male with long brown hair worn in a long braid. He dresses in blue and black robes adorned with red lightning bolts. He always carries his *staff of power*, although only the real Cerulean has the true staff. His simulacrum carries a nonmagical duplicate. The simulacrum was created years ago, and thus is not a “true” duplicate of the current archmage and his powers. Cerulean thinks of this simulacrum as an old friend rather than a construct or tool.

CONCLUDING THE ADVENTURE

Once the Weeping Statue of Voard is replaced within the Monastery of World Sundering, Moovtu Huglish offers characters his undying gratitude and a slap on the back. Unfortunately, he has little else to offer besides some frozen potatoes. However, characters should receive a 1,000 experience point bonus for successfully completing the adventure.

If played as part of the *Splinters of Faith Campaign*, the *Remembrance of Angst* blessing requires the statue of Voard to be in the Impoverished Hall (**Area A-7B**) in the Monastery of World Sundering. Any follower of Voard may then place the *scepter of faiths* atop the statue’s crossed legs to allow the statue’s tears to roll down over it. Voard blesses the scepter with the following ability:

Healing. While holding the scepter, you can use an action to cast the *cure wounds* spell as if it were cast using a 2nd-level spell slot up to three times per day. This property recharges daily at dawn.

Moovtu also can direct characters to the next adventure if needed. While the characters were dealing with the yetis, Moovtu uncovered a new carving in a freshly thawed temple room showing the scepter being raised amid a group of knights bearing Muir’s symbol. Moovtu applied to study at the Shield Basilica of Muir but was rejected due to his heritage and questionable background. He fully believes characters should travel to the Shield Basilica to continue their quest. Characters playing through the *Splinters of Faith Campaign* have likely passed through the basilica a couple of times already.

If the characters sacked Cerulean’s tower and slew his family and servants, they gain a powerful enemy with connections throughout the land. Once Cerulean discovers the devastation, he seeks vengeance. Cerulean first brings his family back to life to aid him, but this takes time and some favors. **Cerulean** is a powerful neutrally aligned archmage, and you should use caution when bringing him into a campaign — especially if his goal is to track down and slay the characters. Despite his power, Cerulean lacks divination spells and may spend months — possibly years — tracking characters.

The characters’ adventure continues in **Chapter 11: The Heir of Sin**, where they must travel into the high pinnacles of a mountain temple and face the horrid statues of a fiendish deity to rescue a paladin’s missing daughter.

11

THE HEIR OF SIN



Two massive granite walls divide the mountain pass, choking the route from the Kajaani Forest into the Kanderi Desert. Despite the oppressive heat, knights in full armor walk the battlements of the Shield Basilica to keep a wary eye on the lands surrounding them. Engraved along the length of the wall is a massive sword that runs the length of the barrier. The Shield Basilica is the last stop before the lawlessness of the desert badlands, but the knights within are more than ready to meet the threat. The sound of soldiers marching inside the sealed fortress rises into the heated air.

A small town has arisen over the years and nestles flush against the Shield's outer wall. Those warriors who wish to someday join the Shield's forces call the small city home. With them are a mix of traders and outposts that supply the fortress. "Shieldfane" is carved into a sign hanging on a post before the town.



HEAD FOR THE HILLS

The next leg of the campaign starts at the Shield Basilica as an old war is renewed.

ADVENTURE SUMMARY

The characters must rescue a paladin's daughter who was captured in the hills and taken into the lair of a demon lord's cult. The ritual to bless the *scepter of faiths* is on hold until the young woman is rescued. This adventure is designed for characters of 7th to 9th level.

TEMPLE BACKGROUND

The Shield Basilica of Muir, also known as the Shield, overlooks badlands of eroded hills and rocky plateaus that soon expand into the harshest reaches of the Kanderi Desert. The land below the fortress bears testament to the devastating wars fought to attain Muir's favored holdout. Broken spears and rusted weapons lie scattered across the rocky ground. Old graves occasionally churn to the surface as sinkholes collapse in the cracked, parched earth. Whole armies are said to be buried beneath the shifting desert sands.

The Shield is constructed with two 150-foot-high walls running parallel for nearly a quarter mile along a ridge above the entrance into the badlands. The granite walls are each 150 feet thick, with crenellations providing archers ample fields of fire. Muir's holy symbol — an upraised sword held parallel to the ground — is engraved along the length of walls. The space between the outer walls is narrow, a mere 1,000 feet from wall to wall. Stacked barracks and quarters fill this interior space, but the interior still provides plenty of room given its length. Stairs allow easy access from the barracks to the walls in case of an attack. Each barrack maintains its own armory.

Muir's Sanctum, a central temple within the walls, contains various religious icons of Muir and her favored warriors, and is home to the sacred Grindstone of Muir, a giant grindstone used to bless weapons.

SHIELD BASILICA OF MUIR (TEMPLE)

Location: Mountains

Nickname: The Maiden's Shield, The Limestone Fort, The Basilica, The Shield

Deity: Muir ^{A3}, goddess of virtue and paladinhood

Worship domains: Knowledge, Life, Light

Authority Figure: High Priest Lord Romel Sandusk (LG male human **hierophant** ^{A1})

Servants: 350 guards, 220 protectors (LG **holy defender** ^{A1}); 110 under-priests (LG or NG **priest**), 50 sentries (LG **veteran holy defender** ^{A1}), 20 wardens (LG **master holy defender** ^{A1}), and 2 **high priests** ^{A1} (LG or NG).

Dress: Priests wear blue robes trimmed in silver over plate armor. Paladins and fighters proudly display polished plate armor with blue engravings.

Unique characteristic: The temple is built within a quarter-mile-long set of parallel walls wedged between a mountain pass. The paladins guard the pass against a massing gnoll army in the desert.

Built on the edge of gnoll-controlled lands — about 50 miles south of the fallen temple of Seraph in the Kanderi Desert — the Shield protects the civilized lands to the south. A narrow road winds from the badlands below the Basilica to a narrow pass that travels beneath the fortress. The deadly Hollow Spire Mountains rising around the Shield provide a natural barrier to attackers trying to flank the structure. From above, the Shield appears to be wedged tightly into a narrow gap between the overhanging mountains.



RESTORING THE SCEPTER

At this point in the campaign, the *scepter of faiths* is equivalent to a +2 *mace*. The scepter sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. It has the following abilities:

Bless. While holding the scepter, you can use an action to cast the *bless* spell from it up to three times per day. This property recharges daily at dawn.

Courage. While attuned to the scepter, you can't be frightened.

Divine Awareness. If you are holding the scepter, you can use an action to cast *detect evil and good* from it up to three times per day. This property recharges daily at dawn.

Healing. While holding the scepter, you can use an action to cast the *cure wounds* spell as if it were cast using a 2nd-level spell slot up to three times per day. This property recharges daily at dawn.

Magic Weapon. The scepter grants a +2 bonus to attack and damage rolls made with this magic weapon.

Muir’s faithful hold the border against evil. While skirmishes still occur with the gnolls of the desert, the territory is considered relatively safe. The town of Shieldfane sits outside the southern wall and supports the massive fortress and its inhabitants through trade. With the threat of war no longer an overriding concern, the Shield Basilica is slowly changing from a bastion of might into a training camp for Muir’s faithful.

AUTHORITY FIGURES IN SHIELDFANE

Authority figures: Mayor Kintus Hallete (LG male human **veteran holy defender**^{A1}); Shield Maiden Altilsa Maver (LG female human **holy defender**^{A1}, city defense coordinator); Trade Council head Merlah Alantyr (LN male human **noble**).

Important characters: Dewali Gamp (LN male dwarf **battle priest**^{A1}, trade council); Backbreaker Funj (NG male half-orc **veteran**, captain of city defenses).

AREA A: SHIELDFANE

Shieldfane sits outside the Shield Basilica’s southern wall. The small town has grown through the years of peace that the Shield has made possible. The city abuts the massive granite wall, with some of the shops and houses pressed right up against the granite fortifications. The town is ringed by its own wall that then connects directly to the massive edifice beside it.

Originally conceived as a trading post, Shieldfane now attracts adventurous types intent on eking out a living within the mountains and those hoping to eventually serve inside the Basilica. Prospectors, miners, and others flock to the town, along with their families. Trading companies maintain stores for adventurers passing through, but their primary income comes from established deals with the Shield. The mercenaries, fighters, and holy warriors who travel to the Shield hoping to be admitted into the elite ranks often find themselves living within Shieldfane until they meet the rigorous requirements to be considered a warrior of Muir.

Many visitors hoping to join the Shield Basilica’s ranks end up building their own modest homes out of timber hauled out of the mountains. Homes throughout Shieldfane vary in shape, size, and location.


Below is a small selection of shops found within Shieldfane. You are encouraged to expand on the city as you see fit to fill in the gaps to make it a living, breathing city.

THE SHIELD’S REACH

While the paladins of the Basilica frown on alcohol, the Shield’s Reach — a two-story tavern with a common room and 15-foot-tall kegs of ale — caters to those seeking a draught or two of ale. Lynd Hack (NG female human **veteran**), the owner of the Shield’s Reach, frowns on drunkenness and instinctively seems to know when to cut her patrons off before they get too far into their cups.

CALLING ALL KNIGHTS

Posters are pasted all over Shieldfane during this time of year to summon all would-be knights of Muir to the Shield Basilica to take part in the Rite of Virtue. Characters find these notices posted all over Shieldfane any time they visit. Give the players **Handout 8: Calling All Knights**^{A6}. If they’ve spent time in Shieldfane already, they now find would-be knights renting all the available rooms and even camping on the outskirts of the small city.



Her bouncer Corbert the Massive (N male human **veteran** with Strength 18) makes sure patrons follow his employer’s advice.

THE SHIELD’S REACH MENU

Ale & Mead	Cost
Muir’s Valor	1 cp
Shield Banger Ale	2 cp
Other Beverages	
Milk (Goat or Cow)	1 cp
Food	
Bread, fresh	4 cp
Shepherd’s pie	5 cp
Steak & potatoes	1 sp
Vegetable stew	2 cp

MOLTON’S FINE BLADES

Shrake Molton (LN male dwarf **veteran**) is an armorer and master bladesmith known for the intricate filigree he works into his weapons and armor. His creations sell for 1-1/2 times normal value but he does not craft magical weapons (and murmurs something about them being “cursed things you can’t count on” if asked). Many of the members of Shieldfane’s militia use his weapons. Altilsa Maver keeps the dwarf on retainer to craft weapons and armor as needed for her troops.

ASHENCHISEL MERCANTILE

Drobo Ashenchisel (CG dwarf male **veteran**) runs this general store and is the go-to dwarf in Shieldfane when you

want fresh fruits and vegetables. The store gets a regular supply of goods thanks to extensive trade routes and the large Ashenchisel clan's many businesses throughout Libynos. Drobo is also a good source of information — from within Shieldfane and from far-off cities — and can be counted on to be discreet in his inquiries.

The shop's shelves are stocked with a variety of merchandise that Drobo orders specifically to cater to the warriors of Shieldfane. However, the shop has a vast basement where Drobo stores a lot of different items, and he can usually find any normal item requested quickly. Many of the items come in on wagon trains from places such as Bargarsport and even Anvil Plunge.

VIRTUE'S REST

Virtue's Rest is a two-story inn run by Melea Foxgarden (LG female elf **noble**), who caters to noble travelers as if she runs a bed-and-breakfast in Bard's Gate. But she also welcomes warriors of Muir (and those hoping to be) who visit the Shieldfane during the *Rite of Virtue*. Characters can sleep in a common room on bunks for 1 sp per night (1 cp extra for blankets) or they can rent rooms (5 sp per night or 4 gp for a week) that come with a free breakfast each morning.

MADAME TAROSTA

A little old lady named Madame Tarosta (LG female human **priest**) lives in this six-room abode with her daughter Corilinia (LG female human **commoner**) and her grandson Kornelt (NG male human **commoner**). Madame Tarosta can often be found sitting in her rocking chair on the wraparound porch. She is Shieldfane's resident midwife and fortune-teller. Corilinia helps with the midwifery but didn't gain the gift of sight like her mother. Madame Tarosta is a well-known figure in town, especially among the many wives and girlfriends who accompanied their would-be knights to the Shield.

BARRACKS

The three barracks are home to the warriors who serve in Shield Maiden Altlsa Maver's (LG female human **holy defender**^{A1}) defense force. The barracks contain bunks with chests at the foot of each bed where the warriors keep their goods. Altlsa sleeps in a small house attached to the barracks.

The defense force (200 **guards**) protects the city mainly from pickpockets and domestic troubles. Many warriors hoping to prove themselves to Shieldfane's guardians join this police force thinking that their stint will win them favor inside the Shield Basilica. But the chance to train within the Shield's walls with the paladins of Muir is a difficult dream that many never attain. Almost all of the fighters who visit Shieldfane end up joining the militia simply to show their worth.

A new barracks is currently being constructed as the others are already filling up with new arrivals.

THE MAIDEN'S REST

This two-story house has expanded over the years and now connects to other nearby buildings to create a sprawling complex of rooms for young Shield Maidens who hope to join

BREAKING THE BAD NEWS

One person that conscientious characters may seek out to deliver bad news to is Elisabeth Dillyn (N human female **commoner**), the 20-year-old fiancée of a ranger whose body the characters may have discovered in the Sin Mire Swamp (see **Area J5** of **Chapter 5: Burning Desires**). She's easy to find if characters track her down. Elisabeth is a beautiful woman living with her aunt in a room at the Maiden's Rest. More than a few Shieldfane bachelors wish she would finally give up on this "silly ranger" who keeps leaving her alone to go traipsing around the swamps. If characters deliver the news or bring back some item that belonged to Ruscart (either Elisabeth's letters, the gold promise ring she gave him as a parting gift, or even Gravy, his animal companion, for example), the woman collapses in tears. She remains inconsolable. Award characters extra experience points if they help the distraught woman return home and offer what comfort they can as Elisabeth asks them of the ranger's final days.

Muir's ranks. The Maiden's Rest also serves as a rest home for ancient Shield Maidens who have hung up their weapons and now seek to live out the rest of their days venerating their goddess in peace.

A large garden inside the walls contains paths for the women to walk as they ponder their life and battles, and 2d6 elderly Shield Maidens are often found here sitting in wheeled chairs that the younger maidens push around to honor their "grandmothers."

Men are allowed into the garden and the main chamber, but no farther on pain of death. Shield Maiden Carnellia Aster (LG female human **holy defender**^{A1}) walks with the aid of a cane because of an injury that forced her from active duty. She brooks no arguments and sends her best warriors to root out any man who thinks to intrude on the domain of the maidens. Women are welcome to stay for as long as they would like for a weekly tithe.

AREA B: THE SHIELD BASILICA

The Shield Basilica of Muir sits between two peaks of the Hollow Spire Mountains, completely choking the pass that leads from the badlands of the Kanderi Desert to the civilized regions to the south. The Shield contains barracks, stables, armories, and Muir's Sanctum, but the majority of the space is left open intentionally to provide the army encamped within enough space to train. Those stationed within the Basilica take their duties to protect and serve very seriously.

AREA B-1: THE WALL

The Shield's granite walls are 150 feet tall and 150 feet wide. The parallel structures are a quarter-mile long and set 1,000 feet apart. The massive defensive line is carved with Muir's holy symbol of an upraised sword held horizontally along the length of the wall. The carving blazes with a golden light at dawn and



dusk. Guards patrol the walls at all hours to watch the trail that leads into the badlands. Each end of both massive walls connects with the Hollow Spire Mountains and takes advantage of the natural barrier the mountains provide. Massive ballistae on the northern wall face the desert where a known gnoll army — and worse — are known to dwell.

AREA B-2: THE TUNNEL ROAD

A 30-foot-wide trail winds from the badlands on narrow switchback ridges rising 100 feet from the lower plain. Once atop the ridge, the trail leads straight toward the Shield and descends into a narrow tunnel that passes beneath the walls.

The 30-foot-wide tunnel runs 20 feet beneath the entire fortress. Murder holes covered with metal grates line the top of the tunnel, and lighted torches illuminate the path. Squires descend into tunnels inside the Shield and clamber back and forth above the tunnel to watch travelers. Underground rooms allow them to heat oil to dump on enemies.

Midway along the tunnel is a solid cylinder of stone in the ceiling known as the “corkscrew.” This stone plug is the only entrance into the Shield and is accessible only when the knights lower the plug. When the corkscrew is lowered, stone blocks close off each end of the tunnel road. The stone blocks can also be lowered on their own to seal the tunnel to trap intruders. Openings in the stone cylinder allow travelers to pass through the tunnel road or to climb the winding ramp into the Shield.

On the southern side of the Shield’s walls, the tunnel road

opens into the town of Shieldfane. Town guards watch over the entrance, although they aren’t terribly alert for danger. They know that anyone foolish enough to get inside the tunnel deserves what they get from the knights stationed inside.

AREA B-3: THE CORKSCREW

The corkscrew is a 30-foot-tall stone cylinder with a spiraling ramp carved inside it. The winding ramp travels down the stone cylinder’s interior, from the top to the bottom. The 50-foot-diameter corkscrew is the Shield’s only entrance and exit, other than going over the outer walls and facing the steep drop. When required, a team of knights walks around the cylinder, pushing against wooden beams to rotate the cylinder to raise or lower it. When the cylinder is lowered, doors in the stone plug open into the tunnel road at the base (one facing the badlands and one toward Shieldfane), while another at the top of the cylinder inside the Shield allows knights to access the interior ramp. Two horses can be led side-by-side down the corkscrew’s interior ramp. Walking up or down the interior ramp is like following an enclosed spiraling walkway.

AREA B-4: BARRACKS

Twelve barracks each contain bunks for 75 men. Two chests sit side by side at the foot of each bed. Warriors of Muir stay in these 50-foot-by-100-foot rooms built in the shadow of the Shield’s massive walls. At any time, 2d20 **veterans** (NG or LG) can be found within these rooms. More women are being

admitted into the Shield Basilica these days, necessitating an entire barracks of their own for these Shield Maidens of Muir.

The chests contain the soldiers' meager belongings. Items include notes from home, portraits of loved ones, locks of hair, charms, normal clothing, and small amounts of gold.

AREA B-5: ARMORY

Each barrack has an attached, fully-staffed armory where apprentices and squires maintain weaponry and armor in case of emergencies. Each armory stocks enough normal weapons and armor for each knight stationed within, and often contains spares. Three grinding stones are used to keep blades sharp, and a blacksmith stands ready to make repairs. Squires scramble to assist knights into their armor when danger threatens.

AREA B-6: THE STABLES

Mounts stay in clean stalls tended by stable boys. Paladins' mounts brought to the Basilica are tended for free. Others pay 5 sp/day that are donated to the temple of Muir.

AREA B-7: THE COMMANDER'S MANOR

Shield Minion Vars Strine (LG human male **master holy defender**^{A1}), the Shield's commanding officer, lives in a manor home that was transported brick by brick through the tunnel road into the Basilica's walls. A simple man, Vars trains daily with his army. At night, he can often be found walking the tops of the walls or sharing war stories with new recruits. Vars is capable and proud to fight alongside his men on the Shield's walls. Unfortunately for the old soldier, the glory days of battle are getting fewer and fewer as cities encroach on his beloved citadel.

He understands the need for Shieldfane, but often compares the growing city to a wart on the Shield's backside. Vars wishes he could convince High Priest Lord Romel Sandusk to let him take an army into the Kanderi Desert to wipe the gnolls out of the temple of Seraph. Vars meets any word that characters accomplished this task with heartfelt thanks — but with more than a little disappointment at not getting to take part.

AREA C: MUIR'S SANCTUM

Muir's Sanctum is a temple located on the parade grounds inside the Shield Basilica. The temple's roof serves as a stage from which Shield Minion Vars Strine addresses his troops. An obelisk of Muir — brought here from a lost culture that also venerated the goddess — sits in the center of the temple's roof. Ramps access the roof, and other ramps descend to four temple entrances.

AREA C-1: THE PILLAR OF MUIR

A 120-foot-tall, gold-plated obelisk decorated with Muir's holy symbols rises from the parade ground atop Muir's Sanctum. During times of war, shields and weapons of Muir's fallen are placed near the obelisk to "give strength to the Shield." The lower half of the structure is smooth, as warriors heading into battle often rub their shields and weapons against the obelisk for luck.

Any warrior placing his blade or shield against the obelisk gains a temporary +1 bonus to the item. The bonus lasts a single day. The bonus does not increase for touching an item to the obelisk multiple times. This bonus applies to any weapon or shield only — armor does not gain the extra bonus. Further, any magical weapon gains an extra +1 bonus for a day, as long as the total bonuses on the weapon do not exceed +3.

AREA C-2:

Four stone ramps lead from the parade grounds to the top of Muir's Sanctum. Shield Minion Vars Strine won't admit this, but he's finding the inclined climb to the top of the sanctum more difficult every year.

AREA C-3: OUTER COLUMNS

Thirty-foot-tall pillars support a foot-thick glass ring that runs around the central roof of Muir's Sanctum. Each pillar is carved to represent Muir in her various guises. Four 15-foot-tall arched entryways beneath the upward ramps (**Area C-2**) lead into the inner sanctum (**Area C-5**) where Muir's holiest relics are stored.

AREA C-4: THE DECORATED HALLS

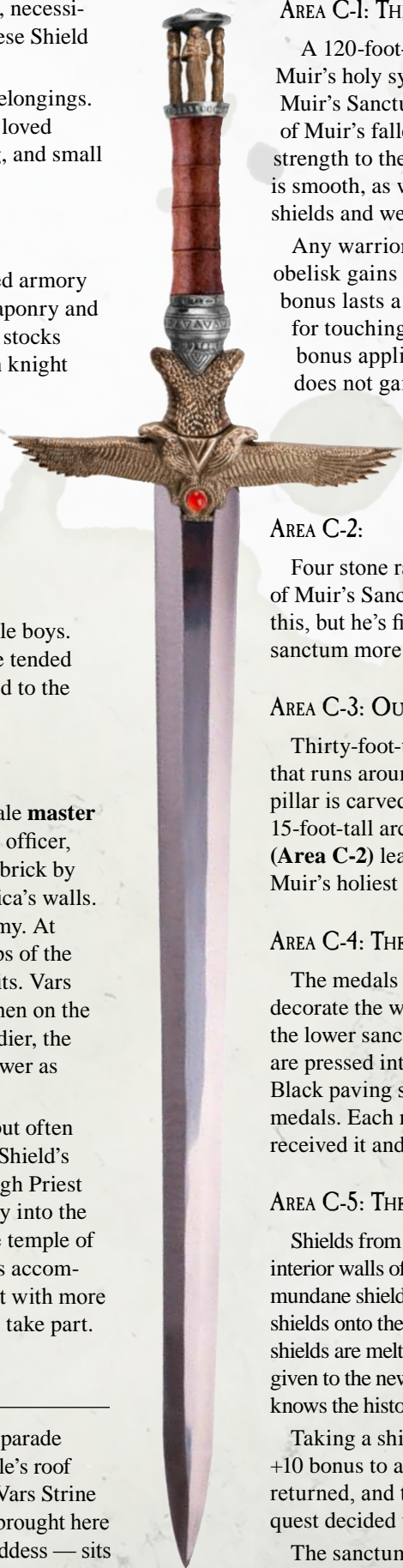
The medals of knights who died defending the Basilica decorate the walls of four entries that slope downward into the lower sanctum (**Area C-8**). Gold and silver medallions are pressed into the walls and cover every inch of the stone. Black paving stones lining the floor reflect the gleaming medals. Each medal bears the name of the warrior who received it and the year he or she was killed.

AREA C-5: THE SHIELD FANE

Shields from Muir's fallen warriors decorate the curved interior walls of the holy sanctum. Hundreds of magical and mundane shields hang in places of honor. The priests rotate new shields onto the walls as Muir's defenders die in battle. Older shields are melted and reformed into new weapons that are then given to the newest knights so they can protect the Basilica. Each knows the history of the reformed weapons they carry.

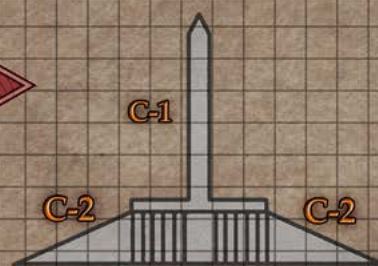
Taking a shield curses the thief by granting opponents a +10 bonus to attacks. To end the curse, the shield must be returned, and the thief must perform penance — usually a quest decided upon by the sanctum's high priests.

The sanctum's priests minister to the knights of the Shield in this large chamber. They provide healing, listen to the warriors' fears, and offer wise words from Muir herself.



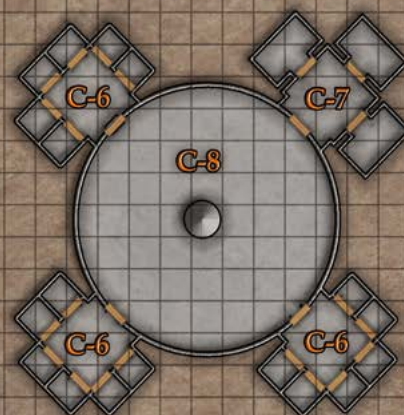
Area C: Muir's Sanctum

1 Square - 10 Feet



Side View

Lower Level



Area C-6: THE PRIESTS' WING

The sanctum's 18 low-level priests (LG human **acolyte** and **missionary** ^{A1}) live in spartan stone rooms located underground beneath the Shield's training grounds. Although trained for war themselves, the priests' main duties are to heal warriors fighting in Muir's name. Each 10-foot-by-10-foot room contains a bed or hammock, and personal belongings (1d10 gp, 3d6 cp, holy symbol of Muir). A few maintain small mementoes of personal battles or loved ones back home.

The Shield Basilica provides services to those who prove their worth and moral intentions. The priests decide what each service costs the person seeking the service. Minor healing spells or some other low-level spell (3rd level and below) require a day's work cleaning the barracks or working with the armorers. The cost of higher-level spell requests (4th level and above) vary from a week's service in the temple to working with lepers for a month.

Area C-7: LORD SANDUSK'S CHAMBERS

High Priest Lord Romel Sandusk (LG human male **hierophant** ^{A1}) maintains rooms near the Grindstone of Muir. The high priest, a towering brute of a man known for wading into combat with his longsword in one hand and his holy symbol in the other, trains daily with the troops. Each morning, Sandusk enjoys a session of one-on-one combat training with a random recruit to keep his skills sharp.

Sandusk's rooms contain his bed — planks supported by two stone foundations with a thin cover stretched over them — and a massive table where Sandusk has recreated a scale miniature of the Basilica and the surrounding gnoll-infested lands. Sandusk tracks reports of gnoll incursions occurring near the Basilica on the detailed terrain map. A miniature version of the gnoll-overrun temple of Seraph sits in the desert badlands. Sandusk hopes to eventually reclaim the lost ziggurat in Muir's name. If characters defeat the desert gnolls and revel in the stories of their victory, Sandusk doesn't bother to hide his displeasure as he storms off to his private room. He'll come around to the characters' accomplishment eventually, but it will take a few days — woe to any recruits he picks to spar with during this time.

Area C-8: THE GRINDSTONE OF MUIR

The Grindstone of Muir stands within this inner chamber of the lower sanctum. Thick veins of adamantite streak the 20-foot-diameter granite stone. The goddess Muir supposedly sharpened her sword on this very stone.

Once a year, the grindstone is taken from the temple's inner sanctum to the roof for a ceremony before all the troops within the Shield Basilica. Once near the obelisk, the massive disk glows with its own inner light.

ADVENTURE BACKGROUND

A shrine to Pazuzu^{A3} rose quietly to power more than a hundred years ago in the Hollow Spire Mountains. Despite their evil nature, the cultists bothered no one, preferring the solitude the harsh environment afforded them. For a year, the cultists worshipped in relative quiet in their mountain stronghold.

Once the Shield Basilica discovered the cultists' presence in 3415 I.R., a force of knights marched upon the Pinnacle shrine to Pazuzu. Muir's faithful left no one alive after confronting the sect. The shrine was sealed, and the threat declared at an end. The War of the Winds was over before it truly began.

Or so the knights of Muir thought.

A hundred years have passed, and evil is once again stirring within the Pinnacle. But the hordes of gnolls seen massing on the border keep the knights occupied more than the quiet evil festering in the nearby mountains.

But this danger is about to hit home for the knights and will strike at the very heart of High Priest Lord Romel Sandusk.

Lord Romel never realized that his overly protective nature was driving his daughter Tianlin into mortal danger as she sought approval in his stern eyes. Such was the case this time, when he flatly said no to her joining Muir's Shield Maidens

— the women warriors of Muir. Angry and feeling betrayed, Tianlin immediately set out to prove herself; after all, her father couldn't refuse her if she won the right to strike the Grindstone on her own. She left the Shield Basilica that day and rode until her horse was killed by a bulette (which the characters might have witnessed in **Optional Encounter 1: The Shield Maiden's Quest** in **Chapter 9: Eclipse of the Hearth**). From there, she made her way into the Hollow Spire Mountains and discovered the "abandoned" shrine to Pazuzu. To her great horror, she discovered that the temple wasn't nearly as dead as everyone thought. Pazuzu's followers captured Tianlin before she could escape to warn her father and the knights of the Shield.

Tianlin has vanished in anger before, but she usually returned when she satisfied her thirst for adventure. This time, however, was different, and Lord Romel immediately felt it. The preparations for the *Rite of Virtue* going on around him are a much-needed distraction, but even they cannot fully take his mind off his missing daughter. Nightmares of her screaming while trapped in a column of rock torment his sleep.

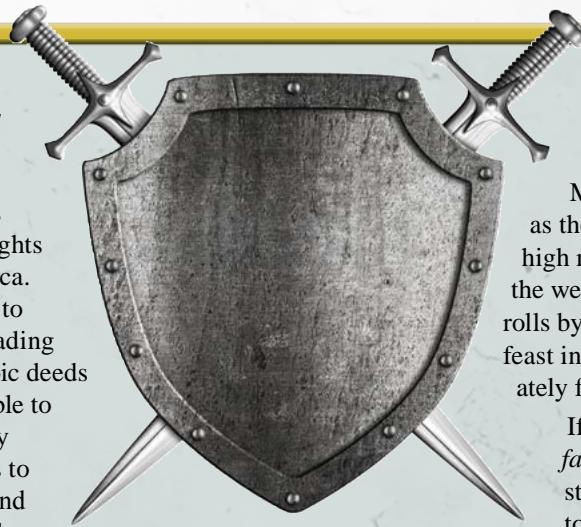
Divination spells revealed her path into the mountains. Fearing the worst, Lord Romel recently sent a group of 18 battle-tested knights into the Hollow Spires to find her. These knights marched into the mountains just a few days before the characters arrive at the Shield Basilica.

THE GRINDSTONE OF MUIR

Every year, the *Rite of Virtue* is performed to induct potential knights into the ranks of the Shield Basilica. These possible knights each seek to prove themselves in the month leading up to the ceremony by doing heroic deeds throughout the land. Anyone is able to take part in the tasks — and many travelers arrive from far-off lands to join in — but the most devoted tend to live and work in Shieldfane to be closer to the Basilica.

Despite being on a mission to restore the *scepter of faiths*, characters seeking to complete the *Rite of Virtue* ceremony aren't guaranteed a spot to strike the Grindstone of Muir. The Shield Basilica still requires heroic deeds be performed to demonstrate the virtues of Muir. That still gives Shield Minion Vars Strine and Lord Romel Sandusk a lot of leeway in accepting new knights, but they won't simply allow unknown strangers to "jump to the front of the line" simply because they demand it. The knights have seen too many strangers on "holy quests" to hand out the blessing to anyone.

Any who are accepted — which is usually about 30 knights per year — are allowed to strike one weapon of their choosing six times against the Grindstone of Muir,



with each strike reflecting one of the six moral standards valued by Muir. Heroes need not venerate Muir to receive the blessing, so long as they are true to the ideals she holds in high regard. The *Rite of Virtue* increases the weapon's bonus to attack and damage rolls by +1 (to a maximum of +3). A huge feast in honor of the new knights immediately follows the ceremony.

If a character strikes the *scepter of faiths* against the Grindstone, each strike sounds a booming melodic tone that rings throughout the entire Shield Basilica. The Grindstone itself

shines with a bright inner light, a radiance that fills all onlookers with a sense of peace and inspiration. Many fall to their knees as Muir's blessing washes over them. Tears even well up in Lord Romel's old eyes.

The *Rite of Virtue* grants the *scepter of faiths* a +1 bonus to attack and damage rolls (which makes the scepter a +3 weapon at this point). It also grants the following only to the scepter:

Disruption. When you hit an undead with the weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

THE KNIGHTS RETURN

During the runup to the *Rite of Virtue*, would-be knights (and questing heroes) are first vetted in Shieldfane and only then allowed into the Shield for the ceremonies. They are allowed to camp in the parade ground under the watchful eyes of the knights.

The following event occurs at some point as the characters are within the Shield Basilica. Horrified shouts from the knights on the walls draw the attention of everyone within the fortress. Figures begin pointing into the skies, and everyone stops in their tracks in shock. No one would ever dare to attack the fortress, so what could this be?

Characters who search the skies easily spot dozens of winged forms as they soar over the Shield's high walls.

These 24 **gargoyles** are from the Pinnacle of Pazuzu. As the creatures swoop in circles above the fortress, they drop the things they are

carrying: the carved up body parts of the 18 knights who entered the mountains in search of Lord Romel's daughter. Bloody arms, legs, torsos and heads rain down within the fortress, many still clad in the armor of the Shield's knights. Armored body parts crack against the stone as they strike the ground.

Overconfident from their bloodlust, the gargoyles then swoop down to attack. The characters face 8 **gargoyles**, with the rest facing off against the numerous knights and their retainers. The gargoyles flee when half their number is destroyed.

As the battle winds down, Lord Romel seeks out the characters and asks for their aid. Muir showed him a vision of their quest to strike the Grindstone with the scepter, and he promises to vouch for them in the *Rite of Virtue* if they help find his daughter. He plans to gather his knights and march into the mountain to destroy the temple once and for all, but that will take a few days. He believes a smaller strike force has a better chance of rescuing his daughter than the contingent of knights. A precise strike is needed versus the bludgeoning power of the assembled warriors of Muir.

"The gargoyles returned the knights to the Shield Basilica in the most horrid way imaginable ..."



THE MOUNTAIN PATH

If the characters agree to help Romel rescue his daughter, he directs them into the mountains where the shrine is located. The route is not hard to follow, but it winds through some difficult stretches of mountains that many different creatures call home. The path Romel directs characters to follow takes about a day to get to the Pinnacle shrine. Roll 1d20 to check for a wandering monster encounter every six hours unless characters draw attention to themselves:

1d20	Encounter	Number
1	Dwarf explorers (veteran)	4
2–3	Ogres	1d6
4	Hill Giants	1d6
5	Roc	1
6	Bulette	2
7–8	Young red dragon	1
9–10	Wyverns	1d4
11–12	Trolls	1d6
13–14	Rockslide	—
15–20	No encounter	

Bulettes: A recent mountain flood forced this mated pair to look for a new hunting ground.

Dwarf Explorers: These four dwarves are traveling through the mountains in search of a mountain doorway they are sure leads into the lost tunnels of a religious sect they call the “Arcuri refugees.” They hope to find gold and jewels and to prove that their suspicions about this lost cult are correct. The dwarves do not fight and share any information they have about the surrounding mountains.

Hill Giants: These stupid brutes are out having a good time in the mountains. They’ve invented a game to pass the time involving a large rock, a mountain cliff, and an angry goat. They each take turns throwing boulders at the high ledge to knock the goat off its perch. Moving characters are a much more interesting game.

Ogres: These ogres are on the trail of a group of dwarven explorers but gladly take up their weapons against the characters. The ogres have been tracking the oblivious dwarves for a couple of days.

Roc: This giant bird heard Pazuzu’s call to creatures of the air but was too large to find a roost within the Pinnacle. The roc now flies in angry circles around the mountains as it hunts for prey. It swoops out of the sun to snatch victims in its massive claws.

Rockslide: A section of the mountain collapses and rains down on the characters as they move beneath it. The rocks and boulders bounce over the path as the smaller rubble engulfs the characters. Each must make a DC 13 Dexterity saving throw. On a failure, a creature takes 28 (8d6) bludgeoning damage and is pinned beneath the rubble. On a success, a creature takes half as much and is not pinned. Characters who are pinned take 3 (1d6) bludgeoning damage per minute. A pinned creature can escape with a DC 18 Strength (Athletics) check.



POSTCARD No. 7: THE PINNACLE OF PAZUZU

Give the players **Postcard No. 7: The Pinnacle of Pazuzu** once their characters make it to the Wind Demon’s Terrace (**Area D-2**). This postcard is unique — and an interruption to the quest developing on the other postcards — as the story told on the reverse is actually a red herring planted in the mind of Duxel by a demon statue to lure others to their demise within the Pinnacle of Pazuzu. See the sidebar **Flight of Fancy** in **Area D-12** for details on what might happen if the players follow the “words of wisdom” written on the back of this particular postcard.

Troll: The trolls live in a cave near the Pinnacle but are feeling pressure to leave from all the new followers of Pazuzu now inhabiting the ancient shrine. They fear leaving their cave because of the monstrous roc that seems to enjoy troll flesh.

Wyvern: These wyverns are new arrivals to the area but have found prey hard to come by with the red dragon and roc already marking their territories. They mainly fly at night and attack quickly to kill prey before the larger beasts arrive to chase them away.

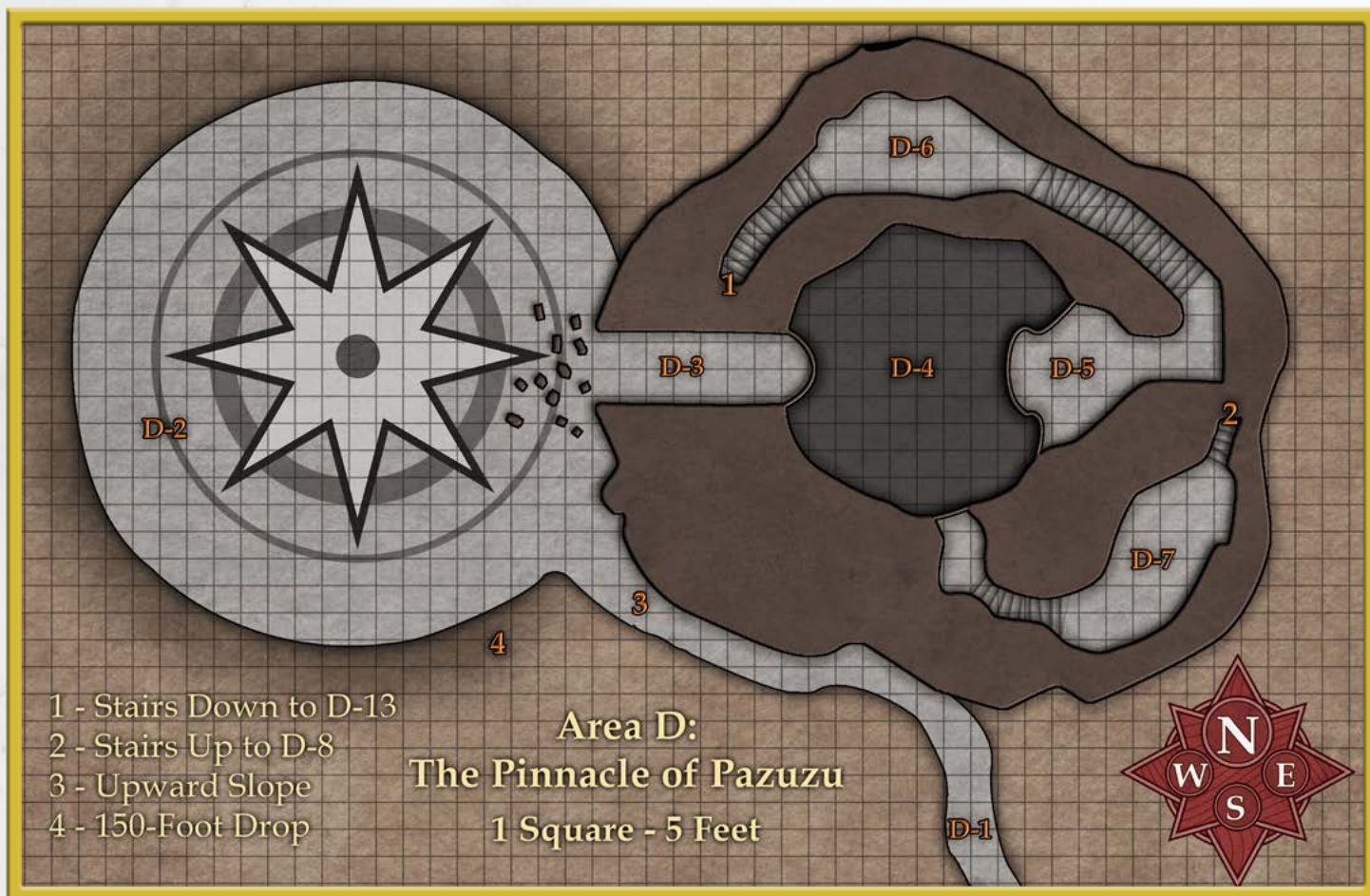
Young Red Dragon: This young dragon also came investigating Pazuzu’s awakening shrine but was driven off because of the attention it would attract. The dragon is angry and takes its displeasure out on characters.

AREA D: THE PINNACLE OF PAZUZU

The Pinnacle is a rocky summit in the Hollow Spire Mountains carved out as a place of worship to the Demon Lord Pazuzu. The temple sits amid crags of weathered granite.

AREA D-1: THE PINNACLE PATH

Upon leaving the lush mountain prairie, the ground becomes rocky and hazardous. Spindles of loose granite grow more numerous the higher characters climb into the mountains. The barren mountainside eventually gives way to loose shale and



jagged rock. Climbing this stretch requires a successful DC 13 Strength (Athletics) check. A smooth path carved between towering crags ascends to a granite pinnacle rising 400 feet above the trail. A 100-foot-diameter plateau juts from the side of the pinnacle, its edge overhanging the base 150 feet below. Flocks of buzzards spiral in tight circles above the peak. A cave opening leading into the Pinnacle is a dark blight on the edge of the terrace. A narrow, curving path leads up to the plateau.

Characters examining the Pinnacle from below with a successful DC 17 Wisdom (Perception) check also see a cave nestled in the crags approximately 350 feet up the stone structure. No stairs or ladders lead to this second cave entrance, however, and climbing the Pinnacle's side is difficult because of the sharp granite walls. It can be done with a DC 18 Strength (Athletics) check.

AREA D-2: THE WIND DEMON'S TERRACE

Chunks of rubble litter a smooth 100-foot-diameter plateau. A magnificent emblem composed of polished chert inlays in the rock create an eight-pointed star formed by hundreds of feather carvings. The feather inlays are red, black, and yellow stone. A ring of twining silvery metal encircles the star. A seven-foot-tall statue of a humanoid with four wings and avian features stands at the emblem's center. In the statue's beak are rows of teeth, and its legs are carved bird talons. Two fist-sized yellow amethysts serve as its eyes. The statue radiates magic and strong evil.

PAZUZU STATUES

Standing throughout the Pinnacle are a number of seven-foot-tall statues of the demon lord Pazuzu. Each statue is a four-winged humanoid with bird-like talons for feet. The hawk head grins with a mouthful of human teeth. Two yellow amethyst eyes reflect sunlight. Most of the statues are made of stone, but a few are made of more precious metals.

The statues each have unique powers as detailed in their individual descriptions, although their base stats remain the same. Each statue has an armor class of 20, 20 hit points, and immunity to acid, cold, fire, lightning, poison, psychic, and thunder damage, and resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.

The statues' amethyst eyes lose all power if removed. Each eye is worth 1,000 gp, but possessing the gems conveys a feeling of dread. The aura makes selling the amethysts difficult, as potential buyers shudder under their taint. The gems have no other powers, although they radiate weak magic.

The stone statues of Pazuzu found in the Pinnacle are carved from the structure's natural stone and cannot be moved without breaking them from their bases.

A tunnel recently cleared of boulders enters the Pinnacle on the edge of the plateau. The tunnel is 15 feet high and 15 feet wide, although characters must clamber over chunks of rock to get inside.

The inlaid-stone emblem is the unholy symbol of Pazuzu, the demon lord of air. Vile ceremonies and sacrifices celebrating the demon lord's power once took place here. Characters examining the disturbingly beautiful star with a successful DC 17 Intelligence (Religion) check recall whispers of the emblem's notoriety.

Any creature looking into the demon statue's eyes must succeed on a DC 14 Wisdom saving throw or come under the power of a powerful charm. The charm plants the false notion that the affected individual can fly. Whenever the character is near a drop of more than 30 feet (such as while standing on the star terrace), the character tries to leap from the height and fly. The charm lasts for 10 hours.

Lying at the base of the 150-foot drop are the broken bodies of two knights of Muir who were part of the rescue team sent to retrieve Tianlin. Both fell victim to the terrace statue's charm and cast themselves off the ledge thinking they could fly. They obviously couldn't and ended up smashing onto the rocks below to the horror of their friends. At least they were spared the horror of being dismembered by the vengeful gargoyles.

AREA D-3: PAZUZU'S GUARDIANS

Heeding Pazuzu's call, a pair of chimera guard the temple shrine. They attack anyone standing on the terrace. Several dead goats and a decaying satyr lie just within the tunnel entrance. The smell of decaying goats is noticeable to anyone who approaches the entrance. One chimera has a blue dragon head, while the other is red.

AREA D-4: THE HOLLOW

The 35-foot-long hallway ends on a ledge overlooking the Pinnacle's hollow core. Ledges and balconies sit above and below along the gaping hole's inner wall. A stone balcony (**Area D-5**) sits 40 feet across on the opposite side of the pit. A smaller opening level with this balcony sits along the righthand wall.

THE PINNACLE OF PAZUZU (TEMPLE)

Location: Mountains

Nickname: The Shrine of the Wind, Pazuzu's Palace, Bastion of the West Wind

Deity: Pazuzu ^{A3}, demon lord of evil winged creatures and the West Wind

Worship domains: Death, Tempest

Authority Figures: Jurbarkus ^{A1}, high priest of Pazuzu; Sabreteh, **harpy priestess** ^{A1} of Pazuzu

Servants: **Cultists**, winged and flying creatures (**manticores**, **gargoyles**, **harpies**, **djinni**, etc.).

Dress: High priests wear blue robes often trimmed in silver; cultists usually wear standard clothing appropriate for the region, but many are slovenly, unkempt, and wild-eyed from bouts of possession.

Unique characteristic: The Pinnacle is built within three spires rising in the Hollow Spire Mountains.

A six-inch-wide ledge runs along the walls and connects the balconies on this level. Characters may traverse the ledge with a successful DC 12 Dexterity (Acrobatics) check, but failure means they slip and fall 90 feet to the bottom of the shaft, taking 31 (9d6) bludgeoning damage.

Watching from above in **Area D-8** are 6 **four-armed gargoyles** ^{A1} that wait until a character or two crosses before flying out to attack. They then attack the next character on the ledge and attempt to pull them into the void and drop them. The creatures are nasty fighters and chew through safety ropes if possible.

AREA D-5: OPPOSITE BALCONY

Scattered bones, ruined armor, and rusting weapons litter this balcony. The rusted remnants are leftovers from the War of the Winds when the original cult was thought destroyed. Nothing of value remains.

PINNACLE WANDERING MONSTERS

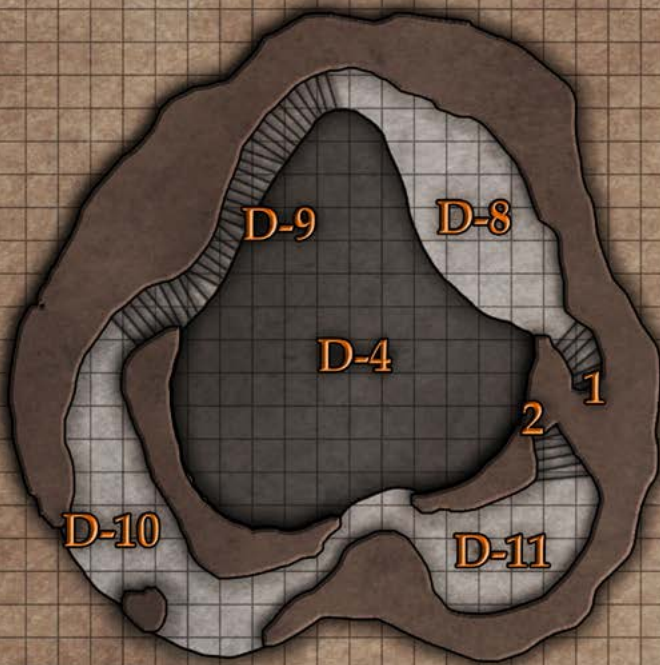
Roll 1d20 to check for a wandering monster encounter every 30 minutes unless characters draw attention to themselves. If the characters already dealt with one of the named creatures, roll again or assume no encounter occurs:

1d20	Encounter	Number
1	Cultists (see Area D-11 , but not subject to possession)	2d6
2	Gargoyles	1d6
3	Wandering vrock	1
4	Cloakers	1d4 +1
5	Sabreteh the harpy priestess ^{A1} (see Area D-14A)	—

1d20	Encounter	Number
6	Griffons	2
7	Manticore	1
8	Claggett ^{A1} (see Area E-9)	—
9	Succubus/incubus	1
10	Pharenmesh the hieracosphinx ^{A1} (see Area D10)	—
11–20	No encounter	

Area D: The Pinnacle Upper Levels

- 1 - Stairs Down to D-7
- 2 - Stairs Up to D-12
- 3 - Stairs Down to D-11
- 4 - Stairs Around Outside of Pinnacle
- 5 - Peak 1
- 6 - Peak 2
- 7 - Peak 3
- ★ - Statue of Pazuzu



1 Square - 5 Feet

AREA D-6: THE HUNTING GROUND

The stairs descend 35 feet before opening into a rough-hewn cavern. Skeletal corpses and fragments of torn cloth line the floor. Weaponry and armor can be found among the remains. Hiding on the 20-foot-high ceiling are 5 **cloakers**. They can be spotted with a successful DC 16 Wisdom (Perception) check. Stairs lead down to **Area D-13**.

AREA D-7: GUARD ROOM

This granite chamber houses 3 **vrock**s. They investigate disturbances in **Area D-4**. Dozens of poorly preserved dead and

stuffed birds hang from the ceiling on waxy strings. Stairs lead up to **Area D-8**.

AREA D-8: GARGOYLES' ABODE

The steep stairs from **Area D-7** ascend 35 feet to a bone-littered room. Torn clothing and other gruesome remains tell the tragic tales of victims brought here and devoured. One side of the chamber opens into the Pinnacle's central void (**Area D-4**). Stairs continue on the opposite wall up to **Area D-9** and then on to **Area D-10**. The chamber is the lair of 6 **four-armed gargoyles**^{A1} that watch the stairs for intruders. The creatures swoop to attack, preferring to hit characters as they navigate the narrow ledges below.

Remains of past meals litter the room. Most are peasants and mountain-dwelling humanoids, although the gargoyles aren't above grabbing an occasional cultist for their meals. Buried below a small pile of decaying remains is a +2 *battleaxe*.

AREA D-9: THE STAIRS

Stairs wind upward for more than 100 feet. Halfway up, the wall on one side of the stairs opens into the central pit (**Area D-4**). No danger is present, unless the gargoyles (**Area D-8**) are still alive. The stairs continue up to **Area D-10**.

AREA D-10: LOOKOUT

The right side of the room reveals a spectacular view of the valley and the path leading up to the star terrace (**Area D-2**). Watching the path from this high perch is Pharenmesh, a **hieracosphinx**^{A1}. He does not attack characters on the path, but instead releases a booming roar to warn the Pinnacle's inhabitants of intruders once the characters reach the star terrace and again once they enter the terrace cave (**Area D-3**). He immediately launches himself off the ledge to attack creatures flying toward the Pinnacle or anyone trying to scale the outside of the peak.

AREA D-11: PAZUZU'S FLOCK

The steep stairs ascend another 40 feet before opening into an enclosed room containing recent recruits to Pazuzu's cult. These 12 **cultists** are fanatical and mildly obsessive about their newly found demon lord. They are not allowed out of this area, but do know that the high priest is a human named Jurbarkus. The cultists do not attack but instead attempt to convert characters to Pazuzu's teachings by speaking of the demon lord's greatness and power. The cultists realize they are no match for characters and do their best to avoid combat. Each is armed with a club, although they don't raise them at all to threaten characters. They have no treasure other than the robes on their backs. None of the cultists — for the moment at least — means the characters any harm.

Unfortunately, the statue of Pazuzu (**Area D-12**) has other plans. The cultists are subject to a variant *magic jar* ability that allows the statue to possess a cultist two rounds after characters enter the room. The statue can possess only one cultist at a time, and it compels that individual to immediately attack. The cultists automatically fail attempts to subvert the possession. The variant *magic jar* spell allows a possessed being to use the defensive abilities, special attacks, and intellect of the **hezrou** trapped within the statue (see **Area D-12** for more about this trapped demon and the statue).

Once possessed, a cultist's eyes roll backward, vile green sludge is expelled from all their orifices, and their skin turns ashen and flaky. Their voices become raspy and demonic, more a growl than a human voice. The cultists' statistics stay the same while possessed, but each gains the mental qualities and spell-like abilities of a **hezrou** demon.

A possessed cultist (use the **cult fanatic** statblock; see the **Possessed by the Hezrou** sidebar for possessed traits) telepathically announces to everyone in the room before and during combat: "I am Pazuzu! I am Pazuzu!" in a loud shriek that seems

FLIGHT OF FANCY

If you gave the players **Postcard No. 7: The Pinnacle of Pazuzu**, they may be eager to follow the instructions written there to find the promised treasure hidden in **Area D-12**. The postcard tells them to place a coin in the statue's grasp and to then walk backward off the ledge, trusting in the air currents to lift them and reveal the treasure.

The directions on the postcard are actually a trap planted in the mind of the original author by the **hezrou** trapped within the statue. If the characters approach the **hezrou** with a coin, it waits before attempting to possess any of them. The statue's talon will indeed grasp any coin placed within it — but it does the same to any object. If a character then walks backward off the ledge, they definitely feel the air rushing past them — as they fall to their likely deaths 400 feet below. The **hezrou** takes advantage of the chaos to attack as described in **Area D-12**.

That should teach overeager players who can't wait for the full story on the postcards to reveal itself ...

to echo within characters' skulls. Once a possessed cultist is slain or rendered immobile, the statue immediately possesses another random cultist until all are dead or subdued. The non-possessed cultists cower in fear until their "turn" arrives. As the cultists are not directly evil, killing them while they are not possessed may conflict with character alignments or codes of conduct. These poor souls have not fully converted to the philosophies of Pazuzu, despite their presence in this evil place. None knows of the Pazuzu statue's plans for them or its ability to automatically control them. If they can be made to flee, they rush down the stairs and are outside the statue's influence (although other creatures might pick them off for their dinners).

AREA D-12: THE PEAK

The stairs ascend another 30 feet before again opening onto the spire's hollow interior (**Area D-4**). The ceiling gives way to the sky. The stairs wind along the interior of the third and shortest of the spires overlooking the Hollow (**Peak 1**) and eventually cross over to the outside of the second peak (**Peak 2**). The wall on the right side of the stairs as it winds around the second peak opens onto a drop to the valley more than 400 feet below.

The stairs wind back into the interior of the pinnacle near the third peak (**Peak 3**) and end at a 25-foot-wide-by-40-foot-long balcony hanging over the Pinnacle's hollow core. A statue of Pazuzu stands in the center of this upper terrace. The statue stands atop a smaller eight-pointed star emblem similar to the one found on the star terrace below (**Area D-2**).

The statue — which radiates strong evil and magic — imprisons a **hezrou's** spirit. While the demon is unable to physically escape, it can *magic jar* (DC 12 Wisdom saving throw) out of the statue anytime a subject is within 100 feet (no farther away

than **Area D-11**). It prefers weak and hapless subjects, but once it runs out of cultists, it looks toward the characters. Anyone who is *magic jarred* sees out of the statue's eyes, but is otherwise helpless to act as the hezrou uses their body to attack the others. Only destroying the statue frees *magic jarred* characters and slays the hezrou. At no point can the hezrou take physical form. A character who successfully saves vs. the *magic jar* attempt is immune to the hezrou statue's possession ability for 24 hours.

Unique properties of the statue allow the hezrou to use its demonic qualities as well as spell-like and mental abilities when it *magic jars* into a victim. See the sidebar **Possessed by the Hezrou** if the statue attempts to *magic jar* into characters.

The statue emits a foul stench similar to that of a hezrou. Any creature that starts its turn within 10 feet must make a DC 14 Constitution saving throw or be poisoned until the start of its next turn. A creature that successfully saves cannot be affected by the stench for 24 hours. Creatures immune to poison are unaffected.

The statue has the ability to possess one target each round. The target of the ability must make a DC 14 Wisdom saving throw to avoid possession. If the attempt succeeds, the statue forces the possessed character to drag paralyzed creatures to the edge of the Pinnacle's Hollow and push them over. The possessed target can repeat the saving throw each round. If the saving throw succeeds, the target is immune to the statue's possession for 24 hours.

If threatened, the statue tries to bargain using its latest possessed being. It even grants a wish in order to save itself. The wish always ends badly, however, with twisted results that cause harm and suffering. The demon also attempts to bargain by threatening to have any possessed character jump from the balcony. It has no fear of following through with the threat. After all, it lives in the statue, not the character.

AREA D-13: CULTISTS' DORMITORY

Screams of pain and pleas for mercy echo up the 75-foot staircase that descends into this chamber where 30 **cultists** are housed. These depraved humans are busy "recruiting" six humanoids manacled to four stone pillars. The cultists whip and beat the prisoners to convert them.

These overconfident cultists attack intruders en masse. The survivors flee if half their number is slain. These cultists have accepted Pazuzu as their sovereign and are irrevocably evil.

The room is filled with four-tiered bunk beds, tables, and chairs. The walls hold weapons racks with 30 spears, 30 light crossbows, 30 quivers (12 bolts), and miscellaneous torture equipment such as thumbscrews, whips, ropes, blades, pokers, salt, and nails.

A total of 37 gp, 219 sp, eight *potions of healing*, 16 bottles of cheap ale, and dry rations can be found in the cultists' personal gear.

Chained to the pillars are 3 human **commoners** (N), a dwarf **veteran** (LG) named Geo Milton, an elf **priest** (NG) known as Crizney Cloverspice, and a **bugbear** named Gruenthal Lungthrasher. The humans want nothing more than to escape. They are kidnapped Shieldfane villagers who can offer little information.

POSSESSED BY THE HEZROU

A possessed individual has the following hezrou abilities added to its base stats: darkvision 120 ft.; +50 hp; resistance to cold, fire, lightning, and bludgeoning, piercing and slashing from nonmagical attacks; immunity to poison damage and poisoned condition.

The possessed individual also gains:

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

Stench. Any creature that starts its turn within 10 feet of the possessed individual must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to stench for 24 hours.

At four feet tall, Crizney is short for a wood elf. She is a dedicated follower of Iseleine and a pacifist. She is spunky and often annoying due to her energetic and endlessly cheerful attitude. It is quite possible that she becomes smitten with a lawful good-aligned rescuer. Crizney eagerly joins characters in escaping the Pinnacle, but badgers them incessantly about unnecessary violence. She constantly whistles happy tunes and always has a cheery disposition. She frequently pleads for characters to spare the lives of "innocent" creatures. Cultists captured Crizney as she wandered near the Pinnacle while bird-watching.

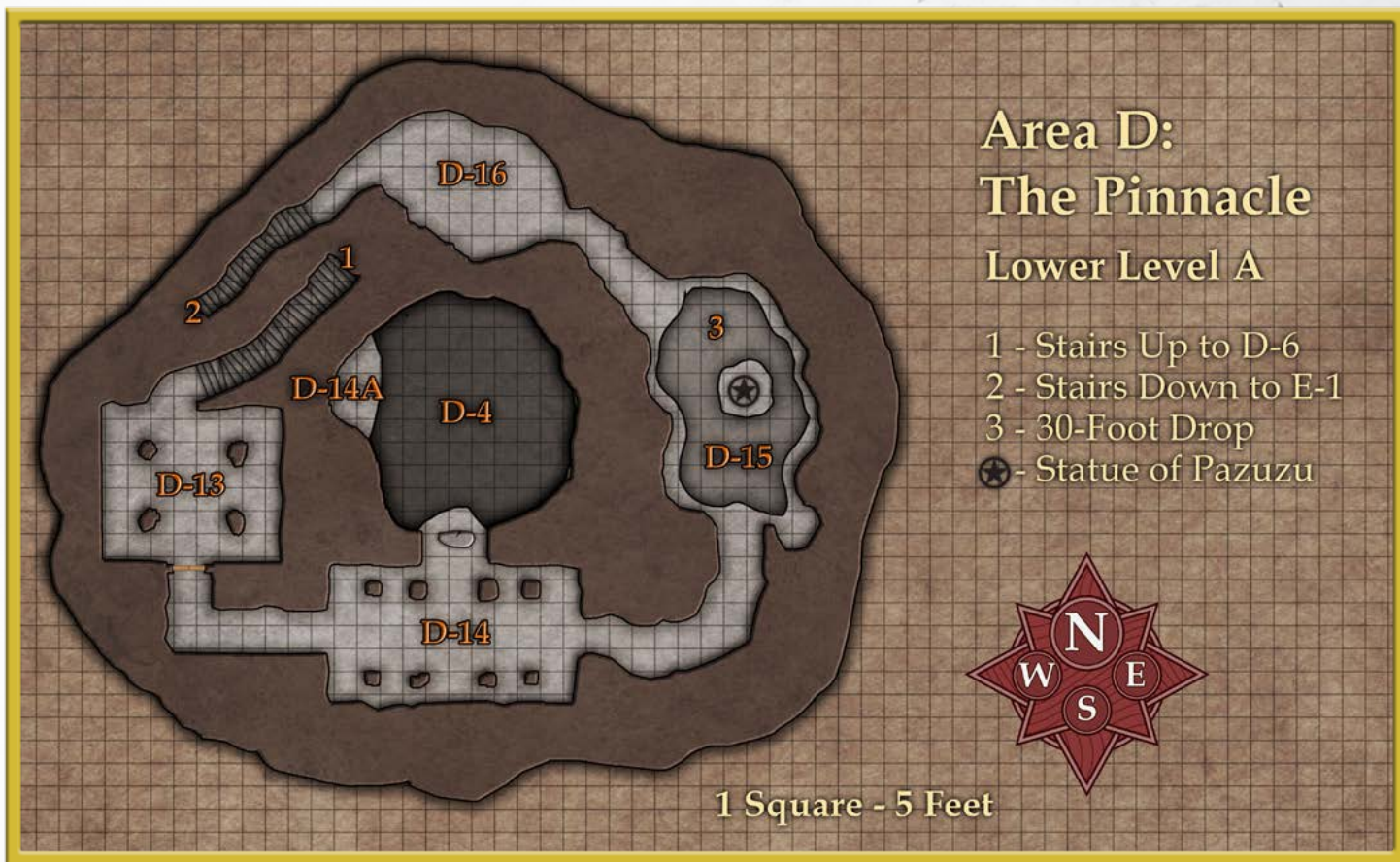
Gruenthal is a bugbear thug-for-hire who wants to do nothing but inflict pain upon his captors or anyone standing in his way. He has one philosophy: "Anything worth a damn is worth killing for." Despite his violent nature, he is loyal to his rescuers for one year or until he saves a rescuer's life. Pazuzu's statue overcame Gruenthal after he climbed into the Pinnacle while passing through the mountains to avoid the Shield Basilica. After his ordeal of being confined near Crizney for several days, he is ready to pummel her at first opportunity. He still believes he has the ability to fly and attempts to do so if brought near any high ledges.

The dwarf Geo Milton also wants to leave, but he first asks characters to find his trusty pick and return it to him at the Shield Basilica, if possible. If freed and his pick returned, he rewards characters with five diamonds (1,000 gp each). He describes the pick as adamantite with a peculiar green glow.

AREA D-14: THE SHRINE OF THE UPWARD WIND

This shrine is commanded by Sabreteh, a harpy worshipper of Pazuzu who nests on a nearby balcony (**Area D-14A**) overlooking the Pinnacle's hollow interior (**Area D-4**). Nesting in recesses along the ceiling of the shrine are 4 **cloakers**. The creatures wait for two rounds after the harpy uses her song before they attack.

Eight pillars support the 30-foot-high ceiling. Four sets of manacles hang from each pillar. A gleaming *unhallowed* altar of red stone overlooks the Pinnacle's gaping interior.



Area D: The Pinnacle Lower Level A

- 1 - Stairs Up to D-6
- 2 - Stairs Down to E-1
- 3 - 30-Foot Drop
- ★ - Statue of Pazuzu



1 Square - 5 Feet

AREA D-14A: SABRETEH'S LEDGE

The ledge sits along the wall with no access other than by flying. Gnarled branches and rough stones rest on the ledge. Sabreteh, a **harpy priestess**^{A1} of Pazuzu, makes her nest here.

The nest contains a single large egg (her first offspring since arriving at the shrine) and a small amount of treasure: 127 gp, 350 sp, a jeweled pearl-and-coral necklace (375 gp), a beaten copper helm, a gold-embossed shield emblazoned with a platinum holy symbol of Arden (500 gp), a metal cage holding a dead grig, a *necklace of prayer beads*, and a jar of *restorative ointment*.

Sabreteh keeps a close eye on happenings within the Hollow. She rarely leaves her nest unprotected, preferring to use her song and spells to attack from the ledge itself. She casts spells before launching herself from the ledge to attack.

AREA D-15: PAZUZU ON A PEDESTAL

The curving passage descends 50 feet before and ends in a pit. The edge of the pit is 30 feet above the floor, and the ceiling is 10 feet above. A 12-inch-wide ledge circles the top of the pit. Walking it safely requires a DC 10 Dexterity (Acrobatics) check. A 30-foot-tall column rises in the center of the chamber, putting it level with the small ledge around the chamber. Another Pazuzu statue stands on the column. The statue faces the southern stairs, a mischievous smirk plastered on its stone visage. Stout, greasy candles surround the statue, their flickering light casting dancing shadows across the demonic form. The column's edge is covered in waxy stalactites.

This Pazuzu statue can create an enhanced *stinking cloud* that has the characteristics and effects of a *fog cloud*. Once a

corporeal character enters the room, the statue's eyes glow a faint yellow and it expels the cloud from its mouth. Within one round, the cloud fills the room and forces anyone inside the chamber to make a DC 12 Constitution saving throw or spend the entire round retching. The effect lasts for as long as a creature remains in the room and for 1d4 + 1 rounds afterward. Creatures that successfully save must make a new save every turn. The cloud limits vision to five feet.

The *stinking cloud* only affects those within the upper 10 feet of the chamber, but the *fog cloud* fills the entire chamber. The clouds last 10 rounds, but the statue can renew the vapors by expelling another cloud every 3d4 rounds. Destroying the statue is the only way to permanently cause the clouds to dissipate. A *gust of wind* disperses the cloud, but the statue can fill the room again with its next "breath."

Nauseated characters have disadvantage on Dexterity checks. Additionally, the fog makes the ledge more slippery, increasing the difficulty of crossing it to a DC 14 Dexterity (Acrobatics) check.

Lurking in an alcove under the ledge to the right of the southern entrance is a **black pudding**. The pudding climbs the wall to attack anyone traversing the ledge or to attack characters treading along the floor or wall.

AREA D-16: SWARMING FLIES

The passage descends 25 feet before opening into a spacious room. Millions of normal flies fill the chamber, creating a drone that pulsates like a buzzing heartbeat. The insects cover every inch of the ceiling, walls, and floor in deep, moving piles. The flies cover anything moving into the room and crawl beneath

armor and clothing, into pouches and backpacks, and into open mouths and ears.

If disturbed, the flies swarm into the air, limiting vision to five feet. The swarm remains airborne for 1d4 + 1 rounds before settling. The flies are mostly harmless, causing only discomfort and nausea, although they instantly contaminate any open potions, ointments, and food and drink, making them unusable. Potable food that the flies can reach immediately spoils, and water turns brackish. Characters who end their turn in the swarm must succeed on a DC 12 Constitution saving throw or become poisoned for one round by the mass of flies crawling on them. Characters must make the save each round they spend in the room.

A sacred vrock skull sits in the center of the floor, buried beneath the crawling insects.

If the flies are disturbed, they swarm out of the room in great clouds of buzzing insects. The flies quickly begin filling this level of the Pinnacle (**Areas D-13 through D-16**) and even flow down the stairs into **Areas E-1, E-2, and E-6**. The mass of flies even extend into the Hollow. It takes the flies six hours to fill the areas (to a depth of about three feet along the floor, and five inches thick on the walls and ceilings). If Sabreteh is still alive when characters return through the mass of flies, she takes full advantage of the curtains of insects to attack. The flies die off in one day, leaving the original flies contained in this chamber until they are again disturbed.

Destroying the vrock skull stops the flies from multiplying.

AREA E: THE LOWER SHRINE

The stairs from **Area D-16** wind and twist 50 feet downward to a temple below the surface of the mountainside. The Pinnacle's hollow interior continues downward into the lower shrine. The halls have 20-foot-high ceilings, while the rooms have 30-foot-high ceilings unless noted.

AREA E-1: GREETINGS FROM PAZUZU

Two halls lead out of this junction room. A Pazuzu statue holding up one talon-like claw as if in greeting stands in an alcove opposite stairs that rise to **Area D-16**. Leering yellow amethyst eyes unnaturally reflect light. The statue detects as evil and magic, but is otherwise harmless. The amethyst-colored eyes are glass.

AREA E-2: ABANDONED ROOM

This room is empty other than a few buzzing flies. An alcove on one wall once served as a fireplace, and a small chimney opens into the Pinnacle's Hollow (**Area D-4**). The chimney passes near **Area D-16**, and a crack in the rock allows the flies in the room above to swarm down the chimney. Anyone looking into the chimney disturbs the flies resting there and causes them to fly in a buzzing torrent straight out of the chimney — and directly into the face of whoever is poking around in the opening. The room fills with flies within 30 minutes. See **Area D-16** for the effect the flies have on items carried by the characters. The flies die after 24 hours, leaving dead husks littering the floor of the room.

A 10-foot-tall-by-five-foot-wide locked iron door exits this room. It can be unlocked with a DC 18 Dexterity check with thieves' tools or smashed through with a DC 22 Strength check.

AREA E-3: INFERNAL SYMPOSIUM

This massive meeting chamber is more refined than the rest of the Pinnacle's rooms. Black candles on two iron chandeliers hanging from the 60-foot-high ceiling light the room with a feeble glow. Two wide steps lead upward to a stage holding an all-too-familiar, seven-foot-tall, four-winged demon statue of Pazuzu. The statue radiates evil and magic.

Once per day, the statue can transform into a **glabrezu**. If a good-aligned character enters the room, the statue becomes insubstantial, its physical form wavering and becoming transparent. After two rounds, a glabrezu steps out of the space where the statue stands and attacks. The statue remains insubstantial until the glabrezu returns to the spot or is slain, at which point the statue returns to its solid form. Even if slain, the glabrezu returns the next day unless the statue is destroyed.

Standing beside the iron doors to the left of the stage are 3 **vrocks**. They try to hold up characters in the room long enough for the glabrezu to emerge.

AREA E-4: VAULT

The door is cleverly trapped — once with a decoy trap and again with the real danger. More than 500 one-inch-diameter holes speckle the 10-foot section before the door. Each hole contains a 20-pound iron spear. The spears appear anchored and cannot be pulled from the holes. Even amateur rogues can tell that the spears likely spring out of the holes. Characters may also notice, with a DC 13 Wisdom (Perception) check, that the 60-foot-high ceiling above the entry is made up of solid wooden planks.

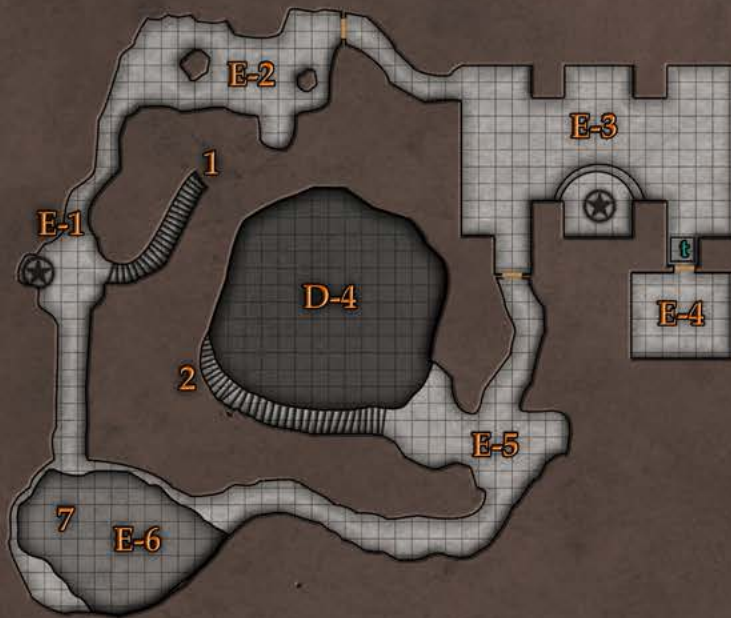
The true danger of approaching the door is a *reverse gravity* spell effect centered on the flooring. When anyone approaches within three feet of the door, the *reverse gravity* kicks in and throws all nearby creatures toward the ceiling. Tiny catches at the ends of the spears then release, allowing each spear to be launched at the unlucky characters. Anyone taking more than 25 points of spear damage is considered pinned to the wooden planks.

The *reverse gravity* lasts for two rounds before dispelling, resulting in another 21 (6d6) bludgeoning damage from the fall. The *reverse gravity* automatically resets after 10 rounds. The spears must be manually replaced.

The actual nature of the trap can be understood with a successful DC 18 Intelligence (Investigation) check and disabled with *dispel magic*. A creature can attempt a DC 13 Dexterity saving throw to grab onto the statue to resist the reversal of gravity. The subsequent spears have advantage on their attacks against such a creature. A creature that hits the ceiling can make a DC 17 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failure or half as much on a success. Each Medium or Small creature is targeted by 2d4 spears. Each spear makes a ranged weapon attack at +8 to hit, and does 6 (1d8 + 2) piercing damage on a hit.

The room holds the shrine's treasure: a seven-foot-tall gold statue of Pazuzu. The statue appears to be made of solid gold but

Area D: The Pinnacle Lower Levels



- 1 - Stairs Up to D-16
- 2 - Stairs Down to E-7
- 3 - Stairs Up to E-5
- 4 - Stairs Down to E-16
- 5 - Stairs Up to E-15
- 6 - Persistent Image of Bridge
- 7 - 15-Foot Drop
- 8 - 30-Foot Drop
- 9 - 500-Foot Drop
- ★ - Statue of Pazuzu

Antimagic Shell Radius
Marked in Red



1 Square - 5 Feet

in fact has a lead core. The statue yields only 2,000 gp worth of gold bars if melted down. Characters should have a difficult time selling the unnerving statue. It weighs 2,500 pounds.

AREA E-5: GARGOYLE LEDGES

A three-foot-wide ledge 30 feet above the floor circles the room and continues into the Pinnacle's Hollow. Hundreds of gargoyle statues sit on the ledge. Mixed in among the normal statues are 10 **gargoyles** that guard the Hollow and the stairs. They wait until characters enter the room before springing to attack. Stone stairs along the edge of the Hollow lead downward to the Sanctuary (**Area E-7**).

AREA E-6: GARGOYLE FROM HELL

The floor drops 15 feet, but a foot-wide ledge circles along the wall to the opposite balconies. Zoraster, an **ancient four-armed gargoyle**^{A1} (with the following changes: Strength 18, hit points 110 [20d8 + 20], bite +7 to hit for 13 [2d8 + 4] piercing damage, claws +7 to hit for 14 [3d6 + 4] slashing damage, gore +7 to hit for 13 [2d8 + 4] piercing damage, CR 6) sits on the room's southern balcony, masked by a *ring of chameleon power*^{A2}. Prominent crimson veins spider-web along the creature's stone complexion; the gargoyle looks like a creature straight from the pits of the Abyss. Zoraster leaps to attack any intruder disturbing his slumber. The gargoyle remains hidden for as long as possible before entering melee.

An original combatant in the War of the Winds, Zoraster long ago claimed this room as his eternal lair. Once an honor guard perched on Pazuzu's palace wall, Zoraster was named one of the chief protectors of the Pinnacle shrine as a reward for his years of service and devotion to the winged lord.

AREA E-7: THE SANCTUARY

The stairs detach from the wall and continue unsupported 50 feet down toward the floor like a winding ribbon of stone steps. No railings are on the stairs to protect those who descend this way. The chamber has a 50-foot-high domed ceiling penetrated by the cylindrical shaft that runs through the entire Pinnacle. The 60-foot-diameter opening starts in the ceiling and continues upward to form the Pinnacle's central Hollow (**Area D-4**) that rises all the way up through the center of the shrine. Five passages lead from this room, and a set of wide steps descends down one passage. Rushing wind rises up these steps with incredible force.

A 20-foot-tall granite pedestal stands in the center of the room beneath the Hollow's shaft. Perched on the five-foot-diameter pedestal is another four-winged Pazuzu statue with an



exaggerated sneer of delight on its face. The statue radiates an enlarged 60-foot-diameter *antimagic field* that extends to the room's ceiling and fills much of the chamber (as marked in red on the map). The *antimagic field* reaches 50 feet above the floor to where the Hollow opens through the ceiling, and extends 10 feet below the base of the pedestal, and 30 feet around the pillar. Due to the *antimagic field*, the statue does not radiate evil or magic. Characters using magic to descend the Hollow cross into the field when they enter this chamber. Those who fall suffer 17 (5d6) bludgeoning damage. Destroying the statue removes the *antimagic field*.

Resting in an alcove on the western edge of the chamber are 2 **wyverns**. They remain in their alcove until characters enter the room, then they attack. The wyverns use the *antimagic field*

to their benefit, dipping in and out of the zone to prevent spells from targeting them.

The wyverns serve as mounts for Jurbarkus and Zirah' jani. Special saddles and bridles hang from the wall in the wyvern's alcove.

AREA E-8: LIVING ROOM

A table with six chairs, several comfortable couches, a small cast-iron stove, and a rack of firewood decorate this rough-hewn chamber. Pegs hold cloaks, capes, and bags. The bags contain rations and miscellaneous adventuring gear (50-foot ropes [x2], a grappling hook, 50 pitons, two hammers, carabiners, four bull's-eye lanterns, four oil flasks, three pairs of caulked boots, and a wedge of cheese). A stack of playing cards and miniature lead figures (symbolizing souls used for betting during card games) sit haphazardly on the table.

Hiding among the normal cloaks are 3 **cloakers**. They wait until characters are close before attacking. Fighting in this room alerts Claggett (**Area E-9**), who joins combat in two rounds.

AREA E-9: CLAGGETT'S ROOM

When not roaming the shrine, **Claggett**^{A1}, the captain of Pazuzu's cloaker and gargoyle guards, can be found here. The room is fit for a dwarf, with a short bed, a small wardrobe, and a downsized chair and desk. A stout wooden chest is adjacent to the bed. A green, faintly glowing adamantite pick hangs above the bed. The pick is Geo Milton's lost weapon (**Area D-13**). It is a *berserker axe* with a +2 bonus. Geo rarely sees combat, so the curse doesn't bother him. Claggett discovered the pick's properties and promptly placed it as a trophy on his wall. He uses it as a reading lamp.

The chest contains Claggett's belongings: a wineskin of stout mead, spiked gauntlets, a pouch containing 350 pp, a tome titled *Audubo's Book of Colorful Birds*, a pair of pruning shears (used for his toenails), a bottle of tonic labeled "restorative" that Claggett strains through his beard each night and then rebottles, two *potions of greater healing*, and a flute.

The desk contains mundane paperwork describing wages and rations for the shrine's guards and cultists. A nearly finished letter to Claggett's mother describes his important position within the shrine, and tells her how proud she'd be of his success. It ends with a plea for forgiveness for converting to a surface-dwelling religion.

Claggett is a rarity, a duergar who worships the demon lord of the sky. An adventurer at heart, he joined Jurbarkus for many vile schemes and came to respect the high priest and the cult of Pazuzu. Claggett is balding but keeps his remaining hair and beard tidy and neat. His eyebrows arch incredibly high, accenting his dirty, yellow eyes.

AREA E-10: BARRACKS

Bunks, tables, and chairs fill this room, which is home to 15 **cultists**. The cultists are confident in their numbers and attempt to swarm and overbear characters. Also in the room are 3 **vrocks** that take great delight in tormenting Pazuzu's hapless followers.

Two large sacks holding the followers' meager possessions



hang from the bunks. Each bag contains a small stash of personal belongings. A total of 3 pp, 58 gp, 314 sp, a silver decanter (50 gp), and 12 *potions of healing* can be found scattered among the cultists' mundane items.

AREA E-11: FOUNTAIN ROOM

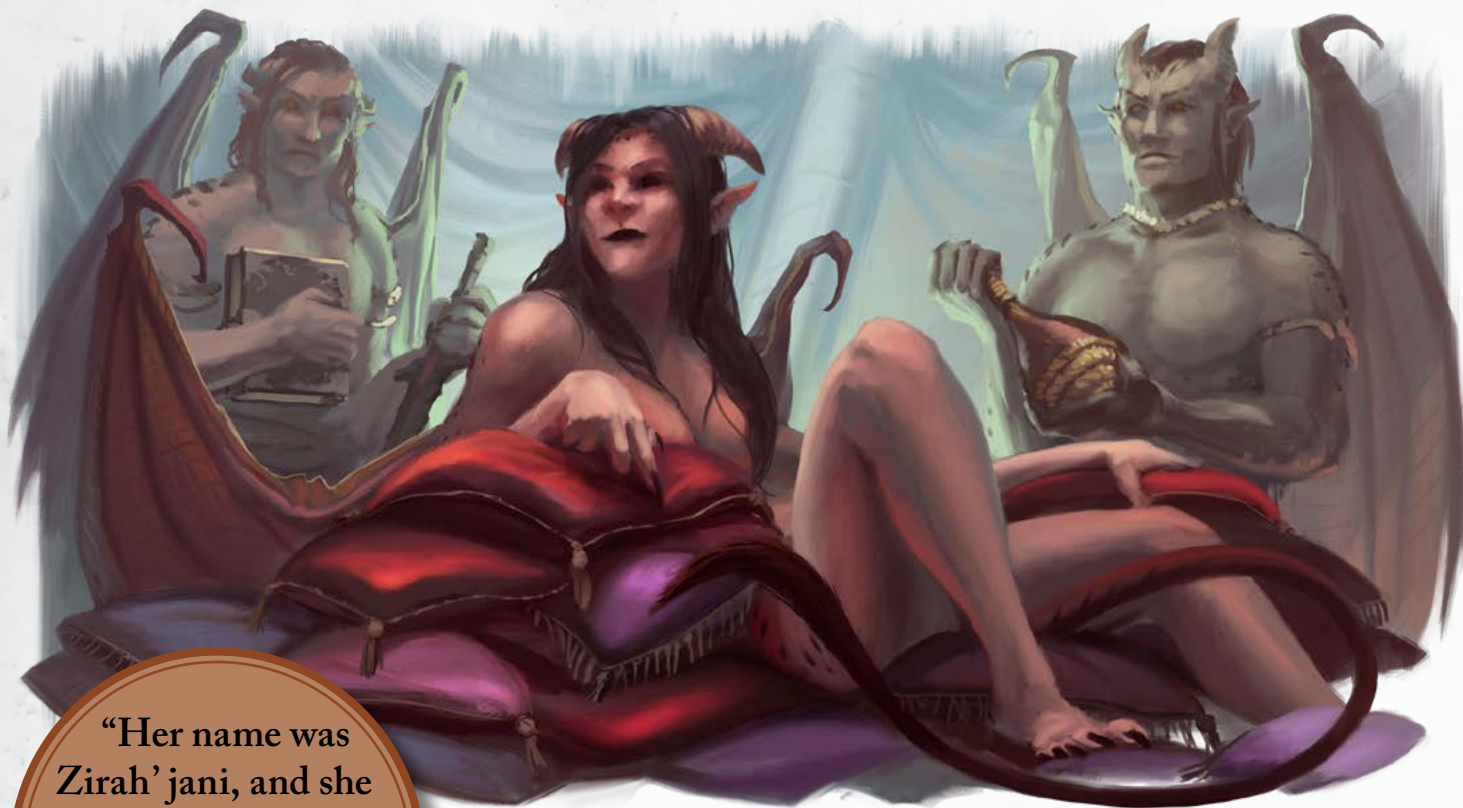
Pure, refreshing water springs from a beautiful alabaster fountain. At the fountain's center is a small effigy of a four-winged demon. The water flows into the basin from the four-foot-tall statue's mouth. A drain in the basin keeps the water from overflowing.

Thick patches of moss coat the walls and ceiling. The moss is harmless. The water is siphoned from an underground stream that flows beneath the Pinnacle and is perfectly fine to drink, despite having a heavy mineral taste.

AREA E-12: THE PAMPERED LIFE

This extravagant, 60-foot-tall chamber is brightly lit by seven silver candelabras (250 gp each) near the walls. A colonnade of 15-foot-tall white marble pillars forms a circle in the room's center. A sheer white curtains drapes between the columns. The curtains are opaque and reveal ghostly outlines of a feminine form reclining atop a mountain of pillows. Two shadows of muscular humanoids tend to her needs. One holds a large flask while the other holds a tome she appears to be perusing. A single iron door sits on the wall of the room outside the pillars.

Lounging here is **Zirah' jani**, a **succubus**, who is served by her **incubus** sons as they tend to her every wicked desire. They guard their mother with their lives. Hidden under the succubus's pillow bed are a pair of +2 *greatswords* that the boys grab



“Her name was Zirah’ jani, and she promised us safe passage. Her sons, however, offered no such deals ...”

if threatened.

Contacted years ago by Jurbarkus to aid in the Pinnacle’s restoration, Zirah’ jani decided to remain in his

service. Currently, she takes the useful form of a medusa to frighten

enemies. A DC 12 Wisdom (Perception) check reveals the silhouette of writhing snakes atop Zirah’ jani’s head through the veiled curtains. She finds that an opponent averting their gaze (despite her inability to petrify them) often works in her favor. You should play the encounter as if she has the ability to petrify the characters.

Zirah’ jani prefers persuasive conversation to messy violence. She offers to spare the characters’ lives if they slay High Priest Jurbarkus. She lies, telling the characters that the high priest has made powerful enemies and that “his time has come.” In reality, she simply wishes to lead characters into an ambush in **Area E-17**. Not one to enjoy combat, she turns ethereal and leaves if a fight goes against her. She readily abandons her sons; she can always produce more.

These hulking twin incubi are Zirah’ jani’s favored spawn and slaves. Both are intimidating and highly skilled. They protect Zirah’ jani with their lives if need be. They are scantily clad in tight chain shirts with identical Pazuzu feather star tattoos adorning their bodies. The tattoos are mirror images on each of the twins. The incubi wear white gauze over their eyes to further the idea that they serve a true medusa; in reality, the boys can see quite clearly through the thin material.

When not in medusa form, Zirah’ jani is a stunning, dark-skinned woman with shimmering raven hair. In both forms, she wears sheer sashes and transparent veils to better reveal her voluptuous figure. She has a cold, haughty personality, and avoids combat.

AREA E-13: JURBARKUS’ CHAMBER

This wooden door is locked and can be opened with a DC 17 Dexterity check with thieves’ tools. The finished chamber contains an unkempt bed covered with thick furs. A pile of clothing lies in the corner.

The chamber belongs to Jurbarkus, the Pinnacle’s high priest. A simple man, Jurbarkus shuns extravagance not related to worshipping Pazuzu. He very seldomly uses his bedchambers, preferring instead to sit upon his throne while conversing with Pazuzu (**Area E-17**).

An **invisible stalker** commanded to protect Jurbarkus while he sleeps hovers above the bed. The stalker resolutely follows the simple command but despises the prolonged assignment. More often, Jurbarkus doesn’t even use the room, further infuriating the stalker. The creature aids diplomatic characters, as long as it doesn’t compromise its assignment or directly attack its master. The invisible stalker understands Common but cannot speak the language.

AREA E-14: THE AIR IN THERE

This massive cavern has a 50-foot-high ceiling, and the floor drops 30 feet below the entrance ledge. A five-foot-wide ledge circles the room before turning into an arched bridge that crosses to the top of a central column. An **air elemental** twists and

rotates around the column. The elemental alternates between attacking characters and leaping back to guard the column. The elemental does not leave the room. Characters knocked off the ledge suffer 10 (3d6) bludgeoning damage from the fall onto the rocky floor.

The column has a hollow space in its center that is covered by a locked and trapped metal grate. The shallow pit is six feet deep and three feet in diameter, which barely allows the upright prisoner room to move within the prison. Tianlin Sandusk (LG female human **holy defender**^{A1}, no equipment, weapons or armor) is imprisoned in the pit. Lord Romel's daughter's fingers reach through the grate above her, but she is unable to do anything to open the gate or lift herself up. She pleads for rescue. Characters who met the young woman previously recognize her as the adventurer attacked by the bulette on the road (see **Optional Encounter 1: The Shield Maiden's Quest in Chapter 9: Eclipse of the Hearth**).

Opening the locked gate without first saying the proper prayer word to Pazuzu ignites a *flame strike* trap centered on the pit. Any characters in a 10-foot-radius around the top of the prison pit must make a DC 14 Dexterity saving throw. Characters take 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much on a successful one. Due to her confines, Tianlin is not allowed a saving throw to avoid the damage. She does not know the trap exists or how dangerous it is to her well-being. The trap can be noted with a successful DC 15 Intelligence (Investigation) check and disabled with *dispel magic*. The lock can be opened with a successful DC 15 Dexterity check with thieves' tools.

Tianlin is a brash and stubborn young woman who tackles life without fear or extensive thought. Her quickness to action often leads to trouble. She is tall and lanky and keeps her auburn hair cropped just above her shoulders to spite her father.



If Tianlin is killed (which is a very real possibility given the *flame strike* centered on her prison), characters could raise her from the dead or heal her in some other way. If they have no means of doing so, High Priest Romel Sandusk raises her from the dead himself as soon as her body is brought back to him. He doesn't hold his daughter's death against the characters, as the knights of the Shield face such danger every day. He still speaks up for them to receive the *Rite of Virtue* for simply going after her and bringing her home.

AREA E-15: GALE STEPS

Gusts of wind rising up these steps travel at up to 30 miles an hour. They pose no danger for creatures larger than Tiny. The wind imposes disadvantage on all ranged melee attacks and Wisdom (Perception) checks made on the stairs.

AREA E-16: INSTRUMENT OF PAZUZU

Censers hanging from small chains fill this room with pungent, acidic smoke that stings the eyes. Although characters suffer no ill effects, the smoke makes travel through the room uncomfortable. A seven-foot-tall, four-winged statue of Pazuzu stands in the center of the roughly round chamber. The thick smoke unnaturally defies the torrents of air rushing through the room from the howling winds in **Area E-17**.

The first character entering the smoky chamber must make a DC 12 Wisdom saving throw. If the save is successful, then the next person entering the room must make the same save. This continues each time a character enters the chamber, until someone fails a saving throw.

If any character fails the saving throw, the Pazuzu statue says the selected character's name in a hissing whisper. A **wraith** immediately issues from the statue's mouth to attack the named character. The statue may summon only one wraith at a time; once a wraith is summoned, further Wisdom saving throws are suspended until that particular summoned creature is destroyed. Once the wraith is dispatched, the next person who entered the room must make the same Wisdom saving throw. All Wisdom saving throws stop if the statue is destroyed.

If the statue whispers a character's name, Jurbarkus (**Area E-17**) also hears it via the statue of Pazuzu that stands in that chamber. The statue does not speak the name of any faithful follower of Pazuzu.

If all characters successfully make their saves, nothing happens. Characters must make new Wisdom saving throws each time they leave and re-enter this chamber, however.

AREA E-17: THE TORRENT CHAMBER

Howling winds whip madly about this room. A 20-foot-wide chasm gapes across the entire length of the chamber. An ornately carved bridge spans the gap to connect the two sides of the room. Across the void, an elderly man stands beside another larger, four-winged Pazuzu statue.

The bridge is actually a permanent illusion cast before characters enter the room.

Jurbarkus^{A1}, a high priest of Pazuzu, is a shriveled man with prominent blue veins showing through his desiccated skin. He has a habit of conversing with the statue and answering its silent questions in a whispery voice, often while he is speaking to others. Even his closest followers do not know if Jurbarkus is insane or if the demon Pazuzu actually speaks to him.

Jurbarkus' parchment-like skin is splotchy and thin, making it difficult to determine his true age. His balding head displays a spider's web of veins and wrinkles. He supports his bony frame with his staff, which is carved from a vrock's leg bone and functions as a +2 *quarterstaff*.

If the statue in **Area E-16** whispers a character's name, Jurbarkus hears it as well, so he is possibly forewarned of intruders. If alerted, he uses his *ring of djinni summoning* to call forth a **djinni** named Pasha Kaltofen to deal with the meddling characters.

Pasha Kaltofen once was an honorable djinni noble on his home plane until he succumbed to Pazuzu's deceiving whispers. In his desire for purity, Pasha Kaltofen made a pact with the wind demon to become uniquely powerful. In the end, the djinni was trapped in the ring and enthralled to Pazuzu's whim. He fights to the death to avoid serving another mortal. If Pasha Kaltofen is slain, the ring imprisoning him crumbles to dust, forever losing its power. Any *wishes* granted by the djinni fade upon the item's destruction.

When characters enter the chamber, Jurbarkus wastes no time talking and immediately assaults them with a spell barrage. He enjoys holding characters in check across the chasm with hurricane-force winds or in dispelling their abilities to fly if they attempt to cross the gorge using magic.

The winds rushing out of the gaping chasm acts as a *wind wall* spell that splits the room in half. The chasm descends more than 500 feet into the earth, with the winds becoming greater the farther down it goes. At 100 feet from the bottom, the air reaches speeds in excess of 100 miles per hour. The wind is strong enough at this point to halt falling objects and to slow characters before they hit the floor. Medium creatures hover about 50 feet above the floor, while Small creatures float at nearly 100 feet. Characters "floating" in the pit can climb out if they fight



the whipping winds with a DC 13 Strength (Athletics) check. Characters caught in the gale take 7 (2d6) bludgeoning damage each round as they are battered against the walls and pelted by floating debris.

A number of wind-battered bones, armor remnants, and ruined equipment float in the pit as well. These items tumble and spin, bouncing off walls until they eventually disintegrate. Floating in the air at various levels depending on their weight are a *ring of feather falling*, a +2 *longsword*, an *immovable rod*, an *ioun stone (leadership)*, and an *ioun stone (fortitude)*. A passing item can be grabbed with a successful unarmed attack roll against Armor Class 17.

The chasm's floor is abraded into polished rock by the high winds. A rip in the Prime Material Plane gapes in the stone floor and opens into the churning skies of the Abyss. Air blasts from the dark rent with the force of a tornado. Jurbarkus created the tear with a *wish* from his *ring of djinni summoning*. If Pasha Kaltoven is slain, the gateway seals and all floating items and characters fall to the stone floor. The damage characters take from the fall depends on their height when the rift closes, suffering 1d6 bludgeoning damage per 10 feet fallen.

It is impossible to enter the gaping hole without the aid of powerful magic, as the *wish* prevents beings from crossing the barrier. Characters who try must make a DC 18 Dexterity saving throw or be smashed into the narrow rocks of the chasm wall, taking 28 (8d6) bludgeoning damage. A successful save means the character rockets upward and is suspended by the wind gusts. If characters somehow find a way to cross through the rift (which is unlikely unless they have their own *wish*), they find themselves flying freely through the soot-stained skies of the Abyss. They don't go unnoticed for long.

The Pazuzu statue has the following powers: *foresight*, *commune*, and *legend lore*. The statue gives beneficial answers to Pazuzu's faithful, whispering directly into their minds the answers that they seek. Others may speak with the statue, but they tread dangerous ground by subjecting themselves to Pazuzu's will. For every round spent speaking with the whispering idol, the character must make a DC 12 Wisdom saving throw or move one step toward a Chaotic Evil alignment as Pazuzu's empty promises fill their souls with sin.

With the priest killed the temple falls again into quiescence. Destroying the statue permanently may require its own separate quest, and is left in your hands.

CONCLUDING THE ADVENTURE

If Tianlin Sandusk is rescued and returned to her father, Lord Romel Sandusk personally vouches for the characters' inclusion on the list of those worthy of receiving a blessing at the Grindstone of Muir. The destruction of the reawakening Pinnacle by itself is enough to justify the honor, but the rescue of his daughter personally elevates his esteem for the characters. He designates them as Scions of Muir and claims that their quest grants them special status to take part in the rite. He still raises their names on the list if his daughter dies (see **Area E-14** for details on his actions if this occurs).

The priests and the Basilica immediately begin preparations for the *Rite of Virtue*, with the ceremony to take place in three

days. In the meantime, Tianlin shares a tearful reunion with her father. Characters and other worthy knights are whisked away to undergo a purification ritual before they stand before the Grindstone.

Champions who best embody Muir's tenets are allowed to strike a weapon of their choosing against the Grindstone six times to reflect the six moral standards Muir values. One character is presumed to use the *scepter of faiths* if the adventure is played as part of the larger ***Splinters of Faith Campaign***, but the others can use any weapon in their possession. On the sixth strike, the Grindstone of Muir enchants the weapon with an additional +1 bonus to attack and damage rolls (up to a +3 enchantment bonus). The *scepter of faiths* has a +3 total bonus to attack and damage rolls after this enchantment. The Grindstone also grants the following to the scepter:

Disruption. When you hit an undead with the scepter, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

A huge feast in the heroes' honor follows the ceremony, although alcohol is still not served, and the entire event is rather subdued. A separate celebration — with copious amounts of wine — is held in Shieldfane after the "official" ceremony.

Characters defeating Jurbarkus and sealing the gate should be awarded a 1,000 experience point award bonus per character for completing the difficult tasks.

Lord Romel knows quite a bit about the history of the *scepter of faiths* and suggests characters travel next to the city of Doan to visit the Lady of the Searing Waters temple. He tells characters the history of Akruel Rathamon if they are still in the dark about the death-cult leader's past. He is unaware of the vampire's return, however, although he is hearing rumors of a large army massing to the west. With the fall of the gnolls in Seraph (for which he thanks the characters profusely if they took part in destroying the temple), Lord Romel is seriously considering marching the knights of the Shield against this new threat.

You can use Lord Romel to fill in gaps in the characters' knowledge about the scepter's past and Akruel's history. Summarize the background presented in **Chapter 1: Splinters of Faith** for characters if they have questions, although remember that some secrets — such as the true location of Akruel's heart — should remain a mystery for now.

If this adventure is played as a separate adventure, each character is allowed to enchant one weapon of their choosing on the Grindstone of Muir in addition to receiving the experience point bonus listed above.

Just a couple of rituals remain before the characters are ready to confront the death-priest with the restored *scepter of faiths*. The characters now must travel from the mountains into a geyser field and then underground as they seek an unbroken pane of black glass in **Chapter 12: Pains of Scalded Glass**. But the druids controlling the upper levels of the Mines of Honn don't like intruders interrupting their plans to build the Pillar of Vermin. And worse still are the denizens of the lower mines where the black panes of glass are found.

12

PAINS OF SCALDED GLASS



he land drops away into a massive crater scarred by an active geyser field. Steaming water erupts upward from hundreds of fumaroles scattered inside the volcanic caldera. A town perches on the edge of the cliff, although many of its buildings fell into the crater a few years ago.

A delicate-looking, lotus blossom-shaped building sits in the middle of the dangerous geysers. Seven teardrop pools filled with bubbling water surround the temple. Its stone walls are blasted and burned, pocked with pellet-sized holes from nearby eruptions.

Suddenly, a blast of superheated water erupts upward — straight from between the petal-like eaves of the temple's flowering roof. The geyser hangs momentarily like a cloud above the temple before the water droplets fall in a hot rain over the sacred grounds.

THE GEYSERS OF DOAN

The heroes will have a blast here if they tarry too long in the geyser field around the Lady of the Searing Waters.



ADVENTURE SUMMARY

Characters journey deep into an abandoned mine to retrieve a special pane of glass. The glass is required to restore the temple's worship room. But insect worshippers inhabiting the mine have their own agenda — and it doesn't include interloping characters. Plus, the mine's deep denizens are pushing upward to reclaim their home from the insect-loving interlopers. The adventure is designed for characters of 8th to 12th level.

BACKGROUND

The Lady of the Searing Waters sits in the middle of a mile-wide volcanic caldera, with the village of Doan overlooking it from the rim of the crater. A safe road to the temple allows visitors to worship at the temple or to watch the colorful geysers erupt around them.

The original Lady of the Searing Waters temple sat amid a geyser field from which colorful plumes of water erupted with precise regularity. Ninevah's faithful claimed the dancing waters were a testament to the beauty of their goddess. That all changed around 3500 I.R. when a series of wicked high priests twisted the goddess's beliefs into a sinful excuse for their daily dalliances in the nearby village of Doan.

Some say the priests' excesses finally pushed Ninevah too far. In 3504 I.R., an underground volcano erupted in an explosion of colorful dancing flames that lit the night sky for hundreds of miles. When the devastation of the Night of Fiery Hues ended, a mile-wide crater now marred the land where the temple had once stood. The original temple and all those inside were incinerated in the blast. The village of Doan — where similarly wicked men capitalized on the priests' dalliances — was partly destroyed,

with half of the structures collapsing into the crater as the ground fell away. The Night of Fiery Hues seemed to claim only those in the village who held evil within their hearts.

The current temple was finished in 3507 I.R., rebuilt by hand by still-devout traveling priests of Ninevah who returned to weep at the devastation. They chose the caldera's center where the former temple had once stood as the site of the new temple, toiling for long hours in the harsh environment within the crater to prove their devotion to Ninevah. The new temple was built using wood carved from trees dragged from the Kajaani Forest so the temple could start afresh. The new sanctuary is a magnificent creation that rises into a towering lotus blossom in the middle of the dangerous geyser field.

AREA A: THE LADY OF THE SEARING WATERS

The Lady of the Searing Waters is a lotus blossom-shaped monastery with many gutters hidden in its ornate roofline. The structure sits atop a geyser that erupts regularly. A central column within the temple allows the geyser's scalding steam to erupt out of the building's apex where the roof petals converge. Gutters capture the water and redirect it into pipes to provide hot water to the temple's priests.

Chihule Evás the Scalded (NG male human **high priest**^{A1}) leads the priests and priestesses and watches every eruption personally. At night, he sleeps in a bedchamber on the second floor where a spyhole lets him watch and listen to the eruptions even as he slumbers.

The temple is a testament to Ninevah, Lady of Miasma, and contains a spectacular glass construction inside that lets visitors view the erupting geyser close-up within the main viewing room. Many priests died in the scalding steam while building this central glass viewing area. In fact, Evás is one of the few

RESTORING THE SCEPTER

At this point in the campaign, the *scepter of faiths* is equivalent to a +3 *mace*. The scepter sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. It has the following abilities:

Bless. While holding the scepter, you can use an action to cast the *bless* spell from it up to three times per day. This property recharges daily at dawn.

Courage. While attuned to the scepter, you can't be frightened.

Disruption. When you hit an undead with the scepter, that creature takes an extra 2d6 radiant damage. If the target has 25 or fewer hit points after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

Divine Awareness. If you are holding the scepter, you can use an action to cast *detect evil and good* from it up to three times per day. This property recharges daily at dawn.

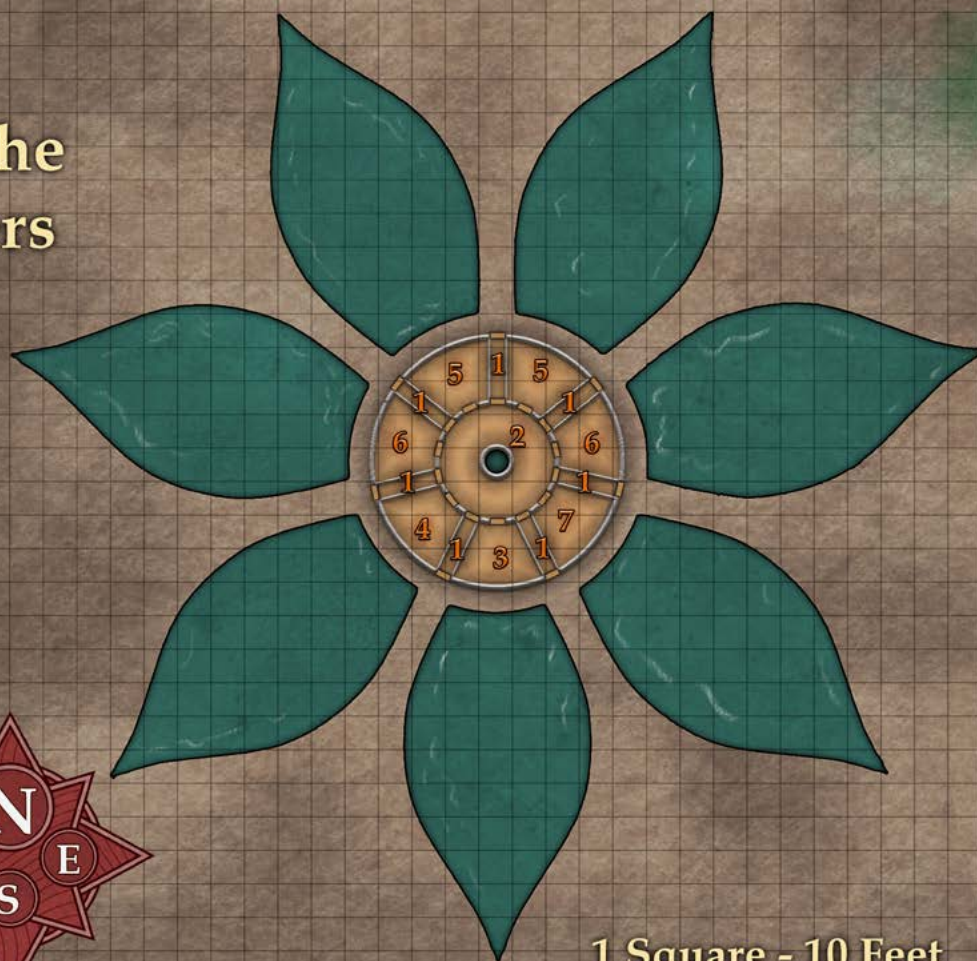
Healing. While holding the scepter, you can use an action to cast the *cure wounds* spell as if it were cast using a 2nd-level spell slot up to three times per day. This property recharges daily at dawn.

Magic Weapon. The scepter grants a +3 bonus to attack and damage rolls made with this magic weapon.



Area A: The Lady of the Searing Waters

Second-level Loft



1 Square - 10 Feet

remaining priests who actually survived the construction. His body's many scars show the pain he suffered over the years for his goddess while rebuilding the holy site. He wears an eyepatch over his left eye to cover the damage done when a blast of scalding steam caught him in the face.

AREA A-1: THE ENTRIES

Steam-scoured mahogany panels line these seven entryways. The priests placed these heavy planks atop the geyser during eruptions to direct some of the scalding water away from the builders. Evás was placing one of these boards over the geyser when steam shot through a hole in the board and cost him his eye. The boards were later collected to dispose of them. But the priests soon discovered something amazing: Each steam-and-water blasted plank was etched with beautiful scenes of Ninevah blessing her priests, healing the sick, or standing amid the geysers. These beautiful panels now decorate the temple's walls.

Greeters (NG male human **acolyte**) wait on visitors at each entrance.

AREA A-2: VIEWING ROOM

Floor-to-ceiling panes of dark glass stand in the center of this worship chamber. Each pane is 10 feet wide and stands more

than 20 feet tall. They are pushed against one another and sealed to form an octagon around the geyser's upward blast. The glass is warm to the touch and steams after each eruption. The geyser erupts 12 times per day, once every two hours.

The priests who rebuilt the temple found these shaped glass panes (truly a gift from Ninevah!) in the nearby Mines of Honn. Chihule Evás discovered quite by accident that the panes perfectly contained the scalding waters, but still protected viewers and allowed them to watch the steaming eruption through the dark glass. The eruption itself is a miracle to behold, as the steaming water creates moving tableaux of Ninevah's blessings being administered across the land. Colors swirl in the scalding waters to tell entire stories of Ninevah's priests. No two tales are ever the same.

Rows of low wooden benches are arranged around the central glass. Visitors fill these seats during the eruptions to get a firsthand view of nature's fury in action. During a yearly festival, special guests are invited to witness the eruptions and to participate in daylong prayers. Evás always starts the festival with an opening prayer that culminates in the day's first eruption. The floor vibrates as the priest intones Ninevah's blessings and the geyser gathers strength below the worshippers. The room can hold just over 100 visitors, although this packs them shoulder to shoulder in the worship chamber. Not many travel to the temple

these days to witness the eruptions, so it is mainly the devout priests who come to watch the miracle.

The plumes of boiling water burst through the central glass chamber then pass through an opening in the roof. The geyser rises an additional 50 feet above the temple's roof in a blossoming spray. The falling water then sluices into interior pipes where it feeds the temple's needs and drains into seven shallow pools surrounding the building. The geyser frequently changes colors throughout the day, which the priests' claim reflects Ninevah's mercurial moods.

AREA A-3: KITCHEN

Numerous pipes bring water from outside troughs into the kitchen. The priests take turns cooking meals, and the heated water greatly speeds up the process. The menu consists of lots of steamed vegetables, boiled potatoes, and hot teas.

Derskin Millitus (LG human male **veteran holy defender**^{A1}), a former Shield Basilica commander, oversees the dining hall. Millitus provides bountiful meals for the faithful and to all who come to witness the eruptions. Despite getting on in years, Millitus remains an imposing figure with rings of scars down his arms from years battling the gnoll presence in the Kanderi Desert. If he discovers that the characters ended the gnoll menace in Seraph, he begs them to sit with him and describe their fight against the evil dog-men.

AREA A-4: DINING HALL

The priests take their meals here, seated at a massive scarred plank that serves as a table. The top of the table shows the myriad details of Ninevah's life and the expectations of her priests. Low stone benches pocked by geyser blasts provide seating. These planks and benches were salvaged wood kept from the days when the temple was rebuilt.

AREA A-5: THE BATHS

Pipes converge in two water chambers where priests bathe and relax. The rooms are steamy, and the water is always hot, bordering on scalding. Separate rooms are maintained for men and women. The temple occasionally allows visitors to bathe, provided they are respectful of the blessed water during their bath. Water drains through grates, where it runs back into the geyser to be cleansed of the worshippers' sins during the next eruption.

AREA A-6: UPPER ACCESS

Two steep staircases in these chambers allow the priests to climb to their bed lofts on the second floor. Food and other items are stored on shelves around the rooms.

AREA A-7: RELICS OF NINEVAH

The priests store holy trinkets found in the geyser field in this chamber. The "icons" — blast-polished rocks, precious stones, and assorted oddly shaped objects — are kept on shelves that fill the chamber. A few pieces of the former temple are placed among the newer items.

THE LADY OF THE SEARING WATERS (TEMPLE)

Location: Seismically active ground (mountainous)

Nickname: The Holy Waterspout, The Steam Maiden

Deity: Ninevah^{A3}, Lady of Miasma, Goddess of Water, Volcanoes

Authority Figure: Chihule Evás the Scalded (NG male human **high priest**^{A1})

Servants: 25 initiates (NG or LG **acolyte**); 10 water-minders (NG **priest**); 6 under-priests (NG **senior priest**^{A1}).

Dress: Priests wear woolen robes dyed a dark gray, with wispy lengths of blue and white silk draped atop it.

Unique characteristic: The Lady of the Searing Waters is built upon an active geyser that erupts regularly through a special funnel built through the center of the temple's worship room.

AREA A-8: THE LOFT, INNER RING

Temple priests sleep closer to the center of the temple, in large rooms with viewing panels that let them look out over the geyser. The priests (male or female human **priest**) direct daily temple ceremonies and are required to attend at least one eruption service each day. The ceilings of the sleeping rooms are made of frosted glass that allows them to look up into the myriad colorful blossoms of the roof so they can contemplate the messages written in the geyser's billowing steam.

AREA A-8A: SIVAD-UJ'S ROOM

One bedroom belonging to the priest Sivad-Uj' has a secret panel behind one wall where three vials of a deadly poison are stored alongside an unfinished note to someone named "Daznashal." The panel can be found with a successful DC 18 Wisdom (Perception) check. Give the players **Handout 9: Letter to Daznashal**^{A6}. The note reads as follows:

Daznashal,

The acid worked. It took weeks, but the glass finally shattered. So many died in the burning waters! I used the poison you provided on the survivors. They died twisting and frothing. I have not seen the betrayers you mentioned, nor the scepter your visions revealed. I shall remain vigilant, but I shall leave this vile place soon enough for the jungle. How I long to see Orcus' glory revived!

— S

See **Chaos at the Temple** in the **Adventure Background** below for more on Sivad-Uj'. More on Daznashal the Vicious can be found in **Area D** of **Chapter 5: Burning Desires** and **Area II** of **Chapter 14: Remorse of Life**.

AREA A-9: THE LOFT, OUTER RING

Initiates sleep in this massive communal loft. The younger priests sleep closer to the edges and must crouch to get to their beds under the sloping roof. Male and female priests sleep in different sections of the loft. Visitors can sleep in a loft if they desire (with the displaced initiates sleeping in the viewing chamber [**Area A-2**]). Anyone sleeping here can listen to water running down the roof tiles after each eruption.

AREA A-10: STAIRS

These steep stairs descend into **Area A-6** on the first floor. The stairs are pulled up to seal the upper loft when the priests are sleeping.

AREA B: THE SINKHOLE

The caldera sinkhole is a 50-foot drop from the forest plateau to a seismically active field of geysers. The land dropped after the super volcano eruption destroyed the original temple and half of Doan. Instead of a normal cone-shaped volcano pushing through the earth, magma built under a one-mile-wide expanse before it exploded upward along natural fault lines. When the magma expended itself, the land dropped into the crater to form the caldera. Doan barely survived; the former temple didn't.

Since the eruption, Doan has become little more than a forest outpost overlooking the volcanic grounds. Stunted, sickly pines surround the sinkhole for a quarter mile, with the trees suffering from the heavy sulfur and mineral concentrations dredged up by the geysers. Miles out from the sinkhole, the trees regain a more natural appearance and are much healthier. Forest wildlife is scarce in the miles-wide blighted zone around the caldera.

Smaller geysers erupt regularly throughout the sinkhole. Each fumarole is plainly visible as a five- to 10-foot-wide hole in the ground. The ground rumbles and shakes two rounds before an eruption. Anyone within 20 feet of an exploding geyser suffers 35 (10d6) fire damage from the steam and boiling water. Anyone within 100 feet suffers 3 (1d6) fire damage. Eruptions last 1d4 + 1 rounds. The priests maintain a safe road (**Area D**) through the geyser field to avoid being injured.

AREA C: THE STONE STAIRS

A stone staircase descends 50 feet from the upper rim of the sinkhole to the geyser-filled base of the caldera. The priests and Doan's villagers built the stairs from cracked paving stones and broken foundations left over from Doan's fall into the caldera.

AREA D: THE SAFE ROAD

The safe road winds through the dangerous field of geysers, its edges marked by 10-foot-tall poles. At night, initiates light

Daznashal,

The acid worked. It took weeks, but the glass finally shattered. So many died in the burning waters! I used the poison you provided on the survivors. They died twisting and frothing. I have not seen the betrayers you mentioned, nor the sceptor your visions revealed. I shall remain vigilant, but I shall leave this vile place soon enough for the jungle. How I long to see Orcus' glory revived!

—S

Handout #9: Letter to Daznashal

candles placed in holders atop the poles to mark the path. Anyone staying within the safe road's boundaries is safe from the spray of erupting geysers, although they may feel droplets of the blessed water strike them when the wind is up.

DOAN'S LEADERS

Authority figure: Greda Piltar (LN female human **veteran**, mayor).

Important characters: Simonis (N female half-elf **mage**, educator); Karrisa (NG human female **veteran**, tavern proprietor); Ethanie (CG female human **veteran scout**^{A1}, guide).

AREA E: VILLAGE OF DOAN

The village of Doan barely survived the Night of Fiery Hues. When the sinkhole collapsed beneath the former temple, half of the village's structures tumbled into the crater with it. Doan's remaining structures now sit in a half circle at the edge of the sinkhole. Some of the buildings even jut out over the edge, with wooden pilings driven into the cliff to support them from below. A wooden palisade forms a half-circle around the village, although there's little that threatens the meager town.

AREA E-I: NINEVAH'S STATUE

A statue of the goddess Ninevah stands in the center of what's left of Doan. The statue is composed of mercury and



flows and changes its shape throughout the day. The statue's most common form shows Ninevah standing atop a spur of rock surrounded by an ever-changing cloud of steam and spraying water. A mysterious traveler arrived shortly after the caldera collapsed and "carved" the statue from a deposit of mercury seeping from the ground. The village adopted the statue after the artist vanished.

If the characters bring the *scepter of faiths* near the mercury statue, the form of Ninevah smiles, then rises on a billowing cloud that lifts her nearly 20 feet into the air. From this vantage point, she points across the geyser field to where the Lady of the Searing Waters is located. Ninevah hovers in the air for a few minutes before lowering back to the characters' height. She now holds a representation of the *scepter of faiths* formed from mercury in her hands. A beatific smile is on her lips, but she doesn't change form again. Within 24 hours, the mercury statue absorbs the replica of the *scepter of faiths*.

AREA E-2: THE COMMON HOUSE

This hall once was a warehouse. When the main inn fell into the sinkhole, the remaining villagers turned this building into a community center for dining, storytelling, and gatherings. Wooden tables comfortably seat 70 people. A kitchen provides food and drink. A large fireplace awkwardly built along the far end provides heat.

Jonus (N human male **commoner**) cooks and cares for customers. His daughter Jayme (NG human female **commoner**) serves the guests but is really the brains behind maintaining the aging facility.

AREA E-3: MAYOR'S HOUSE

Mayor Greda Piltar (LN human female **veteran**) is a retired adventurer who found her calling running the shrinking town. She inherited the job after the former mayor died when his home collapsed into the sinkhole. Greda's home also nearly fell into the pit, but somehow survived with one wing hanging precariously over the edge. She has since propped up the room with heavy oaken timbers hammered into the side of the cliff. The structure creaks and shakes occasionally but is quite sturdy.

Greda is a tough woman who was raised in the wilderness and taught to fight by her father. She dislikes people trying to "pull one over on her" and likes to threaten to throw "cheats and sneak-thieves" into the sinkhole. Greda has wide shoulders and short-cropped brown hair. She looks more than capable of tossing people bodily over the ledge if provoked. Old-timers claim a friend of a friend once saw her do just that. The distance the "sneak-thief" sailed into the pit gets farther with each retelling.

AREA E-4: TRADER GUS

This dilapidated building is the town's trading post. Old Man Gus (NG human male **commoner**) trades and sells most normal

items. He has a keen eye and likes to haggle, starting his sales 1-1/2 times above normal prices. Gus is eager for tales of the road and often makes deals for private storytelling sessions from adventurers passing through.

AREA E-5: THE SPIES

Unbeknownst to the villagers, two worshippers of the insect lord Rachiss^{A3} live in this house. They serve as the eyes and ears for the Pillar of Vermin temple to Rachiss located deep within the Mines of Honn. The pair single out the homeless and other travelers to take into the pillar to create armor for the vermin priests. **Ilban**^{A1} and **Ethea**^{A1} pose as husband and wife but actually despise one another. They are good at their mission, however, and make sure to space their kidnappings apart and to take only the truly down-on-their-luck few who won't be missed. They often kidnap travelers so as not to draw undue attention to themselves should too many villagers go missing.

The pair, along with their **ankheg** pet, like to hunt in the forest and along the roads leading to Doan. The ankheg burrows underground to wait, while Ilban uses his wildshape ability to turn into a giant mantis and clamber into the trees to leap down on unsuspecting travelers. Ethea turns into a giant scorpion and hides in the underbrush and bursts forth to catch victims in her claws. The ankheg explodes out of the ground to attack if summoned to assist its masters. Captured travelers are bound and dragged behind the ankheg to other vermin worshippers who take them the rest of the way into the Mines of Honn where they are chained and forced to craft insect armor.

Characters approaching Doan have a good chance of encountering the trio waiting along the road. They are always looking for new "recruits" to join the workforce in the mines. Feel free to use Ilban and Ethea as needed, possibly when the characters are arriving or when they are leaving Doan. If the characters destroyed the pillar in the mines, Ilban and Ethea look to dish out a last measure of revenge.

Ilban is strikingly handsome and confident. He resents this assignment and detests Ethea. Ilban prides himself on his appearance. Ethea is a beautiful woman with severe cheekbones that draw attention to her gray eyes. Her dark hair is tied back into a single ponytail held in place with a clasp fashioned from an insect's mandibles. She hates Ilban and secretly hopes to toss his body into a geyser.

A trained ankheg serves the pair. The ankheg remains in a burrow below the house that the druids share in Doan. The broken land under the village allows the creature ample space to move around without being noticed. Villagers sometimes feel the land tremble beneath them from its passing, but most assume it is just minor quakes from the geyser field.

See the **Druids of Rachiss** sidebar for more on these insect-worshipping druids.

AREA E-6: COMMON HOUSES

Villagers live in single-story wooden dwellings. The buildings are small, with a couple of bedrooms and a living area around a fireplace. Most of the buildings are in poor shape, with cracks

THE DRUIDS OF RACHISS

The druids of Rachiss are evil men and women who worship the loathsome Mogul of Parasites and the blight the insect god brings to the earth. Rachiss appears as a huge, bloated leech with human-like features. He has two massive arms that protrude from the sides of the slug torso.

Wildshape: A druid of Rachiss' wildshape ability is limited to transforming into any insect, arachnid, or other arthropod that the druid has seen. Especially blessed druids are granted the ability to wildshape into larger and more powerful creatures than those available to ordinary druids, including giant spiders, scorpions, centipedes, and the like. This ability is considered a high honor, and those druids who can do so are ranked among the most respected and influential of their order.

Chitin armor: Druids of Rachiss typically wear armor made from the carapaces of giant insects. While wearable by druids, the armor does not protect as well as metal. Chitin armor (not shields) always provide an armor bonus of 2 less than metal armor of the same type. Any single attack of 25 or more points of damage completely ruins the armor.

in the walls and foundations. Patchwork repairs have been made to many of the houses to keep them standing, but the efforts are only delaying the inevitable collapse.

AREA E-7: ABANDONED HOUSES

When the land fell away beneath the village, a number of buildings collapsed into the sinkhole; others were simply cut in half. Some of the buildings remained intact despite hanging over the edge of the crater. Residents tried to shore these up with wooden pilings, but many failed or died attempting the feat. The structures are now abandoned, although an occasional rat or stray dog can be found within.

AREA E-8: RUBBLE AND RUIN

Rotten wood, stone foundations, and splintered beams lie in heaps at the base of the cliff. Doan's villagers scavenge the debris to make repairs on their surviving homes. Very little can be found in the mounds. The wood is unusable after sitting out for years and has the consistency of stone.

However, a deadly predator now digs through the earth below the wreckage of the many homes and business that fell into the chasm. A **red bulette**^{A1} that thrives on underground metal deposits located in the heated geyser field occasionally rises to root through the debris. The creature arrives within 1d6 + 1 rounds after characters begin exploring the debris field. For some unknown reason, it ignores anyone on the safe road through the geyser field.

The creature is more interested in the ore deposits beneath the geyser field but eagerly comes to investigate any characters wearing tasty armor.

ADVENTURE BACKGROUND

The Mines of Honn has a long history of misery and pain, from its early days in 3001 I.R. when miners first broke through its granite walls to delve its dark depths, to the recent visits by the priests of Ninevah who suffered its stale air to bring forth the great panes of black glass to rebuild their holy temple. For more than 500 years, the mines broke the backs and sapped the wills of the strongest men and dwarves.

When Ninevah's priests finally closed the mines for good in 3510 I.R., many who'd survived the deep pits and stifling tunnels thought their nightmares had been put to rest. None realized the horrors that would eventually infest the shuttered mines.

The latest "owners" of the ill-fated mines are a small sect of druidic worshippers who venerate the loathsome parasite god Rachiss. Their leader, Phyllox ^{A1}, moved into the abandoned shafts in 3513 I.R. and is intent on establishing an insect shrine to the Father Host in a natural stone column deep within the mine. Phyllox considers this column a holy site to Rachiss since it naturally bears myriad carvings of horrid insects. He claims visions sent from his god led him to the mines, and he considers it his destiny to establish the vermin lord's dark temple.

But the remote locale of the mines is working against Phyllox's grand schemes. A lack of followers is further slowing his vision.

To that end, Phyllox sent two agents to Doan (**Area E5**) to gain potential converts if possible or to kidnap laborers if necessary. Phyllox uses these abductees as "volunteer acolytes" if they willingly convert to Rachiss or as forced labor tasked with expanding the Pillar of Vermin if they don't. Phyllox plans to eventually march on Doan to take over the village and force the remaining residents into the mines to finish the temple. Phyllox also lured a band of bugbears into the mines from their mountain caves by promising them riches if they helped.

The temple was beginning to take shape when Phyllox's workers ran afoul of long-time denizens of the deep mines. A group of aboleths felt Phyllox was intruding on their domain and fought back, killing several of Phyllox's faithful before the druids were forced to retreat.

Phyllox knew his small band couldn't stand against the aboleths, so he summoned aid in the form of a derghodemon ^{A1} named Ssaracclak. Phyllox thought he was getting an unstoppable weapon to use against the aboleths. Instead, what he got was a fugitive demon on the run from a life of drudgery owed to a powerful demon lord who didn't like losing his property.

Shortly after Ssaracclak arrived, the furious demon lord retaliated and sent a greruor demon ^{A1} into the mines to bring back his property. The derghodemon is now on the run as it tries to stay two steps ahead of the deadly greruor. The running battles through the mines between the derghodemon and the greruor were the final straw for the frustrated bugbears, who rebelled after Phyllox ordered them to stop the greruor.

During the ensuing chaos, the aboleths made their move and pushed upward from the deep mines to expand their territory. Now, Phyllox is facing trouble on many fronts: a greruor wandering the mines; a derghodemon that refuses to return to the lower planes but also refuses to fight; a bugbear rebellion; and an aboleth invasion.



Phyllox's dream of a grand temple to Rachiss is quickly falling apart.

And the danger to the shrine isn't over. Ssaracclak and the greruor caused extensive damage to the mine during their battles. The greruor also hasn't given up and is still intent on capturing its prey. It has been sealed away in the mines but is already taking steps to get to the derghodemon. Phyllox fears what might happen to the upper mines if the pair again face off.

All of Phyllox's plans are on hold until these new threats are dealt with. When the characters enter the mines to help the Lady of the Searing Waters temple, it sets off a powder keg of destruction that explodes through the tunnels as these numerous warring factions finally set out to destroy their enemies — and these new intruders.

CHAOS AT THE TEMPLE

As the characters approach the Lady of the Searing Waters temple, tragedy strikes. They are just in time to see a geyser erupt through the building with a quaking force that shakes the land around them. This is a normal occurrence at the sacred site, although the characters might not know this at the time.

What's happening inside the temple at that moment is anything but normal, however. Muffled screams begin to rise from the temple, and horribly burned visitors and priests throw open the temple's doors and stagger outside. Their skin is blistered red and sloughs off their bodies in horrible patches. Most collapse after no more than a few tortured steps. A few fall heavily into teardrop-shaped pools of water located near the doors. Their flesh bubbles and steams with its own heat.

An impurity in a glass pane holding back the geyser's steaming waters shattered during the morning worship ceremony. The explosion doused many of the priests and visitors with scalding water. Many of the priests died instantly as the superheated liquid engulfed them. Their bodies remain in the worship chamber. Others to the sides of the blast were horribly burned as they were caught in the splash of steam and water.

As soon as the geyser ended, priests lucky enough to be outside or deeper within the structure rushed to help the

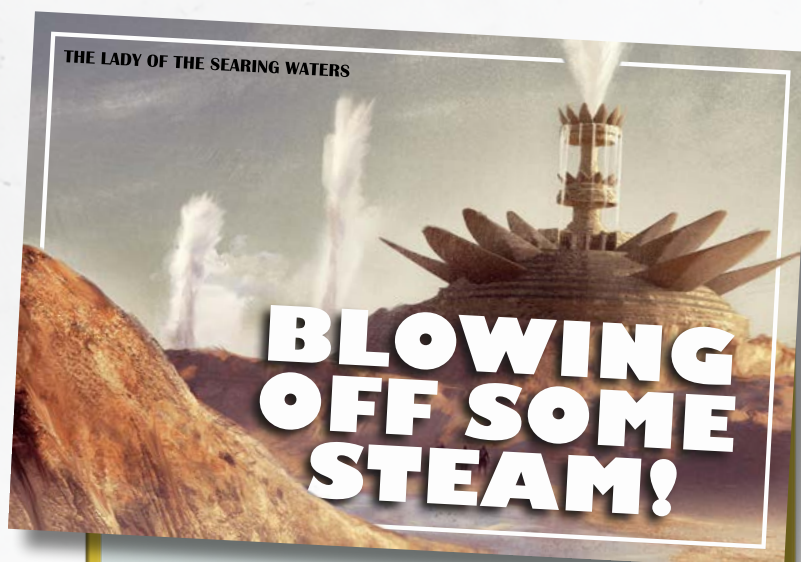
survivors. The characters can aid this rescue effort as they see fit, but the memory of what they see should haunt their dreams. Priests who couldn't escape the temple died screaming, the superheated water blasting away their flesh to the bone as it boiled their blood. Those lucky few pulled out into the open air are little better, as third-degree burns cover them from head to toe. Priests who were working elsewhere in the temple immediately move to comfort their friends.

One of these priests, however, is not a friend to any of Ninevah's faithful. He dresses like them and moves freely among them, but he instead brings a poison sting to the injured priests to ease their suffering — through their tortured deaths.

Sivad-Uj'^{A1} is an agent of Akruel Rathamon and an assassin with the Dogs of Orcus. He joined the Lady of the Searing Waters temple after dark visions urged him to do so. He woke with vague memories of a bloated, goat-headed demon lord slowly grinding a lotus-blossom temple to dust beneath a massive fist. After experiencing the same dream several nights in a row, Sivad-Uj' finally sought out the Lady of Searing Waters temple and joined as an initiate. Despite his lack of clerical skills, he quickly moved up through the church hierarchy after other initiates met unfortunate accidents. Many priests avoid Sivad-Uj' and whisper that the quiet man is cursed, as tragedy often befalls those around him. While serving within the Lady of the Searing Waters, Sivad-Uj' desperately waited for his master to summon him to service. He didn't have to wait long.

Acting on Akruel's behalf, Daznashal the Vicious (see **Chapter 5: Burning Desires** and **Chapter 14: Remorse of Life**) recently contacted Sivad-Uj' and told him to eliminate the priesthood for the temple's role in creating the original *scepter of faiths*. Sivad-Uj' toyed with a plan to poison the entire temple at dinner (and was accumulating enough poison to do just that) but decided that the treacherous act would draw too much attention to himself. Finally, he had a flash of brilliance: He would let the searing waters destroy the priests. He put his poisons away and focused anew on the temple's central feature: the great glass panes holding back the searing waters. To that end, Sivad-Uj' began applying a dab of acid each night to a pane facing the central chamber where all the priests gathered to marvel at the erupting geyser. It took weeks, but the acid finally ate through the hardened glass — and the geyser's next eruption did the rest.

The glass shattered during the latest ceremony, the great pane erupting outward in deadly shards ahead of the scalding blast of steam and water. The gathered priests closest to the glass were instantly killed, their flesh ripped apart by the glass as their torn bodies were doused by the steaming waters. Those farther back or to the sides survived the initial explosion, but all in the chamber suffered horrible burns. Sivad-Uj' immediately seized upon the opportunity and rushed to his chamber to retrieve the accumulated vials of poison. He now moves among the wounded clerics offering "healing prayers" to the injured. With each prayer he delivers, he also gives the wounded priests a lethal dose of poison to finish them off. He continues to kill priests unless the characters take action to stop him. A character can notice the priests convulsing from the poison with a successful



POSTCARD No. 8:

THE LADY OF THE SEARING WATERS

Give the players **Postcard No. 8: The Lady of the Searing Waters** once their characters arrive on the outskirts of the Lady of the Searing Waters temple (if you are using the postcards in your game or if you just want to reward your players with a unique souvenir from their visit). The players will probably be inspecting the newest postcard when the **Chaos at the Temple** event detailed below occurs and the screams of the burning priests draw them back into the game.

DC 15 Wisdom (Perception) check. Unless stopped, he kills 2d6 + 4 priests and visitors before he decides to change tactics and approach the characters.

Sivad-Uj' pretends to be a helpful and concerned priest of Ninevah. He is currently writing his latest report to Daznashal, in which he describes the destruction of the glass and the deaths of many of the priests (the missive is hidden in the wall of his room in **Area A8**). He's not above accompanying characters on their quest so he can learn more information to present to his master. Given the chance, he tries to slay one or all of the characters before he flees. Sivad-Uj' has no connections with the Pillar of Vermin or the priest Phyllox. If the assassin escapes, you could use him again in **Chapter 14: Remorse of Life**.

Sivad-Uj' is a well-fed, seemingly jolly little man. He plays the part of a simple, pleasant friar who genuinely wants to bring peace to the world. In fact, he is just the opposite of what he seems. His cruelty and vengeance are matched only by his patience and dedication to Orcus.

REPLACING THE GLASS

High Priest Chihule Evás was again fortunate enough to survive the scalding eruption that claimed so many of his brethren. But his heart is heavy at the destruction caused to his beloved temple. Each new eruption in the empty gathering

WANDERING MONSTERS

Use the following table to check for wandering monsters during the overland trek to the mine entrance. Roll 1d20 for every six hours the characters spend traveling.

1d20	Encounter	Number
1	Brym Dray, adult blue dragon	1
2	Bulette	1
3	Lost and violent iron golem	1
4	Manticore	1d4
5–7	Hill giant	2d4
8–9	Ogre marauders	2d6
10–11	Dwarven miners (commoner). They are peaceful prospectors out seeking treasure.	7
12	Troll gang	1d4 + 1
13	Bugbears	2d6
14–20	No encounter	

Adult Blue Dragon: Brym Dray is a wandering female blue dragon. Although she is not currently looking for a fight, she may feel like softening up adventurers with a flyby or two using her breath attacks before flying back to her lair at the edge of the Kanderi Desert.

Bugbears (2d6): These disgruntled bugbears were miners who rebelled against Phyllox after the demons began their war through the mine tunnels. If questioned, the bugbears can tell the characters about the “bug temple” they were building in the depths. These bugbears don’t desire a fight, but defend themselves if they needed.



Bulette: This landshark disturbed an iron golem that had gone dormant in a nearby forest. The bulette was struck repeatedly across the head and now swims through the land in ever-widening circles. It can straighten its path to attack, but always tends to circle opponents as it fights.

Iron Golem: This golem has ravaged the countryside for centuries, alternating between blindly attacking and then going dormant for decades. It is covered in vines and overgrowth from its latest dormant period. Its history and purpose are long forgotten. A burrowing bulette recently awakened it but got the worst of the encounter.

Trolls (1d4 +1): These trolls are fleeing a group of hill giants that they cheated out of a large sum of treasure with a game of “head bonk.” The trolls carry 8,950 gp and a few bloodied rocks.

Hill Giants (2d4): These angry hill giants have large lumps and bruises about their heads. They are tracking a group of trolls and want revenge and their stolen treasure. The dimwitted giants agreed to a game of “head bonk” with the trolls, but found their belongings gone when they woke up. Only then did they realize they’d been swindled after one of them remembered that trolls regenerate.

Manticores (1d4): These manticores are flying away from their home in the Kajaani Forest after a lightning strike caused a small forest fire. The manticores are angry and hungry.

Ogres (2d6): These ogres walked away from the Pillar of Vermin and the Mines of Honn to find easier treasure. They have no desire to return to the dangerous mines and attack anyone they meet. They are little more than highway robbers these days.

chamber is a missed chance to worship Ninevah’s beauty. For characters hoping to bless the *scepter of faiths*, the broken glass also means that the *Consecration of Water* ritual cannot be performed until the worship room is restored and able to again channel the geyser’s power.

Evás beseeches the characters to journey into the Darikeer Peaks to the abandoned Mines of Honn to retrieve a replacement pane of volcanic glass. The temple builders originally found the panes in the colliery, but the mines haven’t been entered in years. The high priest is sure that some of the panes must remain, however. As the panes are large and heavy, he offers the use of two oxen and a cart.

JOURNEY TO THE MINES

The trail to the Mines of Honn leads through granite quarries into the Darikeer Peaks. Shale and granite cliffs surround the trail. The mine’s entrance sits approximately one day’s journey from the Lady of the Searing Waters.

AREA F: THE MINES OF HONN

The Mines of Honn is an ancient colliery that opened in 3001 I.R. to supply high-quality coal from the richly volcanic terrain. The volume and purity of the coal was great enough that miners were able to stay closer to the surface compared with other deeper mines. A great many cities bought the coal, and Anvil Plunge bought great amounts to fuel its prestigious forges. However, the volcanic eruption during the Night of Fiery Hues in 3504 I.R. caused numerous deaths, collapsed myriad shafts, and released pockets of deadly gases. The mines quickly became too deadly to work. The owners abandoned the shafts and passed the deed to the priests of the nearby temple. The mines remained empty for years as the priests largely ignored it as they worked to rebuild their lost temple.

In 3507 I.R., however, the priests of the new Lady of the Searing Waters temple briefly reopened the mines to delve into the shafts to retrieve panes of darkened glass to add to their worship chamber. They were successful, but their exploration of

the deep tunnels opened new passages that allowed dangerous enemies to rise toward the surface. The priests finally had no choice but to close the mines for good in 3510 I.R.

The mine's upper level is dry and dusty, with stagnant and dangerous air filling some areas. Ten-foot-wide passages with 12-foot-high ceilings are hewn from the solid rock. Veins of coal still show in seams that lace the walls, floor, and ceiling.

Wooden support columns and crossbeams line the halls at 10-foot intervals. Every 30 feet, extinguished empty lanterns hang from the beams. The mine is mostly dark and filled with choking coal dust. The floors are hard, compacted dirt with a stone floor two feet under the surface. A majority of the mine collapsed or is sealed off by recent quakes.

A druid cult of Rachiss currently claims the upper level. The druids and their insect minions roam the caverns, although not all areas are completely under their control. They seek to rid the lower mines of their many dangers and hope to claim that area as well. They have not had much success so far.

AREA F-1: MINE ENTRANCE

Deep gouges scar this rock-and-earth entryway, as if giant claws slashed the rock. The marks are ancient, left by miners slashing at the stone for luck before heading into the tunnels. Deep ruts mar the righthand side of the 10-foot-wide passage as it slopes downward. Heavy mining carts carved grooves in the hard-packed dirt floor over the years.

The druids of Rachiss pried open the board that once sealed the mine adit and tossed them aside.

AREA F-2: JUNCTION TUNNEL

This stone chamber broadens into a rough room with passages that extend into the mines. Scaffolding and a winch contraption dominate the 30-foot-tall chamber.

Ruined mining equipment sits in heaps along the stone walls. A few usable tools remain among the junk: five mining carts, a rowboat and two oars, 10 pickaxes, eight sledgehammers, five shovels, 10 lanterns, nine helmets (hardhats), 26 various spikes and chisels, a grappling hook, 13 10-foot-long planks, two 10-foot-long poles, 32 support timbers of various lengths, and a sack of 20 candles.

A ledge of rising steps runs around the edge of a great pit. The pit drops 300 feet into **Area G-10**. A scaffold attached to a wooden 10-foot-wide bucket sits on the far side of the pit. The scaffolding is old but sturdy. The bucket has a bench inside it to carry miners into the caverns below. Fungus and lichens encrust the scaffolding and bucket.

The winch and bucket are still operable. The bucket and rope provide stable transport for most of the distance down the mineshaft. However, the bucket and rope are part of a **huge animated rope and bucket** that follows and remembers any order given in dwarven. The bucket's last order was to dump its contents 80 feet above the floor (**Area G-10**). The bucket elevator can be operated normally until it reaches the 80-foot mark, at which point it tips by itself and the rope then returns it to the top of the shaft. A long-standing order allows the bucket and rope to defend themselves only in self-defense.

WANDERING MONSTERS

Use the following table to check for wandering monsters inside the upper levels of the mines. Roll 1d20 for every hour spent in the tunnels.

1d20	Encounter	Number
1–3	Bugbears	1d4
4	Dismembered bugbear corpses. They met the angry greruor (Area F23) in one of the tunnels.	—
5	Giant cave beetles ^{A1}	2d4
6–8	Druids of Rachiss (druid equipped with chitin chainmail [AC 14] and beetle mandible [as shortsword])	1d4
9	Grell	1
10	Gricks	2
11	Piercers	1d4
13	Vadern ^{A1} mounted on his giant stag beetle ^{A1} (see Area F12)	—
14	Carrion claws ^{A1}	1d4 + 1
15–20	No encounter	

Guarding the winch room are 4 **bugbears**. Each is relaxed and carefree, thankful for the “safe” guard duty they’ve drawn. A couple of the bugbears attach melting candles on the tops of their helmets to provide light in the dark mines, a common practice among the miners before the rebellion. The bugbears do not immediately attack, but instead request information about characters and their business visiting the Pillar of Vermin. They escort non-hostile characters to **Area F-14**. They know better than to ride the bucket down the shaft but don’t share this information with hostile intruders.

AREA F-3: SLOPING PASSAGE

This passage slopes downward at a 30-degree angle, descending 300 feet to **Area G-1**.

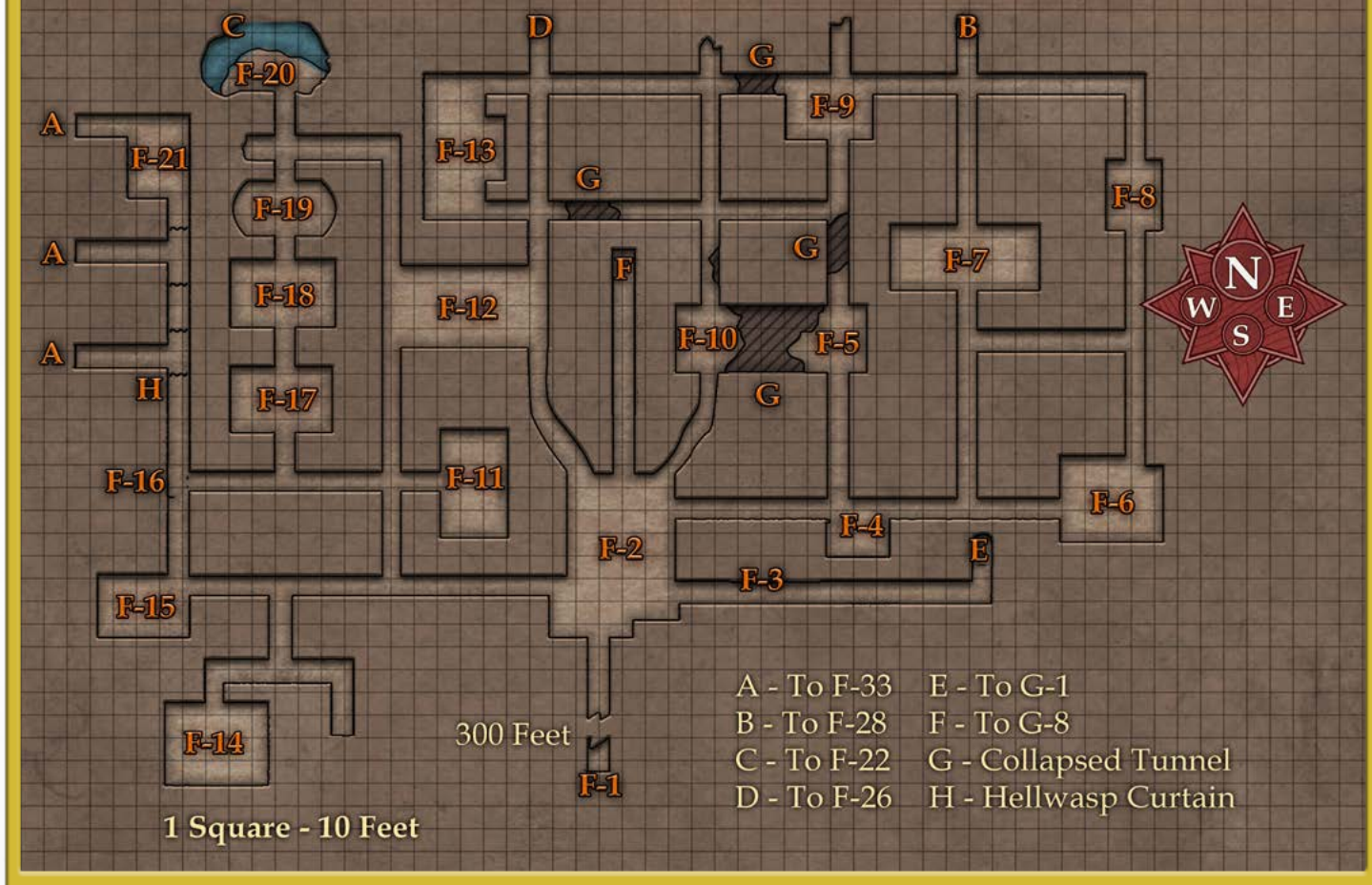
AREA F-4: SUPPLY ROOM

The druids of Rachiss store 20 barrels of fresh water here along the walls. Two unmarked barrels, however, contain crude oil. Stationed here to guard against the return of the greruor are 4 frightened **bugbears**. The bugbears are terrified and shaken and jump at noises and shadows; they have disadvantage on all attack rolls, saving throws, and ability checks.

AREA F-5: COLLAPSED ROOM

The room is in shambles, with destroyed support columns lying at odd angles. A rubble-filled passageway is impassable without a great deal of effort to clear the path. The druids sealed the passageway to try to contain the greruor after it entered the mines.

Area F: The Mines of Honn - Upper Level



AREA F-6: YELLOW GUARD

Small mushrooms and thick feathery mold fill this 15-foot-tall room. Water drips from the ceiling into a pool in a depression in the center of the floor. Rocks and debris covered in harmless moss cover the floor.

The druids of Rachiss placed a guard here to alert them if the greruor should return. A gargantuan centipede's animated exoskeleton (as **gargantuan animated object**^{A1}) covered in a layer of **yellow mold**^{A1} waits on the ceiling. This colossal beast covers the majority of the ceiling. A DC 10 Wisdom (Perception) check reveals the creature if characters actively scan the room before entering. The centipede was slain by the greruor and then animated by followers of Rachiss. The priests carefully cultivated the yellow mold on the centipede's shell, hoping it might have some effect on the greruor if it should return.

Each attack by the centipede releases a cloud of yellow mold spores. The spores fill a 10-foot area surrounding the gargantuan insect. Each creature within the area is caught in the yellow mold spore cloud and takes 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect

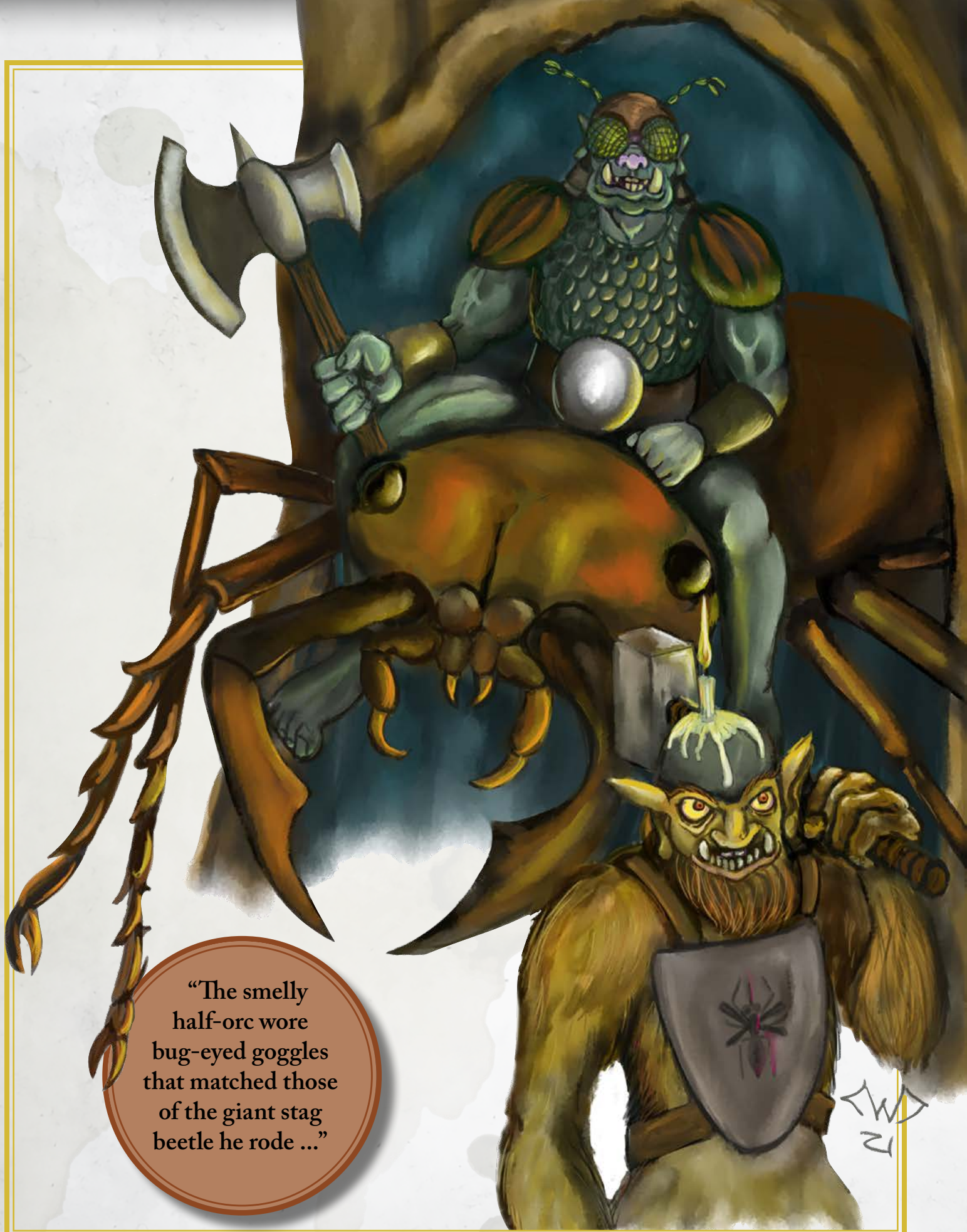
on itself on a successful save. A creature that touches the exoskeleton or hits it with a melee attack while within 10 feet of it takes 11 (2d10) poison damage.

Fire normally destroys the yellow mold, but the interior of the centipede is also covered in mold and protected by the creature's exoskeleton. Only by slaying the animated centipede can the interior yellow mold be dealt with once and for all.

AREA F-7: RESTING CHAMBER

Dilapidated wooden bunks surrounded by clutter are pushed against the walls to create an open space in the center of the room. Scattered among the debris are chitin full plate armor (16 AC), a +1 *scimitar*, a *necklace of adaptation*, a *potion of clairvoyance*, and a *potion of vitality*. A one-foot-diameter ventilation shaft in the center of the ceiling leads to the surface. An iron grate covers the shaft at both ends. Leaves and rubbish covering the upper portion of the grate block the light and air.

A **gray ooze** resides 50 feet up the shaft. It dines on unsuspecting inhabitants that wander into the room. The ooze shoved the furniture and junk aside when it occupied the room before it slid into the shaft. The ooze waits until it senses creatures below it and then drops out of the shaft.



“The smelly
half-orc wore
bug-eyed goggles
that matched those
of the giant stag
beetle he rode ...”

AREA F-8: BURNT CORPSES

The druids lured the greruor to this room to exterminate the monstrosity. They failed horribly. Two burned bugbear corpses lie in the hallway, while a human's body lies face down in the chamber. The human corpse wears a shattered chitin breastplate and still grasps a *+1 spear* fashioned from a giant wasp's stinger. A DC 17 Wisdom (Medicine) check reveals that the man died of exposure to acid and fire. A DC 15 Wisdom (Survival) check also reveals that the beings were fleeing the room when they died.

The room contains the trampled and shredded remains of more humanoids, but it is impossible to tell if they were human, bugbear, or something else entirely. Nothing else of interest can be found in the gory mess.

AREA F-9: COLLAPSING ROOM

Wooden beams supporting the ceiling of this room are gone, but the ceiling and walls remain intact. Two of the room's four exits are caved in. Lying beneath thousands of charred insects are two headless bugbear corpses. The insects are the remnants of an *insect plague* spell cast in vain against the greruor (which ignited the lot of them with its combustible spittle). The druids used the bugbears as fodder as they cast the spell. The bugbears didn't last long enough against the greruor's ranseur for the druids to escape unharmed.

Buried in one of the collapsed corridors is a petrified druid of Rachiss who ran afoul of a basilisk in a previous encounter in the mine (the basilisk has since moved on).

AREA F-10: SENTRIES

Watching the room's northern entrance are 4 **bugbears**. The skittish bugbears are terrified after seeing the greruor slay many of their kin and now jump at the slightest noises. They attack intruders immediately. Due to their fear, they have disadvantage on attack rolls, saving throws, and ability checks. They have no treasure and retreat if pressed. They plead for their lives if given the chance.

AREA F-11: BARRACKS

A platoon of guards is recovering in this chamber. They suffered major losses while fighting the greruor. Currently, 26 **bugbears** are here, most severely wounded (2d8 hit points each) from a recent battle in which they were sent to stop the tunneling greruor. They attack intruders, seeing characters as easy prey compared with the hellish frog demon now roaming the mines.

Scattered about the room are 230 gp, 1,436 cp, and potions of *vitality* and *water breathing*.

AREA F-12: THE GREAT ANTECHAMBER

The original miners used to meet and eat here, but the chamber currently serves as a guard quarters. **Vademn**^{A1}, a half-orc barbarian, serves Rachiss loyally and is the only guard — mainly because other guards can't stand to share the room with the smelly half-orc. He commands the bugbears in the mines and keeps a close eye on the front tunnels and the driders in the adjacent room (**Area F-13**). He rides a huge **stag beetle**

^{A1} and urges it to trample his opponents. The beetle is his prized possession, and he fights to the death to protect his "baby." He often spends time polishing the beetle's carapace.

The only furnishings in the room are a bedroll and a fire pit. Vademn's gear is in saddlebags carried by the beetle. The beetle wears a specialized saddle, and Vademn wields his greataxe while charging. The greataxe is fabricated from the mandible of a giant insect. Vademn attacks elves above all others.

Vademn always wears a set of goggles made from the compound eyes of a giant insect. The goggles do not aid nor hinder the wearer aside from protecting against dust. A pair of fake antennae is attached to his leather helm. Vademn bathes in the malodorous secretion emitted from the goliath beetle's rear end. He claims it keeps his beetle calm and is a "bonding experience." Despite his nonconformity, Vademn is well-respected and feared among the sect.

AREA F-13: SUPPLICANTS

Stringy webs cover the walls and drape like shrouds from the 30-foot-high ceiling. Long hallways lead off the room, but the sticky webbing is concentrated inside the chamber. Small spiders hang on nearly invisible threads about the room.

Three recent additions to the ranks of Rachiss are 3 **driders**. The driders traversed the horrors of the lower levels of the mines but lost their leader along the way. Although the druids do not fully trust the driders, they allow them to remain here until they prove their loyalty. So far, the driders have been chaotic and unreliable. They viciously and mercilessly attack intruders — even lone druids of Rachiss and bugbears.

Each drider carries potions of *haste*, *superior healing*, and *water breathing*. In addition, the largest drider has a *spell potion*^{A2} of *see invisibility* and a *ring of blinking*^{A2}.

AREA F-14: INITIATES' CHAMBER

Visitors and pilgrims are brought here to indoctrinate them into the cult of Rachiss. Several recruits are currently waiting in the room.

A pillar of stone carved into a woven pattern of insects and other less-savory vermin stands in the center of the room. Bedrolls, packs, and personal gear surround the pillar. Lounging in the room are **Yeddo**^{A1}, Ovit (alignment CE, use **evoker**^{A1} statblock equipped with *wand of paralysis*, 245 gp, jade nose ring [75 gp], Draheim [*quasit* familiar]), **Lord Dunraith**^{A1}, and Tunker (**hobgoblin warlord** equipped with *+1 plate*, *+1 shield*, *+1 battleaxe* and a bag of 256 gp) and 3 female human **veterans**. **Malden the Russet**^{A1} leads the recruits.

Lord Dunraith is obsessed with his appearance and would much prefer a villa home outside Bard's Gate than this damp cave. He is a master of infiltration and a manipulator who talks himself out of most situations. He is also an agent of Clandestine (see **Chapter 6: Culvert Operations**) and is currently on assignment to investigate the Druids of Rachiss' activities in the Mines of Honn. Dunraith immediately sides with characters if they attack the druids. He knows little of the deep mines, other than the fact that the cultists are fearful of going deeper into the dark tunnels.

Tunker is a paid, semi-loyal bodyguard for Ovit, but dislikes the bugbears and followers of Rachiss. He grudgingly agreed to follow Ovit here. If spared, he works for 20 gp per day. Tunker is a brawny brawler who jumps into any scrap if he's been paid to do so — and sometimes just for the thrill of the fight.

Ovit is creepy, from his thin greased hair to his dirt-caked robes. Ovit joined the ranks of Rachiss at the behest of his peculiar familiar. His low Wisdom allows the cult to take advantage of the wicked mage at every opportunity. Ovit employs Tunker as a bodyguard. Draheim, his quasit familiar, always takes the form of a Small centipede looped around his neck.

The three youthful veterans hail from the Shield Basilica (See **Chapter 11: The Heir of Sin**). They tired of the constant male bravado and abandoned their posts within the Shield to seek their own fortune. Their only loyalty is to each other. A 100 gp reward for each woman is offered for their return to the Shield to face justice for deserting their posts. One of the fighters was vain enough to steal the wanted poster and keeps it as a souvenir in her belongings.

The recruits are waiting to learn where Phyllox will send them to protect the Pillar of Vermin. They are eager to mix it up, and the characters are welcome targets if they come in acting tough. Malden is suspicious but willing to talk to new arrivals before attacking. He will not disobey Rachiss, but he is beginning to doubt that the mine is the best home for the burgeoning vermin shrine.

Yeddo wanders the lands in search of chaos and bloodshed. He found the Mines of Honn and enjoys the current chaos as the various forces clash within the tunnels. After causing as much damage as possible, he stalks characters throughout their stay, attacking and retreating.

Malden the Russet is immediately suspicious of new arrivals who arrive here without an escort. He quickly sizes up the characters' motives but won't answer any questions about the mines or its inhabitants. Characters may bluff their way into his trust, but he immediately sends for reinforcements if things turn ugly.

AREA F-15: CARCASS

The husk of an enormous beetle sits in the corner. The druids plan to animate the exoskeleton as a future guardian once they eliminate the greguor. The 10-foot-long shell is menacing but completely harmless.

A circular table with inset shelves sits in the corner. Each shelf contains four black-and-green candles (for a total of 24). The candles barely emit any radiance, but each immediately creates a small aromatic cloud of smoke. The candles are made from crushed aphid glands that calm the hellwasps in the adjoining hallway (**Area F-16**).

AREA F-16: HELL CURTAINS

Four bulky wool curtains close off this passage. The miners hung these dividers to help contain the coal dust that billows through

much of the mine. The curtains are black with grit.

One curtain (marked with an **H**) is the nest of a **hellwasp swarm**^{A1}. The insects cling to the back (northern side) of the curtain. The druids summoned the infernal insects but barely have any control over them. The druids use candles that emit a soothing pheromone that allows them to pass through the curtain dividers without angering the insects (see **Areas F-15 and F-21**). A natural crack in the cavern wall follows a circuitous route to the outside and allows the insects to swarm outside to hunt. The hellwasps engulf characters pushing through their curtain nest.

Two tunnels lead west off the hall and travel roughly 800 feet to the Pillar of Vermin (**Area F-33**).

AREA F-17: INFIRMARY

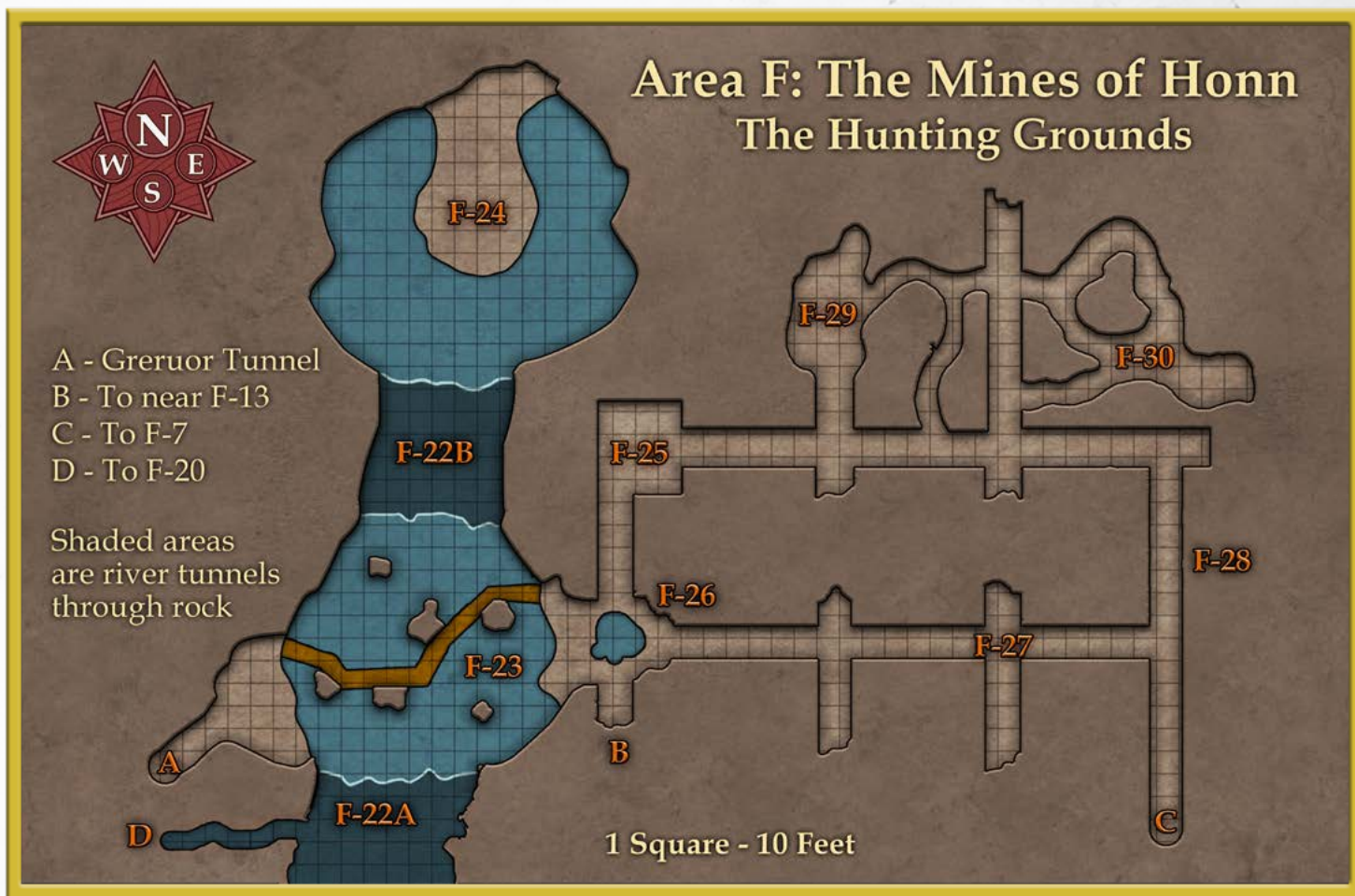
Lying on dirty skins on the floor are 15 dying and wounded **bugbears**. Just 10 of the wounded bugbears (1d4 hit points each) are capable of fighting, although they put up little resistance. Most simply tend to their comrades and ignore intruders. They have no treasure.

AREA F-18: CHIEFTESS'S CHAMBER

Salvaged mining tools and equipment pack this room. The bugbears use the tools to collapse portions of the mine and to excavate abandoned areas. A mining cart filled with rags and furs serves as a bed for Vormalguz, the **bugbear chieftess** (with leather armor, a heavy wooden shield, a +3 *morningstar*, *potions of haste*, *heroism*, and *superior healing*, and a diamond pendent worth 500 gp). Vormalguz is intelligent for a bugbear and concerned about her tribe's predicament.

She recently made a pact with the followers of Rachiss that she thought would benefit her tribe. Instead, the druids used her tribe as meat shields against the greguor. When the bugbears retreated, the druids killed the deserters to show their displeasure. Rumors of an uprising and revolt against her leadership eat at Vormalguz's thoughts. Diplomatic characters may be able to make a pact with Vormalguz against the druids. She quickly reneges on any such deal if it is to her advantage.





AREA F-19: SPIRITUAL LEADER

Noxious incense and pungent herbs assault characters' senses in this roughly oval-shaped chamber. White smoke smolders from a five-foot-deep fire pit. A cauldron suspended on a chain hangs into the pit. The wizened **Dungfie**^{A1}, the bugbear's shaman and spiritual leader, lives here. A loyal follower of The Destroyer^{A3}, Dungfie preaches through fear, forcing devotion and homage to his deity. He is determined not to let this uneasy affiliation with the druids interfere with his clan's devotion to The Destroyer. He plots against Vormalguz in hopes of replacing her as chieftain someday. He sabotages her reputation and belittles her tactics whenever possible. So far, his deceptions have gone undiscovered.

AREA F-20: THE FALLS BELOW

The floor here is filled with almost three feet of water that flows from a narrow tunnel on the east wall (which leads to **F-22A**). The water pours into a three-foot-tall crack along the base of the northern wall. Earthquakes destroyed the floor here and created the opening. The water level is almost even with the top of the crack. The water never overflows onto the small ledge into the mines because the crack opens into the lower tunnels. The water falls 300 feet and pours into an underground lake (**Area G-12**). Characters who push through the crack likely fall into the depths to their deaths, bouncing off the cavern walls before they plummet into the Breathing Lake. The bugbears throw their victims into the pool of water to sacrifice them to

The Destroyer. The bodies wash over the waterfall and drop into the lake below.

A tunnel in the eastern wall leads to **Area F-22A**. It opened during the recent earthquake and connects to an underground river that passes through the Hunting Grounds (**Area F-23**). Anyone swimming against the current must travel 600 feet underwater in complete darkness. The tunnel opens five feet underwater in the river, at which point the swimmer must contend with the swift current. Swimming against the current is at half speed for a creature with a swim speed and requires a successful DC 18 Strength (Athletics) check for a creature without. A character who swims through the passage arrives in complete darkness in **Area F-22A**. Swimmers who rise to the surface hit the low tunnel ceiling over the river before they can draw a breath.

AREA F-21: DISCIPLE OF RACHISS

This finished room is painted black and decorated with draping webs. Large garish elven text painted in red covers the walls. **Eris Militaris**^{A1}, a twisted and insane female elf, writes rambling screeds of indescribable evil on the walls, most of which involve her family and elven society in general. A cocoon-like hammock of silk rope in the corner serves as her bed. An easel holds an unfinished but already nightmarish painting of demonic spiders feasting on elvish children. A nearby table holds brushes and oil paints. Eris is the cult's second-in-command and is accompanied by a **giant spider** companion.

Eris serves as a door greeter of sorts for those who would visit the Pillar of Vermin (**Area F-33**). She also stops any captives who try to escape the pillar; their corpses are used as models for the figures in her paintings.

A circular drawer with inset shelves (similar to one found in **Area F-15**) contains 18 candles that can be lit to calm the hellwasps (**Area F-16**).

A tunnel leads west off the room and travels roughly 800 feet to the Pillar of Vermin (**Area F-33**). Eris draped this entry with silk curtains she slashed and hacked apart to make “webs.” Her spider companion adds its own webs to the mix.

As a surface elven child, Eris Militaris was plagued by mental demons and corrupting delusions. Visions of horrific spider-like fiends filled her soul with hate. Rejected by drow followers of the Queen of Spiders^{A3}, she turned to Rachiss for solace. Eris bleaches her hair white, and her skin is pale from years spent underground. She dresses in a revealing black leather tunic adorned with silver spiders and centipedes. Despite her appearance, her beautiful heritage still shows.

AREAS F-22A AND B: WATER-FILLED TUNNELS

The underground river that originates in **Area F-24** flows south through these tunnels, which have ceilings that descend to touch the water. The four-foot-tall tunnels are filled with steaming water. Although the water does not pose a direct danger, the stench of sulfur remains on characters who swim in the river.

An earthquake recently opened a side tunnel off the southern tunnel (**F-22A**) and diverted a portion of the river into a narrow tunnel that connects with **Area F-20**. Swimming downstream to **Area F-20** can be accomplished with a successful DC 10 Strength (Athletics) check — and the ability to hold one’s breath for the 600-foot swim. Swimming upstream (toward **Area F-24**) without a swim speed requires a successful DC 14 Strength (Athletics) check.

AREA F-23: THE HUNTING GROUND

A steaming aquifer splits this massive cavern. The air is filled with the stench of rotting eggs caused by natural sulfur deposits carried up with the water. The underground pool bubbles and sputters as the sulfur releases, and the aquifer’s stone banks are coated in the white, crusty mineral. Wide stone columns rise out of the water to connect with the ceiling 50 feet overhead. Deep gashes mar the walls, floor, and ceiling.

A five-foot-wide wooden bridge winds around four of the stone pillars to the other rocky bank. Crystal mineral deposits crust the wooden planks, and steel spikes fasten the bridge to each rock spur. The wooden bridge is sturdy, despite being a bit wobbly. Characters must make DC 12 Dexterity (Acrobatics) checks to cross the planks if they use a Dash action. On a failure, the character falls into the water.

The aquifer’s water is hot, but not hot enough to cause serious injury. The sulfurous stench, however, is powerful enough to sicken characters. Anyone in the room must make a DC 10 Constitution saving throw every round or become nauseated for 1d6 rounds. Water flows into the room from the north (**Area F-22B**) and leaves under the south wall (**Area F-22A**), where

it continues into the dark underground (and out of the scope of this adventure). A side passage under the low-hanging ceiling of **Area F-22A** travels 600 feet to **Area F-20**.

The western bank of the room is covered by 20-foot-tall mounds of broken rock and coal debris. A 20-foot-wide opening in the wall between the massive piles of dirt and rock leads downward into stifling darkness. Digging sounds rise from the hole, and coal particles float out of the tunnel like a dark mist.

Soon after the druids summoned the derghodemon Ssaracclak, a greruor frog demon^{A1} was sent to bring back the rogue demon. The derghodemon escaped the greruor’s initial attack and lost the frog demon hunter in the narrow mines. The greruor tried to squeeze into the 10-foot-tall mine corridors but found that doing so only put it at unnecessary risk of being injured by the druids of Rachiss. The druids, for their part, relentlessly attacked the creature, despite heavy losses. The demonic monstrosity retreated to this sulfur-filled cavern to devise a new plan to get to the derghodemon, even as the druids collapsed tunnels in the hope of sealing the creature safely away from the Pillar of Vermin.

Since the **greruor** was attacked relentlessly trying to get to the derghodemon using the mine’s normal passages, it decided to skip the tunnels entirely and tunnel directly toward where it senses Ssaracclak. It is currently 150 feet down a new tunnel it is hacking and gouging into the coal and rock. Occasionally, it carries chunks of rock out of the tunnel to clear space so it can continue digging. The greruor drops the chunks of stone onto the growing piles beside the tunnel entrance, and then returns to its work.

The piles of stone are composed of shifting, loose rocks. Climbing the rock piles is easy, but anyone doing so must make a DC 15 Dexterity (Stealth) check. Failure means the character dislodges rocks that crash to the floor and alert the greruor.

In addition, a **gloom crawler**^{A1} (**Area F-24**) has a 45 percent chance of hearing the characters in this chamber if they make noise. It slides south through the water-filled the tunnel (**Area F-22B**) to attack. Its attack alerts the greruor, and it flees once the demon emerges from its tunnel.

Tactics: The greruor continues digging unless disturbed. If it hears sounds in the cavern behind it, however, the demon stops to determine what is approaching it from behind. It moves toward the tunnel mouth to confront the intruders and uses the floating dust from its digging and the darkness inside the coal shaft to conceal its presence. Treat the coal dust hanging heavy in the air as an *obscuring mist*.

Once the greruor deals with any threat, it immediately resumes digging. The greruor does not leave the chamber, and characters can easily escape the demon if they turn and run. If they don’t retreat, the greruor doesn’t cut them any slack. It attacks mercilessly, wanting nothing more than to return to its digging to get to the derghodemon’s location.

AREA F-24: GLOOM ISLAND

The floor of this chamber is a 75-foot-deep, water-filled pit. Water heated deep underground keeps the room filled with clouds of steam. The water flows out of the room through a tunnel located five feet underwater on the southern edge of the

room (**Area F-22B**). The outflow from this room is the source of the river that runs through the Mines of Honn. The entire chamber is partially obscured.

Glistening crystals cover the walls and the 20-foot-high domed ceiling. An island formed of thick mineral deposits sits opposite the underwater entrance. A dormant **gloom crawler**^{A1} makes its lair on the island and awakens if creatures enter its chamber. The hungry creature also has a 45 percent chance of investigating noises the characters make in **Area F-23**. It is wary of the greruor, however. If the demon is already alerted to the characters' presence, the gloom crawler waits to pick off any survivors.

The gloom crawler sits on leftovers of past meals. Below the huge beast are a *helm of underwater action*, a *wand of magic missile*, a *+1 greatsword*, and a *belt of dwarvenkind*.

AREA F-25: A LIGHT IN THE DARK

A single candle lit with a *continual flame* sits in this otherwise empty room. Fleeing druids of Rachiss left the candle. Before he left, Phyllox summoned an ancient shadow demon (use **shadow demon** statblock with 154 [28d8 + 28] hit points, AC 18, claws +8 attack, 4d6 + 3 psychic damage or 8d6 + 3 psychic damage with advantage, CR 7) to watch over the greruor. The demon is here to observe and flees if it takes more than 50 points of damage.

AREA F-26: MISSING FLOOR

The floor of this room is a muddy, slime-covered depression. Characters can easily traverse the room but end up covered in stinking mud. A five-foot-deep pool of stagnant water gathers at the bottom of the depression.

AREA F-27: BLEEDING CORPSES

The corpses of bugbears and druids lie where they fell in these corridors. Dried blood streams from their ears, eyes, and mouths from the greruor's *shatter* spell, which amplified off the walls and liquefied their organs from its intensity. The corridor reeks of decay. If the characters have not already dealt with the greruor (**Area F-23**), they hear the sounds of hammering against stone coming from the west.

AREA F-28: BREAKDOWN

Large rocks and crumbling piles of gravel choke these passages. A narrow, excavated tunnel travels through the breakdown to the other side. The passage is stable but requires a DC 10 Dexterity check for a normal, unarmored Medium-size creature to squeeze through. Small creatures halve their movement in the close quarters. Failing the check by 5 or more results in a character becoming wedged in the tunnel, unable to move. Stuck characters must be carefully dug out, which requires tools and 1d4 hours of labor.

AREA F-29: REFUSE

Gnawed bones, scraps of armor, and bloody remains litter the floor. A behir casts its leftovers into these tunnels.



AREA F-30: BEHIR'S LAIR

Before the druids of Rachiss moved in, a **behir** named Sympaltrist ruled the upper levels of the Mines of Honn. The evil druids summoned fiendish insect companions to roam the tunnel and eventually forced the behir to hide just to survive the constant attacks. Scared and frightened, Sympaltrist is too nervous to attack outright because of a recent run-in with the greruor, which the behir mistakenly believes the druids summoned specifically to get rid of it. The behir waits to see if characters follow Rachiss before attacking. A DC 12 Charisma (Persuasion) check calms the behir enough for conversation and/or an alliance to rid the mines of the druids of Rachiss. If the characters are hostile or aggressive, the behir immediately attacks and fights to the death to defend its last safe haven.

Sympaltrist knows the evil cult worships a vile insect deity named Rachiss. It knows nothing of the lower levels and does not venture there under any circumstances. The behir wears a *ring of spider climbing* on one claw.

Sympaltrist uses his prized ring to run along the ceiling to attack from above. The behir prefers to attack then retreat after swallowing an opponent.

AREA F-31: DISCARDED PANE

An eight-foot-tall-by-four-foot-wide pane of volcanic glass leans against the wall in this dead-end room. A jagged crack

Area F: The Mines of Honn

The Pillar of Vermin

- A - 300-Foot-Drop to G-12
- B - To Area F-21
- C - To Area F-16
- D - Pillar of Vermin
- E - Swinging Bridges
- F - Collapsed Tunnel
- G - False Wall



runs down its center, making the pane useless for replacing the broken glass in the temple. The glass broke when it was originally brought out, and the miners left it behind. The western passage collapsed, though a hole through the rubble reveals a small room beyond (**Area F-32**).

Area F-32: THE SECLUDED CHAMBER

Without magic or 2d6 hours of excavation, this chamber is accessible only by Small creatures. **Phyllox**^{A1}, the great druid of Rachiss, uses the room as his resting quarters. It provides an out-of-the-way area where he can go and not be bothered.

The room's exits collapsed during the great cataclysm that closed the Mines of Honn. Meager furnishings fill the room. A mound of furs and blankets serves as bedding, and a table built from planks and rocks holds a few sheets of paper, bottles, and dirty dishes. A crawling mass of clicking beetles covers the room's walls, their bioluminescence providing a soft glow. The majority of the thousands of immature fire beetles are too small to be any threat, but they coat the walls in a foot-deep layer. The insects completely cover the opening to the western passage, forming a false wall that hides the room's true threat.

Hiding among and behind the wall of normal insects are **Phyllox** in the shape of a giant fire beetle (the room is too small for him to assume his gargantuan centipede form); **Phyllox's giant scorpion** companion; and 16 **giant fire beetles**. **Phyllox** is proud of his beetles and keeps them healthy and well-fed.

Phyllox remains in his room unless called elsewhere to deal with intruders.

The crude table contains papers detailing vile recruiting methods and a roster of current cult members. A *spell scroll* with *reincarnation* (but it reincarnates the recipient only as an ettercap), *insect plague*, and *giant insect*, and potions of *heroism*, *invulnerability*, *vitality*, and *water breathing* sit on the table. If characters have not already dealt with Ilban and Ethea in town (**Area E-5**), the papers here are enough to convince the townspeople of their treachery.

Phyllox is ancient, with weathered skin and coal-black eyes that reflect his hatred. Scrawny and frail, he never travels without his staff. **Phyllox** is dedicated to the ruination of civilization and the spread of pestilence. Clever and powerful, he often assumes the forms of a tiny fire beetle or a gargantuan centipede. The druid is hesitant to wildshape into a gargantuan vermin unless the room offers space for the form to provide him an advantage.

Area F-33: THE PILLAR OF VERMIN

Miners hauled the richest coal from this chamber. The room is large, with a domed ceiling that rises 50 feet overhead. The floor in most of the chamber collapsed during the Night of Fiery Hues, leaving behind a 60-foot-diameter pillar of solid stone. The bottom of the circular chasm is open and reveals a massive subterranean lake of steaming water (**Area G-12**) 300 feet below. The Pillar of Vermin's base rises out of the bubbling lake in a column of slick, scarred stone.

Three sturdy bridges made of fused giant vermin shells connect the top of the column to the ledges around the room. The bridges are sturdy, although movement beyond a careful gait causes them to swing wildly. A creature crossing must make a DC 10 Dexterity (Acrobatics). A successful check lets a character move at half normal speed across the swinging bridge. Failure means the character cannot move for one round while regaining their balance. Failing by 5 or more results in the character falling off the bridge, although the character may grasp the edge with a successful DC 15 Dexterity saving throw. Anyone grabbing the railing to stop their fall suffers 3 (1d6) piercing damage from the sharp insect mandibles incorporated into the bridge's railing. Falling characters plummet to the bottom of the chasm (**Area G-12**) and take 70 (20d6) bludgeoning damage. They splash down in the heated lake below.

Recently, Phyllox summoned the **derghodemon**^{A1} Ssaracclak, and ordered the creature to remain in this room to guard the kidnapped laborers (**Area F-34**). Ssaracclak abides by the demand for one reason: The derghodemon is too scared of the newly arrived greruor (currently in **Area F-23**) to leave. Never before has the demon known such fear as being hunted by the infernal frog demon. Ssaracclak waits in the dead-end alcove (**Area F-34**) opposite the entrance. The demon waits to attack until a character gets close to **Area F-34**, preferably as they struggle across the bridge. If possible, he tries to keep characters pinned down on the bridge. If two or more characters make it onto the ledge, he retreats into the dead-end with the captives. If possible, he pushes through the characters and throws himself over the ledge to escape. If he survives the fall, he immediately looks for another hiding spot.

Resting on the center of the stone pillar is the true temple to Rachiss: a 30-foot-tall pillar of fused insect bodies that serves as a totem idol. The drone of a thousand locusts rises from the totem's core. A crimson radiance glows through the vermin husks and bathes the top of the pillar in garish red light. The pillar radiates overwhelming evil and Conjuraton magic.

The insect pillar is a gate worshippers of Rachiss can activate to summon outsiders. Phyllox alone knows the incantations to activate the insect pillar.

Pillar of Vermin: AC 21; HP 100; Immunity cold, fire, lightning, poison, psychic; **Resistance** acid, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks.

A **glabrezu** is trapped within the pillar. The Pillar of Vermin is feeding off the demon's spirit to power the gates for Rachiss' servants. Destroying the pillar destroys the summoning portal, but also releases the glabrezu. While trapped, the demon is powerless. Phyllox also stores magical treasure in the pillar: a +2 spear, 2 +3 arrows, a *helm of comprehending languages*, and a suit of +2 plate armor.

AREA F-34: FORCED LABORERS

Haggard and undernourished captives taken from Doan sleep and work on this balcony that overlooks the Breathing Lake and the Pillar of Vermin. The druids of Rachiss feed them infrequently — if they feed them at all. The druids force the

captives to craft chitin armor from the shells and exoskeletons of dead insects. Various tools sit on benches, and half-finished armor rests on stands.

Currently, 20 villagers and kidnapped travelers (**commoners**) work here. The druids toss those who become too weak to work over the ledge into the Breathing Lake far below. If freed, the captives are too weak to make it back through the tunnels on their own.

AREA G: THE MINES OF HONN, LOWER LEVEL

The mine's lower level is a completely different environment than the upper mines. Seismic activity created a great hot spring that floods much of the level with steaming water. The nauseating aroma of sulfur and other natural gases wafts throughout the tunnels.

The humid conditions and rich mineral growths provide an ideal ecosystem for subterranean mosses, lichens, and mildews. Green moss glows with a soft light along the upper reaches of passages and rooms, providing ample illumination while bathing everything in a sickly green hue. White-and-red mineral deposits cake the lower third of the stone walls. The minerals are harmless and can easily be scraped off or broken.

Except where noted, two to six inches of water fill the passageways. The crystal-clear water is potable but has a foul stench and tastes of sulfur. The water is also quite warm, but in most cases not hot enough to cause serious injury.

Surface-dwellers suffer from prolonged exposure while traveling in the lower mines. Impurities in the air force air-breathing creatures to make a DC 12 Constitution saving throw every 12 hours or gain 1 level of exhaustion. All levels of exhaustion are removed if the creature returns to the upper mines or the surface for a long rest.

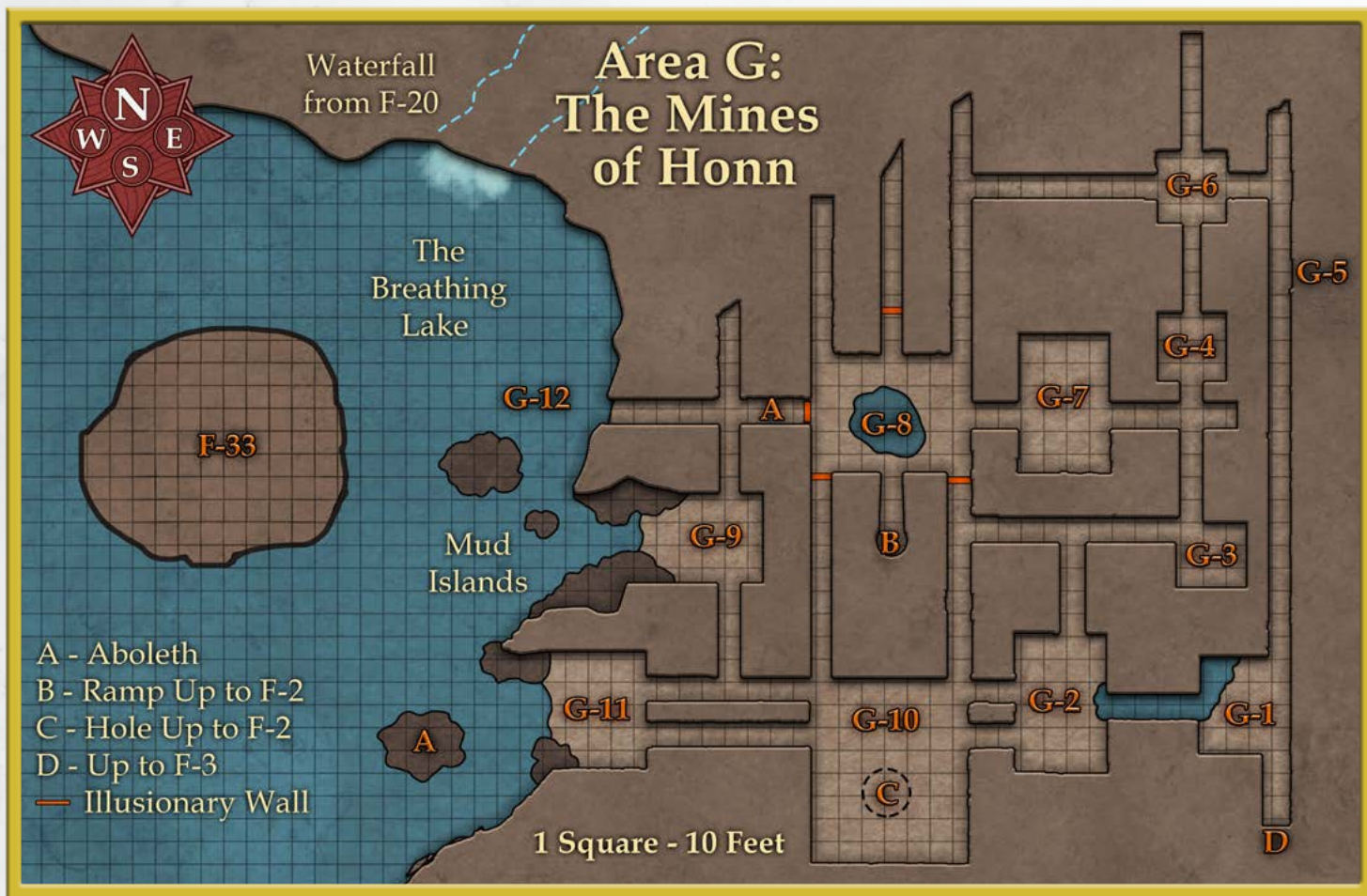
AREA G-1: THE DRUID'S GUARD

Phyllox summoned a nightmarish chuul variant called a **chuul-ttaen**^{A1} to guard this room against creatures that might try to enter the upper mines. The chuul-ttaen is an adequate — if overly vicious — guard. The creature dug a 10-foot-deep depression in the northwest corner of the room and then expanded its lair by dredging the short hallway leading to **Area G-2**. The hallway to **Area G-2** is a 10-foot-deep, water-filled passage. The chuul-ttaen hides in the water-filled pit and hallway. The creature regularly disturbs the muck and minerals so that the water remains murky.

If the chuul-ttaen grapples a character, the creature retreats to the poisoned waters of **Area G-2**.

AREA G-2: SLUDGE-FILLED ROOM

The room is nearly impassable due to three feet of thick sludge and rock that cake the floor. Treat the entire room as difficult terrain. Steam rises off the water, which is fed by a hydrothermal vent. Characters who enter the water are subject to magmatic poisonous gas vapors rising from the surface of the liquid. Living creatures must make a DC 14 Constitution saving throw each round they are exposed to the vapors or gain one level of exhaustion. Levels of exhaustion gained in this fashion can be recovered with a short rest while not being exposed to the



vapors. The chuul-ttaen (**Area G-1**) dredged the clinging mud into this room while digging its hiding spot. The hallway leading to **Area G-1** drops into a 10-foot-deep water-filled passage.

AREA G-3: EXPLOSIVE GASES

A hazy cloud of explosive gases fills this chamber. The gas bubbles up through the mud-covered floor with a wet, gurgling sound. A thin layer of water coats the three-foot-deep, soupy mud. Any torch or fire brought into the area ignites an inferno that fills the chamber and sweeps up and down 40 feet of the passageways outside the room, causing 28 (8d6) fire damage, with a DC 12 Dexterity saving throw for half damage.

Buried in the mud is a *ring of animal friendship*, which can be found with a DC 17 Wisdom (Perception) check.

AREA G-4: THERMAL VENTS

White tendrils of steam fill this passageway and create thick clouds that seem to swallow anyone walking into the chamber. Vents in the floor bubble with boiling water, and the walls glisten with condensation. The water is extremely hot, dealing 3 (1d6) fire damage per round of exposure.

This room is home to 2 **chasme** drawn into the caverns years ago via a now-closed conduit. The chasme allow characters to enter the steam-filled room before they attack. They gain advantage on Dexterity (Stealth) checks in the steamy passages.

AREA G-5: BURNING OOZE

A flickering glow rises from this passage as a flaming **gelatinous cube** slides through the passages looking for meals. It appears to be a slow-moving wall of fire. Clouds of smoke and steam rise up before the cube as it pushes blindly down the hall. A frustrated drider (**Area G-6**) ignited the cube with a *fireball* several days ago. Coal dust, oil, and combustible gases that the cube has collected in its meanderings through the tunnels altered the cube's exterior, making it highly flammable. The cube is not harmed because of its last meal.

This cube recently enveloped a druid of Rachiss who was scouting the lower mines. The cube is slowly dissolving the man's body. Deep within the cube's mass is the man's *ring of resistance* (fire) that now confers its benefits to the cube. The cube continues to burn for several more days before its contents and covering are depleted. Once the druid's corpse is fully absorbed, the ring drops out of the cube in 1d4 + 2 days and is likely lost forever.

Anyone struck by the cube suffers an additional 3 (1d6) fire damage from the burning residue covering its mass. Anyone engulfed by the cube suffers the initial fire damage, but no more damage from the fire once inside the ooze.

AREA G-6: LONE DRIDER

Water pours from the 20-foot-high ceiling and collects in shallow, silt-filled depressions on the floor. Lurking along the

ceiling is Tatisst, a drider commander (use **drider** statblock with 261 [18d10 + 72] hit points, CR 8). The leader of a group of driders (**Area F-13**), Tatisst stays here while brooding over his predicament.

During a trek to the mines from the depths of the earth, the driders encountered the aboleths of the lake. The driders fled, but not before the aboleth's slime affliction overcame Tatisst. The drider's skin turned translucent, and Tatisst is now forced to remain in this chamber to avoid suffering in the dry mines above. Tatisst is angry his underlings have not yet returned, and he takes out his frustration on anyone who enters the room. He casts spells down the hallways at characters if they remain outside the chamber.

AREA G-7: THE ENSLAVED

Two-foot-deep puddles of dirty water cover the floor of this chamber. Miserable servants live here under a strong illusion (DC 14) from an aboleth (**Area G-8**) that makes them appear to be drow. They do not respond to combat in **Area G-8** unless the aboleth commands them to do so.

The servants can breathe air but willingly envelop themselves in the aboleth's mucus cloud if necessary to enter deeper water. The servants generally do not get along, but the aboleth's Enslave power compels them to work together to defend their masters.

The room contains 6 **bugbears**, 4 **druids**, a **troll**, and Thiana, a human female monk (use the **master martial artist** ^{A1} statblock, LN, equipped with a +2 *quarterstaff*, *bracers of defense*, *ring of protection*).

Often mistaken for a wood elf, Thiana has sharp features and stands just over five feet tall. Her once-luxurious auburn hair is now tangled and matted with filth. Her tan skin is white and transparent due to the aboleth's slime affliction. Thiana hails from The Hanging Gardens of Iseleine (See **Chapter 7: For the Love of Chaos**). In her time away from the peaceful gardens, she has been tortured and has seen horrors beyond imagining. Her once-peaceful heart and chaste demeanor are now hardened from the bitterness and pain she has suffered. The aboleths take turns dominating the poor monk, thus giving her no chance to break free. If freed, she vows to aid her rescuers for life, whenever they need her. Thiana tumbles through opponents to attack spellcasters first as directed by the aboleth.

AREA G-8: THE YOUNGER ABOLETH

A pool of water in the center of this chamber is clear and fresh. Beautiful crystal mineral deposits sparkle with green light cast from glowing moss that dangles from the ceilings and walls. Cool fresh air blows through the room from the outer passages.

None of this is real, however. The room is actually cloaked in a *mirage arcana* spell cast by an **aboleth** (with the ability to cast *mirage arcana*, *major image*, *programmed illusion*, *projected image*, and *hypnotic pattern* at will without spell components; marked with an **A**) that hides behind a *major image* in the form of a wall. The illusions are DC 14. The room is actually a hot spring fed by the boiling lake (**Area G-12**). A 30-foot-diameter hole spews superheated water approximately every 10 minutes



(10 percent cumulative chance each round). If the geyser erupts, it deals 3 (1d6) fire damage to everyone in the room.

A sloping ramp from **Area F-2** ends at the edge of the 20-foot-deep pit of boiling water (which appears to be a quaint pool of rose-scented liquid). Characters submerged in the blistering water take 35 (10d6) fire damage per round of exposure. Characters standing in the water who avoid the pit suffer 3 (1d6) fire damage per round from the boiling water. Spellcasters must make DC 12 Concentration checks to cast or maintain spells.

The aboleth has cast several *major images* of walls (marked on the map) about the room to hide various exits, including the hall down which it hides. The central northern tunnel (opposite the sloping entrance ramp from **Area F-2**) contains a *programmed illusion* of a lich-like undead figure. It emerges from the darkness of the tunnel as characters enter the room. Behind the *programmed illusion* of the lich is another *major image* wall that conceals the aboleth's *projected image*. The aboleth uses the *projected image* to cast *hypnotic pattern*, although it appears as if the lich casts the spell. The illusionary lich continues to cast spells as the real aboleth attempts to Enslave characters. All spells are DC 14.

If threatened, the aboleth retreats into the lake (**Area G-12**).



“The purple, slime-covered worm rose from the lake with a roar, driving a wave of putrid water before it ...”

AREA G-9: SLIME WORM

A muddy beach slopes into the darkness of a subterranean lake. The mineral-laden walls often collapse into the lake, and the pounding roar of a waterfall echoes

from nearby. The thick mud halves movement 20 feet from the waterline.

Just 30 feet from shore dwells a submerged **purple worm**. The worm is the aboleth’s prized servant and is immediately called upon to aid and protect any aboleth in need. The purple worm attacks anyone approaching the lake or disturbing the waters. A small tidal wave of water precedes the worm as it charges toward shore to devour characters. Each creature hit by the wave must succeed on a DC 16 Strength saving throw or take 3 (1d6) bludgeoning damage and be knocked prone.

A fair amount of raw ore and gemstones sit in the worm’s gullet: 14 uncut diamonds (500 gp each), a 25-pound gold nugget (2,500 gp), and a *figurine of wondrous power, obsidian steed*.

AREA G-10: THE END OF THE HOLE

Huge mounds of mineral-encrusted coal, bones, and chunks of volcanic glass are piled in this chamber. Two feet of water fills the room, and piles of waterlogged mining equipment sit

in shambles around the coal piles. Everything is crusted over with thick mineral deposits. Atop the junk are the decomposing bodies of five bugbears, all victims of the animated bucket on the Upper Level (**Area F-2**). After the fifth bugbear plummeted to its death, the creatures became wise to the danger. A hole in the ceiling 60 feet overhead leads upward to **Area F-2**.

AREA G-11: ELDER ABOLETH

An immense underground lake fills much of this room, with the muddy shore sloping into the warm water. Mounds of mud, stone, and debris create small islands near the shoreline. The collapsing ceiling and walls created these islands when the lake formed centuries ago.

A pane of black glass juts from a mound of mud closest to the shore. The pane is stuck in the mire and requires a DC 17 Strength check to pull free unless 1d4 hours are spent carefully excavating it. Other panes are buried or submerged nearby at your discretion.

The large island 40 feet offshore is also the resting podium of an elder aboleth (use **aboleth** statblock with 202 [27d10 + 54] hit points, resistance to magic [advantage on saving throws against magic and magical effects], innate spellcasting [ability to cast *mirage arcana*, *major image*, *programmed illusion*, *projected image*, and *hypnotic pattern* at will without spell components]; tentacle attack +11, 3d6 + 5 bludgeoning damage, CR 12). From

its island throne, it watches and directs its minions. If alerted to characters, the aboleth slides into the water and casts a *projected image* of itself sitting on the island. A *mirage arcana* spell of murky water covers the aboleth as it remains underwater.

Protecting the elder aboleth are its 2 enslaved **stone giant** bodyguards.

The stone giants are under a *minor illusion* spell to appear as bugbear zombies. The giants carry four large bladders filled with aboleth mucus. The giants throw the mucus-filled bladders onto intruders to cover them in the vile substance. Each bladder contains enough mucus to envelop one Medium-sized creature. Characters struck by a thrown bladder must make a successful DC 12 Constitution saving throw or be diseased and lose the ability to breathe out of water (see mucus cloud under aboleth abilities). The save is adjusted lower because the mucus is more difficult to inhale out of water.

If cornered or severely injured, the aboleth tries to escape by swimming into the depths of the Breathing Lake.

Buried in the mud of the island and visible with a DC 15 Wisdom (Perception) check are an unlocked chest containing 1,273 pp, 2,973 gp, and 3,256 sp; an ivory scroll tube (250 gp) with a *spell scroll* with *heal*, *mass cure wounds*, *raise dead*; a *wand of daylight*; 4 *javelins of lightning*; a *belt of fire giant strength*; a *pearl of power*; and a +2 *giant slayer longsword*.

AREA G-12: THE BREATHING LAKE

The great earthquake that ruined the Mines of Honn in 3504 I.R. opened a half-mile-wide gorge that stretches for more than five miles underground. Hundreds of hot springs feed the lake and create an ideal ecosystem for creatures and monstrosities alike.

The Breathing Lake is aptly named, for the lake's unusually high temperature creates windstorms and other weather

LEAVING WITH THE GLASS

The panes of glass needed by the temple are massive but can be maneuvered out of the mines with some difficulty. Fortunately, the miners rounded some of the tunnel corners to allow the glass panels to be easily turned around the edges.

The glass is as rigid as stone but is incredibly lightweight. Four characters lifting at the corners can easily carry it. The glass is resistant to fire damage. If characters are careful, they should be able to get to the top of the mines with little difficulty. It's up to you if the characters have a safe return trip that doesn't jeopardize the sturdy glass.

Black Glass Pane: AC 10; HP 150; **Immunity** poison, psychic; **Resistance** fire

phenomena normally associated with the surface world. Some local cultures residing on the lake's shores dub it "The Belching Lake" because of its strong sulfur and saline odor. The smell has been likened to an ogre's morning breath after a night of feasting on pickled eggs and garlic mead.

Pockets of boiling water and erupting bubbles of poisonous gas are common. Unique blindfish and other animals provide a stable food supply to most lake dwellers. The lake has many branches that inhabitants claim and fiercely protect. Several waterfalls also empty into the Breathing Lake from above. The base of the column supporting the Pillar of Vermin (**Area F-33**) rises out of the lake to soar high above the steaming waters.

You are free to populate the Breathing Lake as you see fit, but it doesn't factor into the characters' continuing quest to restore the *scepter of faiths*.



CONCLUDING THE ADVENTURE

Once characters return to the Lady of the Searing Waters temple with an intact glass pane, the priests of Ninevah quickly and happily restore the temple's worship room within the week. After that time, Chihule Evás helps the characters bless the *scepter of faiths*. The *Consecration of Water* ceremony requires the *scepter of faiths* to soak for one full day in each of the temple's seven pools while the waters are replenished by the temple's central geyser. At the end of the seventh day, the *scepter of faiths* — and only the scepter — gains the following ability:

Resurrection. While holding the scepter, you can use an action to cast the *resurrection* spell from it. This property can be used once per month.

Other items submerged in the pools gain a +1 bonus to attack and damage rolls for seven days.

As the ceremony is nearing its end, a dusty rider arrives with a summons for the characters from Ayire Jaysa of the Theurgist Seminary of Thasizier. Give the players **Handout 10: The Summons**^{A6}. The letter reads as follows:

Handout #10: The Summons

To the Heroes of the World,
Friends, we have learned only recently of your valiant attempts to stem the tide of darkness even now flowing out of the Seething Jungle. We know of your quest and must let you know that your path leads through the enlightened halls of the Theurgist Seminary of Thasizier. Bring the weapon so we may discuss your next steps.

Master Evás visited Jah Sezar many times in his youth and can vouch for our purest of intentions. Our messenger brings our seal: Stand upon it and call out to Thasizier. We look forward to your arrival.

— Ayire Jaysa, Master Scholar of the Mystic Erudite

The messenger proffers a platinum chest fashioned with silver clasps (500 gp). Inside is a small platinum circlet about two inches in diameter that rests on a bed of red velvet. Evás can fill the characters in on the god Thasizier, Jah Sezar, or the Theurgist Seminary of Thasizier if they ask. He did indeed

To the Heroes of the World
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Master Scholar of the Mystic Erudite

visit the island seminary many times during his younger days before he settled in Doan and helped construct Ninevah's great temple. He has nothing but good words for the seminary and Ayire Jaysa.

If the characters place the platinum circlet on the ground, it expands into a 20-foot-diameter *teleportation circle* that instantly transports anyone who steps inside and calls out "Thasizier" to another circle on the five-mile diameter island city of Jeh Sezar located hundreds of miles away off the Reaping Coast. Characters arrive instantaneously in Temple Thasizier (Area A-9) in **Chapter 13: Duel of Magic**. Ayire Jaysa is there to greet the characters.

The characters are one ritual away from completing the *scepter of faiths*. In **Chapter 13: Duel of Magic**, they must travel to a mountain stronghold where the witches of Hecate await. There, they'll find the final requirement to restoring the weapon that can bring down the death-priest Akruel Rathamon.



13

DUEL OF MAGIC



The ship rises and falls in the Reaping Sea's embrace, the harsh waves slapping the hull with every rough breaker of water that washes over the railing. The crew stands fast against the elements, their eyes looking to the horizon. One sailor shouts, pointing into the gloomy distance. The other sailors cheer, their voices rising against the howling winds, as the faint glow reveals itself.

The yellow light spreads across the storm clouds, even as darker shadows reveal themselves as the island you seek. Long piers flow gracefully across the water like spreading fingers, the sturdy planks standing strong against the turbulent sea.

The Island City of Jah Sezar takes the breath away. A massive peak — rising 2,500 feet into the lower reaches of a dark ring of storm clouds — is dotted with buildings and lush gardens. People move on paths up and down the cobblestoned hillside.

Sitting at the peak, visible now through the gloom, is the Theurgist Seminary of Thasizier, its massive dome aglow with a blessed light that welcomes the ship into safe haven.

FROM THE REAPING SEA ...

The heroes are near the end of their quest as they visit the magical island of Jah Sezar.



... TO THE PHRYGIA VOLCANO

But they must soon visit the Hollow Spire Mountains to fully restore the scepter.



ADVENTURE SUMMARY

Characters must infiltrate a coven of evil witches to free an astral deva who can help them complete their quest to restore the *scepter of faiths*. The adventure is designed for characters of levels 10 through 14.

THE ISLAND CITY OF JAH SEZAR

The Island City of Jah Sezar covers a five-mile diameter island off the Reaping Coast. Long piers extend off the island into the Reaping Sea to allow a multitude of ships to dock during the sometimes violent storms that sweep the dangerous waters. Visitors are welcomed into the city by Harbor-master Gull Ashenchisel.

The center of the island rises in a peak that reaches more than 2,500 feet above sea level. Buildings perch on the slopes of the massive peak amid a lush, tropical setting. Cobblestone streets provide ample walkways up and down the hill. The people living on the island are very welcoming and kindhearted.

Sitting atop the central peak is the city's most famous landmark: The Theurgist Seminary of Thasizier. The seminary's dome lights each night and casts a warm glow over the city below. The light can be seen for many miles out to sea and acts as a beacon to passing ships.

JAH SEZAR'S LEADERS

Authority figures: Governor Ghajden Shyd (LG human male **noble**); Constable Ehrlich Smotecat (LG human male **master holy defender**^{A1}); Harbormaster Gull Ashenchisel (NG dwarf male **veteran scout**^{A1}).

Important character: Ayire Jaysa, Master Scholar of the Mystic Erudite (LG human female **archmage**).

THEURGIST SEMINARY OF THASIZIER

The seminary perches high above the island city that surrounds it, the light of its radiant dome bringing peace and reason to those who bask in its glow farther down the slope of the mountainous peak. A place of solemn worship and the study of magic, the temple's congregation consists mainly of students and scholars. Spellcasters of all races and classes travel from hundreds of miles away to pay homage to the Mage of Divinity and to peruse the immeasurable underground library housed in the miles of catacombs that create a honeycomb of tunnels throughout the island's peak.

Crime in Jah Sezar is almost nonexistent, thanks largely in part to the presence of the temple's priests working with the

RESTORING THE SCEPTER

At this point in the campaign, the *scepter of faiths* is equivalent to a +3 *mace*. The scepter sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. It has the following abilities:

Bless. While holding the scepter, you can use an action to cast the *bless* spell from it up to three times per day. This property recharges daily at dawn.

Courage. While attuned to the scepter, you can't be frightened.

Disruption. When you hit an undead with the scepter, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

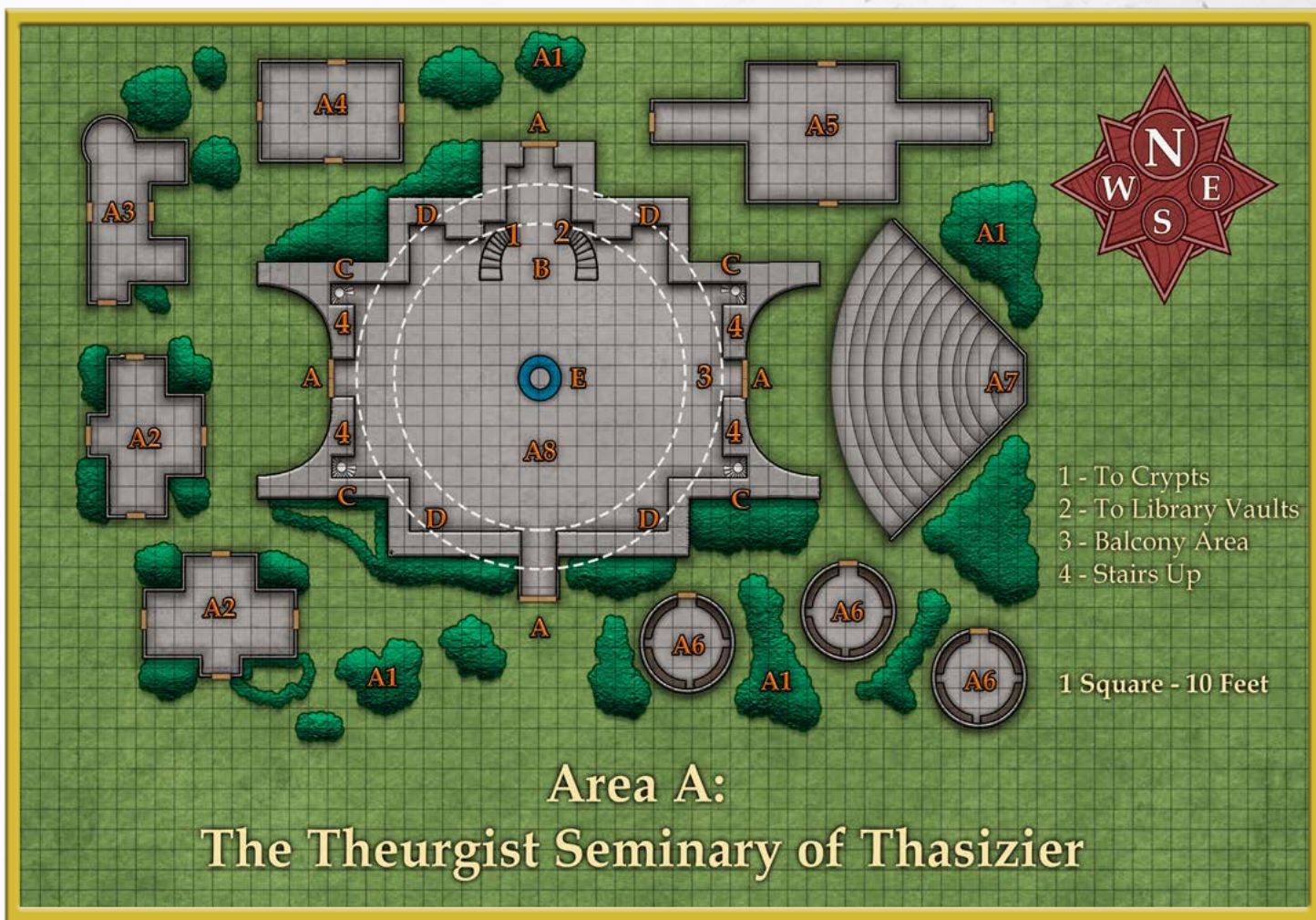
Divine Awareness. If you are holding the scepter, you can use an action to *cast detect evil and good* from it up to three times per day. This property recharges daily at dawn.

Healing. While holding the scepter, you can use an action to cast the *cure wounds* spell as if it were cast using a 2nd-level spell slot up to three times per day. This property recharges daily at dawn.

Magic Weapon. The scepter grants a +3 bonus to attack and damage rolls made with this magic weapon.

Resurrection. While holding the scepter, you can use an action to cast the *resurrection* spell from it. This property can be used once per month.





city's populace. During the day, apprentices and volunteers fan out through the city to assist the poor and to clean the neighborhoods that spread down the massive peak like sprawling ivy. Apprentices clean the seminary's walls using *unseen servant* or *mage hand*, and offer their magical talent to keep other buildings sparkling as well. The apprentices' helpful nature is greatly appreciated throughout the city and fosters extreme loyalty by the city's residents toward the clergy.

The seminary emphasizes humility and compassion, meaning that no one is exempt from the most mundane of chores. To that end, students and clergy are expected to perform menial and humbling tasks to assist the city's population. This benevolence sometimes goes against the inclinations of the more chaotic students and staff, but they fall in line to gain access to the vaults of magical tomes stored on the island.

Thasizier's priests teach that the greatest powers of magic require reverence and a desire to protect life. However, this doesn't mean Thasizier's clergy are soft or passive, quite the contrary. The majority of the seminary's occupants are skilled spellcasters with years of adventuring under their belts. Most have little tolerance for evil deeds or discord within the beautiful city.

The very embodiment of the followers' beliefs is housed within the central dome, where an angelic figure encased in crystal dominates the chamber. Visitors come from all over

to stare in awe at the beautiful figure that now represents the physical manifestation of Thasizier's godhood.

The lowest parts of the island are home to sturdy warehouses and other structures designed to resist the lashing waves and winds of the Reaping Sea. These warehouses can be sealed magically to prevent rising waters from ruining the goods stored within. They also serve as shelters for sailors when the seas become particularly dangerous (although their ships docked at the nearby piers might be at the mercy of the storms).

The next ring around the island consists of the homes of many of the servants and others who decide to live on the island. Magical protections force the worst of the storms to abate as one travels up the island's streets, with the lowest homes experiencing only a mild mist of water that is cool and refreshing. The weather around the top of the island always seems to be calm and mild, with occasional light rains that are at odds with the ever-present, churning storm clouds roiling around the island.

Priests, mages, and shop owners have homes and businesses closest to the seminary, and trade continues at all hours of the night. Many of the offered goods are not stored on the premises, but are instead magically retrieved from the warehouses when needed.

The seminary itself is a sprawling building atop the island's peak.

AREA A: THE SEMINARY GROUNDS

From street level, the seminary's white marble walls convey a sense of prestige and purity. Crowds flock to the temple to marvel and be entertained by the students and clergy as they perform simple spells for the masses. The temple draws commoners as if to a sideshow or museum of oddities.

Beautiful garden topiary rises among the marble statues that depict famous mages and departed heroes who worshipped Thasizier. Onyx benches sit in quiet niches in the garden, perfect spots for the priests and mages to meditate.

AREA A1: THE GARDENS

Magnificent, flourishing gardens surround the cathedral and its campus buildings. Tending the gardens are 2d4 good-aligned **druids** and/or **priests** of Iseleine. These priests are grateful to work in the gardens caring for the exotic plants and herbs. The plants are used as teaching tools and spell components.

Familiars of all kinds call the gardens home when they are not attending to their masters. The familiars serve as stealthy guards who watch the grounds and report suspicious activity. Virtually everything is noticed. No animal in the garden is allowed to be harmed, and they are not allowed to harm one another.

AREA A2: THE RECTORIES

These two-story white marble buildings house scribes, scholars, professors, and philosophers. The average clergy (**priest** or **mage**) are elderly and beyond their adventuring days. Each building houses eight people. Many often move out of the rectory to take homes lower on the island (or even elsewhere in the Lost Lands).

AREA A3: ERUDITE MANSE

This beautiful mansion is home to Ayire Jaysa, Master Scholar of the Mystic Erudite (LG human female **archmage**). Although Ayire is normally present in the compound, she welcomes visitors as long as they adhere to proper courtesy. Two guards (human **holy defender**^{A1}) stand at attention outside the doors.

Ayire's elderly husband, Guscar (LG human male **mage**), is somewhat senile and frail but remains very active within the seminary, particularly in maintaining the gardens. He enjoys regaling visitors with stories of his adventures, although he rambles for hours, often forgetting or mixing up his tales. When he forgets a detail, he spices up the stories with extravagant fabrications to fill in the gaps. Characters who sat with Moovtu Huglish (see **Chapter 10: Morning of Tears**) for any length of time feel the same boredom when Guscar launches into a never-ending, mostly made-up story. Ayire and Guscar's children are grown and prominent adventurers in their own right, each more than ready to avenge any wrongs done to their parents.

Ayire is currently being tormented by disturbing dreams and images. These nightmares disrupt her rest, and she often wakes with visions of a being of supreme purity under extreme duress. Images of Hecate and Abhor Brazier accompany these disquieting nightmares. Ayire believes these dreams are a call for help from someone trapped within Abhor Brazier, but she is hesitant to attack the evil temple for fear of igniting a deadly war.

THEURGIST SEMINARY OF THASIZIER

Location: Island City of Jah Sezar

Nickname: The Eight Disciplines of the Magi, Heaven's Dome

Deity: Thasizier^{A3}, the Divine Mage (good magic).

Leader: Ayire Jaysa, Master Scholar of the Mystic Erudite

Servants: 250 students (**acolyte**, **priest**, **commoner**), 40 scholars (**mage**, **priest**, **minstrel**^{A1})

Dress: Thasizier's priests favor multiple layers of silk robes. A glyphic sash worn over the shoulder tells the priest's rank within the order.

Uniqueness: A massive stained-glass dome tops the colossal cathedral. At night, multi-hued lights bathe the grounds and buildings in brilliant light as the dome shines brightly from within.

AREA A4: CONGREGATION HALL

This building serves as a meeting place and mess hall for students and clergy. A backroom contains a fully furnished kitchen. Najart (NG human male **commoner**) and his staff serve superb meals, most of which are made with produce grown locally on the island.

A fair amount of expensive cheese recently went missing, however, and Najart suspects a sneaky familiar. He has yet to discover any clues as to the culprit's identity. He appreciates any help tracking down the thieving rodent.

AREA A5: SEMINARY OF THE DIVINE THEURGIST

This imposing white marble building towers four stories above the gardens. A fluted colonnade encircles the main structure. Paving stones lining the colonnade are inscribed with the names of every seminary graduate. Tens of thousands of names and dates decorate the stones. The stones radiate mild magic, and each one glows a brilliant gold until the named student breathes his or her last breath. The stone then turns white when the mage passes. The stones have no other properties.

A DC 20 Wisdom (Perception) check reveals the name Rayne D'Anzeray among the paving stones. His stone is a muted gray. If asked about D'Anzeray, the priests state that he was a gifted student who excelled in the necromantic arts and ancient lore, but that his interests in illicit magic ended with his expulsion. He left the seminary after recurring conflicts with students and faculty. The seminary's mages are also concerned by the color of D'Anzeray's stone; he isn't the first over the years to become a lich. They don't volunteer this information unless asked, however. They fear the information might reflect badly on the seminary's teachings. (See **Chapter 14: Remorse of Life** for more on D'Anzeray's current condition.)



Standing at the seminary's entrances are 8 guards (**veterans**), two at each door.

The seminary itself is a testament to magecraft. Its walls display paintings and tapestries spanning thousands of years. Crystal display cases hold artifacts and antiques from a variety of cultures. Visitors are not allowed into the school without authorization and an escort (LG **holy defender**^{A1}).

Gethsemane the Eminent (LG human male **archmage**) is the seminary's headmaster. He retired from adventuring decades ago but remains agile and vigorous. Gethsemane was never a handsome man, and age and time have not improved his visage. Despite his homely looks, Gethsemane is honest and benevolent. He never married but still seeks a good woman with whom to share his remaining life.

Gethsemane's aides (NG or LG **mage**) are specialists in the various schools of magic. A number of clerics (NG or LG **priest**) also assist him in teaching Thasizier's religion and philosophy.

AREA A6: THE DORMITORIES

These round, multistory buildings house students and apprentices of all races, ages and classes. At any given time, 8d4 students (LG **acolyte** or **commoner**) are present.

AREA A7: COLLOQUIUM AMPHITHEATER

This semicircular amphitheater is partially sunken into the ground. Stone benches line the dirt slope leading to the stage. Students and faculty perform plays, give lectures, and put on exhibitions of magic here.

AREA A8: TEMPLE THASIZIER

This structure dwarfs the buildings around it. Massive white marble block walls rise 150 feet into the air. Flying buttresses support the block walls, and a domed ceiling towers overhead.

Narrow golden glass windows ring the walls, which arc upward to a slender peak.

Two guards (LG **veteran holy defender**^{A1}) stand at each of the four bronze double doors. Each door is embossed with a depiction of Thasizier. The doors, which are rarely shut, open directly into the central worship chamber. The sun shining through the hemispherical ceiling of stained glass lights the expansive circular room with a colorful array of lights.

In the middle of the chamber is a wondrous sight: an angelic figure frozen in a block of transparent crystal. The temple appears to have been built around the mysterious figure.

As impressive as the ceiling is during the day, only at night is its true beauty revealed. The entire glass ceiling glows each night from more than 100 permanent *daylight* spells cast upon the panes of glass. The glow from the dome bathes the surrounding gardens and buildings in multicolored hues of astonishing beauty.

The room beneath the dome is ringed with many smaller chapels that contain statues of heroic and famous mages throughout history. Some of these chapels also contain the tombs of honored mages and divine leaders. A golden, stained-glass window on the outer wall illuminates each shrine.

Bridavat the Sworn Protector (LG human male **master holy defender**^{A1}) keeps a watchful eye on the temple. He serves as the captain of the guard and resides in the rectory (**Area A2**) with his wife and young sons. He can be found near the angelic figure most of the time.

Saebyl Neyron the Sighted (LG elf male **high priest**^{A1}), the temple's high priest, can also be found here during the daylight hours and during ceremonies to Thasizier. While Saebyl is the temple's acting high priest, Ayire Jaysa is the seminary's true spiritual guide and chancellor.

During the day, a steady stream of spellcasters and clerics pays homage to the mysterious being encased in his crystal

tomb. From dawn to sunset, arcane casters and clerics shuffle through the building, offering tributes and prayers. The numbers dwindle at night, but a few spellcasters can always be found within the chamber.

Common pilgrims are allowed in during the day. At any time, 4d10 sightseers (**commoners**) visit the temple.

AREA A8-A: ENTRY DOORS

The seminary's massive bronze double doors stand open, day and night. Guards are usually human **holy defenders**^{A1}, but other classes serve as long as they are lawful good. The paladin guards are a special detachment from the Shield Basilica of Muir and consider it an honor to stand watch. Guards serve for one year, and receive rooms within the temple and further training in their art. The guards do not speak or react, and remain stoic unless the temple is in danger. They always wear highly polished full plate armor and wield halberds. Longswords and shields stand at the ready.

AREA A8-B: THE CRYPTS AND LIBRARIES

Separate stairs wind down into the crypts and libraries located below the seminary. The library entrance is open at all times to spellcasters and priests, but an iron gate seals the entrance to the crypt to prevent unwanted visitors from accessing the catacombs of the honored dead. Only Bridavat, Saebyl, and Ayire hold keys to the crypt entrance. No undead live within these crypts, but tomb guardians include golems, summoning spells, and other traps.

The libraries descend into the mountain and contain floor after floor of shelves, training rooms to practice magic within, and a few sealed vaults of forgotten and often dangerous tomes and magical items. Students come and go at all hours of the day and night as they research various spells and religious texts. Any spellcaster and their guests are welcome within the libraries, but only students and ranking members of Thasizier's seminary can remove items and texts from the vaults.

These splendid halls are not detailed in this adventure, but could be adapted to include anything you desire. The crypts reach down throughout the island, layer upon layer of tombs reaching below the level of the Reaping Sea. Some say the crypts existed before the priests and mages moved onto the island.

AREA A8-C: THE CHOIR

Four spiraling staircases access a balcony that runs around the base of the glass dome overhead. The choir area is 50 feet above the floor and is used only during ceremonies and special events.

AREA A8-D: THE SHRINES AND CHAPELS

Smaller chapels and reliquaries dedicated to important church figures decorate the temple's outer wall. Sarcophagi and holy relics of legendary heroes and spiritual leaders sit in these small shrines. Engraved plaques detail their incredible deeds.

A8-E: THE ANGEL

The most impressive aspect of the seminary is the angelic figure encased in crystal that dominates the chamber beneath

the dome. The enigmatic male figure is nearly nude, with a pair of white, feathered wings spreading upward from his back. His face is serene, but a single tear lies frozen below his right eye. A single wound mars the flawless skin of his breast, piercing his heart. Scholars believe the winged man is a messenger or avatar of Thasizier. A holy symbol of Thasizier hangs on a golden chain around the entombed being's neck.

The clear crystal resists all attempts at penetrating its hard shell. Divination magic sheds little light on this relic. Protecting the figure are 4 guards (LG **veteran holy defenders**^{A1}).

The being in the crystal is Marros Stron, a deva and one of Thasizier's most-beloved minions. Stron freely offered his soul to power the original *scepter of faiths* when it was created. Stron's body was encased in a shard of elemental force as a tribute to his devotion. If somehow freed, no amount of magic can return the astral deva to life. When Akruel escaped the burial mound in Lessef and broke the scepter, Stron's soul was finally released to spend eternity at Thasizier's side. It cannot be returned to his preserved body through any means short of divine intervention.

The crystal encasing the angel has damage threshold of 10, AC 20, and 500 hit points. It is immune to damage from nonmagical attacks and automatically succeeds on any saving throws against magical attacks. It is immune to poison and psychic damage. The stone is 15 feet tall and weighs five tons.

If the new *scepter of faiths* is brought within 30 feet of the angelic figure, flashing images appear upon the crystal's surface. The guards immediately fall to their knees in wonderment, while others scurry to alert Ayire if she is not already present. She arrives in two rounds to witness the miracle.

Over the next hour, the images show the *Enchantment of Power* ceremony required to complete the *scepter of faiths*. Characters who watch see the original scepter's creation as Stron willingly gives up his life and plunges the scepter into his chest to empower the relic. The scenes then switch to show the final battle with Akruel Rathamon, and Shah Rasalt plunging the scepter into the death-priest's chest.

The images end with a picture of Poverty's Bethel in Lessef and a robed necromancer pulling the scepter from a desiccated corpse. Ayire immediately recognizes Rayne D'Anzeray as the robed figure. The desiccated corpse is Akruel Rathamon.

Finally, all in the temple hear a soft voice whisper in their minds: "I failed to strike true the heart of hellish might, the beating of a thousand souls. Succeed where I did not." An image of a black temple pyramid with massive carved skulls ringing its step tiers flashes across the crystal. Several facets on the impenetrable crystal's surface actually crack as the image appears on them.

Finally, as the whispering voice fades, another image of a tortured, shadowy being flickers across the crystal and an anguished scream echoes in the characters' minds.

You should use the flashing images to fill in any details the characters might have missed along their quest. Characters should understand after watching the images that a powerful lawful good being must voluntarily give up its life to power the new *scepter of faiths* that they now carry.

ADVENTURE BACKGROUND

The Brood of Hecate, devout followers of the goddess of evil magic, have long been rivals of Thasizier and the seminary, despite the more than 700 miles that lie between the two temples. Past clashes often erupted into minor wars that devastated the battlefields upon which the magic-wielding combatants faced off. The conflicts were devastating and legendary, deadly for the combatants as well as those caught in the mayhem. The terrors unleashed from the Brood's mountain stronghold of Abhor Brazier were truly stuff of nightmares.

For the last hundred years, however, the Brood of Hecate has been silent, the doors of their great black temple closed to outsiders, the temple itself cut off by bitter winters and impassable mountain roads.

But inside Abhor Brazier, the brood has been actively preparing for the return of Akruel Rathamon. With the death-cult leader's awakening, evil is once again stirring within the unholy sanctum as the latest generation of Brood witches turn their eyes toward stomping out their ancient enemy. Recently, a great gout of flame visible from miles away erupted from the temple's remote mountainside location, a dire signal of the Brood's reawakening. Ayire Jaysa knows something is amiss, and feels that the witches are again active and awaiting their chance to strike. She already alerted the Shieldfane of Muir to be ready in case the winnowers of Hecate march forth from the mountains

But despite her suspicions, Ayire has not organized her city's defenses. In fact, her attention is wandering, as many within the compound can attest. Some say Ayire is under an evil spell caused by Abhor Brazier's awakening. This isn't far from the truth: Ayire is the recipient of a *dream* spell cast nightly by Lianhi, a prisoner trapped inside Abhor Brazier. The dreams are desperate pleas for help, but Ayire feels powerless to intervene for fear of throwing Thasizier's minions into a battle with the Brood on their home turf.

Ayire recently used her divination magic to discover the scepter's whereabouts and sent a messenger to the Lady of the Searing Waters to retrieve the party carrying the blessed relic. Ayire wants to discover the nature of the mournful pleas tormenting her sleep, but feels it is somehow connected to the party and the restored scepter. If asked about the images shown on the deva's crystal, Ayire now understands that the *Enchantment of Power* blessing requires a lawful being to willingly sacrifice itself to power the scepter. She can't explain it, but she is sure that her recent dreams pertain to this final blessing. Unfortunately, she is also sure that the answer to the mystery lies within Abhor Brazier.

THE FINAL BLESSING

The *Enchantment of Power* blessing on the *scepter of faiths* is perhaps the most difficult for characters to attain: A lawful good being must willingly sacrifice itself to power the *scepter of faiths*.

The being must be at least 12th level or Challenge 9 in order to successfully offer itself to the scepter and complete the final blessing. Upon completing the ritual, the person falls dead, a look of serenity on his or her face as a single tear falls down their cheek. No amount of magic short of divine intervention can revive the being.

From her past dreams, Ayire believes someone willing to offer their life exists within Abhor Brazier's walls — and she is convinced that Thasizier selected this being for the offering. She beseeches the characters to travel to the horrid temple in the Hollow Spire Mountains more than 700 miles to the northwest of the island city to investigate and rescue this being.

Ayire's beliefs are bolstered by the dreams coming from the spell Lianhi cast as she languishes inside Abhor Brazier's dark walls. Ayire incorrectly believes this is the being who needs rescuing to power the scepter. What Ayire doesn't know is that the witches of Hecate are also currently holding a captured astral deva named Ceallachan within their unholy temple.

If found, the astral deva — tainted by the corruptions the Brood forces on him daily — willingly sacrifices his soul to end his misery. If Ayire witnesses the scenes that play across the crystal if the scepter is brought near, she is convinced that the shadowy being in the visions is the one who is reaching out to her nightly.

THE WITCHING HOUR

Soon after characters finish viewing the images on the deva's crystal, Ayire Jaysa shrieks in pain, grabs her head, and collapses to the ground. She whispers two ominous words — "They're coming" — before she falls unconscious.

Two members of the Brood of Hecate — **Akhilesh**^{A1} and **Andulasia**^{A1} — recently intercepted the dreams Lianhi has been sending to Ayire. Unsure what the prisoner revealed of their plans, the evil witches teleport into the city to put an end to the spying. Their arrival as they trace the magical link blasts Ayire's mind with painful visions of evil. The witches are acting on their own after an all-out assault by the full Brood was rejected.

The fearsome Akhilesh is Abhor Brazier's mistress of evocation. Akhilesh specializes in arcane fire and is prone to violent fits of anger. Akhilesh arrives with 2 **fire elementals** at her side. She flies inside one of the fire elementals and uses it to mask



her form as she sends *fireballs* screaming into the petitioners gathered around the deva's crystal. Akhilesh arrives inside the amphitheater (**Area A7**) and attacks those within before moving up the stairs toward the seminary. Once inside, the trio mercilessly attack those gathered within the temple.

Meanwhile, Andulasia attacks her former teachers outside the rectory (**Area A2**) just to prove to them how well she has done in the world. Andulasia is Abhor Brazier's mistress of Enchantment. Once she slays her mentors in 1d4 + 2 rounds, she bursts through the western door of the seminary to join Akhilesh. She focuses her destructive spells on men above all others and uses her *wand of wonder* to create chaos.

Akhilesh is one of the most powerful and terrifying of the Brood of Hecate. Her impetuous and unpredictable nature prevents her from moving up in status, however, a fact that fills her with constant rage. Her passion for flame and Hecate are fanatical to the extreme. Akhilesh wears scant mithral chainmail, which is so negligible that it offers no protection or hindrance. The armor glows a brilliant red with heat when Akhilesh immerses herself in flames.

Andulasia hails from the slums of Bargarsport. An urchin, she worked the streets to earn a living, enduring the unspeakable evils of men to survive. She was rescued from her plight by a traveling priestess of Thasizier who brought the girl back to Jah Sezar to train. Andulasia proved to be a remarkable student, but her anger at her past abuses burned brightly in her soul. Angered by her teachers and their belief that all could be good in the world, she eventually grew forlorn and turned away from the seminary and its beliefs. She fled north and eventually found comfort in the arms of the Brood of Hecate, where she pleaded for vengeance upon mankind. Andulasia is a dark beauty, but scars (physical and emotional) of her past life are present upon closer inspection.

AFTER THE BATTLE

If the characters deal with the attack by the Brood of Hecate witches, Ayire realizes that time is of the essence to finally stop the witches. After seeing the images on the crystal, she now understands correctly that the final blessing for the *scepter of faiths* requires entering Abhor Brazier where a being of perfection brought to ruin is chained within the temple. To help, she offers the characters the use of a teleportation chamber within Jah Sezar. This *teleportation circle* connects to the small mountain village of Crombleholme, which is located on the slopes of the volcano Phrygia in the Hollow Spire Mountains. Abhor Brazier is located farther up the peak. Unfortunately for the characters, the idyllic village is suffering a new ruler who does not welcome intruders.

The characters are free to arrange their own travel to the volcano Phrygia and can bypass the village if they desire to enter Abhor Brazier through its well-protected front doors (not a wise move, but don't discourage characters who decide on this course).

The teleportation chamber (likely the same one characters arrived in if they used the *teleportation circle* sent to them in the Lady of the Searing Waters) can instantly transport the entire party and all their gear to the small mountain village.

AREA CH: CROMBLEHOLME (SMALL VILLAGE)

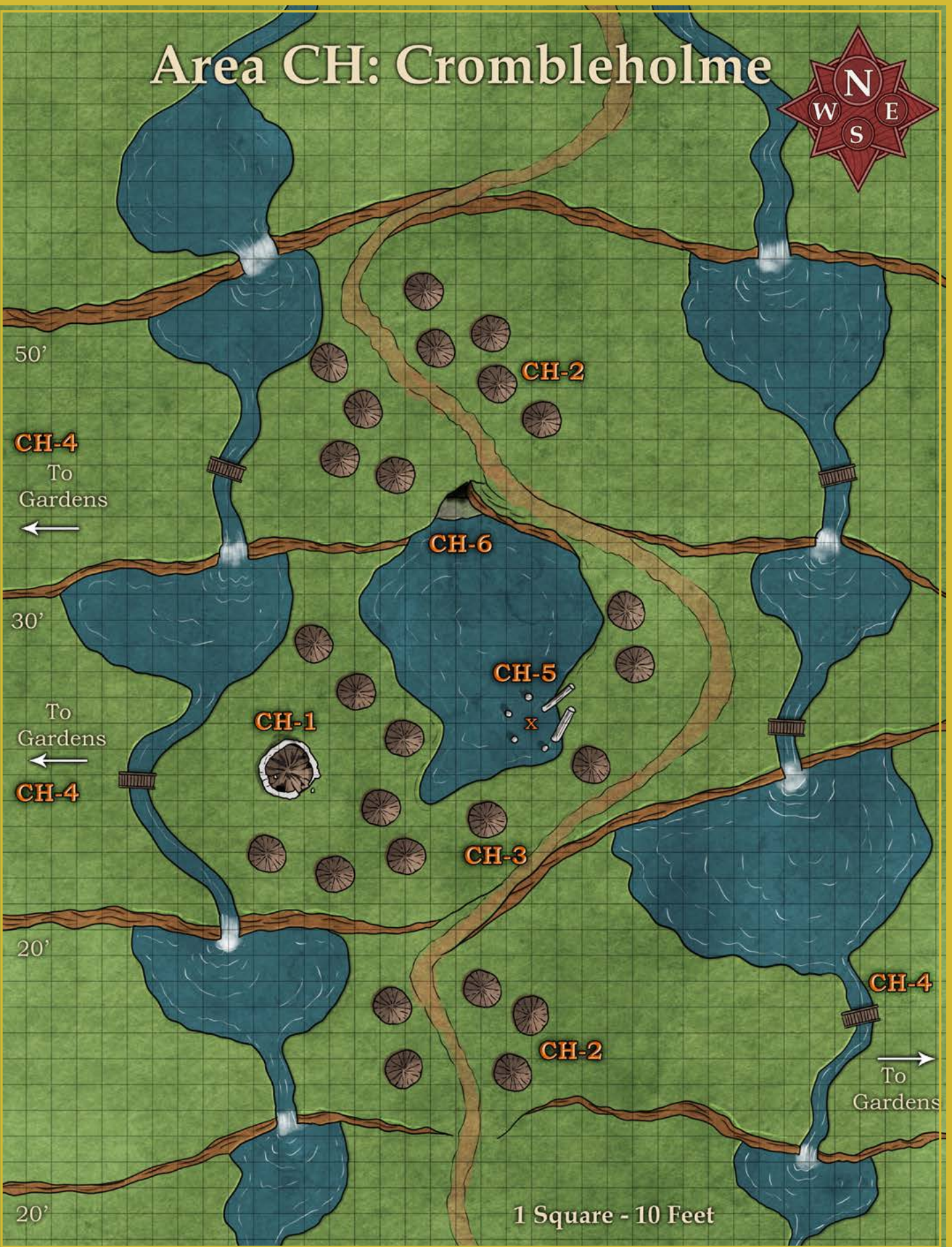
Nestled just at the treeline in the Hollow Spire Mountains is the small village of Crombleholme, which is built upon small cliffs around cascading waterfalls about a half mile below Abhor Brazier. The entire village sits about 12,000 feet above sea level (see the **Going to New Heights** sidebar for details about adventuring in the high altitude). A switchback road leads from the valley below up through this village before the path ends at Abhor Brazier's gates. Dilapidated stone buildings are looking shabby from the elements. Gardens of artichokes, fig trees, and grape vines surround the quiet village. During better times, the inhabitants tirelessly cultivated the crops and fermented the grapes to produce an exceptional local wine that was prized in different cities for its savory array of unusual flavors.

Times have changed in the small village since the volcano Phrygia awakened. Turbulent streams of foul-smelling waters began flowing down the peak from hot springs higher up the face of the volcano. Volcanic ash and gases flowing down the slopes further poisoned the water, making it so toxic that it drains the will of anyone who drinks it and leaves them in a semi-comatose state. The gradual toxicity of the water has an onset of 1d4 + 1 days. Anyone who drinks the water must make a DC 15 Constitution saving throw or lose 1d4 points of Intelligence and Wisdom. A *heal* spell removes the toxins and restores Intelligence and Wisdom scores. If their memories and health are restored, villagers recall vague memories of the hags occasionally visiting the village from the fissure across the hot spring. Many break down and sob inconsolably as they suddenly remember the horrible witches taking their babies from their cribs soon after they had given birth. Others remember being taken from their homes located farther down the mountain. All remember being pregnant before being kidnapped.

The current village of Crombleholme contains 89 women (N female human **commoner** with Int 4 [–3] and Wis 4 [–4] due to drinking the runoff from the volcano). The women walk about the village and complete their chores as if they are sleepwalking. About half of the villagers are pregnant but characters who pay attention notice that no children are present in the village. The Brood of Abhor Brazier use the villagers as sacrifices, food, servants, and for other unspeakable uses. Only one elderly villager in town still has her memory, and she remains in her hut in **Area CH-3**. She ventures out only when called upon by the lamia to serve as a midwife to any woman giving birth. Governor Alcarascu (lamia cleric of Hecate, see **Area CH-1**), a lamia overseer, is in charge of the women in the village. She struck a deal with the Brood of Hecate for the post and is allowed to devour any male children that are born for her assistance. She always offers the female babies to Abhor Brazier for their ceremonies. Stuck in a perpetual stupor from the toxic water, the villagers harvest crops, make wine, and obey Alcarascu to the best of their abilities. The drugged waters keep them docile and under the thumb of the Brood.

Governor Alcarascu occasionally leads creatures from Abhor Brazier down the mountain to replenish the village by kidnapping pregnant women. Pregnant women in the region around the volcano believe she is a demon that comes in the night to abduct

Area CH: Crombleholme



them — and these tales aren't far from the truth. Midwives in the region all warn their charges to beware moonless nights when the devil walks the woods. Governor Alcarascu rather enjoys these stories growing about her occasional forays down the volcano.

AREA CH-1: THE CRUMBLED TOWER

The remains of a jagged tower sit in the middle of the village. A haphazard thatch roof covers the 50-foot-tall hollow brick structure. This bone-strewn, 20-foot-wide chamber remains mostly barren aside from a wooden chest and dilapidated nest of straw. **Governor Alcarascu**^{A1}, a lamia cleric of Hecate, lives in this structure. She serves as the overseer of the village and the surrounding lands. The unlocked chest contains a half-devoured child, a *robe of the archmagi* (gray), and a *cube of force*.

The villagers follow her commands to the best of their ability and defend the lamia with their lives. If Alcarascu is defeated, the villagers go back to their everyday routines. They remain in a highly suggestable state of mind because of the toxic waters, however. Other than through magical healing, relocating them from Crombleholme is the only way to truly overcome the water's effects. Once they are removed from the village, they begin to remember who they are within three weeks.

AREA CH-2: COMMON HOUSES

Each of these nondescript stone huts contains a simple bed and squalid furnishing. Residing in each house are 2d4 female villagers (N female human **commoner** with Int 4 [–3] and Wis 4 [–4]). They toil in the gardens and winery during the day and return to their common houses at dusk to rest. They go about their routines like zombies, their eyes staring straight through anyone who attempts to talk to them.

All of the women were kidnapped from villages down the mountain. Many were lured into the woods after falling prey to Governor Alcarascu's illusions and disguises. They no longer remember their past lives and family due to the volcanic runoff that they are forced to drink each day. All were pregnant when they were taken, but many have since given birth — only to have the lamia steal their babies soon after.

AREA CH-3: THE MIDWIFE

This rock hut is slightly better built than the others in the village. The one-room hut contains a soft mattress, jars of food, ceramic bottles containing wine, and various healing herbs. The elderly midwife Tyassa Brodir (N female human **priest**) lives here. She is the only person in the village who still has her senses — what little good that does her, as she is just as trapped as any of the other women in the village. She suffers even more as she knows what is truly going on. She lived in the village before the Brood of Hecate returned to Abhor Brazier, and only her skills as a midwife kept her alive to serve Governor Alcarascu.

Tyassa fears Governor Alcarascu, as those who disappoint the lamia quickly vanish into Abhor Brazier. If characters discover the midwife, she tells them that the women of the village are under some kind of spell (she doesn't know about the tainted water, as she is brought different food and drink to consume).

GOING TO NEW HEIGHTS

The height at which Abhor Brazier is built (14,000 feet above sea level) may pose a challenge to characters attempting to quickly invade the Brood's lair.

Adjusting to the high altitude takes time and requires characters to rest regularly. Characters traveling up the mountain peak can easily climb (or use magic) to reach the 8,000-foot mark. Above 8,000 feet, however, the lower oxygen forces characters to rest two days and acclimate for every 1,000 feet of elevation (about a half-day's climb). Crombleholme is a good place to rest while they adjust to the altitude, assuming they stop in the village and clear it of danger.

Characters pushing themselves (using a *fly* spell or *teleport*, for instance) to go farther must make a DC 12 Constitution saving throw or become fatigued for a number of days equal to the number of 1,000-foot intervals attempted. The DC increases by +1 for every 1,000 feet above the 8,000-foot mark. For example, a character using a *fly* spell to go from the 8,000-foot mark to the 13,000-foot point would have to make a DC 15 Constitution saving throw or become fatigued for five days.

A fatigued character has three levels of exhaustion, unless they have more from some other source.

Creatures acclimated to the heights — such as those living within Abhor Brazier — are used to the thin air and do not have to attempt the Constitution saving throw. It takes a month of living in the thin air to fully adjust to the higher altitude.

Characters climbing slowly by taking a two-day rest after each day of climbing 1,000 feet can reach the temple doors and be ready to fight without any problems.

SNEAK OR FIGHT?

Abhor Brazier is a working temple despite being sparsely populated because of the isolation imposed by the high altitude. If the characters are quiet, however, they may be able to sneak into the temple without raising too much of an alarm (especially if they use the tunnels found in Crombleholme to enter the temple from below). The witches inside have their own intrigues to attend to and don't vigilantly watch the front gates due to the high altitude. Getting inside without being noticed allows characters to fight the temple's leaders on their own terms — at least until an alarm sounds.

If characters burst through the front doors looking for a fight, however, the many leaders of Abhor Brazier happily oblige them. Unfortunately, the women know how to fight together and do so to the best of their abilities to protect the home of their evil goddess. Don't hesitate to have the Brood witches come running if a threat materializes on their doorstep. Characters deserve whatever fate awaits them if they go in swinging.

She can direct them to where the lamia resides, though she won't go near the place voluntarily. She also knows of the cave (**Area CH-6**) north of her hut that leads into the volcano. She sometimes gathers herbs there to aid the women under her care.

The elderly woman is not an evil person and desperately wants to escape the village. She has tried a few times, but Governor Alcarascu always tracks her down and returns her to the hut.

Tyassa can provide minor healing for the characters if they require it. She wants life to return to normal in Crombleholme, though she fears what might happen when the many women awoken from their stupors to discover what occurred.

AREA CH-4: GARDENS

From sunrise to dusk, 2d4 **commoners** can be found here tending the plants. They pay little attention to visitors and speak in segmented phrases interspersed with pauses and guttural sounds. Until *healed*, they provide little useful information.

Characters who search the grounds around the gardens discover hundreds of one-inch to three-inch round stones with a small hole bored through the rock. Despite the mind-numbing effects of the water, a villager named Santinia Rouss (LG female human **mage** with Int 4 [-3] and Wis 4 [-4]) still remembers snippets of her past life. She collects these small naturally occurring rocks that are prevalent throughout the area. The rocks are *hag stones*^{A2} that have different properties based on the type of rock.

She carries a collection of the stones with her. She has five obsidian stones (*invisibility*), two granite stones (*detect magic*), a slate stone (*cure wounds*), and a limestone stone (*light*).

AREA CH-5: THE RUINED TEMPLE OF THASIZIER

While this small temple is still mostly intact, its floor now lies at the bottom of a steaming hot spring over which the shrine was once built. The temple's foundation and 10 crumbling pillars standing in a circle are all that remain above the water. A *teleportation circle* inscribed upon the marble floor is now located 10 feet below the water's surface inside the ring of cracked pillars. The hot water does not deal fire damage, but the 160° Fahrenheit water causes exhaustion. Any creature ending its turn within the water gains a level of exhaustion.

Characters who enter the *teleportation circle* within the Theurgist Seminary of Thasizier arrive here instantaneously but must immediately contend with the boiling water.

The witches of Hecate forced the villagers to chip away at the stone floor until it dropped into the hot spring below the small temple. Visitors used to relax within the sulfurous hot springs below the temple for their health.

See the **Going to New Heights** sidebar on the effects of the high altitude on characters who teleport into the ruined temple. Characters who defeat the lamia cleric Alcarascu could use the small village to acclimate themselves to the higher altitudes before they risk an assault on the main temple higher above them.

AREA CH-6: CAVERN ENTRANCE

Lichen covers the walls of this narrow five-foot-wide fissure as it delves deeply into the slope of the volcano. Hot, humid air billows forth and makes the trek difficult. A shallow stream of searing water flows out from the fissure. The damp, polished stone floor creates a slippery and hazardous path (half movement) as the passage descends about a quarter mile into the volcano's depths. The heated air forces air-breathing creatures to make a DC 12 Constitution saving throw every hour or gain a level of exhaustion.

AREA CH-7: THE ABODE OF THE ABJECT GUARDIAN NAGA

The passage ends in a large chamber filled with a pool of water. A slippery, roughly 15-foot-wide ledge around the room's perimeter circles the 50-foot-deep pool.

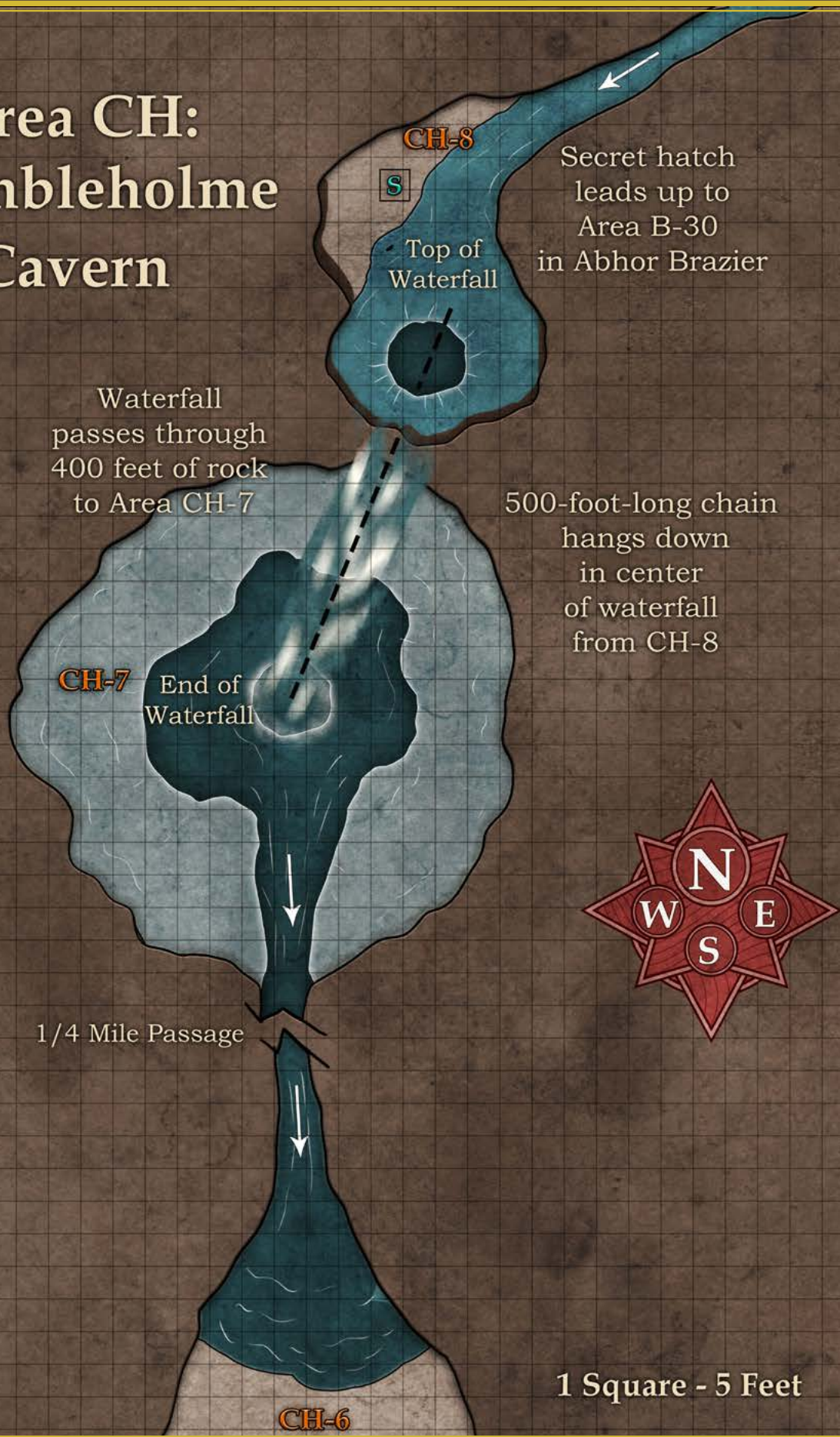
Countless stalactites hang from the 60-foot-high ceiling. Water trickles from each to create a constant downpour in the chamber. A waterfall plummets from the center of the room and fills the air with a continuous roar as it sends steam billowing through the cavern. The heated mist obscures vision beyond 50 feet. A large mineral-encrusted chain hangs rigidly down amid the falling waters and disappears into the darkness of a 10-foot-diameter hole bored through the ceiling. Climbing the chain (DC 17 Strength [Athletics] check) in the middle of the waterfall without protection from the heat increases exhaustion levels by one. Creatures with fire resistance are immune to the scalding damage. The chain is a little more than 500 feet long and connects to a rusted iron ring securely attached to the ceiling of the antechamber above (**Area CH-8**). The waterfall and chain pass through roughly 400 feet of rock before entering this cavern.

Fluorescent violet fungi grow in the water's shallows and among the stalactites, creating flickering shadows visible through the falling waters. The light from 12 **will-o'-wisps** dancing in the shaft from Area **CH-8** through which the waterfall drops are visible to characters on the ledge in this room. The chamber's guardian, a two-headed guardian naga (CE **guardian naga** with the following changes: multiattack, two Spit Poison attacks, able to cast two spells per round and +4 natural armor bonus) coils around the stalactites at the base of the waterfall. One of her heads wears an *amulet of fire resistance* (as *ring of fire resistance*) while the other wears an *amulet of health*.

The naga is loosely affiliated with the coven of witches in Abhor Brazier, but they don't allow her access to the structure.



Area CH: Crombleholme Cavern



She is rather downhearted about this treatment and could be convinced to let the characters pass without a fight — although this requires the party to offer her some substantial treasure or magic items.

AREA CH-8: THE SECRET ANTECHAMBER

The 500-foot-tall waterfall begins in this small, 30-foot-wide chamber. A three-foot-tall, water-filled passage supplies the water that falls into the pit below. The passage winds throughout the volcano, narrowing as it goes. The small chamber has a poorly hidden secret hatch that leads into **Area B-30** in Abhor Brazier. It can be found with a DC 10 Wisdom (Perception) check. The trapdoor opens under the bedroll of the fire giantesses who sleep there. They use their greatswords to immediately smack anyone climbing through the opening. See **Area B: Abhor Brazier** if the characters make it into the Brood's home using this route.

AREA B: ABHOR BRAZIER

Abhor Brazier sits on the side of a rumbling volcano, about 14,000 feet above sea level (see **Chapter 3: Overland Travel** or the **Going to New Heights** sidebar above for details on adjusting to the altitude and possible wandering monsters). The air is thin around the black temple, and altitude sickness may affect visitors. The temple appears more like a tomb than a place of worship, with polished black walls of obsidian that reflect the rocky, volcanic wasteland. The smooth walls slope upward 100 feet to a flat surface atop the structure. A set of massive brass doors is the only visible entrance. Intricate runes and alien glyphs flanked by hellish wolf sculptures decorate the doors. A brass standard of a setting moon is embedded in each lintel.

Four smokestacks at the corners of the temple reach 300 feet above the structure. Purplish flames bellow from the tops of each stack, the wicked fires reflecting on the temple's seamless obsidian walls. Each smokestack contains a portal to the fires of Hades. The fires sat dormant for ages until the newest incarnation of the Brood of Hecate re-lit the flames in 3512 I.R.

Dealyn Rhó, the high priestess of Hecate, is quickly restoring the dark temple to its former power and attempting to unite the factions within. She is aware of Akruel Rathamon's return and plans to stoke the flames of Abhor Brazier to fully support the death-priest when he against marches across Libynos.

ABHOR BRAZIER

Location: The temple sits 14,000 up the volcano Phrygia in the peaks of the Hollow Spire Mountains

Nickname: The Brood Home, Hecate's Hellgate, the Coventry

Deity: Hecate^{A3}, the Wild Witch (evil magic).

Leader: Dealyn Rhó, LE **hierophant**^{A1}

Servants: The Brood of Hecate is composed of members who serve Hecate and all facets of magic.

Dress: Brood members wear various outfits befitting their personalities. Hecate's followers tend toward loose robes.

Unique Characteristic: Abhor Brazier sits high in the mountains. High chimneys containing links to the fires of Hades sit at the four corners of the building.



ABHOR BRAZIER, GROUND LEVEL

The main temple of Hecate is located on the ground level of Abhor Brazier. The halls are kept neat, but the presence of packs of roaming hell hounds makes that difficult.

AREA B-1: INHOSPITABLE GATES

These 20-foot-tall brass doors are surrounded by horrid glyphs and carvings.

Looking like nothing more than imposing decorations, 2 **obsidian minotaurs**^{A1} guard the entry. Each is cleverly hidden as bas-relief sculptures on either side of the door. A DC 15 Wisdom (Perception) check reveals the constructs are not actually part of the wall.

Each construct carries a halberd made of volcanic glass. They drop the halberds before combat, as each is merely a decoration to add an air of menace. The minotaurs haven't moved in years, and dust and ash coat their bodies. If characters attempt to open the doors, the obsidian minotaurs step out of their wall niches and attack. They defend themselves if threatened.

The doors are locked and trapped. Any living being that touches the door triggers a *symbol* (death; spell save DC 18). The



“A metal hydra rose from the purple flames filling the pit, its many heads swiveling to stare down at us ...”

door also has an *arcane lock* cast on it. The doors can be opened with a DC 25 Dexterity check with thieves' tools, or a DC 15 check if the *arcane lock* is first removed.

AREA B-2: THE GRAND TEMPLE

Crackling flames cast crimson flashes down a roughly 100-foot-long hallway leading into this octagonal chamber. Patterns move about the walls in chaotic red clouds that take horrid shape then vanish just as quickly. Amethyst streaks swirl throughout the black walls.

The hall opens into a large octagonal room that contains eight intricately carved columns. Each column is made up of three massive statues of women standing back to back to back (for a total of 24 different statues). The eyes of the statues are even with a veranda 50 feet above the floor. Each woman wears flowing robes that gather at her feet. Their arms lift burning torches high over their heads so that flames lick the dome 75 feet overhead. The statues represent the many phases of Hecate the All-Seeing.

A billowing violet mist roils along the ceiling in a whirlpool-like cloud. A brass crest of a setting moon occasionally can be glimpsed through the mist directly over a flaming pit in the center of the room.

Tall brass candelabras flank each pillar, and silk tapestries

representing the eight schools of arcane magic flutter in the warm breezes that circulate through the chamber. Brass chimes hanging from the ends of the tapestry rods chime random melodies.

A 20-foot-diameter pit in the center of the chamber is surrounded by three-foot-tall stone stairs around a fiery octagonal opening. Violet flames fill the pit, and a sheet of intense fire runs horizontally across the opening between the steps. The violet flames are a horizontal *permanent wall of fire*. The blaze deals 5 (2d4) fire damage to those who come within 10 feet and 2 (1d4) fire damage to those within 20 feet of the flaming surface. Characters who pass through the *wall of fire* suffer 25 (2d6 + 18) fire damage and arrive in **Area B-40**.

A modified iron golem in the form of a five-headed hydra (**iron golem hydra**^{A1}) is within the pit, resting in **Area B-40**. The creature uses ledges cut into the central pit to climb to the top of the pit so it can attack beings inside the grand temple. The iron golem hydra remains in the pit and extends only its heads and the forepart of its body through the flames to attack with its vorpal bite. The *wall of fire* heals the golem for 10 points each round it remains in contact with the flames.

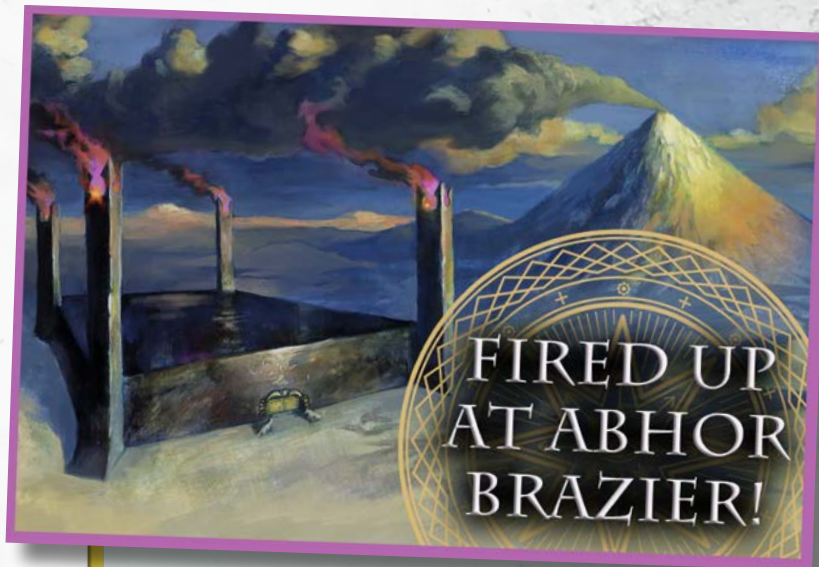


AREA B-3: THE PACK

Purplish light shines through a large round window, the glow the ugly color of a bruise. Beyond the window roar torrents of crimson and violet flame. The window blocks the flames from entering the room and offers a view of a partially opened gate to the fiery pits of Hades. Powerful Abjuration magic on the window — glass that was actually delved from the Mines of Honn long ago — prevents extraplanar beings from entering Abhor Brazier and protects viewers from the flames belching forth and the violent eruptions of searing heat. Similar windows open into the interior of each of the fiery smokestacks at the temple's four corners.

The glass window is incredibly strong and immune to fire-based effects. Breaking the glass with a DC 22 Strength check unleashes a hellish storm of flame. The blaze deals 35 (10d6) fire damage and 35 (10d6) necrotic damage to beings in the room.

This room is the lair of 12 **hell hounds** (with Intelligence 9). Hecate's beloved creatures run freely through the temple but often wait here to be unleashed to spread destruction in the mountains. The hell hounds are more cunning than others of their species. They are immune to the necrotic damage of the hellish storm.



POSTCARD No. 9: ABHOR BRAZIER

Give the players **Postcard No. 9: Abhor Brazier** once their characters make it into grand temple if you are using the postcards in your game (or if you just want to reward the players with a unique souvenir from their visit). Assuming they live through the iron golem hydra's attack, that is.

AREA B-4: SHRINE TO ARCANES FLAME

Eight large cauldrons of burning oil hang from the 30-foot-high ceiling, each suspended 20 feet above the floor on chains secured to the walls. Dense black smoke swirls in a caustic whirlpool through a vent in the ceiling. Pitch suet and sticky tar cover the floor. An ornate bronze bowl sitting on an altar of dark stone holds smoldering coals that emit white smoke. A small black statue depicting Hecate stands in the center of the glowing coals. A medium-sized door of blackened wood is locked. It can be opened with a DC 13 Dexterity check with thieves' tools.

Maintaining the temple and the multiple fires are 2 **aerial servants**. They launch burning cauldrons down upon intruders. Characters must make a DC 12 Dexterity saving throw or catch fire as they are covered in burning pitch. A character that fails the save takes 17 (2d8 + 8) bludgeoning damage plus 10 (3d6) fire damage and is on fire. A burning creature takes 7 (2d6) fire damage at the start of its turn and can use an action to put out the flames.

AREA B-5: AKHILESH'S CHAMBERS

Few furnishings survive in Akhilesh's chambers, and those that remain show signs of recent fire damage. A charred bed is disheveled and unkempt, and a stone table holds hundreds of thin sheets of metal embossed with spells. The sheets weigh a total of 100 pounds. A stone wardrobe holds Akhilesh's clothing and personal effects. If **Akhilesh**^{A1} survived the encounter in Jeh Sezar, she is here nursing her wounds and plotting ways to get even with the characters.

AREA B-6: THE RECEPTION HALL

Thick wooden doors are at either end of this hall. Facing the doors are statues of robed women resembling Hecate. Each statue holds aloft two torches. The statues are actually low-ranking female priestesses of Hecate (LE **priests**) who were turned to stone centuries ago for displeasing the temple mistress at that time. They know little about the current temple and offer no resistance if restored.

AREA B-7: VISITORS' ANTECHAMBERS

This lounge is comfortably furnished with plush chairs, soft rugs, and a well-stocked beverage table. A gold censer (1,500 gp) hanging from a gold chain in the center of the chamber emits a warm radiance that dispels the chill in the air emanating from the cold stone walls. The censer has a minor enchantment to provide a *protection from energy* (cold) spell to all within a 15-foot radius.

A table holds several books on topics such as forbidden romances and ideas on empowering females in male dominated societies.

AREA B-8: VISITORS' CHAMBERS

Beds covered with down pillows sit against opposite walls. Two empty drawers are adjacent to each bed. The room is comfortable and inviting but otherwise empty.

WANDERING ENCOUNTERS

The Brood witches and their servants wander the ground floor and the upper halls of Abhor Brazier. They are not expecting an attack but quickly rally to the defense if alerted. Roll 1d20 for every 30 minutes the characters are inside the structure and consult the following table. If an encounter is indicated in the lair of one of the other women of Abhor Brazier, you'll need to judge whether such an encounter is appropriate. For example, it's unlikely that the rust monsters will be found in any of the bedrooms, but you might have different members of the Brood visiting.

1d20	Encounter
1–3	Servants of the Brood (1d4 female commoners). They have a 75% chance of ignoring the characters unless attacked.
4–5	Sub-priestess of Hecate (see Area B-13) and her hell hound companion.
6	Roaming pack of hell hounds (1d4 + 1)
7	Devarsi ^{A1} and Marcrinus, a winter wolf (Area B-14)
8	Gawadu and Gawabla, 2 large rust monsters (Area B-17)
9	Kaluzhka ^{A1} and the hell hound Bartle (see Area B-19)
10	Liseldona ^{A1} (90% chance <i>invisible</i> , see Area B-21)
11	High priestess Dealyn Rhó ^{A1} , the hell hound Kan Bor, and imp familiar Lyncinius (Areas B-26 and B-27)
12	Akhilesh ^{A1} (If she was killed during The Witching Hour encounter, roll again or treat as no encounter.)
13	Andulasia ^{A1} (If she was killed during The Witching Hour encounter, roll again or treat as no encounter.)
14	Chariska ^{A1} (Area B-36)
15–20	No encounter

AREA B-9: THE EXALTED CONCLAVE

A large window in the corner of the room bathes the chamber in a purplish light. Torrents of crimson and violent flames roar just on the other side of the window. The window overlooks another partially opened gate to Hades (see **Area B-3**). A wide set of stairs leads down to **Area B-28**.

A huge U-shaped table with 10 chairs sits in the room. The finest dinner and silverware adorn the black, wooden table. Rich and colorful tapestries representing the schools of magic hang from the walls. The tapestry for the school of Abjuration hangs separately from the others in a place of honor behind the center chair.

The silverware and table settings are worth a total of 1,000 gp.

AREA B-10: THE HALL OF DECEPTION

The hall is carved with a bas-relief of a hellish scene. Black flames envelop sculpted humanoids writhing in agony. The carving starts at the base of the black stone wall and continues overhead to the peaked ceiling. The carving slowly moves, with the entire scene changing about once every hour in a slow-motion crawl. While the changing sculptures pose no danger, 2 **obsidian minotaurs**^{A1} are cleverly concealed within the image. They can be spotted with a DC 18 Wisdom (Perception) check. The carvings actually flow around and over the minotaurs' bodies, obscuring their obvious shapes. The obsidian minotaur guards (marked with an X on the map) attack any non-Hecate worshippers who attempt to climb the staircase leading to **Area B-18**. The guards wait until the characters start up the stairs, then burst out of the wall carvings on either side of the last character. The entire hall radiates strong Transmutation magic.

AREA B-11: ALCHEMY LABORATORY

The room is filled with an eerie lavender glow that shines through a small window. A small iron door below the window allows access to the flames, although opening the door leads to a miniature gate into Hades (see **Area B-3**).

Tables and workbenches fill the room. Shelves with an abundance of alchemy supplies hang on the walls. All labels in the lab are written in Infernal. The lab contains 10,000 gp worth of rare and exotic components and elements.

Many of the spellcasters residing in the temple frequently use this lab to mix potions and to find spell components for their horrid experiments.

Four permanent *unseen servants* constantly tidy and straighten the room.

AREA B-12: VESTIBULE

An alcove holds a 12-foot-tall statue of Hecate, her arms aloft and a flaming torch in each hand. The torches blaze with *continual flame* spells. A small altar of obsidian sits before her, and a small bronze bowl sits in a depression on the altar's surface. The bowl holds a pool of clear liquid.

Once per day, the bowl fills with a *spell potion*^{A2} of *enhance ability* (fox's cunning). The potion lasts for an hour but affects only followers of Hecate. Any non-follower of Hecate who drinks this sweet-tasting fluid must make a DC 17 Wisdom saving throw. On a failure, the creature loses 7 (3d4) points of Intelligence while on a success they lose half as many points. Creatures dropping to 0 Intelligence or below remain in a vegetative state until healed by normal or magical means. Intelligence points are recovered at the rate of one after each long rest.

The bowl radiates Transformation magic. The bowl's power is negated if it is removed from the altar.

Nearby stairs lead down to a landing (**Area B-28**).

AREA B-13: SUB-PRIESTESSES'S CHAMBERS

Each of these rooms houses 3 sub-priestesses (LE **priest** equipped with plate armor, a +1 *steel-banded staff*, a *ring of protection*, a *feather token [whip]*, a *cloak of protection*, an unholy symbol of Hecate, and 25 gp) and their **hell hound** companions. Kidnapped as children, each of these young women has been carefully cultivated to serve Hecate. They normally assist the higher-ranking clerics in their daily duties. Unless they are accompanying one of the priestesses, the women are here (30 percent chance). The room contains decorative furniture, fine clothing, and personal belongings. Three chests sit at the foot of each bed. Each contains 2d8 pieces of miscellaneous jewelry (1d6 x 10 gp each).



AREA B-14: ANDULASIA'S CHAMBER

A silver symbol of enchantment emblazons this black wooden door. White silks and translucent veils swath the ceiling. Curtains droop in billowy plumes against the walls. White pelt rugs cover the cold, black floor. A round, fur-laden bed sits in the center of the room, with a small globe of dim light floating above it.

Andulasia^{A1} and her companion, **Devarsi**^{A1}, live in this room. Andulasia is the resident mistress of Enchantment. Andulasia was part of the attack on Jah Sesar at the beginning of the adventure and may not have survived that encounter with the characters. Devarsi is worried sick about Andulasia since she left to attack the island city. Any intruders into her personal chamber set her off, and she attacks mercilessly. She fights to the death if she finds out Andulasia is dead. The pair are loners by nature, but nevertheless aid other Brood members in times of need.

Devarsi graduated from the esteemed Shield Basilica of Muir, where she excelled in combat and warfare. Ten years ago, Devarsi discovered her platoon of recruits in the midst of murdering and ravaging an entire village. She unleashed a brutal rage upon them, slaughtering the guilty men as they begged for her mercy. Her rage blinded her. For stopping the slaughter, she was awarded Muir's blessing; however, for her uncontrolled rage, she was exiled from the Shield Basilica. Devarsi roamed the countryside in search of acceptance, bitterness eating at her soul. It was not until she encountered Andulasia that she found comfort. She adores Andulasia and practically worships her like a deity.

Devarsi is a tall, vigorous woman of obvious barbaric lineage. Her pale skin and thick blonde hair stand in stark contrast to her black raiment and armor. Devarsi has a companion named Marcrinus, a fiendish winter wolf (use

winter wolf stat blocks with 187 [25d10 + 50] hit points, bite +8 attack, 32 [8d6 + 4] piercing damage, cold breath save DC 16, 36 [8d8] cold damage, CR 8) that commonly harasses and thrashes Abhor Brazier's hell hounds. Marcrinus is large enough for a Medium creature to ride.

Devarsi despises Dealyn Rhó and wishes nothing more than to replace the high priestess with her beloved Andulasia. She recently hired Thurid Hrolf (**Area B-41A**) to assassinate the high priestess. With the foiled attempt and Thurid's imprisonment, Devarsi is constantly on guard and expects retaliation at any moment. She might work with characters if they convince her that they seek Dealyn Rhó's downfall.

AREA B-15: THE GREAT BLACK STATUE

A looming image of Hecate stands solemnly in this lightless room. The statue is 12 feet tall and flanked by four large stone hounds. The hounds gaze reverently upward at Hecate's face, as if awaiting her commands. Hecate's eyes are slivers of metallic crimson that reflect all corners of the room. Flames coil out of the stone hounds' nostrils. These flames are a harmless version of *continual flame*. The seamless obsidian floors and walls are polished to a mirror-like perfection.

An alcove carved into the back wall holds a black *mirror of duplication*^{A2} that appears to be part of the wall. The mirror cannot be removed without destroying it. Due to the mirror's composition, it has a damage threshold of 8, AC 18, and 50 hit points. The mirror duplicates the first four creatures to enter the room. These duplicates are hostile to their originals. During the next round, 3 **erinyes** (**Area B-16**) teleport into the room to enter the fray, all the while staying between the party and the mirror.

A secret door is nearly impossible to detect, requiring a DC 30 Wisdom (Perception) check, without magical aid.

AREA B-16: SECRET VAULT

Eight podiums arranged in a circle hold open books. Three black iron chests line the back wall. Each chest is elaborately decorated with delicate bronze lace. Gathered in the room are 3 **erinyes**. The Brood summoned these devils to perform various tasks and to guard this treasure room. The erinyes are bored and desperate to inflict pain upon mortals.

The books are an incomplete *vacuous grimoire*^{A2} (no saves required if read, as the book is not yet enchanted), a *tome of clear thought* (also to be used to power the grimoire), four spellbooks containing most 1st- through 4th-level spells (your

choice), and a spellbook containing only blank pages.

Chest #1: 5,687 pp, 6,982 sp.

Chest #2: 13,973 gp.

Chest #3: 17,900 gp of miscellaneous gems.

AREA B-17: THE HALL GUARDS

Purple light shines around two small, obsidian shades that cover a window looking into a hellish chimney (see **Area B-3**). The hall opens into a room with two obsidian double doors. A silver symbol of a moon setting over the horizon is engraved in the doors.

The room is guarded by Gawadu and Gawabla, 2 large **enhanced rust monsters**^{A1} used to deter armored intruders.

They investigate nearby disturbances. How these two horrors came to be is a closely guarded secret held by the Brood of Hecate. Despite their low intelligence, the rust monsters work in tandem against opponents, especially those with large amounts of metal.



ABHOR BRAZIER, SECOND LEVEL

Hecate's minions live on this upper level. The halls are drab but clean, with rooms decorated to individual tastes.

AREA B-18: THE GALLERY

A 20-foot-wide balcony wraps around the upper portion of the grand temple (**Area B-2**).

The veranda is 50 feet above the floor. Even this high above the temple's floor, the heat from the flaming pit below is staggeringly intense. An upward-moving whirlpool of violet smoke swirls around a magnificent standard of a setting moon placed into the ceiling 75 feet above the pit. The moon is more visible from this vantage point, but just barely amid the roiling smoke.

The balcony places characters at eye level with the massive stone heads of the 24 statues of Hecate (**Area B-2**) standing back to back to back in groups of three to form eight massive columns. A two-foot-high railing of black marble containing crimson veins circles the balcony's outer edge.

Emblems of the eight schools of magic are arranged around the octagonal balcony. These five-foot-diameter round symbols are made of inlaid bronze and ivory and signify where the priestess of the corresponding school stands during ceremonies.

AREA B-19: KALUZHKA'S LAIR

A human-sized statue of Hecate stands before a brazier of brilliant yellow flame. The obsidian walls appear green in the reflected fire. The overpowering odor of sweet incense blankets the air.

Area B: Abhor Brazier Second Level

- 1 - Down to B-1
- 2 - Down to B-10
- 3 - Balcony

~~~~~ - Tapestries  
 ★ - Statues of Hecate



1 Square - 10 Feet

Four statues of women kneeling in worship surround Hecate's statue. Instead of faces, their features are replaced by smooth oval surfaces. The four statues were priestesses of Hecate deemed "useless" to the goddess's cause. The Brood turned them to stone and molded their faces into flat ovals to represent Hecate imprinting her beliefs on "blank slates." The women quickly suffocate if restored to flesh.

Three tapestries displaying the symbol of Transmutation hang on the walls. One tapestry covers an arched opening leading into the home of the dread **Kaluzhka**<sup>A1</sup>, a medusa and the Brood's eldest living member. She is head of the Transmutation discipline. Malicious and conniving, she has so far been unable to claim the position of high priestess, a title she desperately craves. Kaluzhka lacks desire and dedication to her Brood sisters, and they in turn treat her with disdain. Kaluzhka wears a sheer veil over her eyes when she travels through Abhor Brazier.

The medusa has no qualms about betraying the high priestess Dealyn Rhó in combat, but she quickly deals with characters afterward. Bartle, an ancient and blind hell hound (use **hell hound** stat block with AC 18 and 91 [14d8 + 28] hit points, CR 5) is always in Kaluzhka's company. Blinded at birth by Kaluzhka, Bartle has developed extremely keen senses that double his scent range. Bartle can pinpoint an enemy at 10 feet and detect opponents at 60 feet.

Kaluzhka casts defensive spells and uses potions upon herself and Bartle before entering combat. She relies heavily on imbued arrows and gaze attacks to keep opponents at bay. Kaluzhka

relishes casting *stone shape* on opponents who succumb to her gaze, turning them into hideous creatures with hindering and grotesque deformities. Some of her creations are extraordinarily intricate and grotesquely beautiful and can fetch 500 gp each if sold as statues.

A secret passage that can be found with a DC 15 Wisdom (Perception) check leads to **Area B-21**.

### AREA B-20: KALUZHKA'S PRIVATE CHAMBER

Four disturbing statues of human women with bizarre deformities stand along the wall's perimeter.

The first statue has five arms extending around her waist. Each hand clutches a small stone animal. Her stone face is filled with a look of terror. The second woman resembles a medusa with long constrictor snakes replacing her hair. Her open mouth is full of long fangs. The third statue has the lower half of a large, many-legged insect. Her eyes are hollow pits sunk deep into her cranium. The fourth has no hands, and her mouth is absent.

If characters try to restore these statues to life, only the last statue survives reverting to flesh. The first three women fall to the floor and die within moments, each one writhing in pain. Each of the first three statues is a low-level priestess of Hecate.

The fourth statue is Jenhenhe (LG human female **high priest**), a priestess from the Theurgist Seminary of Thasizier. She was captured more than 100 years ago during a skirmish with the Brood of Hecate. As her hands and mouth are missing, she can



do little to aid characters. She requires a *heal* spell followed by a *greater restoration* spell to restore her true form. Grant each character a 1,000 XP bonus if they safely return her to the seminary.

A bed of black wool and thick leather sits in the room's center. A desk sits in a niche beside a bookcase on the wall opposite the entrance. The books cover topics such as sculpture and idols of evil temples, known venoms, the joys and escapades of satyrs, and evil ceremonies and philosophies of Hecate. The desk has a false top, visible with a successful DC20 Wisdom (Perception) check, that can be lifted to reveal a shallow compartment. The compartment holds a *spell scroll* with three *greater restoration* spells, a *spell scroll* with *passwall* and a *spell scroll* with *heal*, *lesser restoration*, *mass healing word*, and *regenerate*.

#### AREA B-21: LISELDONA THE FLAGRANT

The door is made of solid obsidian with gold lettering that reads "Shaenkue the Eternal." The door radiates magic as part of a deterrent to stop people from entering this room. Successful DC 17 Intelligence (History) checks reveal that the name belongs to an ancient sorceress who reportedly turned to lichdom; it is, in fact, a red herring to mislead intruders. This chamber belongs to the weakest and newest member of the Brood of Hecate: **Liseldona**<sup>A1</sup>, a master of illusion. Rarely seen, she remains invisible whenever possible. She fears direct combat and avoids confrontation. She tries to negotiate a truce if cornered.

At first glance, the room is empty except for a pedestal holding a jeweled skull. The skull sits on an ornate pillar of obsidian with gold-leaf decorations. The polished white skull has two ruby eyes and multicolored jeweled teeth. Black runes and glyphs are engraved on the skull. The skull is actually an illusion to fool prowlers into believing a demilich of horrific power occupies the chamber.

A constant *mirage arcana* spell conceals the room's contents. The pillar is real and contains a *symbol* (*hopelessness*, spell save DC 17). Anyone successfully seeing through the illusion of the demilich becomes subject to the *symbol* hidden beneath the illusion. The illusions can be pierced with a successful DC 17 Intelligence (Investigation) check.

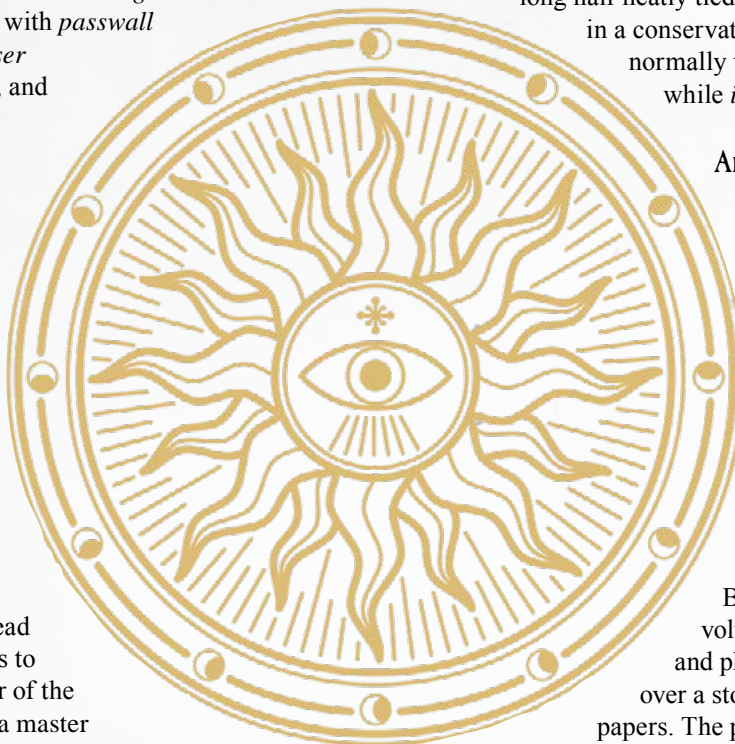
**Effect** All targets within 60 feet must make DC 18 Charisma saving throw or be overwhelmed with despair and unable to target any creature with attacks or harmful abilities for one minute.

The room actually contains a simple bed, a desk, a chair, and a wardrobe. The wardrobe contains comfortable clothing and Liseldona's personal effects. The desk holds Liseldona's spell-

book (which contains her memorized spells plus three others from each spell level), some trashy romantic tragedies, sugary snacks, and grooming supplies. One desk drawer also contains a bottle of expensive wine (200 gp), a *potion of superior healing*, a *wand of magic missiles*, and 650 gp.

A secret passage, visible with a DC 15 Wisdom (Perception) check, leads to **Area B-19**.

Timid and reclusive, Liseldona never draws attention to herself. She prefers to stalk and manipulate opponents while remaining at a distance from any combat. She derives satisfaction by indirectly causing others harm. She wears her long hair neatly tied with silk ribbons and dresses in a conservative gown to hide her body. She normally travels around Abhor Brazier while *invisible* to avoid confrontation.



#### AREA B-22: THANTA THE MEDIUM

A heavy, ironbound, wooden door displays a mystic symbol of the school of Divination. A DC 15 Wisdom (Perception) check reveals that the door has not been opened in at least five years. A closed, speak-easy panel opens at eye level in the door's upper half. The room contains thousands of dust-covered tomes that litter the floor in balanced piles. Bookshelves along the walls hold volumes detailing planes, pantheons, and philosophy. A dusty cloth draped over a stone table covers several loose papers. The papers describe known planes of existence and astral travel.

A female half-elf lies on a large, silk-shrouded bier in the center of the room. A sheer blanket covers her body, the fabric draping to the floor. The woman appears to be sleeping. Actually, **Thanta**<sup>A1</sup> lies in a state of suspended animation caused by an *astral projection* spell she cast from a scroll some five years ago. She has not moved since that time, and the rest of the Brood of Hecate leave her alone in the hope that she might someday find her way back to them.

But Thanta didn't leave herself unprotected. Her body is under the protection of a **stone golem** that stays near her at all times. The golem is designed to fold into a cube when inactive. Currently, it serves as the cloth-covered table under the books. If desired, Thanta could return to her body in 1d4 hours if she is disturbed or if the golem activates. She has so far not done so simply because she doesn't particularly care about the rest of the Brood and their often petty motivations.

Although not evil, Thanta worships the facet of knowledge within Hecate's teachings. Thanta is a rational and diplomatic member of the Brood, which often puts her at odds with the others. She is delicate and frail. Her skin is pasty white from years spent indoors, and her brown hair is incredibly long and woven into an elaborate bun. Thanta seeks nonviolence and



prefers subtle means to settle arguments among the members of the Brood of Hecate.

#### AREA B-23: LIBRUS ABMALORUM

Shelves of identical black tomes fill this 25-foot-tall room. Lanterns at the end of each aisle cast a dim violet illumination. Attached to each shelf are wrought-iron ladders on rollers. None of the thousands of books has any discernable markings or titles; each book appears identical to those alongside it.

All of the books radiate identical enchantment magic. Each volume is also enchanted so that speaking the phrase “Hecate Inamabilis” reveals the title, written as if with purple flames. Anyone not speaking the proper command phrase before picking up a book invokes the room’s ward: a *vacuous grimoire*<sup>A2</sup> created specifically to protect the library.

The cursed book is enchanted to immediately and subtly switch places with any book in the library. If characters pick up a book, the cursed volume immediately switches places with the tome being held. A DC 19 Wisdom (Perception) check reveals that something is amiss with the chosen book. If multiple books are picked up at once, the *vacuous grimoire* switches places randomly with one of the volumes.

The *vacuous grimoire* acts with an uncanny intelligence and can switch places with *any* book currently in the library — including those carried into the room by characters, although it usually does this only as a defensive measure. If threatened with destruction or a *remove curse*, the book immediately switches places — possibly with a character’s spellbook or other magical book — so that the grimoire remains safe. The book’s powers do not extend beyond the library and the connected reading room (**Area B-24**). It vanishes and returns to one of the shelves if taken through any door leading out of the library or down the stairs.

The normal books within the room cover topics on divine and arcane magic. If the books are removed safely, the total value of the library is 25,000 gp, assuming a buyer can be found. Given the library’s predominantly evil nature and the often horrible subject matter, the books are extremely difficult to sell.

Scattered among the normal books are a *tome of leadership and influence*; a book with three scrolls flattened between its pages: a *spell scroll* with *disintegrate*, *control weather*, and *dispel magic*, a *spell scroll* with *delayed blast fireball*, and *prismatic spray*, and a *spell scroll* with *mass cure light wounds*, *flame strike*, and *blade barrier*; a book with pressed flowers and a flattened fairy; and a *manual of golems* (clay). Finding these books requires hours of searching unless the titles can be read.

Watching over the room are 2 **aerial servants**. They do not attack unless the books are harmed or removed, or if they must defend themselves. The servants remain in the darkness of the ceiling until called upon for assistance.

#### AREA B-24: READING NOOK

This extension off the main library (**Area B-23**) contains more shelves of books and large cushy chairs with blankets. Stacks of books sit on a low stone table before the shelves. The books are identical and have the same qualities as those in the main library. The *vacuous grimoire* (**Area B-23**) also can switch places with books located in this reading room.

The books on the table cover topics relating to suffering and the corruption of good outsiders. The details in these books appear to be written by denizens of the pits of the Abyss for use by mortals.

A secret passage, visible with a DC 15 Wisdom (Perception) check, leads to an escape tunnel to **Area B-26**.

#### AREA B-25:

##### TELEPORTATION CIRCLE

Behind this locked obsidian door is a barren room with a *permanent teleportation circle* marked in gold dust and bone ash. The circle is a conduit to many destinations deemed important to the Brood of Hecate. The door can be unlocked with a successful DC 18 Dexterity check with thieves’ tools.

However, anyone not wearing an unholy symbol of Hecate who attempts to use the teleportation circle is immediately teleported above a lake of magma in a confined chamber 40 miles below the surface. The magma chamber lacks oxygen, and characters not immediately falling into the magma suffer 21 (6d6) fire damage at the start of each of their turns from the intense heat. Characters falling into the molten rock suffer 70 (20d6) fire damage at the start of each of their turns while submerged.

The library contains information on a handful of locations linked by the teleportation circle. Notable unholy places sacred to the Brood include **Akbeth’s Grave** (see **Level 11: The Waterfall and Akbeth’s Grave of Rappan Athuk** by Frog God Games), the **Nether Sepulcher** (an abandoned shrine in Al-Sifon found in **Chapter 14: Remorse of Life**), and a small shrine in **Bargarsport (Chapter 6: Culvert Operations)**. Feel free to add any locales from your game that seem appropriate.

#### AREA B-26: CHAMBERS OF DEALYN RHÓ

**Dealyn Rhó**<sup>A1</sup>, the high priestess of Hecate, claims these rooms as her own. A bronze inlay of the symbol of abjuration





## Area B: Abhor Brazier Dungeons



decorates the chamber's obsidian door. The door is trapped with a *symbol (insanity, spell save DC 19)*.

Dealyn Rhó holds private audiences here with temple visitors. The room is fit for a queen, with expensive tapestries, rugs, and furniture. Three woven, gold tapestries (350 gp each) depict images of Hecate and Abhor Brazier. An area rug made from the pelt of an androsphinx is worth 2,500 gp if sold to a non-good buyer. An ornate single-pedestal table holds a wine bottle and four goblets. Four padded chairs sit around the oval table. One door on the west leads to Dealyn Rhó's bedchamber, while the other door on the east leads into a small storage closet containing a small wine rack, dining utensils, candelabras, candles, priestess robes, and other personal effects. A secret passage, visible with a DC 15 Wisdom (Perception) check, in the back of the closet leads to an escape tunnel to **Area B-24**.

Lyncinius, Dealyn Rhó's **imp** familiar, normally can be found in this room keeping a watchful eye over his mistress. He often takes the form of a black cat with white feathered wings. Lyncinius never travels anywhere without the company and protection of Kan Bor, a **hell hound** (with AC 18 and 130 [20d8 + 40] hit points, bite +7 attack, 4d8 + 3 piercing damage plus 4d6 fire damage, fire breath DC 15 Dexterity saving throw, 10d6 fire damage, CR 8) assigned to the high priestess of Hecate.

### Area B-27: BEDCHAMBERS OF DEALYN RHÓ

The door to Dealyn Rhó's bedchamber is imbued with a mental *alarm* spell. The luxurious chamber is decked out in

lavish and ornate furniture, including a massive darkwood four-poster bed against the far wall that is draped with black silks and furs. A bronze incense burner hangs above an oak table. A thin veil of fragrant smoke clouds the air.

Several open books lie on the desk, along with six vials, quill pens, a bronze candelabra, and a small stone, devil-like statue. Dealyn Rhó is currently writing a book on horrific torture techniques that can be used to extract information from outsiders. Two of the vials are *spell potions*<sup>A2</sup> of *true seeing* and *enhance ability* (fox's cunning), while the others are various rare and exotic inks (150 gp each). Despite the statue's evil appearance, it is nothing more than a trinket Dealyn Rhó picked up during her travels.

A black wooden wardrobe sits beside the door and contains robes, evening gowns, and other mundane garments. All of the clothing is of the highest quality. The garments have embroidered motifs of Hecate and other dark arcane symbols. Dozens of shoes and boots line the floor of the wardrobe.

A secret room lies behind the bed. The bed is attached to the obsidian door so that the entire bed moves to the side when the door is opened. The door is *arcane locked* and can be opened with a DC 25 Dexterity check with thieves' tools or a DC 25 Strength check (DC 15 if the *arcane lock* is removed). The door's exterior is smooth and makes it difficult to open from the outside. Dealyn Rhó's spellbooks are located on a shelf along the far wall. The books are each trapped with a *symbol (insanity, spell save DC 19)* inscribed within the pages. The books contain



all Dealyn Rhó's spells plus an additional 1d4 spells per level. A **clay golem** protects Dealyn Rhó's spellbooks and responds immediately if summoned. Before the door is opened, the golem casts *improved invisibility* as a stored spell upon itself. The golem was created especially by Dealyn Rhó to allow personal spells to bypass its magic immunity. The golem responds only to spells cast by Dealyn Rhó to bypass its defenses.

Dealyn Rhó is the embodiment of Hecate. Her dedication to the Brood and Hecate is unmatched. Despite her single-minded fervor, she approaches encounters with astute thought and calculating strategy. Her true age is difficult to discern, but she appears middle-aged. She has glossy black hair with streaks of gray that cascade over her wide stout frame.

Note: A *word of recall* is cast when Dealyn Rhó drops below 20 hp. She reappears in **Area B-38**.

## ABHOR BRAZIER, DUNGEONS

Hecate's most horrible minions live in these dungeons, where they torture a handful of captives. The halls are made of cut stone, and the underground is musty and lit by pitch torches. The halls are less tidy than the rest of the temple, befitting some of the inhabitants' tastes.

### AREA B-28: DUNGEON STAIRS

Two sets of stairs meet at a landing before descending deeper into Abhor Brazier's dungeons. A *glyph of warding* sits in the center of the landing and detonates upon anyone not wearing an unholy symbol of Hecate. The glyph is a final deterrent for escaping prisoners, although it serves equally well against intruders. If the glyph sounds, it alerts everyone on the dungeon level. In addition, it acts as a *symbol (insanity, spell save DC 20)*.

### AREA B-29: PRISON PITS

This barrel-vaulted room contains six pits covered by iron grates. From one of the pits comes the sound of crying and sobbing. Three barred iron cell doors with open speak-easy style windows sit along the back wall. Two cauldrons of burning coals at each end of the room light the chamber with a hellish glow. Long iron rods and spears protrude from the burning coals. Sitting between the cauldrons is a low stone slab table with manacles dangling off it. Racks of chains, whips, pokers, branding irons, knives, and ropes line the walls.

The iron grates do not open but do allow a full view of the cells below and their occupants (**Area B-41**). Breaking the grates can be accomplished with a DC 24 Strength check.

The center cell set into the eastern chamber wall conceals a **bone devil** (equipped with a *staff of frost*) that tends to the prisoners and their daily torture. The bone devil was gated in to assist the Brood of Hecate, a task it takes great pride and pleasure in performing. The bone devil routinely jabs the prisoners in the pits with the spears and hot pokers heating in the cauldrons and occasionally casts *fog cloud* from its staff to obscure the cell so they don't know when the torture is coming. Prisoners are also brought to this room to be tortured so that the other prisoners trapped below can hear their screams and cries for mercy.

## DUNGEON WANDERING ENCOUNTERS

The dungeons of Abhor Brazier are home to deadly spellcasters who occasionally roam their underground lair. Roll 1d20 for every 30 minutes the characters are in the dungeons and consult the following table.

| 1d20  | Encounter                                                                                                                                               |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1–4   | Servants of the Brood (1d4 female <b>commoners</b> ). They have a 75% chance of ignoring the characters unless attacked.                                |
| 5     | Sub-priestess of Hecate (see <b>Area B-13</b> ) and her <b>hell hound</b> companion.                                                                    |
| 6     | Roaming pack of <b>hell hounds</b> (1d4 + 1)                                                                                                            |
| 7     | High Priestess <b>Dealyn Rhó</b> <sup>A1</sup> , the <b>hell hound</b> Kan Bor, and <b>imp</b> familiar Lyncinius ( <b>Areas B-26</b> and <b>B-27</b> ) |
| 8     | <b>Chariska</b> <sup>A1</sup> ( <b>Area B-36</b> )                                                                                                      |
| 9     | Female <b>fire giants</b> (2) under a <i>veil</i> spell so they appear to be ogres ( <b>Area B-30</b> ).                                                |
| 10    | <b>Quavalave</b> <sup>A1</sup> the sea hag ( <b>Area B-31</b> )                                                                                         |
| 11    | Makabyr the Atrocious, <b>annis</b> <sup>A1</sup> ( <b>Area B-32</b> )                                                                                  |
| 12    | <b>Juká Blausk</b> <sup>A1</sup> the green hag ( <b>Area B-33</b> )                                                                                     |
| 13    | <b>Aliak Tal Ashon</b> <sup>A1</sup> , ghost cleric of Hecate ( <b>Area B-39</b> )                                                                      |
| 14–20 | No encounter                                                                                                                                            |

The bone devil tries to separate the party by casting *wall of ice* from its staff as characters enter the room. It then charges from the cell to engage separated individuals, preferring arcane spellcasters above more formidable combatants. It summons 14 **lemures** into the empty adjacent cell when alerted to intruders. The lemures serve as cannon fodder as the bone devil attacks.

### AREA B-29A: LIANHI'S CELL

A puddle of water pools at the base of this rusty iron door. The bone devil often places a wall of ice against the door to make the cell bone-chillingly cold. Lianhi (LG female wood elf **mage**, currently with 4 hit points and no spells prepared or equipment) sobs within the chamber. A recent captive brought to Abhor Brazier, she is a dedicated follower of Iseleine and was captured while traveling to the Hanging Gardens of Iseleine (see **Chapter 7: For the Love of Chaos**).

The Brood of Hecate severely beat the mage, and the bone devil tortures her daily. Through it all, Lianhi manages to stay calm and not lose hope. Lianhi recently sent dream messages and visions to Ayire Jaysa, the most renowned wizard she could identify. She frequently sends images of her own torment and fear, but visions of the prisoner Ceallachan (**Area B41-D**) often creep into these dreams. She has seen the deva many times when he is brought to the bone devil's torture chamber for "fun." The tortures she endures daily have imprinted themselves on her psyche.



Purple and blue bruising mars Lianhi's normally tanned skin. Her face is a mash of lumps and lacerations and most of her teeth have been removed. Several bones are fractured, but this does not impede her movement. Despite her current state, she offers a weak drooling smile to her liberators.

Lianhi requires rest and access to a spellbook. You should determine her spells if characters grant her such access. If freed, she offers her aid to rescue the prisoners and defeat the Brood of Hecate. She does what she can to bring down the temple so no one else ever goes through what she has suffered. The hags (**Area B-33**) possess her arcane-bonded amulet.

#### AREA B-30: THE COVEN OF HECATE

The room is filthy and uncomfortably hot. An enchanted boulder in the center of the room emits a blazing flame similar to that of a flameblade sword. If touched, the boulder deals 3 (1d6) fire damage. The rock produces no smoke despite its intense, endless heat. An impaled centaur slowly roasts on a spit suspended above the burning rock.

Oversized arms and weapons of size decorate the walls. Items include four huge greatswords, two huge steel shields, two huge flails, eight huge helms, and four suits of plate armor. Each greatsword has a *hag's eye* set in the pommel. The magical stones are used to scry on the guardroom. The gemstones appear as ornaments and are difficult to find, requiring a successful DC 17 Wisdom (Perception) check to spot. Two sleeping mats of grungy fur and patchwork quilts are on the floor near the rock, and two hardened leather bags sit near the mats. Each bag holds two crude but weighty gold necklaces (1,500 gp each), five thick gold rings (250 gp each), 20 gold nuggets (100 gp each), large hunks of dried meat, and whetstones.

Assigned to guard the coven are 2 female **fire giants**. The giants are fat and past their prime, but still take their position seriously. An illusion spell cloaks the giants so that they appear to be ogres. The illusion can be seen through with a successful DC 17 Intelligence (Investigation) check. The burning stone is the only concession made by the hags to make the chamber more hospitable to the giants. The giants are not above grabbing the rock and slinging it about the room to hit characters.

Each giantess wields a huge *+1 flametongue greatsword* (2d10 slashing damage plus 2d10 fire damage) and wears plate armor (AC 18).

The giants don't know about a trapdoor in the floor under their bedroll that leads to **Area CH-8**. Characters pushing up beneath the fire giantesses' sleeping furs are in for quite a surprise as well.

#### AREA B-31: QUAVALAVE THE SEA HAG

The stench of rotting fish wafts out of this room. The rusted iron door is deeply pitted and covered with a greenish slime that thrives in the room's humidity. Inside the room, brackish water thick with black algae fills a two-foot-deep sunken floor.

**Quavalave**<sup>A1</sup>, a sea hag priestess of Hecate, decorates her chamber with sharp coral, fish husks, octopi skins, and other castoffs from the sea to make it more "like home." Hundreds of animated skeletal fish hang from barbed chains hooked into the ceiling. The harmless fish flail about in a bizarre rhythmic dance of clacking bones.

## THE COVEN OF HECATE

Although not particularly welcome in Abhor Brazier, hags play a substantial role among Hecate's followers. Tired of the worship of their goddess being controlled by humans, the hags of the land insisted on their own representation to their dark mother within the ancient temple. A hag from each of the three common types was chosen to the prestigious viceroy position to represent the entirety of the hags.

The three hags currently serving in the positions within Abhor Brazier are nasty combatants in their own right, but together, they are even deadlier. When the coven of three hags convenes, they gain additional spells that can be cast in unison. The three hags currently serving within Abhor Brazier are the sea hag **Quavalave**<sup>A1</sup>, the annis **Makabyr the Atrocious**<sup>A1</sup>, and the green hag **Juká Blausk**<sup>A1</sup>.

To cast a spell in unison, the three hags must be within 10 feet of one another, and all must participate (a full-round action). The united coven also gains the following spell-like abilities: 3/day—*animate dead*, *bestow curse*, *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana*, and *polymorph*.

The *hag stones* found in Crombleholme could be a useful way for characters to sneak through these chambers without alerting the dangerous hags.

A soggy bed of rotting seaweed is in the corner. The sea hag's treasure is buried within the rotting mound. The treasure consists of a recent, partially eaten victim still wearing green-colored scale mail, a *+3 greatsword*, and a large steel shield.

#### AREA B-32: MAKABYR THE ATROCIOUS

This iron door is bound in leather with the full skin of a man stretched over the portal. This skin is a **zombie**, but it is held helpless by heavy leather strips stitching it tightly to the door. The zombie's skin writhes and twists in vain to free itself from the door. The door is disturbing but harmless. Characters gain no experience for killing the unfortunate creature.

While the door is gruesome, the room beyond is far more unsettling. Macabre humanoid bone sculptures and windchimes crowd the room. Humanoid leather skins cover the floor like a spongy carpet. Wall hangings made of blood-painted humanoid hides decorate every inch of the chamber. A stack of mangy furs and scalps resembles a bed. Hundreds of strands of beads fashioned from dried eyeballs hang from the ceiling.

A bone cage hangs 10 feet above the floor on an iron chain. A plump **satyr** squats within the cage. For some depraved and unfathomable reason, the coven used a *true polymorph* spell to turn a giant frog into the satyr. The satyr leaps everywhere



and tries to bite or flick its tongue at nearby creatures. A DC 15 Intelligence (Nature) reveals the frog-like similarities. The frog-satyr has learned that humanoids feed it, so it follows any creature that sets it free, although it takes no other actions. It quickly dives into any body of water encountered and possibly drowns as it attempts to breathe.

The room is the lair of **Makabyr the Atrocious**<sup>A1</sup>, a foul annis and the undisputed leader of the Coven of Hecate.

Standing around the edges of the room are 7 **zombies**. The zombies do not attack unless the annis commands them to do so. Makabyr uses *disguise self* to appear as another zombie (for a total of eight creatures in the room) and attempts to position herself so she can flank and attack with her vicious claws.

### AREA B-33: JUKÁ BLAUSK, THE GREEN HAG

Shelves crowded with trinkets, charms, bottles, spell components, and bizarre keepsakes line the walls. Books on remedies, alchemy, and anatomy are scattered among various skull bookends. Cages of small animals such as doves, bats, lizards, and insects hang from small silver chains set into the stucco ceiling. Dozens of bottles, hollow needles, glass tubes, copper coils, and oil burners clutter a table. A hammock-like net in one corner serves as a bed.

The green hag **Juká Blausk**<sup>A1</sup> lives here. She remains *invisible* when not engaged in combat. The hag watches foes first to discover their weaknesses before attacking.

A DC 12 Wisdom (Perception) check uncovers two *potions of invisibility*, a *potion of super healing*, a *spell potion*<sup>A2</sup> of *enhance ability* (fox's cunning), a *potion of protection from poison*, a bottle of *poison*, and three vials of acid on the shelves. Lianhi's arcane focus amulet is on the table. Since acquiring the amulet, the hags have imbued it with a curse. Unknown to Lianhi, the amulet is now a *necklace of strangulation*. The table also holds a *spell scroll* with *detect traps*, *speaking with dead*, and *true seeing*.

### AREA B-34: SUMMONING CHAMBER

An intricate, octagonal star design cast with a metallic purple sheen adorns the floor of an alcove joining the corner of the chamber. The eight-pointed star pattern fills a rune-inscribed circle drawn in the round alcove. Lying on the floor within the circle is a **barbed devil**. A glowing longsword is imbedded in its chest. Holy symbols of Arden<sup>A3</sup> adorn the sword's pommel.

The pattern is a powerful divine sigil that trapped Olchobhor, a barbed devil summoned by Chariska the Conjuror (**Area B-36**) to further her status within the Brood. The barbed devil is

powerless while trapped within the circle.

To further its release, the cunning devil cast *major image* over the circle's interior to create the image of the longsword impaling it. When characters enter the room, Olchobhor plays dead and concentrates on making the illusionary sword "speak." The illusion can be detected with a successful DC 20 Intelligence (Investigation) check.

Olchobhor (as the sword) attempts to persuade characters into retrieving the blade to use in slaying the evil outsiders residing in the adjoining rooms. Olchobhor tries to convince characters that the sword is a holy longsword named "The Exonerator." The story it tells is that it was left behind when its paladin wielder was slain centuries ago in a raid upon the temple. Once the seal drawn within the alcove is crossed, the protective wards trapping Olchobhor are broken and the barbed devil is free to wreak havoc.



### AREA B-35: CHARISKA'S ANTECHAMBER

Luxurious tapestries embroidered with bronze symbols of Hecate and the Transmutation magic discipline adorn the walls. A woven rug with a symbol of an eight-pointed star surrounded by a glyphic band sits on the floor. A single throne-like chair sits against the eastern wall, and a podium beside it has an open book on it.

The skin-bound book contains the true names of various evil fiends. While the book is nonmagical, anyone so much as speaking one of the names aloud has a cumulative 5 percent chance of attracting the attention of an evil fiend. These devils go to great lengths to obtain this book, which is useful only if summoning and bartering with an evil fiend named in the tome. Using the book is a dangerous and evil act, and always results in terrible consequences.

### AREA B-36: CHARISKA'S PRIVATE CHAMBER

A magical trap is placed on the interior of the locked door and summons a **bone devil** into the chamber if the portal is touched. The trap can be detected with a successful DC 19 Intelligence (Investigation) check and disarmed with *dispel magic* cast with a DC 17 spell check. The door can be unlocked with a successful DC 17 Dexterity check with thieves' tools. Triggering the trap immediately alerts **Chariska, the Mystic Theurgist of Hecate**<sup>A1</sup>, that intruders are in her private sanctum. Slightly paranoid, Chariska always expects attacks, although none within the Brood of Hecate would dare challenge her authority due to her close alliance with Dealyn Rhó.

The bedchamber is furnished with white, wooden furniture. A bed sits on a dais opposite the entrance. Thick woven rugs



completely cover the floor, and four detailed paintings hang from each wall. These works of “art” portray scenes from nightmarish planes, complete with portraits of their fiendish rulers. Each painting is valued at 1,000 gp if the right buyer can be found. A massive desk with stacked books and rolled scrolls sits to the right of the entry. Six of the scrolls on the desk are *spell scrolls* with various *conjunction* spells: *animals*, *celestial*, *elemental*, *fey*, *minor elementals*, and *woodland beings*. The other papers describe detailed and specific magic circles for trapping and holding summoned fiends.

A small secret panel visible with a DC 17 Wisdom (Perception) check, is behind one painting. The small *arcane locked* panel is equipped with a good lock. It can be opened with a DC 30 Dexterity check with thieves’ tools (DC 20 if the *arcane lock* is first disabled.) Furthermore, the door is trapped with a *harm* spell. The trap can be noted with a successful DC 18 Intelligence (Investigation) check and disarmed with a DC 18 *dispel magic*. If triggered, the creature attempting to open the door must make a DC 18 Constitution saving throw, taking 49 (14d6) necrotic damage on a failure or half as much on a success. Three sheets of leathery parchment are within the small compartment. These papers are contracts with evil fiends whom Chariska forced into service. The fiends are currently elsewhere carrying out specific tasks for the Brood of Hecate. Destroying these forms releases the fiends, but allows them to roam freely to fulfill their darkest desires. You are encouraged to flesh out these fiends and what horrible endeavors they may pursue if set free. Each might even want to personally thank the characters for freeing it.

Chariska is a thoroughly unpleasant woman. Her underhanded and corrupt personality matches her unpleasant appearance. Except for Dealyn Rhó, Chariska distrusts and despises the rest of the Brood of Hecate and remains separate from the haughty and snobbish members. Chariska’s figure is lumpy and twisted with age, and her skin resembles a banana left in the sun too long. Her staff bends precariously in order to support her heavy frame.

Chariska is served by Plud, her cringing **dretch**. Plud stands four feet tall and weighs 230 pounds. He cowers and scurries to hide when not in Chariska’s presence. He strangely resembles Chariska in appearance. Plud lives in constant fear of the abuse Chariska doles out on the poor familiar. He rarely leaves her side, however, fearing the powerful devils and hags roaming Abhor Brazier who would delight in inflicting worse punishments.

### AREA B-37: THE COLD ROOM

This room is inexplicably cold, although the bitter chill has no ill effects other than to cause characters to shiver. A frosted ornate bronze urn filled with clear icy water sits in the room. A DC 20 Wisdom (Perception) check reveals the sounds of splashing water (coming from **Area B-38**) behind the east wall.

Two rounds after a character of good alignment enters this room, the Brood of Hecate’s mistress of Necromancy (**Area B-39**) takes notice and investigates.

### AREA B-38: THE CRYPT ABODE OF ALIAK TAL ASHON

These sealed chambers serve as Abhor Brazier’s crypts. Rows of burial niches holding ornamental urns line each room from floor to ceiling. The majority of urns contain the ash remains of beloved members of Hecate’s Brood.

A fountain in the middle of the room splashes water over a human-sized statue of Hecate that depicts her in the days before her decline into dark magic. The icy water trickles from a golden chalice the statue holds above its hand. Small icicles drape the statue like a shroud. The water flows down the statue’s arm and over its body in a fine sheen of water. The liquid overflows from a small basin at her feet onto the floor. The slushy water is several inches deep but otherwise does not impede movement. It slowly drains through cracks in the cobblestone floor. The chalice acts as a *decanter of endless water*.

**Aliak Tal Ashon<sup>A1</sup> (Area B-39)** frequently wanders into this chamber to revere Hecate. She casts *control water* to completely flood the sealed room with near-freezing water to trap intruders in a watery tomb. She then summons a giant octopus before entering combat.

### AREA B-39: SANCTUARY OF THE DARKENED SOUL

A huge statue of Hecate stands against the rounded wall of this niche-filled chamber. Hundreds of urns line the niches, each inscribed with a name and phrase describing the person within. The statue’s arms are raised over an altar of dull black stone. Lying upon the altar are the dusty skeletal remains of **Aliak Tal Ashon, a ghost cleric of Hecate<sup>A1</sup>**. Her form still wears the deteriorating priestess robes and equipment with which she was entombed. A ceremonial *+3 silver dagger* is embedded in her neck vertebra. An *unhallow* spell with a *darkness* effect tied to the area protects the room.

Aliak Tal Ashon has haunted the dungeon of Abhor Brazier for nearly 300 years. She is the Brood’s undisputed master of Necromancy. While not the most powerful member of





the necromantic arts, she nevertheless slew all challengers to her position.

Aliak Tal Ashon flies into a rage if anyone penetrates the tomb. Unlike most ghosts, she desires to remain on this plane and retain her position within the Brood. She has an agreement with Dealyn Rhó to not harm the high priestess if she or her familiar are forced to retreat to this chamber via their *contingency* spells.

To lay her soul to rest, Aliak Tal Ashon's body must be properly cremated and her remains interred. Characters could accomplish this by placing her ashes in an urn and placing the urn in an empty niche within the crypt.

Aliak Tal Ashon was a promising young Brood member. Her stance and beauty guaranteed her a quick rise in power. Jealous and fearful of her potential, the other members of the Brood of Hecate at the time sacrificed Aliak and left her body unburied in one of the many hidden crypt rooms below Abhor Brazier. The chamber was sealed to further the humiliation. Aliak returned a week later to slay the Brood member who drove the dagger into her body. The remaining members of the Brood then bargained with the ghost and granted her a position of power within the temple's ranks.

Aliak possesses an unearthly beauty that turns to horrific rage if she is angered.

#### AREA B-40: THE ROOM OF FIRE

A permanent *wall of fire* horizontally covers the pit entrance to this room. The flames deal 25 (2d6 + 18) fire damage to anyone passing through them. The walls, floor, and ceiling are also covered by permanent *walls of fire*. Characters entering the pit automatically suffer 15 (6d4) fire damage when they enter and on any turn they start within it. The intense heat can be felt on the walls in the halls near **Areas B-34** and **B-35**. The 20-foot-deep pit contains various deep gouges in the walls that the iron golem hydra at the bottom of the pit uses to climb to reach **Area B-2**. The massive golem fills the pit. It is so large that it can anchor itself using the gouges to attack normally while most of its bulk remains in the pit.

A three-foot-thick stone lid at the bottom of the pit (beneath the hydra golem) hides a few prized possessions of the Brood of Hecate. The lid weighs 3,200 pounds. Noticing that the lid is removable can be done with a DC 18 Wisdom (Perception) check. Moving it is another matter. The iron golem moves the lid for the Brood.

The cache holds a +2 *greatsword*, a *dwarven thrower*, a *ring of shooting stars*, a *rod of security*, a *belt of dwarvenkind*, an *amulet of health*, a *horn of blasting*, a *chime of opening*,

*horseshoes of dancing* (as *boots of dancing* <sup>A2</sup> but appear as *horseshoes of the zephyr* until triggered), a *scarab of protection*, and a *folding boat*.

#### AREA B-41: THE PRISON

The corridor takes a turn and descends a steep flight of stairs to a 50-foot-long hall. Three iron doors line each wall. Small iron-grated windows allow a view into the cells. Each cell is *arcane locked* from the hallway and cannot be opened from the interior once closed. The locks can be opened with a DC 24 Dexterity check with thieves' tools (DC 14 if the *arcane lock* is disabled.) The doors are warded with a magical trap that affects both sides of the doors.

The trap can be noted with a successful DC 19 Intelligence (Investigation) check and disarmed with a DC 19 Dexterity check with thieves' tools or a DC 19 *dispel magic*. The trap is triggered by somebody attempting to open the door. If triggered, the creature touching the door must make a DC 18 Constitution saving throw, taking 55 (10d10) necrotic damage on a failure or half as much on a success. The wards automatically reset one round after being discharged. Dealyn Rhó and Chariska have the only keys to the prison.

#### AREA B-41A: CELL

This cell holds **Thurid Hrolf**<sup>A1</sup>, a nefarious assassin from Bargarsport whom Devarsi hired to slay Dealyn Rhó. He obviously failed. Dealyn has not yet had the chance to interrogate him.

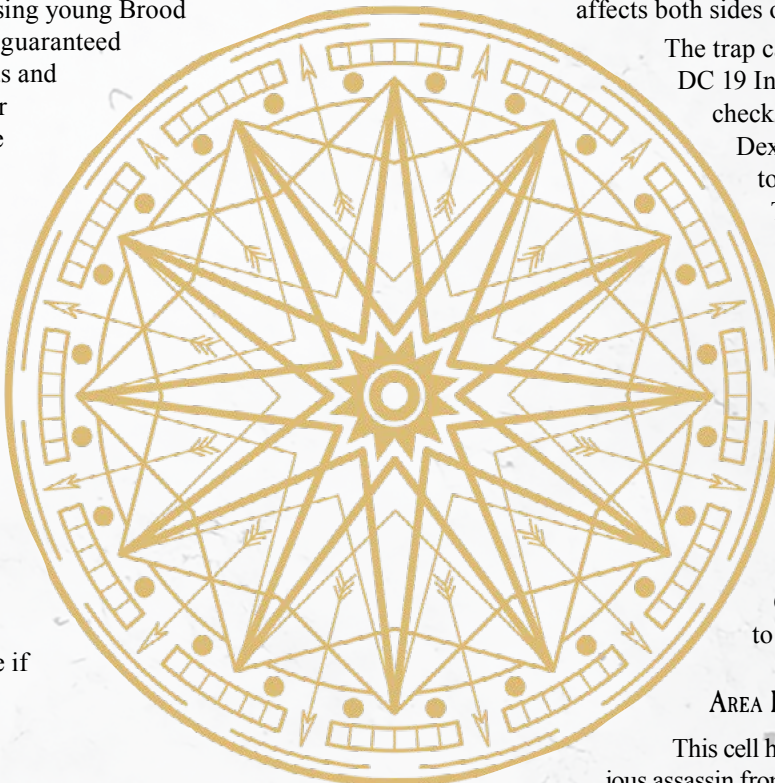
Thurid still maintains his disguise of a female priestess of Hecate. He has thus far been unable to escape the cell.

If confronted, he claims to be a lesser priestess who had a change of heart. "She" was imprisoned here for her kindness to other prisoners (now conveniently deceased). Despite his predicament, Thurid remains faithful to his mission. Thurid flirts with any susceptible male characters to gain his release so he can complete his contract.

Handsome, chivalrous, and thoroughly egotistical, Thurid Hrolf knows no boundaries in fulfilling his contracts. Thurid was hired for a specific mission, but he won't hesitate to remove anyone in his way. If his identity is discovered, he attempts to negotiate his freedom and offers his specialized services at a discount.

#### AREA B-41B: CELL

This cell holds 4 human male **commoners** from Crombleholme. They have little to offer characters other than a feast in their honor upon their safe return home.







#### AREA B-41C: CELL

This cell is empty.

#### AREA B-41D: CELL

This prison cell holds Ceallachan, a **deva** who has endured torture beyond mortal comprehension at the hands of Abhor Brazier's depraved inhabitants. The witches of Abhor Brazier captured the deva months ago while he was on a mission to investigate the return of Akruel Rathamon. Ceallachan now barely clings to life.

In a methodical and calculating attempt to turn Ceallachan into a being of vile corruptness, Dealyn Rhó patiently persecutes the angel to the limits of his immortal soul. He is chained to the floor by *dimensional shackles* bolted to the stone through an adamantine ring. The ring must be broken to free the shackles.

Due to repeated experimental surgeries, Ceallachan has lost all his spell-like abilities. He has fallen to the sinful temptations of the Brood of Hecate but still retains his good alignment. He knows he can never return to his former glory and that death's release is his only hope for an untroubled rest. Ceallachan pleads to any rescuers to end his tortured life and thus free him of the evil taint he now harbors. He knows that only an act of self-sacrifice in the cause of good or the intervention of a deity

can save him from eternal damnation, but he holds no hope of such an event. However, if the characters tell him of their quest, Ceallachan is more than willing to sacrifice his life energy to power the *scepter of faiths*. He sees it as the last noble act his angst-ridden soul will ever perform.

Plucked and filthy, Ceallachan appears nothing like his former glory. Horrific surgical scars mar his torso and head, and unholy tattoos and brands decorate his body. His eyes continuously weep, leaving white trails down his grimy cheeks.

If characters successfully smuggle the deva out of Abhor Brazier, he weeps openly at the sunlight on his face. And while he can no longer soar the open skies, just seeing them again fills his heart with a small amount of joy.

#### AREA B-41E: CELL

This cell holds Friedric, a fattened human male (CG **commoner**) kidnapped while he was traveling through the Hollow Spire Mountains seeking a new trade route to Gai Zai Yok, the City of Iron. Dealyn Rhó plans to bribe the hags in the Coven of Hecate with this tasty morsel.

#### AREA B-41F: CELL

This cell is empty, although bloodstains cover the walls.



## CONCLUDING THE ADVENTURE

The characters need to successfully find Ceallachan and convince him to sacrifice himself to power the *scepter of faiths*. They won't have to do much convincing, but finding the deva could be difficult depending on how the characters approach Abhor Brazier. Ceallachan readily welcomes the chance to redeem his darkened soul, and the seminary holds a solemn ceremony to help purify the deva before the *Enchantment of Power* rite is performed.

The martyr spends eight days of prayer, penance, and fasting before freely impaling the scepter into its heart. The time Ceallachan has spent in Abhor Brazier's dungeons more than exceeds the eight days. The ceremony is unnecessary, but it does ease Ceallachan's mind somewhat that his soul is clean enough for the soon-to-be holy relic.

The blessing requires that the life be freely bestowed into the scepter during this final blessing. The life sacrificed cannot be restored by any means other than divine intervention and must come from a single being that willingly makes the sacrifice. This final blessing demonstrates how the good of many can be saved by the sacrifice of one.

After Ceallachan plunges the scepter into his chest, the seminary's dome glows brilliantly, blinding all within the chamber for 1d6 rounds. When everyone's vision returns, the glowing *scepter of faiths* lies on the floor — and a second block of crystal encases Ceallachan's form. The new crystal block stands beside the one already housed within the seminary. Where Ceallachan's face once was dejected and miserable, contentment is now written across his peace-filled features. His angelic form is fully restored after his selfless act.

Bringing down Abhor Brazier is an admirable goal, but doing so is not required to complete the adventure. Any members of the Brood who remain alive after characters invade the temple do their best to find the invaders and exact vengeance.

Once the ritual is complete, the *scepter of faiths* receives the following:

**Blessing of the Faiths.** If you are a Lawful Good cleric, you gain the following benefits while attuned to the weapon:

- You gain darkvision out to a range of 60 feet. If you already have darkvision, the range is increased by 60 feet.
- You are immune to necrotic damage.
- You gain expertise in the Religion skill.
- You can sense undead within 60 feet of you.

- You know the precise location of Akruel Rathamon when you are within one mile of him, his general location when within 50 miles, and a general sense of evil when within 500 miles.

**Personality.** The *scepter of faiths* speaks in a firm voice filled with authority and confidence. It does not abide cowardice or selfish acts by its wielder, and it is unfaltering in its quest to destroy all undead, but it has an overwhelming desire to face and destroy the death-cult leader Akruel Rathamon. The scepter has no sympathy for undead, evil, or practitioners of the necromantic arts.

It tolerates neutrality for as long as the creature in question shares its mission and values and does not get in the way of its goals to destroy the undead. The scepter is very aware of the awesome power it contains and requests that its wielder use it over all other weapons.

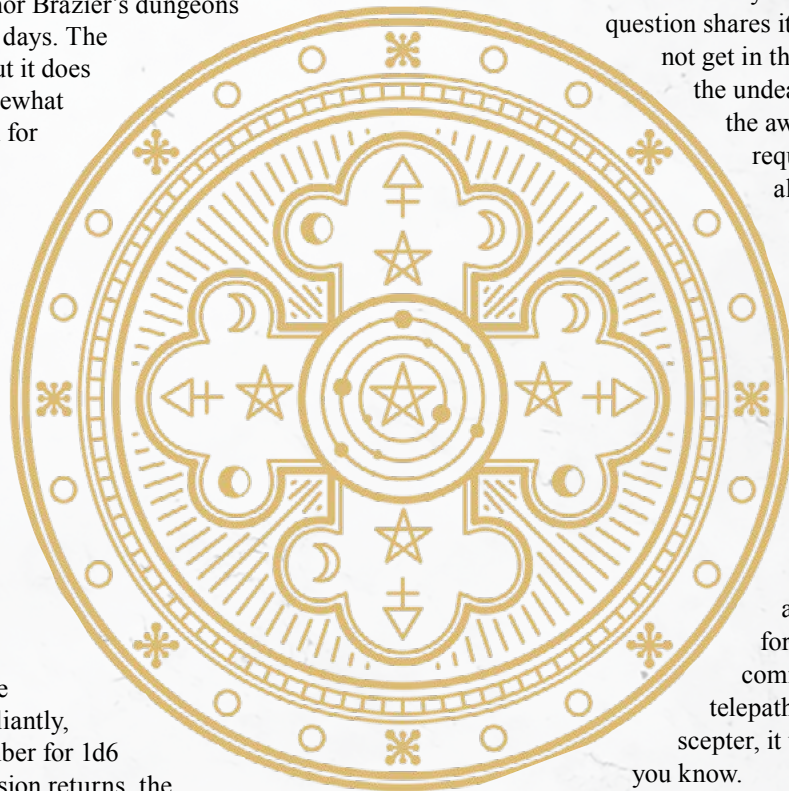
**Sentience.** The *scepter of faiths* is a sentient lawful good weapon with an Intelligence of 10, a Wisdom of 19, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common (both the modern form of Common and an ancient, but understandable, form of the language), and can communicate with its wielder telepathically. While attuned to the scepter, it understands every language you know.

The *scepter of faiths* immediately requests that its wielder complete its destiny and destroy Akruel Rathamon. The *scepter of faiths* immediately asserts its will to seek out and destroy the death-priest. The scepter speaks in Ceallachan's voice.

The new *scepter of faiths* is also able to tap into the memories of the former relic. The new weapon knows that Akruel cannot be slain by normal means as was attempted previously. It also realizes that something else must be powering Akruel's immortality and so desires to travel to Al-Sifon to discover this source. Its overall goal is the destruction of Akruel Rathamon, and it works fervently toward achieving this.

Characters now get the final chance to prove themselves as they take the restored scepter and travel to the Seething Jungle to find the temple of Al-Sifon (**Chapter 14: Remorse of Life**). Once there, they'll have to face the overwhelming hordes of undead led by the death priest Akruel Rathamon. They'll travel through the horrid tunnels of the dead to find and destroy the source of the death-priest's power. The newly powered scepter directs them straight toward Al-Sifon, homing in on the necrotic energies radiating off the growing powers of the death-priest.







# 14

## REMORSE OF LIFE



*he steamy jungle gives way to a massive clearing of churned dirt. A black cloud roils over the entire area, a swirling thundercloud flashing with streaks of jagged lightning. Beneath this dark scar in the sky sits a terrible blight on the land.*

*The pyramid rises from a maze of crumbling walls and broken stones. Stairs climb its sides, occasionally pausing at landings along the steep rise. Ringing the walls are massive sculptures of skulls, their eyes burning with flickering red flames. Figures creep up and down the stairs, their hunched and broken bodies moving among the grimacing carvings.*

*Standing atop the structure, lit by burning flames, a lone figure surveys the nightmarish landscape. The screams of tortured souls mix with the smells of burning flesh, and anguished bodies slide down long poles impaled through their midsections. The death-priest's satisfaction at his horrible handiwork is evident. Soon he shall bring his terrible visions to the rest of the world.*

### END OF THE ROAD

It's all come down to this, with the heroes entering Al-Sifon, the City of Beyond.





## A SCEPTER REFORMED

When the characters finally reach the Nether Sepulcher, the *scepter of faiths* should be at full strength and eager to face the death-priest Akruel Rathamon. The completed scepter is presented below:

### THE SCEPTER OF FAITHS

Weapon (mace), artifact (requires attunement by a creature of lawful good or neutral good alignment)

At this point in the campaign, the *scepter of faiths* is equivalent to a +3 mace.

The scepter sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use a bonus action to invoke or extinguish this property. It has the following abilities:

**Bless.** While holding the scepter, you can use an action to cast the *bless* spell from it up to three times per day. This property recharges daily at dawn.

#### **Blessing of the Faiths.**

If you are a lawful good cleric, you gain the following benefits while attuned to the weapon:

- You gain darkvision out to a range of 60 feet. If you already have darkvision, the range is increased by 60 feet.
- You are immune to necrotic damage.
- You gain expertise in the Religion skill.
- You can sense undead within 60 feet of you.
- You know the precise location of Akruel Rathamon when you are within one mile of him, his general location when within 50 miles, and a general sense of evil when within 500 miles.

**Courage.** While attuned to the scepter, you can't be frightened.

**Disruption.** When you hit an undead with the scepter, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

**Divine Awareness.** If you are holding the scepter, you can use an action to *cast detect evil and good* from it up to

three times per day. This property recharges daily at dawn.

**Healing.** While holding the scepter, you can use an action to cast the *cure wounds* spell as if it were cast using a 2nd-level spell slot up to three times per day. This property recharges daily at dawn.

**Magic Weapon.** The scepter grants a +3 bonus to attack and damage rolls made with this magic weapon.

**Personality.** The *scepter of faiths* speaks in a firm voice filled with authority and confidence. It does not abide cowardice or selfish acts by its wielder, and it is unflinching in its quest to destroy all undead, but it has an overwhelming desire to face and destroy the death-cult leader Akruel Rathamon. The scepter has no sympathy for undead, evil, or practitioners of the necromantic arts.

It tolerates neutrality for as long as the creature in question shares its mission and values and does not get in the way of its goals to destroy the undead. The scepter is very aware of the awesome power it contains and requests that its wielder use it over all other weapons.

**Resurrection.** While holding the scepter, you can use an action to cast the *resurrection* spell from it. This property can be used once per month.

**Sentience.** The *scepter of faiths* is a sentient lawful good weapon with an Intelligence of 10, a Wisdom of 19, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common and can communicate with its wielder telepathically. While attuned to the scepter, it understands every language you know.

Characters playing the full *Splinters of Faith Campaign* should already have a clear idea that they must head to the Nether Sepulcher in Al-Sifon to face Akruel, but the scepter tells them straight up if they don't. Despite being imbued with a new sentience, the scepter can tap into the past memories of the previous scepter. It readily directs the characters to the Nether Sepulcher in the Seething Jungle to complete its mission.





## ADVENTURE SUMMARY

Characters must venture into the heart of darkness to stop a vampire death-priest before he fully regains his powers and sets out with his undead army to conquer the land. If the characters make it through the deadly jungle, hordes of undead and demons await them in the Nether Sepulcher. This adventure is designed for characters of 13th level or greater. It is the deadly conclusion to the *Splinters of Faith Campaign* and could very well mean the death of many characters.

## ADVENTURE BACKGROUND

Once only important to historians as the place where the War of Divine Discord began, the Nether Sepulcher is again an active and brutal temple. With Akruel's awakening and return, blood flows anew over the temple's steps, and endless screams of anguish echo through its dark corridors. Orcus' minions arrive every day from great distances to join the ancient and enigmatic high priest, eager for the conquest he promises them in their dreams. Now, an army of followers surrounds the temple, an army ready to march on the nearest cities.

And the culling of the jungle has already begun.

Around the temple, the nearest villages for miles away in the Seething Jungle are desolate, the empty huts marking Akruel's second rise to power. Tracks reveal that thousands of people simply marched into the jungle on a path headed straight for the awakening temple. Following the trail is easy enough, and the tracks stop abruptly at Al-Sifon's gates — a wall of colossal stone skulls.

## GETTING TO AL-SIFON

The city of Al-Sifon sits in the midst of the Seething Jungle. Four millennia have gone by since Akruel and his minions walked the city — at least while alive. The jungle now claims the majority of the city, leaving just a few main structures and areas of interest. The rest of the city is overgrown with vines and towering trees, mostly lost to the expanse of jungle.

Trees reaching heights of 130 feet dominate the jungle. Common trees are rubber, mahogany, and palm. The canopy is continuous, or nearly so, and allows little sunlight to reach the ground. Humidity is high from all the trapped moisture, and any exertion in the high heat causes characters to drip with sweat. Monkeys, sloths, and squirrels make up the majority of the creatures living in the verdant canopy.

Cane, bamboo, giant ferns, vines, and moss cover the jungle floor. Wild boar, deer, snakes, jaguars, and small vermin are plentiful, although they are now on the move, headed outward quickly from the ever-widening circle of death that is Al-Sifon and Akruel's growing army at the forsaken city in the jungle. Predator and prey flee side by side as if before a raging forest fire.

The Seething Jungle makes travel to Al-Sifon dangerous. Overland travel is reduced to one-fourth speed as travelers must hack through the clinging foliage on the overgrown trails. Travel by air presents little difficulty, although it may attract unwanted attention. The encounters below are all noticeable

## NETHER SEPULCHER

**Location:** Deep jungle/forest, center of an overgrown ruined city

**Nickname:** The Myriad Skulls, the Palace of Rotting Bone

**Deity:** Aurikus (Orcus)<sup>A3</sup>, Demon-Lord of the Undead

**Leader:** The Priest-King Akruel Rathamon

**Servants:** 20+ cultist guards (CE or NE **veteran**), 10 sub-priests (CE or NE **priest**); 5 under-priests (CE or NE **senior priest**<sup>A1</sup>); Rayne D'Anzeray (lich necromancer 18)

**Dress:** Clergy wear sandals and a simple red kilt trimmed in black. Many go bare-chested. Priests ally themselves with the undead and fight alongside these monstrosities in combat.

**Uniqueness:** A towering step pyramid with a single set of steep stairs climbing the side.

from the air, but characters who remain aloft are usually safe from common dangers on the ground until they get nearer the Nether Sepulcher. Travel on the Quell River also offers an easy and fast route to Al-Sifon, though the waterway winds near several small, primitive villages (all mostly deserted since Akruel's return).

The indigenous people of the Seething Jungle are primitive and peaceful. Metal is a rarity and highly prized. Natives typically wear leather loincloths and adorn themselves with brightly colored feathers, and bone or bead jewelry. The villagers have their own language, with dialects ranging widely even between villages.

Two villages found along the river are detailed below. Several others exist, and you should feel free to design more as appropriate, using these as templates. The villages are mostly abandoned now, although characters find evidence of recent battles throughout each settlement. The villagers' tracks lead into the jungle in a path headed directly toward Al-Sifon. Even casual searchers can tell that something out of the norm happened in the villages. No corpses can be found anywhere, as the dead were either eaten or raised to join Akruel's growing army. Those villagers who survived the initial assault of undead attackers soon marched docilely toward Al-Sifon, their minds subverted to Akruel's will.

### AREA A: THE VILLAGE OF CEZA' ATAN

This village is little more than a few dozen huts. The village is deserted now, though the villagers appear to have fought desperately before they abandoned their homes. A small shrine with a wooden dragon statue lies in ruin. The blood-soaked earth points to some sort of gruesome battle that took place here not too long ago.



## SEETHING JUNGLE WANDERING MONSTERS

The following encounters occur as characters near al-Sifon and the Nether Sepulcher. You should use the jungle encounters presented in **Chapter 3: Overland Travel** while the characters are struggling through the outer edges of the jungle, and then shift to this more-focused chart for encounters within five miles of the unholy temple. Check for wandering monsters every hour that the characters travel through the thick jungle foliage. Roll 1d20 and consult the following table. Each encounter is detailed below:

| 1d20  | Encounter                |
|-------|--------------------------|
| 1     | Angel grove              |
| 2     | Angry mummy              |
| 3     | Death mangrove           |
| 4     | Demons in the mist       |
| 5     | Fleeing lizardfolk tribe |
| 6     | Severed servants         |
| 7     | Shambler of the dead     |
| 8     | Vengeful dead            |
| 9     | Voices of the Damned     |
| 10    | Wereboar jailers         |
| 11–20 | No encounter             |

**Angel Grove:** A clearing in the jungle opens in front of the characters. Mangrove trees ring the 30-foot-wide opening, and thick masses of vines hang from the trees to touch the ground like curtains. Pinned to the trunks with sharpened fire giant femurs are 6 **devas**. Their beautiful wings are shredded and torn, and their skin is marked with tattoos and slashes. Only one of the creatures is still alive. His eyes are unfocused, and he speaks in delirious ramblings. His squad of angels was sent to investigate the reawakened Nether Sepulcher, but they ran afoul of a band of nagas and giants working for the death-priest.

**Angry Mummy:** A lone **mummy lord** wanders through the jungle. Its anointed wrappings are tattered and discolored from its long trek through the Seething Jungle away from the Nether Sepulcher. Qilakitsoque was cast out of al-Sifon for his failure to find Akruel during the many years he was imprisoned. The mummy lord is angry about being forced into the jungle and seeks to make amends by capturing possible intruders.

**Death Mangrove:** A vicious **strangler mangrove**<sup>A1</sup> waits in a watery lowland for creatures to approach its expansive root system before it drops 7 **strangler zombies**<sup>A1</sup> to attack. The strangler zombies are natives who blundered into the tree's clutches. The zombies have a 50 percent chance of ignoring the characters and trying to head toward the Nether Sepulcher. The tree reels them back in if they wander away. When the strangler mangrove moves, its root systems looks

like a giant spider scurrying along the ground.

**Demons in the Mist:** Thick mists rising from steaming vents fill a half-mile wide section of the Seething Jungle with a thick miasma of vapors. The thick air is stifling and causes anyone who fails a DC 14 Constitution saving throw to gain a level of exhaustion. A group of 3 **chaaor demons**<sup>A1</sup> and 6 **apes** hunt in the steamy jungle.

**Fleeing Lizardfolk Tribe:** The increasing numbers of undead in the Seething Jungle forced this tribe of lizardfolk to flee their home. They are extremely angry and attack any creatures they see, believing they are part of Akruel's growing army. The 20 **lizardfolk** are battered and bloodied from their running battles with the undead filling the jungle. They are led by King Tesselatus (**lizard king**) and Queen Propinqual (**lizard queen**), who ride on palanquins carried by 6 lizardfolk each. The **lizardfolk shaman** Saipholac rides a **giant lizard**.

**Severed Servants:** The vines and foliage move and shake as 100 crawling hands scramble through the jungle in a swarm of severed hands that race along the ground, leap from vine to vine, and race along branches. Occasionally, the severed hands carry corpses along with them like an army of undead ants. The mass of crawling claws ignore any characters who get out of their way. Otherwise, the characters find themselves attacked by 3d6 **crawling hands**<sup>A1</sup>.

**Shambler of the Dead:** A gang of 12 **zombies** with flowering vines looped about their bodies shamble out of the jungle to attack. The vines belong to a **shambling mound** that captured the undead and is absorbing them when it needs nourishment. The shambling mound lets the zombies soften up creatures before it wades in to engulf what remains.

**Vengeful Dead:** Many of Akruel's latest victims died sudden, violent deaths in the jungle they called home. Many of these slain villagers rose as undead that now roam the jungle looking to inflict violence on those they encounter. A band of 6 **revenants** charges from the jungle to destroy living beings. The revenants want revenge against Akruel but fear approaching the Nether Sepulcher for fear of being slain again by the death-priest's minions.

**Voices of the Damned:** These former brides of Akruel Rathamon roam the Seething Jungle. These 10 angry **banshees** try to slay any living creatures they discover. Akruel wed the elven women when he was alive and killed all of them when he became a vampire. The women still bear a grudge but won't go against the dangerous death-priest. They attempt to surround characters and kill them with a deadly wall of mournful wailing.

**Wereboar Jailers:** A caravan of 20 villagers (male and female human **commoners**) linked by chains and manacles push their way through the jungle. They are flanked by the Rankletusks, a family of 6 **wereboars** who lash the natives with barbed whips. The loincloth-wearing wereboars raided a nearby jungle village and captured the natives who had resisted the Nether Sepulcher's siren song. They plan to sell the natives or use them as food.



# The Seething Jungle



A DC 17 Wisdom (Survival) check reveals that the women and children fled into the jungle, while the warriors made a desperate stand against a larger invading force. The battle happened mere days ago.

No bodies can be found, but blood is splashed throughout the village. A DC 16 Wisdom (Perception) check reveals that the survivors marched into the jungle, dragging the dead and wounded with them.

Other than mundane items, little of interest remains.

## AREA B: THE VILLAGE OF CATA LUAWN

A much larger village called Cata Luawn has also been abandoned. Dozens of dilapidated huts arranged in a circle around a large fire pit stand empty. Debris and mundane utensils are strewn throughout the village. Several wooden dragon totems are splintered and defaced. Decay overpowers the humid jungle air. The partially devoured carcasses of deer, boar, and other animals are scattered between the huts. Many of the carcasses have been gnawed upon.

Cata Luawn serves as a base for a troop of undead “recruiters” currently terrorizing the area. The undead loyally serve Akruel Rathamon and Al-Sifon. They go out each night into the jungle to track down any strays who escaped the overpowering mental summons many felt to march toward Al-Sifon. The undead can function just fine during daylight but prefer to attack at night. The huts contain 40 **ghouls**, 15 **ghasts**, and their leader, **Crimthann**<sup>A1</sup>, a ghastr lord.

## AREA C: SUDARSHARN THE JADED

A sharp bend in the Quell River creates a deep pool of churning water. The river often floods at this bend to form a swamp that reaches a mile into the jungle. The swamp is fairly safe other than for a few natural hazards; it is also incredibly clean thanks to a high chlorine mixture in the water that also renders it potable. A DC 15 Intelligence (Nature) check shows that the majority of fish and animals avoid this area.

The water-filled cavern of Sudarsharn, an **ancient green dragon**, is below the river’s bend. Even the dragon is beginning to feel the pressures of the horde of undead growing with each



passing night. Thus far, Akruel and his minions have left her alone, but she fears that even she cannot stand up to the warlord's unnatural evil for much longer.

For decades, Sudarsharn ruled the surrounding villagers with her awesome presence and *suggestion* spell ability. Her power over the villagers made for an easy life as the natives worshipped her as a deity and provided sacrifices, food, and treasure aplenty. She is angry that her supplicants are missing but realizes that Akruel and his army are a force she cannot hope to win against on her own.

Sudarsharn dyes her scales with black stripes (Dexterity [Stealth] +5 in jungle and underwater settings). With Akruel rising in power, the dragon now attacks pilgrims as they journey to Al-Sifon in an attempt to weaken the warlord's growing power. She often *polymorphs* into human form to make short trips into nearby villages to hear the latest news on the undead temple. Those trips stopped when the villagers all turned as one and marched into the jungle. She is somewhat fearful that whatever possessed the villagers' minds might also someday gain hold of her thoughts. Sudarsharn approaches characters first in human form to discover their reasons for entering her jungle. While not friendly, she does not interfere if characters oppose Akruel. She may, however, demand her fair tribute of treasure if characters return alive.

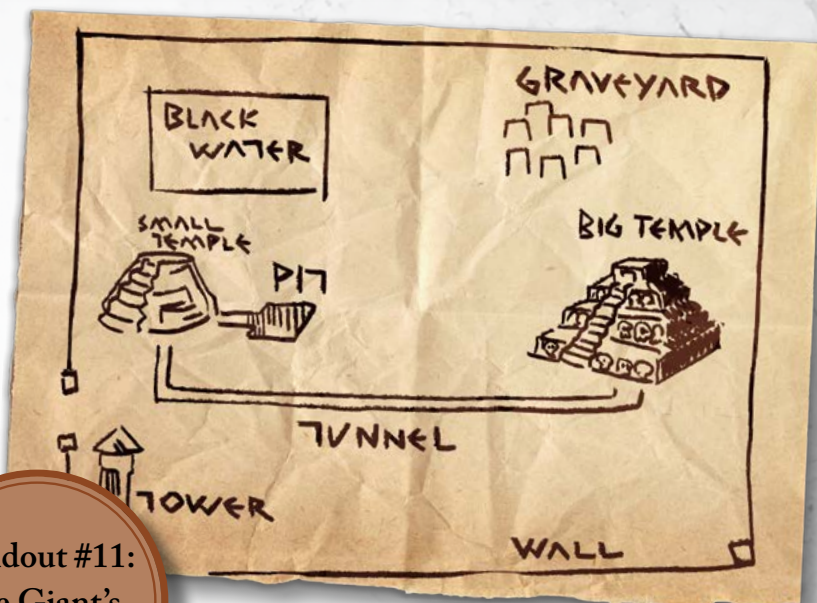
Sudarsharn's lair consists of a short underwater cave system that eventually opens into a chamber filled halfway with water. The dragon sleeps on a large island in this underground chamber. Another escape route leads through miles of underwater passages into the swamp.

Her hoard consists of 9,875 cp, 12,645 sp, 9,850 gp, 1,271 pp, 600 freshwater pearls (5 gp each), six miscellaneous gold idols (275 gp each), 40 emeralds (100 gp each), silver dragonscale armor, three suits of full plate armor, bronze breastplate, six helmets, 12 halberds, three heavy steel shields, a +2 *shield* crafted of dragon turtle scales, a *wand of wonder*, a *figurine of wondrous power* (ivory goats), a *mantle of faith*, a +2 *greatsword*, and *Alijahs, Inferno Crown of the Pashas*<sup>A2</sup>.

## AREA D: THE COWARD

A half-buried structure breaks through the jungle. A hole in an ancient wall opens into a building dating back to the War of Divine Discord and the fall of Al-Sifon. The broken building now shelters Farragut, a frightened **fire giant**.

A month ago, Farragut and his war band scouted the Seething Jungle in search of servants and treasure. They chanced upon a deserted city that contained hundreds of puny humanoids. The fire giants mounted a full frontal attack, relying on their might to overwhelm the villagers. To Farragut's surprise, the assault failed. And failed miserably. The little ones' power far exceeded that of the giants. Of the war band, only Farragut escaped alive. He now hides in the jungle and avoids the city. He carries his items and a small coffer he swiped before he ran from Al-Sifon. Farragut now suffers from an unnatural fear of humans, and



### Handout #11: Fire Giant's Map

shrieks and runs if threatened, dropping his gear and treasure in the process.

The coffer belonged to a priest of Orcus and contains a potion of *invisibility* and *spell potions* of *lesser restoration* and *speak with dead*. There is also a simple map that details the pyramids of the Transcendent Cenotaph (**Area I**) and the Nether Sepulcher (**Area K**), and shows an underground passage linking the two temples. Give the players **Handout 11: Fire Giant's Map**<sup>A6</sup>.

## AREA E: THE FEY OF THE INSIPID GLADE

This old forest is eerily quiet, so much so that even novice woodsmen notice the utter lack of wildlife. Trees and grasses are sickly pale and scrawny the deeper characters venture into the glade. Dead trees jut from the ground, and erosion eats at the land.

An ancient, warped tree stands at the center of the glade, looking ready to collapse into ruin. Large, petrified bones are entwined in its gnarled roots. The tree's spirit is as twisted as its hardened branches. Draped around the tree like morbid wind-chimes are long strands of rope from which hang thousands of hollow bones. Skulls hanging from the ends of the ropes knock together in the breezes with a clacking of bone. The jawbones are held to the skulls with rotting twine and swing open and closed as the skulls move. A large rotten hole leads into the tree's interior.

The tree is the home of a debased dryad named **Brielle**<sup>A1</sup> and her feline lover, Gundemar, a **rakshasa**, and their pets: Brielle's leopard Jabrow (use **panther** statblock, with 72 [16d8] hit points, bite attack +6, 3d6 + 2 piercing damage, claw attack +6, 9 [3d4 + 2] slashing damage, CR 4), and Gundemar's black tiger Bravura (use **tiger** statblock, with AC 14, 112 [15d10 + 30] hit points, Str 18, bite attack +7, 19 [3d10 + 4] piercing damage, claw attack +7, 17 [3d8 + 4] slashing damage, CR 4). The tree grew amid a dumping ground for the corpses of demons slain during the War of Divine Discord.

The cavity in the tree is actually a portal similar to a *magnificent mansion* spell except that it is permanent. The portal





“The dead walked around the small shrines under the watchful eyes of the skeletal snakes with women’s heads ...”

cannot be shut or made *invisible*, nor can Brielle designate who is allowed in. The dryad and her companions can be found inside during the midday hours.

Akruel has not yet noticed these tainted spirits hiding so close to Al-Sifon. The pair hunts jungle creatures for sport, but the walking dead provide little excitement. Gundemar wishes to leave the area, but he knows Brielle cannot leave her tree. The two welcome living opponents to stalk. It has been so long since they’ve faced a challenge.

#### AREA F: THE BEHARREL VALLEYS

The land north of Al-Sifon is draped in thick vegetation and a thick tree canopy high overhead. The jungle beyond this area is mountainous and littered with deep crevasses and plagued by volcanic activity. The heat and humidity push the temperature into dangerous levels. This primordial section of the Seething Jungle teems with animals and plants from ages past.

Roaming the edge of Al-Sifon’s skull walls are a string of 6 **will-o’-wisps**. These malevolent creatures lured 3 **Tyrannosauruses** from the Beharrel Valleys and use the twisted dinosaurs to

confront travelers. The Tyrannosauruses, like many other jungle inhabitants, suffer from the dark influences of Al-Sifon and the Nether Sepulcher. The wisps lead characters to the Tyrannosauruses or vice versa. The wisps use brilliant strobes of light to enrage the Tyrannosauruses into a berserk fury before combat. Once the dinosaurs attack, the wisps engage spellcasters. The wisps travel in pairs with each Tyrannosaurus. When one group is encountered, the others arrive within 2d4 rounds.

#### AREA G: THREE SHRINES

Dark clouds boiling overhead darken the jungle floor. Crumbling stone walls and cracked foundations are tangled under trees and vines. A single platform breaks free of the vegetation, although vines grasp it as if to pull the worked stone back into the ground. Broad steps rise through the foliage to the top of the stone temple where three small mausoleum-like shrines sit. One sits opposite the steps while the others face one another adjacent to the stairs. A weathered altar sits between the shrines.

Living in the shrines are 3 death nagas (**guardian naga** with LE alignment). The nagas keep a close watch over Al-Sifon’s outlying areas. The nagas each control 14 **zombies**, for a total of 42 undead hiding in the dense foliage around the shrines. The zombies bring villagers from Al-Sifon’s captive pits to the nagas.



## AREA H: AL-SIFON, THE CITY OF BEYOND

Al-Sifon's fall during the War of Divine Discord was violent and deadly, with nearly all of Akruel's remaining forces perishing as Shah Rasalt's forces surrounded and obliterated the city in -578 I.R. The invading army razed the horrible structures to the ground, but Shah Rasalt's forces had long since tired of the war and didn't finish the job. Instead, they simply sealed many of the tunnels to entomb the creatures hiding within. After decades of harsh weather, all that remained of the city were its crumbling foundations.

But the return of the death-priest Akruel wrought wonders within the forgotten city. Undead working tirelessly under his direction — and bolstered by the death-priest's magic — rebuilt the former structures from the broken stones, recreating Akruel's favored city within weeks. The entire city has a worn, broken feel, however, with large cracks covering the uneven walls. The biggest structures are found within the city's walls where the undead are focusing their work, but ancient dwellings, tilting obelisks, and stone road markers can still be found farther out throughout the Seething Jungle. Ruins outside the city proper are simply broken walls or stone floors that the jungle hasn't yet reclaimed.

Anyone paying attention notices that the jungle is noticeably silent within five miles of Al-Sifon's walls from the lack of animal life. Any animal encountered near Al-Sifon is always hostile and fearful. Most flee immediately upon being spotted. The undead have killed and eaten most of those that remained.

At one time, great canals connected sections of Al-Sifon and supplied fresh water and a means of transporting goods. The canals are dry now, blocked by dams and collapsed earth. While the canals are useless today as waterways, characters could use them as routes into Al-Sifon to avoid the thickest jungle. These former waterways are often like walking through a tunnel with clinging vines rising overhead. At your discretion, characters blundering through the jungle could very likely fall into these 20-foot-deep channels.

A roiling black magical storm fills the sky above Al-Sifon. Akruel initially cast the spell, but it now powers itself with the negative energy emanating from the city. Every 3d10 minutes within the city's walls, a bolt of negative energy arcs downward to target a random living creature (plant or animal) beneath it. Characters within the city have a cumulative 5 percent chance per hour of a bolt striking them (they can reset this to its base chance by going underground or by hiding under a roof or some other structure). The base chance resets and starts over if a character is struck. The cloud has been in existence for months now, meaning that all living vegetation and animals in the area have already been destroyed; the characters are likely the only living beings for miles around. Characters struck by the enervation bolts gain 1d4 levels of exhaustion.

If dispersed by spells such as *control weather* or *wish*, the cloud weakens but reforms in 10d10 rounds. During this time, Al-Sifon's inhabitants flee underground or into shelters to avoid the sun. Few of Al-Sifon's inhabitants fear direct sunlight, but nevertheless they all hide as if they do. When the clouds return, the undead boil out of their hiding spots to search for the source of their displeasure. Woe to characters who are discovered.

## AL-SIFON WANDERING MONSTERS

Roll 1d20 for every half hour characters spend inside Al-Sifon.

| 1d20  | Encounter                                                                      | Number |
|-------|--------------------------------------------------------------------------------|--------|
| 1     | <b>Knobloch</b> <sup>A1</sup> , male half-orc barbarian (see <b>Area K13</b> ) | —      |
| 2     | <b>Chá Ookna</b> <sup>A1</sup> , vampiric oni (see <b>Area K19</b> )           | —      |
| 3     | <b>Vampire</b>                                                                 | 1      |
| 4     | <b>Ghast</b> (1d6)                                                             | 1d6    |
| 5–7   | <b>Wraiths</b> (1d8)                                                           | 1d8    |
| 8–9   | <b>Vampire Spawn</b> (1d10)                                                    | 1d10   |
| 10    | Horde of <b>ghouls</b> (4d8)                                                   | 4d8    |
| 11–12 | <b>Zombies</b> (2d10)                                                          | 2d10   |
| 13–14 | Ghost spike (see <b>Special Encounter</b> below)                               | —      |
| 15–20 | No encounter                                                                   |        |

### SPECIAL ENCOUNTER: GHOST SPIKE

These sharpened 20-foot-tall stone spikes stand randomly about Al-Sifon. Akruel sacrifices villagers to Aurikus on these enchanted spikes by placing their living bodies atop the sharpened points and letting gravity drag the screaming victims toward the ground. Skeletal bodies rest on the ground, spitted by the spike, while fresher bodies lie atop them. Each spike anchors the spirit of the dead sacrificed upon it to create a crowd of ghosts that defend the ground within a 300-foot-radius around the spike. A spike must be destroyed in order for the ghosts to rest. Each spike has 1d6 + 3 **ghosts** anchored to it. (See **Appendix 4: Ghostly Abilities** for more powers that the individual ghosts might possess; feel free to create them in any way you see fit)

A 15-foot-tall wall of carved limestone boulders surrounds Al-Sifon. The boulders are carved into skulls that are missing their lower jaws. The top of the wall is flat and creates a walkway around the city's perimeter. Breaks in the wall occur where trees grew between a few of the boulders and pushed the massive stones outward. The perimeter of the wall travels just under nine miles as it encompasses the city. Many creatures died creating this horrific barrier, and their corpses were used as mortar in the wall. Two main gates enter the city from the west, but smaller roads and canal gates are located around the walls. The bone gates are gone, leaving only gaps in the formidable wall.

The city consists of a maze of stone walls, forgotten monuments, and crumbling foundations. Twisted roots and vines cover many structures. Fissures and crevasses rend the





## Area H: Al-Sifon, the City of Beyond

1 Square - 1/4 Mile

### WALKING IN THE CITY OF THE DEAD

Evil and negative energy permeate Al-Sifon. Treat the unholy grounds and structures as if affected by a *hallow* spell. Evil priests enjoy a +6 bonus to their spell save DC when channeling negative energy within the city's walls. Further, every undead creature within the city gains a +2 bonus to attack and damage rolls, and saving throws. Any undead created or summoned within the city gains +2 hit points per hit dice. This effect cannot be dispelled or negated while the *black cloud* exists.

All undead within Al-Sifon also gain the **Strength of the Grave** feature. An undead creature with Strength of the Grave that has been successfully turned and is fleeing or cowering can attempt a Wisdom saving throw (DC equal to the spell DC of the individual who turned the undead). If successful, the undead is no longer turned, but is at disadvantage on all attack rolls, saving throws, and ability checks for the remainder of the time it would have been turned. If the save fails, the undead creature can attempt a new save each round, but the save DC increases by +1 each time. A creature that breaks the turning effect can be turned again.



earth where underground rooms and passages collapsed. Many stairs in the city end abruptly due to collapsed buildings and cave-ins. Piles of gnawed bones are strewn between ruins where ghouls and other undead devour their meals. The city reeks of rotting flesh.

The dangers in Al-Sifon also extend into other planes. A pair of **bodaks**<sup>A1</sup> trapped on the Ethereal Plane watch over the city for anyone who might slip into their grasp. See **Area K17** for more on these otherworldly guardians.

#### AREA H1: THE WALL OF SKULLS

A rock wall of massive boulders surrounds Al-Sifon's crumbling ruins. The 15-foot-tall boulders are carved to resemble skulls missing their lower jaws. Two gaps in the wall once held elaborate gates crafted from bone and vine. The gates collapsed long ago and now leave gaping openings into the city.

#### AREA H2: GUARDS

Guard patrols consisting of a dominated **fire giant** and 2 **fire giant skeleton champions**<sup>A1</sup> are stationed throughout the city to protect the inhabitants and to attack any living creature not displaying Orcus' unholy symbol. Disguises easily fool the giants, however, and they do not stop those openly displaying any symbol of Orcus, even if the character is just carrying a skull resting atop a femur bone.

#### AREA H3: TOWER OF THE OBEDIENT

A sturdy tower stands amid rubble and heaps of bones and corpses scattered around its base. Dozens of Orcus' faithful dangle from the 160-foot tower like gruesome lacework — or desiccated flies in a spider's web. The corpses hang by their necks from entwined ropes and chains. Some twitch and flail in undeath, while others simply dangle until decay loses its battle with gravity. Some of Orcus' followers are called to this tower to begin their undead service to the demon prince. They willingly hang themselves in hopes of receiving Orcus' dark blessing, although not all who answer the call are rewarded with undeath.

The hollow tower is the home of two of Akruel's most feared assassins. Leonidas and Creighton once were ogre mages who assassinated local rulers and squelched uprisings of villagers who rejected Akruel's reign. As Al-Sifon fell, Shah Rasalt cornered the murderers in their tower home. Several weeks after Leonidas and Creighton were slain, they reappeared as 2 large mohrgs (use **mohrg**<sup>A1</sup> statblock with 204 [24d10 + 72] hit points, slam +8 attack, 30 [8d6 + 4] bludgeoning damage, DC 16 Constitution save against tongue attack) to haunt and terrorize looters.

The interior of the building burned long ago, leaving an empty shell that the mohrgs still call home. A crude ladder ascends the tower's interior to the top. The mohrgs allow individuals to climb to the top, tangle themselves in the ropes, and throw themselves from the tower if they wish to do so. However, they then gleefully torment these helpless — and hopeless — beings as they struggle in the ropes awaiting their deaths.

Remarkably, Kentotis (CN human male **priest**), a priest of Orcus, is still alive where he dangles from the harrowing peak. Overcome with grief and remorse for vile acts committed in

service to Orcus, he came to end it all. He jumped from the tower but became entangled in the web of ropes and bodies and did not perish, not caring if it meant a continued existence among the undead. He is barely alive after eight days hanging from the tower. He feebly calls out, but the mohrgs ignore him, enjoying his misery. If freed, Kentotis begs for forgiveness for his sins and offers characters any information he has about the Nether Sepulcher. His most valuable information is the location of the *Frore Heart* and its powers. But Kentotis warns any would-be heroes that a direct assault on the Nether Sepulcher would surely draw the attention of all of its undead inhabitants. He tells his rescuers that a tunnel runs between the Transcendent Cenotaph and the Nether Sepulcher. While it is far less likely to draw attention from the undead in Al-Sifon, it is still filled with unimaginable dangers. He knows little of the exact inhabitants or wards found in the catacombs and temples.

#### AREA H4: THE GRAVEYARD OF THE PROFANE

This graveyard escaped the jungle's growth after Al-Sifon fell. Not a single living plant or blade of grass grows within the corpse-strewn landscape. Pockets of mist blanket the spongy ground, although there's no apparent source for the ground fog. The putrid smell of decay overwhelms the senses.

The graveyard measures roughly a quarter mile in diameter, with grave markers and stones as far as the eye can see. Unlike most cemeteries, the bodies here are not buried; instead, they are laid in concentric circles around a central monument.

After Shah Rasalt stopped Akruel in Lessef, the forces of Arden then marched against the original city of Al-Sifon. The bodies of Akruel's minions were placed in this graveyard and the freestanding totem was placed among them as a reminder of their evil. An engraved plaque at the base of the monument reads "The grave of Al-Sifon where infidels of the dead god lie. Pity and admonish their evil. May their souls find eternal damnation for transgressions against good."

A shallow, freshly dug, cone-shaped depression around the monument contains the bodies of jungle villagers and other unfortunates in a grisly mass grave. The bodies are being readied for future animation as undead. Many of the corpses show signs of ritual deaths and even cannibalism. Akruel thought it fitting that the newly dead should lie among the bones of his past followers.

The Totem of the Unburied Horde — originally a monument designating this as unhallowed ground — now channels negative energy. The pillar also *creates undead* as the spell four times each night on any corpses brought into the cemetery. Anyone slain within the cemetery faces a worse fate. They immediately rise as a **ghoul** (if under 4 hit dice) or as a **ghast** (4 hit dice and over) and retain any class abilities thanks to Orcus' evil will. While the totem remains intact, evil undead creatures reform after 10d6 minutes if slain inside the graveyard.

Prithoma, a death naga (use **guardian naga** statblock with AC 20, 170 [20d10 + 60] hit points, CR 12, LE alignment), curls around the freestanding pillar. Prithoma is always served by 4 **bodaks**<sup>A1</sup>. The bodaks wear black, tattered robes and keep their faces hidden beneath low-hanging cowls. Each carries a large scythe. Prithoma directs the undead when they awaken.



Demolishing the totem immediately destroys all lesser undead created by the pillar. The ghouls and ghosts in the graveyard drop lifelessly to the ground as their connection to Orcus is severed. Ghoul and ghost soldiers created by the totem throughout the land are snuffed out of existence immediately, severely crippling Akruel's army. Ghouls or ghosts with 5 hit dice or more, such as Crimthann (**Area B**) and other ghoulish lords, are unaffected.

Characters entering the graveyard should face a steady stream of undead that includes ghouls, ghosts, vampire spawn, wraiths, and anything else you want to include. Every five rounds, another 1d4 random undead arrive. The number of undead is infinite as the totem has a seemingly never-ending supply. (See the Al-Sifon wandering monsters table for many of the undead that can be found in the graveyard.)

The Totem of the Unburied Horde has AC 23, 100 hit points, immunity to cold, fire, lightning, poison, and psychic damage, and resistance to thunder damage and bludgeoning, piercing, and slashing damage from nonmagical attacks.

Destroying the pillar deals a serious blow to Akruel's forces and Orcus. Award each character participating in its destruction a 2,500 XP bonus.

#### AREA H5: WALL OF TESTAMENT

A partial wall is all that remains of this structure, despite the undead adding new stones to it daily. The wall displays relief sculpture panels stained with fading colors. The first displays the dread priest-king Akruel Rathamon standing upon a pyramid of skulls. Demonic figures flank him as he presents an iconic black heart to his throngs of worshippers. Stylized beams of menacing power burst from the heart. The next section shows hordes of undead and demons savaging cowering armies. Akruel walks before them, unscathed by the ineffectual assaults. The black heart floats in the background above the massive pyramid, its beams enveloping Akruel with immortal power. The majority of the last panel is still rubble, although the undead are busy sifting through the stones to find each piece of the broken mural. What has been reconstructed so far shows an image of Akruel upon an elaborate throne with a skull-tipped wand in one hand and a human heart in the other. The partial image of a bloated demon surrounded by a pool of flame overshadows the priest-king.

#### AREA H6: THE MURKY DEATH

A fetid haze of methane gas rolls across this reflecting pool. The 100-foot-by-600-foot artificial lake holds black, sludge-like water infused with negative energy that causes any undead submerged in the water to return to unlife within 24 hours with full hit points. Living creatures who come in contact with the water must make a DC 16 Constitution saving throw or contract sewer plague. Corpses and other indescribable chunks of flesh float on the gelatinous surface. The lake is 20 feet deep in the center but has one-foot-wide steps starting 20 feet from the shore. Bubbles of escaping air burst with the echoes of moaning and tormented souls. Fallen bodies of the undead are deposited in the lake for "recycling."

The lake is home to one of Al-Sifon's most imposing inhabitants: Benjaldur, a **nightwalker**<sup>A1</sup>. The creature rests underwater

but immediately rises to attack living creatures who disturb the water. The nightshade is a collective being of pure evil and negative energy formed from the undying will of the undead. It starts as a wave of sludge as it moves toward living creatures on the lakeshore. The wave of unholy water can rise high enough to drench all beings standing within 10 feet of the lake's edge where the nightwalker exits.

#### AREA I: TRANSCENDENT CENOTAPH

The Transcendent Cenotaph is an 80-foot-tall, cone-shaped shrine. Wide steps lead up one end of the steep wall. A five-foot-wide ledge halfway up the temple wall runs around the edge to the opposite side, where two curving staircases descend into the temple's depths. Stairs to the summit of the shrine lead to a flat, 30-foot-diameter plateau (**Area II**). This round plateau connects to a blood-streaked, 100-foot-long marble slide that descends into a wide pit (**Area I2**).

#### AREA II: CENOTAPH'S PLATEAU

Two dozen natives (**commoners**) — their hands bound behind them and a rope tied about their waists — scream and plead as 2 **ogre zombies** pull them up the steps. **Daznashal the Vicious**<sup>A1</sup>, a high priest of Orcus, wears black robes and holds a staff high as he recites ritualistic chants. At the top of the slide, 2 **ogre zombies** wielding tridents push hapless individuals one by one down the marble slope. Shouts of terror turn to screams of agony as they slide into the pit (**Area I2**).

While the ogre zombies should pose little challenge to seasoned characters, Galosc the **glabrezu** (**Area I3**) arrives in two rounds once combat begins. Galosc *teleports* behind an ogre zombie at the top of the shrine and rips it into bloody chunks to make a grandiose and frightening entrance. Galosc immediately summons 1–2 **vrocks** with a 100 percent chance of success. Galosc attempts to grapple characters and tosses them down the slide into **Area I2**. The summoned vrocks engage spellcasters.

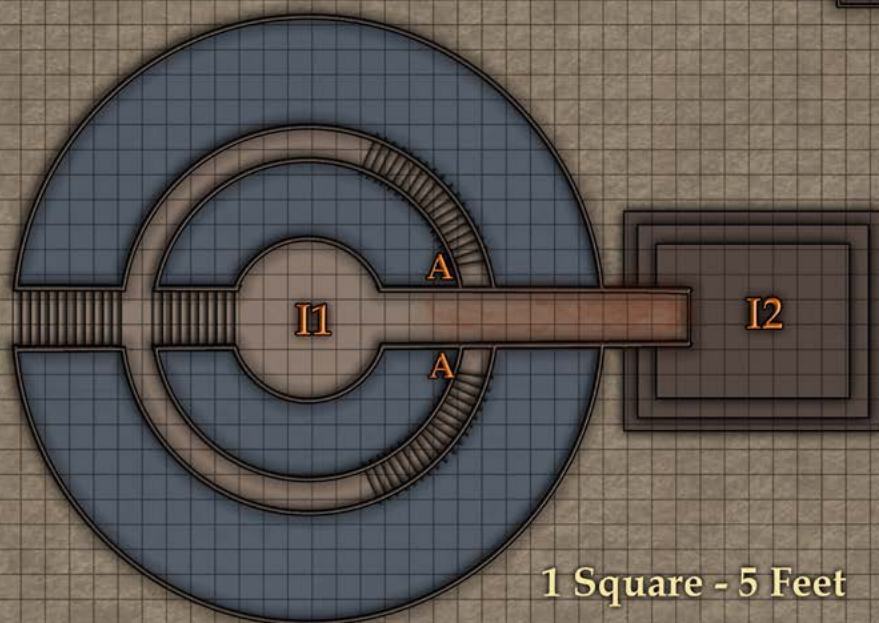
Daznashal appears as an iron demon wielding a barbed, iron pitchfork. The pitchfork is for terror and ceremonial purposes only. Daznashal was sent into the Sin Mire Swamp to locate a skum city beneath the swamp and to win their loyalty with a collection of treasures. While traveling through the swamp on a raft pulled by zombie rowers in canoes, his small party succumbed to the hostile marsh. All his undead companions were lost, and Daznashal barely escaped after giant crocodiles overturned the treasure raft (see **Area D** in **Chapter 5: Burning Desires**). Despite his failure, he has since risen far within the death cult. He wears a suit of *demon armor* and must cast *remove curse* should he ever need to remove it.

#### AREA I2: THE WRETCH PIT

The end of the 100-foot-long marble slide (from **Area II**) is 80 feet above the ground and dumps creatures into a 20-foot-deep pit. Crowding the 40-foot-long-by-30-foot-wide pit floor are 40 **ghouls** and 10 **ghosts**. They grasp and climb in vain to reach anyone outside the pit, their breathless voices murmuring their hunger for living flesh. The undead quickly swarm anyone who falls into the pit. An iron ladder stored outside the pit is used to



# Area I: The Transcendent Cenotaph



1 Square - 10 Feet

A - Down to I3  
B - Up to Area I1  
C - Down to Area I4  
D - Up to Area I3  
E - Pit to Area I5



occasionally release the ghouls and ghosts when their numbers become too great, which happens quite a bit now as villagers are again being sacrificed down the slide to replenish the undead ranks. Polished marble walls with few seams line the pit, making it impossible for the ghouls and ghosts to escape without aid. Climbing these walls takes a DC 20 Strength (Athletics) check.

## AREA I3: SHRINE TO THE UNDEAD LORD

Two staircases descend around the circular cone of the Transcendent Cenotaph into a jet-black room. A 15-foot-tall stone statue of Orcus dominates the chamber. An amulet of carved stone hangs from the statue's neck. The amulet's centerpiece is a full-length mirror with a dull reflective surface. A 20-foot-radius cloud of oily mist surrounds the effigy. Any non-evil creature that enters the cloud for the first time on its turn or starts its turn within the cloud must make a DC 16 Wisdom saving throw. On a failure, the creature takes 28 (8d6) necrotic damage and is poisoned for one hour, while on a success, the creature takes half the damage and is not poisoned.

This is the abode of the **glabrezu** Galosc (see **Area I1**). If not previously encountered, he remains here guarding the lower catacombs.

## AREA I4: SACRIFICIAL PITS

The room reeks of rot and death. Clouds of flies swarm in the chamber as they seek the source of the rancid odor.

Ancient stucco murals of bones and skulls cover the walls and barrel-vaulted ceilings. A round, 30-foot-deep pit in the floor is the source of cold, fetid air that wafts up from the black depths. Large iron pulleys holding thick chains are suspended over the pit. Four pairs of smaller chains with locking manacles attached to the ends dangle from the ends of the large anchor chains. The largest chains are attached to a massive metal winch with long iron peg handles on both sides that sits in the eastern alcove.

The chains and winch are 2 **gargantuan animated objects**, **chain and winch** <sup>A1</sup> that attack living creatures that approach within five feet of the pit without speaking Orcus' name aloud. Once the chain animates to attack, the winch also attacks. The chain has a 30-foot-reach and can attack characters who remain on the stairs. The chain is more than 100 feet long and thicker than normal.

The chains strike at opponents to grapple and lock them in their shackles. Once grappled, the winch and chains drag victims into the pit and lower them to **Area I5**, which is located 30 feet down the shaft. Lurking halfway down the pit are 8 **shadows** and 2 **greater shadows** (use **shadow** statblock with 88 [16d8 + 16] hit points, strength drain +6 to hit, 23 [6d6 + 2] necrotic damage, strength reduction 2d4, CR 6). All 10 shadows savagely attack any living creatures that enter the pit (either grappled by chains or otherwise) in order to drain their strength.

The iron winch uses its metal peg-legs to trample characters who are not grappled or already lowered into the pit. The chains



drop dead or unmoving creatures into the pit so they may continue to grapple other victims.

#### AREA I5: THE DRAINING PIT

The pit from **Area I4** opens into the ceiling this room, which is filled with 6 **wights** and 2 **blood wights**<sup>A1</sup>. The wights hungrily attack any living creature entering the room (whether grappled by the chains in **Area I4** or otherwise) in a vain attempt to sate their appetite for the living. A 15-foot-tall passageway (**Area J1**) leads off into the darkness to the east. The passage travels for more than 500 yards until it enters the Odium Catacombs (**Area J2**) where Al-Sifon's dead were placed.

### AREA J: ODIUM CATACOMBS

#### (LOWER LEVELS OF THE NETHER SEPULCHER)

The Odium Catacombs are a series of graves built along an underground passage connecting the Transcendent Cenotaph with the Nether Sepulcher. Characters who discover this route can likely avoid a head-to-head confrontation with many of the worst denizens of the Nether Sepulcher, although the dead within the catacombs are a powerful force as well. Much of this area was never explored by Shah Rasalt's forces, who instead collapsed the entry tunnels to seal the undead inside.

#### AREA J1: THE FETID PASSAGE

This dank passage travels for 500 yards and serves as an underground link between the Transcendent Cenotaph and the Nether Sepulcher. The wide passage is strewn with rubble. Large copper urns along the walls contain the ashes of evil beings who died during the War of Divine Discord. Ghostly green flames erupt from the open urns if creatures move within 10 feet of them. The fires flicker in the darkness, barely lighting a space five feet around the burial containers. Creatures touching the flames take 3 (1d6) fire damage.

Lurking in the darkness of the passage are 4 **bleeding horror minotaurs**<sup>A1</sup> that are slowly decomposing in the underground tunnels. Once they are nothing but bone, they will join the other minotaur skeletons in the bone pits (**Area J13**).

#### AREA J2: THE GRAVE CLOISTER

Huge pillars support a 25-foot-high ceiling in this massive underground chamber. Bas-relief sculptures of a hellish skeletal army decorate every inch of the walls. Carved, leering skulls embellish the vaulted ceiling. Bones are scattered throughout the room. Layers of dust coat every surface.

Arched alcoves lining the walls hold 12 mummified remains seated on stone thrones. Cobwebs and layers of dust cover the corpses, and thick grime coats their leathery frames. Each mummy wears a gold collar necklace inset with black opals and jade (500 gp), a black jade crown (750 gp), and four gold rings with onyx centerpieces (50 gp each).

Lumbering in the shadows of the room are 20 **zombies** and 4 **skeleton knights**<sup>A1</sup> (former warriors in Shah Rasalt's army who fell within the tunnels beneath Al-Sifon). Mixed among the common undead are 4 **mohrgs**<sup>A1</sup>. Avnahei, a **spirit**

### IN THE CATACOMBS

The Odium Catacombs and the Nether Sepulcher are imbued with a *hallow* (darkness) spell and a *bless* for undead and followers of Orcus. The catacombs also prevent good-aligned summoned creatures from entering or being summoned within its halls. Orcus' followers and the undead gain a +2 bonus to AC and a +2 bonus to saving throws versus good-aligned opponents. These bonuses are not included in the stat blocks.

**naga lich**<sup>A1</sup>, curls around the southeastern pillar, masked in *darkness*. She uses *spider climb* to traverse the ceiling. Before combat, she casts *haste*, *stoneskin*, and other spells upon herself and the mohrgs.

A horror to behold, this ancient naga wraps her remains in preserving linens and minerals. She is a master tactician who has served Orcus faithfully for centuries. She served as one of Akruel's generals during the War of Divine Discord. She entrusted her phylactery with Thyca Bane (**Area J10**) and believes that only the vampire priestess knows its current location. In reality, the phylactery was lost long ago when Shah Rasalt's forces looted the temple before sealing the entrances. Thyca never told Avnahei the truth.

#### AREA J3: ENTRANCE HALL

Piles of eroded bones and deteriorating armor are all that remain of creatures long dead. An expansive tile mosaic showing images of a skeletal army lines the walls of the long hall. The tiles are made from precisely cut bone fragments and ivory.

#### AREA J4: FONT OF BLOOD

Burial niches holding desiccated and disintegrating remains line this 15-foot-tall chamber's walls. A five-foot-diameter gray stone bowl upon a low pedestal sits in the center of the chamber. The bowl contains black liquid coated with a congealed skin that seems to pulse to its own beat. The stone basin is where the blood drained from victims to create vampire spawn is held. The foul baptismal font's evil nature is enough to turn the strongest of stomachs.

#### AREA J5: OSSUARY OF THE TOOTH

Skeletal remains fill three rows of niches lining the walls. A ring of charred and yellowed teeth sits on a three-foot-tall pedestal in the center of the room. A cracked human skull sits in the center of the teeth. Teardrop gems line the jawbone beneath the skull's eye sockets. These are the few remains of Creltor Bahn Ilan, a necromancer of ancient repute who sought immortality. The remains are inanimate and harmless. The jewelry consists of 12 flawless gems of various types (1,000 gp each).

The pedestal's top holds a concealed and intricately locked panel. It can be noted with a DC 20 Wisdom (Perception) check



# Area J: Odium Catacombs



1 Square - 10 Feet



A - Up to Area I4

B - To Area J2

C - To Area J1

D - 500 yards to Area J3

E - Spirit Naga Lich

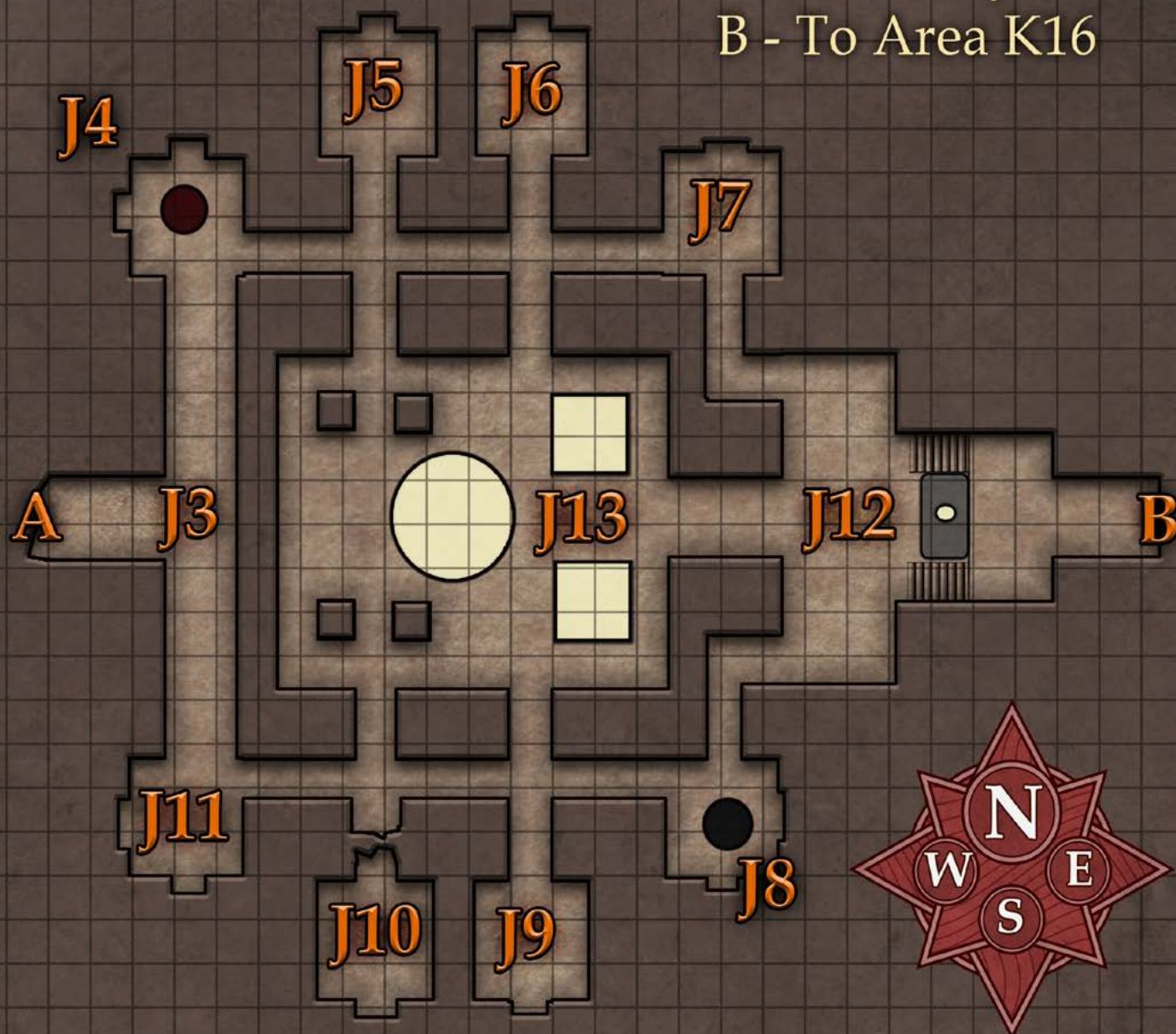


# Area J: Odium Catacombs

1 Square - 10 Feet

A - 500 yards  
to Area J2

B - To Area K16





and opened with a DC 25 Dexterity check with thieves' tools. Once opened, the core of the pedestal rises to reveal a hollow niche that contains a mithral decanter, a leatherbound tome, and an ivory key carved from a large tooth. The decanter (1,500 gp) contains evaporated green dragon bile poison. Once opened, the poison gas spreads in an invisible, 20-foot-diameter cloud centered on the decanter. Living creatures in the cloud must make DC 18 Constitution saving throws, taking 56 (16d6) poison damage on a failed saving throw, or half as much on a success.

The necromancer Creltor Bahn Ilan wrote the journal, which is bound in cured elf skin. The tome describes ritualistic sacrifices and experiments and acts as a *golem manual* (flesh). It also contains a map to the necromancer's abode overlooking the Goltray River. No mention of the tooth key is made in the tome, but the key's detail and workmanship indicate its importance. The key is worth 5,000 gp to an antiques dealer.

#### AREA J6: OSSUARY OF THE DOGS

Those not reborn into undeath in Orcus' service are brought here to rot. A chaotic mess of butchered corpses, tangled bones, and other unimaginable gore lie in rotting heaps. Niches along the wall are crowded, with bodies stuffed and pushed into every available space. Bodies dangle over the edges of the carved niches.

The room is plagued with insects, grubs, and 12 **ghasts**. Anyone delving into the gore is immediately attacked by 1d10 **swarms of insects**.

Anyone damaged by the swarms must make DC 13 Constitution saving throws or take 7 (2d6) piercing damage as the insects burrow into the skin. On a failed saving throw, victims must make a saving throw each round or take an additional 14 (4d6) piercing damage until the saving throw succeeds or until they are dead. During the first two rounds, the insects can be killed by applying flame to a character's flesh or by cutting open the affected skin. The flames and cutting each deal 7 (2d6) fire damage. A successful DC 15 Wisdom (Medicine) check eliminates the additional damage. After the first two rounds, only a successful save or a *lesser restoration* spell can stop the damage.

#### AREA J7: BEDLAM'S GATE

Brilliant, flickering light blasts from this corner shrine and casts harsh shadows throughout the room. Swaying slowly around a huge teardrop-shaped nimbus of yellow-and-red light are 6 **ghasts**. Horrific runes of glowing silver are etched in the floor around the light source.

The rapidly flashing light is a planar gate to a blinding level of the Abyss. A DC 15 Wisdom (Perception) check reveals faint screams intertwined with rasping whispers of sadistic brutality. The runes are actually a circle of *protection from evil and good* keeping the gate and its inhabitants at bay. Disrupting or altering the runes nullifies the protection and releases eager demons. Damaging area-effect spells cast within the room instantly disrupt the protective circle.



If the gate is broken, 4 **vrocks** immediately leap from the gate to drag the living and the undead into the horrible plane. Every four rounds thereafter, 4 more **vrocks** arrive until a total of 12 escape through the gate.

The gate closes forever if the vrocks drag all nearby creatures into the gate, if 10 minutes pass, or if the 12 vrocks are slain. Nothing short of divine intervention can save characters carried into the gate after it closes.

#### AREA J8: WELL OF THE DEVOURER

A true horror among the twisted denizens of the Nether Sepulcher's crypts is a chaos beast known only as **Englut**<sup>A1</sup> that terrorizes the lower levels. Englut is a mystery even to Orcus' faithful, who do their best to stay out of his way as he is known to slay the living and the undead alike. Thankfully, Englut rarely stirs from his dormant state. Englut mercifully devours any chaos beast spawned by his attacks.

Disturbing images of fused and warped humans decorate the chamber's walls. It is difficult to discern where one figure starts and another begins as bodies and faces meld into each other. Their mouths are open in silent screams of horror and pain.

In the center of the chamber is a 10-foot-diameter pit surrounded by relief carvings of skulls. The 20-foot-deep well is filled with liquefied flesh churning with rapidly coalescing features such as eyes, mouths, bony protrusions, hair, and other grotesque appendages. The liquid flesh pool that is Englut constantly shifts within the well until he becomes aware of intruders.

Englut can fly, albeit slowly as his wings shift and change in a fluid fashion. Englut does not pursue intruders beyond the Odium Catacombs. In the well beneath Englut's mass are mundane items left over from his past victims. A *cloak of resistance* (fire, as *ring of resistance*) rests among the crushed objects.



## AREA J9: OSSUARY OF THE APPARITION

A silent whirlwind of translucent ghost-like humanoids spins around an ashen figure who kneels upon a sarcophagus with her arms raised high. The exact number and race of the spirits swirling around the woman cannot be determined. Occasionally, one slows enough for characters to view its decaying features. These benign spirits are merely manifestations of evil souls who did not have the power to fully return as more sinister undead. They are frightening but harmless. A swipe causes them to dissipate, but they reform in 1d4 hours. The channeling of positive energy instantly slays these spirits.

The kneeling figure is Bellisia, a priestess of Orcus who killed herself rather than fall to the invading force of Shah Rasalt's army during the War of Divine Discord. Her burnt corpse is little more than bone and ash held together by the dry atmosphere. The body crumbles into dust if disturbed, and her ashes combine with the swirling negative energy inside the chamber to act as a 30-foot-diameter

cloud of acidic dust. The cloud causes those within its area to fall into fits of sneezing and coughing and take a level of exhaustion unless they make a DC 14 Constitution saving throw.

"A nightmare surged from the well, its body all eyes, and teeth, and screaming mouths of madness ..."

The sarcophagus is empty. Nothing else of interest is in the chamber.

## AREA J10: OSSUARY OF THE FORGOTTEN

The passage into this room collapsed long ago, and Akruel's minions have yet to clear the hall. Making a passage for even the smallest creature requires several hours of hard labor.

The ossuary beyond the rubble remains relatively intact, with niches holding preserved bones and remains. A stone sarcophagus in the center of the room is open, its lid leaning against the side. A skeletal corpse in the coffin clutches a silvered wooden spike that has been driven through its chest. The top of the spike is adorned with Arden's holy symbol.

The skeleton is Thyca Bane, a **vampire** priestess slain during the War of Divine Discord. She is harmless unless someone foolishly removes the stake pinning her to the sarcophagus. If anyone does so, she returns to her full undead status and power immediately. She is unaware that any time has passed and attacks characters mercilessly, thinking them minions of Shah Rasalt. If the stake is left where it is, Thyca can easily be destroyed (although characters gain no experience for the deed). You might use the priestess for further adventures or as an adversary who returns to seek revenge on characters.

Arden's forces looted Thyca's treasure long ago, but her body was forgotten after the tunnel collapsed.





## THE SKELETAL WARRIOR'S CIRCLET

In the process of transforming into a skeleton warrior, the dying warrior's soul is trapped in a golden circlet. Anyone possessing one of these circlets can exert control over the skeleton warrior whose soul the circlet contains. To establish control, the controller must be within 300 feet of the skeleton warrior, must wear the circlet, and must spend one full round doing nothing but concentrating on the skeleton warrior. If the controller is not interrupted during this time, resolve a Charisma (Intimidation) contest between the skeleton warrior and the creature with the circlet (note that the skeleton warrior adds its proficiency bonus to Intimidation skill checks). If the wearer of the circlet wins the contest, the skeleton warrior is charmed, views that character as an ally, and interprets any of the character's suggestions in the most positive light. It is not dominated or controlled, but it doesn't feel the urge to immediately kill the wearer of the circlet and recover its soul, either. It would like its soul back eventually, but it can wait until its new ally is slain by some other creature or dies naturally. If the skeleton warrior wins the contest, it is immune from attempts to use the circlet to charm it for 24 hours.

While within 300 feet of the charmed skeleton warrior, a person wearing the circlet can exert the following types of influence over the skeleton warrior. He or she can:

- choose to see through the skeleton warrior's eyes
- try to force the skeleton warrior to attack something by making a successful DC 15 Charisma check (failing the check means the skeleton warrior acts as it chooses)



- try to force the skeleton warrior to take some other action — search an area, move across a room, etc. — by making a successful DC 10 Charisma check (failing the check means the skeleton warrior acts as it chooses);

- try to place the skeleton warrior in “inert mode” by making a successful DC 15 Charisma check.

If this check succeeds, the skeleton warrior stands motionless, effectively unconscious and paralyzed, until the wearer of the circlet wills it back into wakefulness. If this check fails, the skeletal warrior is no longer charmed.

While forcing the skeleton warrior to do anything, the circlet wearer can't move or take any other action. If the circlet wearer moves more than 300 feet away from the skeleton warrior or removes the circlet from his or her head while the skeleton warrior is active (not inert), the skeleton warrior is no longer charmed. If someone else becomes the circlet's owner, the skeleton warrior knows instantly; if it was charmed, it's not anymore, and if it was inert, it becomes active again.

If a skeleton warrior ever gains control of the circlet containing its soul, it places the circlet on its head and “dies,” vanishing in a flash of light. The circlet falls to the ground and crumbles to dust.

**Note:** Gunnvor always remains in active mode while guarding the Nether Sepulcher. He also allows Akruel to hold the controlling circlet, as he willingly serves the death-priest. However, if anyone else takes possession of the circlet, Gunnvor charges at them in a blind fury to recover the control device.

### AREA J11: FONT OF BONE

This 15-foot-tall chamber's walls are carved with burial niches that hold desiccated and disintegrating remains. A five-foot-diameter gray stone bowl sits on a short pedestal. The bowl contains powdered bone used in various ceremonies. The powder is cursed and acts as unholy water but has no other properties.

### AREA J12: THE LOW ALTAR OF BONE

A stone altar carved into the shape of a large skull with a flat top rests in front of two staircases. Four candelabras stand about the room, the fat black candles they hold dimly lighting the area. Tapestries showing Orcus surrounded by hordes of undead hang from the wall between the ascending staircases. Tending to this shrine are 3 priests of Orcus named **Moshorw**<sup>A1</sup>, **Jerhorw**<sup>A1</sup>, and **Loufein**<sup>A1</sup> and their 3 **bloody skeletal dire tigers**<sup>A1</sup>

mounts. The tigers wear special saddles that allow the priests to ride them into combat. The tiger skeletons are under the priests' command and follow their directions. The priests aid Gunnvor (**Area J13**) with spells while the skeletal tigers protect them if needed.

Moshorw and his son, Jerhorw, are recent recruits. Moshorw converted from Arden and hails from the Shield Basilica. In his madness, he beguiled his son into Orcus' realm with promises of power and status. Moshorw ritually shaves his hair and permanently dyes his skin with reddish tattoos.

A former officer from the Shield Basilica, Jerhorw fled with his father and has since descended into madness. Born with an unkind face and a personality to match, Jerhorw was not considered officer material in the Shield Basilica's forces. Ridiculed and tormented by his peers, Jerhorw's dark soul is now fueled by



“The giant skeleton erupted from the pit of bones. A burst of magic set it on fire but didn’t slow it at all ...”



dreams of revenge. Despite his current status in Orcus’ legion, he keeps himself clean and his gear polished.

Loufein is a grunt who has worked his way through the ranks to earn the title “Dog of Orcus.” His receding hairline and excessively curly hair give him a somewhat comical appearance that belies his true power.

### AREA J13: BONES OF CONTENTION

Three pits filled to the brim with bleached bones take up much of the room. A thin mist emanates from the pits and rolls along the floor until it dissipates upon entering the halls leading out of the room. Four stone pillars decorated with thousands of human skulls support the chamber’s roof. If any living creatures approach, the animated skulls chatter their teeth loudly in unison until the entire chamber is filled with their rattling noise. The skulls are harmless and immobile, but they do bite anyone foolish enough to climb or touch them, causing 1d2 slashing damage.

Frescos incorporating bone fragments and teeth cover the walls and barrel-vaulted ceiling. The scenes depict skeletal armies climbing from their graves and marching on towns and cities. The scene is quite bloody, showing the undead army ravaging the land and slaying all in their path.

Two 10-foot-deep, square pits are filled with bones and dust fragments. Within each pit are 8 **minotaur skeletons** (with bone great clubs instead of greataxes, changing damage from slashing to bludgeoning) that attempt to grab passing creatures and drag them into the bone pile. The skeletons are completely concealed if they stand motionless. They grapple creatures thrown into the pit and batter them with bone greatclubs. Creatures flung into the pit are considered prone, do not gain attacks of opportunity, and are able to be grappled by four skeletons.

**Gunnvor**<sup>A1</sup>, a fire giant skeletal warrior, is under the bones in the center circular pit. Gunnvor once commanded Akruel’s undying army and now guards the Nether Sepulcher’s lower entrance. Akruel holds the circlet that controls the skeletal warrior. The fire giant erupts out of the pit in an explosion of bones when he detects intruders in the room. He likes to hurl opponents into the minotaur skeleton pits. (See **The Skeletal Warrior’s Circlet** sidebar for details on Gunnvor’s control device currently held by Akurel Rathamon.)

### AREA K: NETHER SEPULCHER

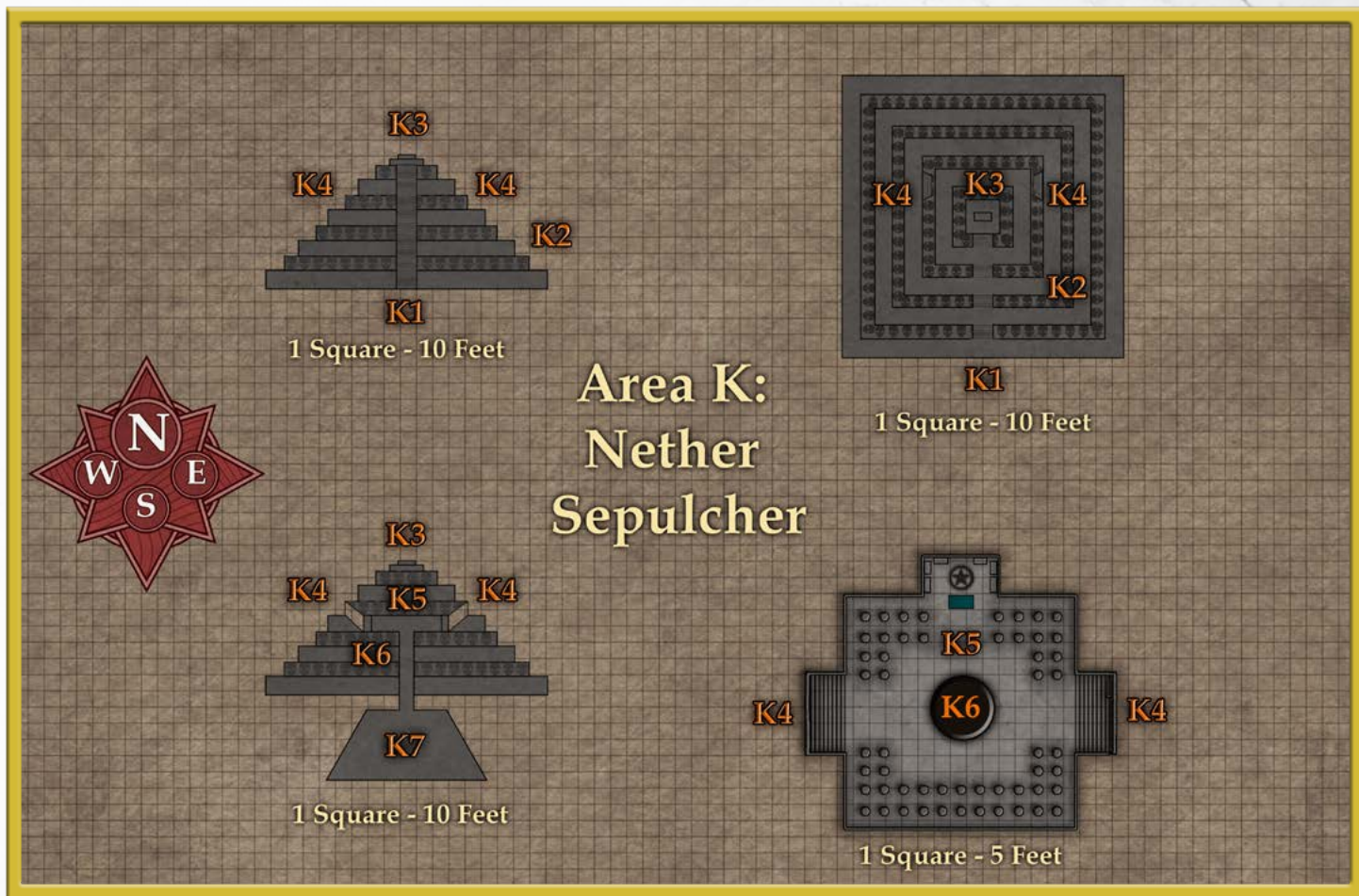
Alternating rows of gray stone blocks and massive boulders carved to resemble skulls make up this enormous pyramid. Peeling white paint makes the skulls appear to be rotting. The grinning skulls face outward, and *continual flames* burn brightly in each eye socket. Broad steps ascend the 45-degree sides to an upper entrance. A DC 10 Strength (Athletics) or Dexterity (Acrobatics) check is required to move for each round of combat. The steps narrow as they ascend.

Two entrances into the pyramid are halfway up the harrowing vertical steps, which continue on to a dais where a worn and cracked basalt altar awaits. Grooves in the altar collect blood and feed it into holes that lead into the pyramid’s interior.

### AREA K1: SOLEMN GUARDS

Two heavily armored **flesh golems** made from fire giant corpses stand at the base of the stairs. Both wear heavy spiked gauntlets that deal an extra 1d8 piercing damage on a hit. The golems attack anyone not openly bearing an unholy symbol of Orcus.





#### AREA K2: SENTINELS OF UNDEATH

Horrific demon statues line the four corners of each ledge of the Nether Sepulcher. The top three rows of statues are actually 12 **vampiric gargoyles**<sup>A1</sup>. These guards watch the skies and the surrounding area; they leap to attack anyone flying toward the temple. If battle begins below them on the stairs, they wait a few rounds for the flesh golems (**Area K1**) to soften up intruders before they enter the fight.

#### AREA K3: APEX OF OBLIVION

Vile sacrifices are made atop the temple. Dried and congealing blood cakes the pyramid's stairs and upper levels, where smoldering braziers atop the temple surround a worn basalt altar. The jade braziers (250 gp each) burn repugnant incense made from bone and cartilage. Orcus' followers perform nightly sacrifices to honor the demon prince.

Living creatures standing on the apex risk being struck by the black storm looming overhead (1-in-6 chance of a bolt of enervation striking a victim every round). Characters struck by the enervation bolts gain 1d4 levels of exhaustion. (See **Area H: Al-Sifon, The City of Beyond** for more on the deadly bolts from the overhead storm.)

**Akruel Rathamon**<sup>A1</sup> (**Area K23**) is often found atop the pyramid directing his armies and overseeing the frequent bloody sacrifices. He deals with intruders who come to his attention, but otherwise he stays focused on his horrid tasks. Remember,

he is busy gathering his army to march across the land and leaves nuisances who march into the city to his servants. The scepter can deliver the characters straight to Akruel's location if they so desire, but the death-priest has no such ability to detect the relic when it is in his presence. All bets are off if he sees the scepter, however; he instantly sends minions to destroy the intruders. If characters do end up facing him directly, he brings his full power to bear. He has no desire to be trapped in stasis for centuries again by the hated relic.

#### AREA K4: THE TEMPLE ENTRANCES

Two landings descend steeply into the temple's interior via 20-foot-wide steps. The stairs go down 50 feet into the narthex (**Area K5**). Warm, slightly smoky air billows up these stairs.

#### AREA K5: THE NARTHEX

A double colonnade rings this room. The carved columns resemble gaunt humans bearing anguished expressions as they support the ceiling. The smell of freshly disturbed earth lingers in the chamber, and smoke wafts through the air. A thin layer of fresh dirt mixed with ash covers the floor.

A round pit dominates the center of the room. Concentric rings of stone inside the pit serve as adequate handholds leading into the temple's depths. They can be climbed with a successful DC 10 Strength (Athletics) check. An altar of black jade (5,000 gp and weighing 900 pounds) sits in a large recess. A large



statue of Orcus can barely be made out through the darkness. The statue's hands hold a skull-topped wand horizontally over the altar. Above the altar, a lit *candle of invocation* (chaotic evil) hangs from a chain in a glass-faceted iron lantern. Small bowls, flasks, and vessels line small alcoves beside the statue.

Several smaller chests surround the statue's base. These contain miscellaneous embalming tools such as metal hooks, jars of preserving agents, scalpels, casks of natron, and rolls of linen. One of the chests contains three *shrouds of gentle repose* (as the spell with a permanent duration as long as the shroud remains on the corpse). Tending the upper chamber are 8 priests of Orcus (use **priest** with AC 20 from plate armor and shield, equipped with a mace, a *ring of protection*, a *cloak of resistance* [fire, as *ring of resistance*], an unholy symbol of Orcus, a prayer book, a fine black robe emblazoned with Orcus' symbol, and 55 gp) who "greet" intruders. These priests are so fanatical that if combat goes against them, they leap to their deaths down the pit to warn those in **Area K7**. These priests were selected from all parts of the land to serve in the Nether Sepulcher.

#### AREA K6: THE FALL INTO ABADDON

This 20-foot-diameter pit descends into the Nether Sepulcher's heart. Stone handholds in the pit means it can be climbed with a DC 10 Strength (Athletics) check. Harmless creosote and tar cover the walls and ledges. The pit drops 90 feet to the floor of **Area K7** where a statue of Orcus stands encircled by a pool of flame. Guarding the pit's midpoint are 4 greater shadows (use **shadow** statblock with 88 [16d8 + 16] hit points, strength drain +6 to hit, 23 [6d6 + 2] necrotic damage, strength reduction 2d4, CR 6). The shadows take great pleasure in draining strength from characters climbing down the shaft.

#### AREA K7: THE INTERMENT SANCTUM

This sanctum is the Nether Sepulcher's central worship chamber. The Interment Sanctum is hot and dry, with an average temperature hovering near 100° Fahrenheit. A giant, black statue of Orcus stands in a massive pool of liquid fire in the center of the room. Dozens of lanterns suspended from the ceiling by long chains hold candles that cast menacing shadows. Six massive columns carved to resemble a stack of human-sized skulls support the ceiling. Chains and manacles dangle from each column.

The black polished floor reflects everything in the room but warps the images. The mirror-like surface reflects living creatures as decayed walking corpses, while undead appear as they did in life. As undead heal from the magical energies in the room, their images in the floor become more lifelike. The opposite is true for the characters; when they heal themselves, their reflections become more deathlike. Only when they take damage and move closer to death do their undead reflections become more lifelike. The floor has no other effects besides reminding the living of their mortality.

Deep pulsating music reverberates through the room, although no source is apparent.

An altar built from ancient tombstones sits on a balcony 20 feet above the fire pit. Stairs on either side ascend to the dais. Nightly sacrifices take place on the altar and usually coincide

## NETHER SEPULCHER

### WANDERING MONSTERS

Roll 1d20 every two hours characters spend inside the Nether Sepulcher.

| 1d20  | Encounter                                                            | Number |
|-------|----------------------------------------------------------------------|--------|
| 1     | Akruel Rathamon <sup>A1</sup> (see <b>Area K23</b> )                 | —      |
| 2     | Rayne D'Anzeray (see <b>Area K7</b> )                                | —      |
| 3     | Elizara, High Priestess of Orcus <sup>A1</sup> (see <b>Area K7</b> ) | —      |
| 4     | Dread Wraiths <sup>A1</sup>                                          | 2      |
| 5–7   | Knobloch <sup>A1</sup> (see <b>Area K13</b> )                        | —      |
| 8–9   | High priests <sup>A1</sup> of Orcus                                  | 1d4    |
| 10    | Sub-priest of Orcus ( <b>priest</b> )                                | 1d6    |
| 11–12 | Chá Ookna <sup>A1</sup> , ogre mage/vampire (see <b>Area K19</b> )   | —      |
| 13    | Vampire spawn                                                        | 1d8    |
| 14–20 | No encounter                                                         |        |

with the rituals being performed atop the pyramid. The sacrifices are cast into the pool of fire when the ceremony concludes. Standing beside each staircase is a **fire giant skeleton champions**<sup>A1</sup> wearing full plate armor and holding a greatsword.

The 10-foot-deep pool of clear oil burns continuously but is never consumed. Slowly dissolving skulls and bones line the bottom of the pool. If extinguished, a single fire source reignites the conflagration. Creatures falling into the pool suffer 35 (10d6) fire damage from the boiling oil each round. Creatures climbing out of the pool remain on fire until extinguished. The oil can be bottled and removed, but its only remarkable property is that it is not consumed if used as a fuel source.

The 25-foot-tall statue of Orcus points its skull wand at the altar. A harmless cold aura radiates from the statue and is noticeable despite the heat. The statue is carved from a solid piece of black granite and is nearly indestructible.

In the room are the **lich** Rayne D'Anzeray (equipped with *skull wand of paralysis*, *spell scroll* with *banishment*, *create undead*, and *harm*, *ring of protection*, *bracers of defense*, black robes), **High Priestess Elizara**<sup>A1</sup> and 6 sub-priests of Orcus (**priest**) as well as a **dread wraith**<sup>A1</sup>.

Rayne warily watches the Nether Sepulcher's front entrance and its upper levels. After preparing defensive spells, he and the dread wraith join any combat on the upper level (**Area K5**) or atop the pyramid (**Area K3**).

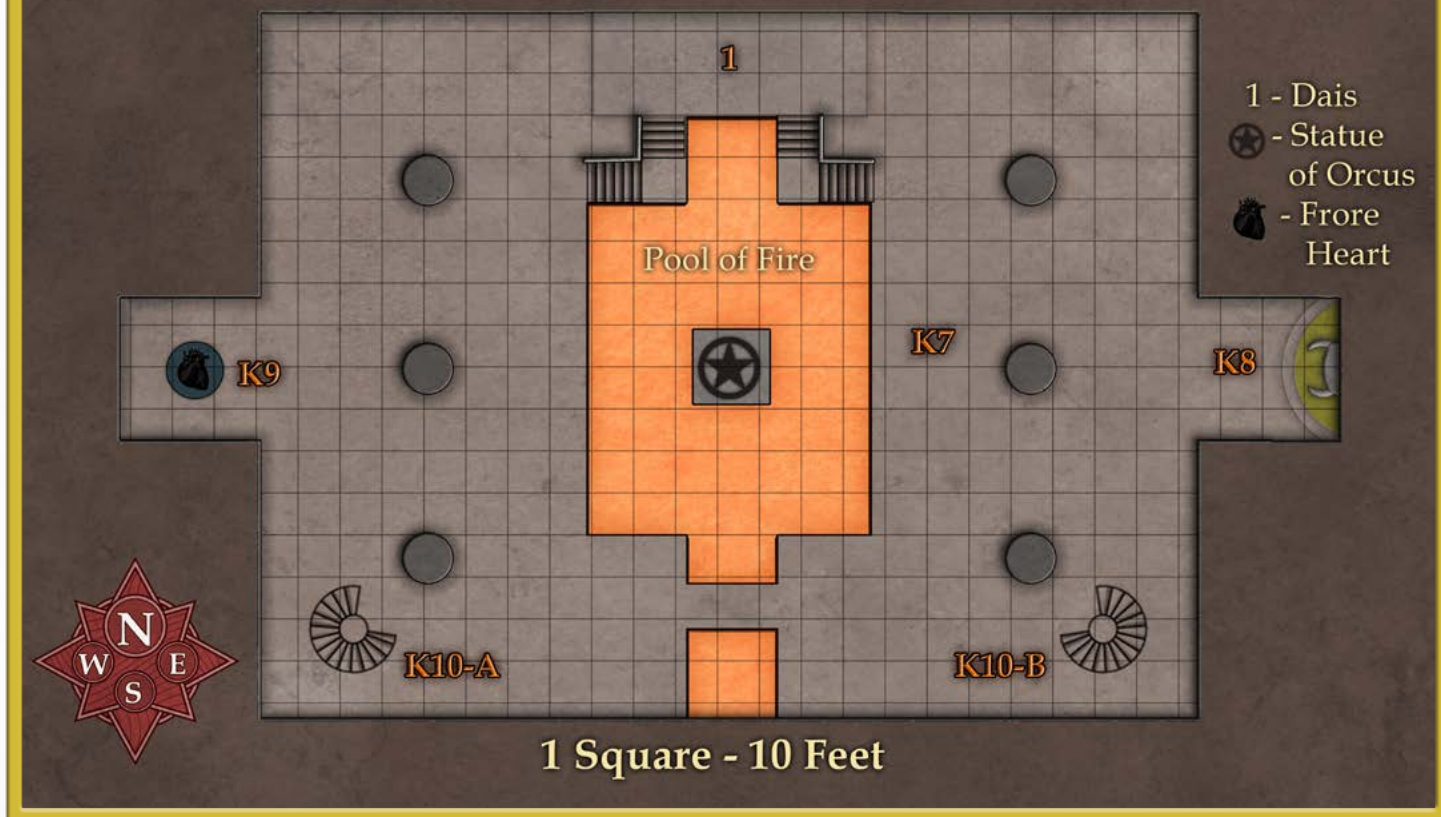
If not alerted, the dread wraith lurks around the room's edges, waiting to pick off lone intruders. If warned, it hides within a fire giant skeleton's armor and tries to surprise the skeleton's opponent.

The sub-priests perform various unholy ceremonies and occasionally sacrifice stubborn villagers to their undead lord.

**Note:** The sanctum and its inhabitants are a deadly force. The encounter can be adjusted by removing the dread wraith and/or



## Area K7: The Interment Sanctum



by removing the high priestess or some of the sub-priests.

The necromancer Rayne D'Anzeray discovered Akruel's tomb in Lessef and unleashed the evil death-priest upon the world. Akruel granted the spellcaster greater power, and Rayne quickly transformed himself into a lich to better serve his new master. Rayne still looks very much alive due to his recent transformation and the embalming skills of Orcus' priests. His true nature can be detected with a DC 20 Wisdom (Perception) check. Rayne appears to be in his late 30s, and his youthful appearance belies the danger the seasoned wizard presents.

Elizara is the ranking high priestess of Orcus and oversees many of the ceremonies at the Nether Sepulcher. The aging woman is a dangerous foe, but often limps and feigns infirmity to draw foes closer. She crops her graying hair short, and a horrific scar mars the left side of her face. She sharpens her teeth to points and paints her face to resemble a corpse.

### AREA K8: THE EAST TRANSEPT: ICHORS OF ORCUS

This room's back wall bears a carved stone humanoid skull with long ram horns curving from its forehead. A long stone tongue extends out of the skull's toothy maw and points toward the floor. Thick olive ooze drips down the tongue into a five-foot-deep stone basin carved into the floor. The unidentifiable substance bubbles unctuously, and greenish fumes rise from the bowl. The disgusting slime swirls as if disturbed from below.

The sludge is aptly named the Ichors of Orcus. The mucus appears from the statue's mouth although no discernible font

can be found. Destroying the effigy is the only way to stop the sludge from oozing out. It has AC 18, a damage threshold of 10, and 240 hit points.

The slime has several properties while within the transept. Any contact with living flesh immediately inflicts a hideous plague unless the creature makes a DC 17 Constitution saving throw. Any creature that fails the save slowly becomes a **ghoul** (under 4 hit dice) or a **ghast** (4 hit dice or above) over four hours. Only a DC 20 Wisdom (Medicine) check followed by a *wish* can cure the affliction. Consuming the substance immediately inflicts the deadly curse (no save). The victim retains its abilities and switches to a Chaotic Evil alignment. The transformation starts at the point of contact and spreads across the victim's body. The affliction deals one-quarter of the victim's total hit points every hour until death. The corpse returns as an undead creature in 1d4 rounds. The high priests say the viscous fluid originates from Orcus' blood and bile.

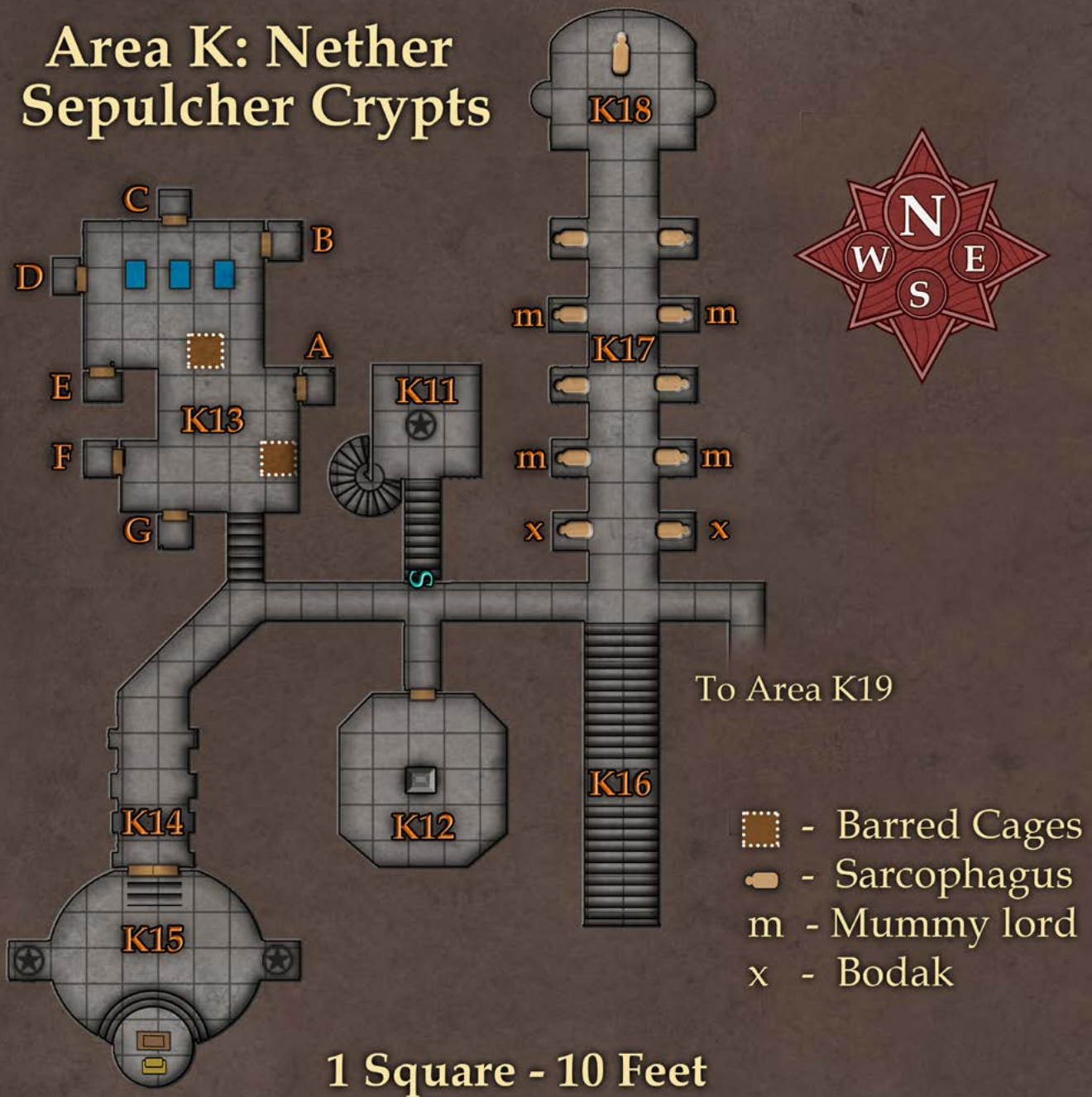
Submerged and hidden in the Ichors of Orcus is a +2 *maul* that has resisted the putrid bile. The sludge itself detects as magic and overpowering evil, masking the maul's presence.

### AREA K9: THE WEST TRANSEPT: CHAMBER OF THE HEART

An engorged, three-foot-diameter black stone heart hovers above a basin of inky, charcoal-colored liquid. Ebon fleshy veins pulse over the *Frore Heart* with an unseen heartbeat, and oily black juices seep from jagged wounds and drip into the font below. Each droplet reverberates like a pulse in the silent room



## Area K: Nether Sepulcher Crypts



when it strikes the pool. A numbing coldness grips the heart of living creatures that approach the massive black heart. Guarding the heart at all times are 2 **dread wraiths**<sup>A1</sup>.

The coldness deals 2 (1d4) necrotic damage to living creatures that end their turn within 50 feet of the heart. Characters feel the chill once they cross through the columns on the west side of the room. This damage can be healed only by magical means. Undead within the area regain 4 hit points if they end their turn in the presence of the *Frore Heart*.

The oil seeping from the heart is negative energy in its purest liquid form. A living creature that touches the oil takes 55 (10d10) necrotic damage and gains two levels of exhaustion. Immersion in the oil completely depletes a creature's lifeforce,

permanently snuffing out their existence. The oil and the negative energy dissipate in 1d4 hours.

The *scepter of faiths* is the only mortal magic that can destroy the *Frore Heart*. The scepter must be driven into the heart, with the act immediately destroying both artifacts. The heart has AC 20 in regard only to the *scepter of faiths*. If the scepter pierces the *Frore Heart*, both detonate in a white flash of energy that deals 82 (15d10) necrotic damage, but at the same time heals 82 (15d10) hit points to living targets in a 100-foot-radius burst. There is no save, and the energy penetrates all barriers, including natural and magical barriers.

Since the *Frore Heart* contains his soul, **Akruel Rathamon** (Area K23) arrives immediately if the organ is disturbed. He



fighters to destroy the intruders or, failing that, attempts to drive them from the chamber.

If the *Frore Heart* is destroyed, Akruel Rathamon is instantly and irrevocably slain.

#### AREA K10: DESCENT INTO UNREST

These dual spiraling staircases descend into the dungeon levels beneath the narthex. The steps are wide and pass through 60 feet of stone. The west stair (**Area K10-A**) descends to **Area K11**, while the east stair (**Area K10-B**) opens onto a secret door at **Area K24**.

#### AREA K11: THE CANON OF MUIR

The acolytes and undead avoid this rarely used chamber. A dusty, painted statue of a man in heavy plate armor stands motionless in a battle stance. His heavy mace is drawn back to strike and his shield is raised high to guard against a nonexistent foe. Jemichar Essan Aziza, the Canon of Muir (LG **master holy defender**<sup>A1</sup> equipped with a *belt of giant strength* (storm), +3 *mace*, +3 *plate*, *cloak of resistance* (cold), as *ring of resistance*), +1 *shield*, holy symbol of Arden, and a missive from the Shield Basilica of Muir asking him to become the basilica's commanding officer upon his return from the war's frontlines) has been held in magical stasis since Al-Sifon's fall during the War of Divine Discord in -578 I.R. His comrades lost track of him during the chaos, and he was presumed dead when the decision was made to seal the tunnels and raze the city's aboveground buildings. Thick dust and grime coat his form, making it difficult to discern his features. His body is soft to the touch, as if made of sooty clay. He can be cleaned with minimal effort. He is invisible to undead unless they make a DC 12 Wisdom saving throw.

If freed, he continues fighting, not knowing that thousands of years have passed. Jemichar still has these cleric spells in use with their duration suspended by the magical stasis: *protection from good and evil*, and *enhance ability*. Jemichar fights to the death unless characters convince him of what happened with a DC 17 Charisma (Persuasion) check. Jemichar speaks an ancient form of Common that makes it difficult to communicate with the knight. Jemichar is saddened to learn the fate of his family but wishes to continue his quest to end Akruel Rathamon's reign. He believes it is his destiny to take part and witness Akruel's destruction.

If characters introduce Jemichar to Shield Minion Vars Strine (see **Chapter 11: The Heir of Sin**), the knights of the Shield Basilica welcome their lost brother into the keep with a sense of awe. Jemichar readily integrates into their fellowship and after a few years replaces Strine as the basilica's leader, finally taking the position for which he was chosen so long ago.

A spiral staircase leads upward to **Area K10-A** in the Interment Sanctum (**Area K7**).

#### AREA K12: VAULT OF PENANCE

A locked iron door seals this room. It can be opened with a DC 25 Strength check or a DC 22 Dexterity check with thieves' tools. The room beyond contains an obelisk of hardened coal.



Grotesque black runes are scrawled over the walls and floor, written by followers of Orcus driven insane by the dread lord's dictums. A pulsing drone from within the obelisk can be heard with a DC 14 Wisdom (Perception) check.

The pillar radiates evil and magic, dealing 1 level of exhaustion per hour of continuous exposure to any living creature that remains in the room (no save) as it absorbs their life essence.

The obelisk is a divine focus for communing with Orcus. The demon prince immediately responds to anyone soliciting his aid through the coal pillar. If the solicitation is unwelcome or undesired, Orcus toys with inquiring individuals in a whispering voice. When his amusement and interest end, the runes on the obelisk shift to display a *symbol of death* (DC 21 Constitution saving throw), and the pillar *gates a nalfeshnee* into the room. The nalfeshnee is prepared for combat as it enters through the portal. It does not pursue characters beyond the room and returns to its home plane after 10 rounds. Only the most powerful priests of Orcus and sentient undead can use the obelisk without fear.

#### AREA K13: THE GRIEVOUS BASTILLE

Weak moans of pain and sobs of misery rise up the stairs leading down to this room. The chamber below depicts evil at its worst. Scalpels, serrated blades, hooked clasps, and dissection equipment hang on the walls. Cages and cells containing pleading human villagers stand chaotically about the room. A pit of glowing embers heats dozens of pokers, blades, and burning brands. Tending to the unfortunate subjects on the dissection tables are 4 sub-priests of Orcus (**priest**) and 4 **vampire spawn**.

**Knobloch the Cruciate**<sup>A1</sup> oversees the proceedings and takes great delight in his gruesome tasks. He extracts information from his captives, gleaned details of troop



strengths, nearby villages, and other facts to aid Akruel in his conquests. Despite being new to the job, he is quite effective in learning information.

The cells hold commoners and soldiers from neighboring nations. They are physically fragile and mentally withdrawn into a comatose-like state at what they have seen. They provide no information unless cured of their permanent mental state by a *heal* spell. Currently, 13 captives remain alive.

#### AREA K13-A: CELL

This cell holds 6 male warriors (LN **veteran**). They are local natives and know the jungle outside of Al-Sifon but otherwise offer little information to their rescuers. They speak a local dialect. If characters communicate with them and give them weapons, the villagers aid their rescuers to the best of their abilities.

#### AREA K13-B: CELL

Cheralyn (LG human female **priest**), a priestess of Thasizier, is the daughter of a wealthy basket merchant and was captured while traveling near the temple. She has been tortured nearly to death and pledges rescuers a reward of three 5,000 gp diamonds once she returns safely to the Theurgist Seminary of Thasizier. The only problem is that Cheralyn hosts an **advanced intellect devourer**<sup>A1</sup>. The devourer has no allegiance to Orcus but always takes advantage of any situation.

#### AREA K13-C: CELL

The gnome **Omvig the Robust**<sup>A1</sup> mingled into a procession of villagers entering Al-Sifon, hoping to get into the Nether Sepulcher to singlehandedly defeat the evil growing within. Instead, he encountered the lich Rayne D'Anzeray (**Area K7**), who easily defeated him and handed him over to the torturers to extract information.

#### AREA K13-D: CELL

This cell contains 4 female humans (**commoner**). They are attractive, healthy, and well fed. They cower against the walls, fearful that the characters are going to take another of them away. Every day for the past 16 days, one of their number has been escorted away, never to return. They draw lots each day to see who leaves when the cell door opens. Rayne has been sacrificing the woman to his dark lord (**Area K3**); three women still survive in his personal chamber (**Area K15**).

#### AREA K13-E: CELL

The cell is empty, but fresh blood is splattered on the walls and ceiling.

#### AREA K13-F: CELL

**Goatbeard**<sup>A1</sup> claims undead jumped him in the jungle and carried him into Al-Sifon. In reality, the siren lure of Al-Sifon overcame the down-on-his-luck drunkard, and he marched freely into the temple. He awoke in the cell and knows nothing about the upper levels.

#### AREA K13-G: CELL

This cell holds a normal **rabbit**. It is unclear why the torturers are holding the rabbit within the cell. The rabbit is frightened and scampers away if freed.

#### AREA K14: SKELETON HALL

Two rows of funeral niches line this passage. Skeletal corpses adorned in chainmail lie upon the ledges, their bony hands grasping greatswords that rest on their hollow chests. The skeletons are inanimate, and their belongings are corroded and deteriorated beyond use.

Great iron double doors at the southern end of the hall remain closed at all times. Pitted iron pull rings hang from the portals. The doors are locked and trapped. The door has an obvious trap that causes thin needle-like iron spikes to extend from its surface and lock into place. The real trap springs only after the spikes are extended and the doors are unlocked. At that point, the massive hinges unclasp and allow both iron doors to pivot forward on their bases to crush anyone attempting to open the doors. The entire trap can be understood with a DC 19 Intelligence (Investigation) check. If the investigator gets only a DC 12, they uncover just the iron spike portion of the trap. The iron spikes can be disarmed with a DC 13 Dexterity check with thieves' tools; fortifying the hinges requires a DC 16 check. If triggered, the doors make an attack at +12 to hit against all creatures within 10 feet. On a hit, the creature takes 35 (10d6) bludgeoning damage and 5 (2d4) piercing damage.

#### AREA K15: NARTHEX OF THE FLESH, CHAMBER OF RAYNE D'ANZERAY

Steep, narrow steps descend to a floor covered in black powder. The dust is the ground remains of bones burned during sacrifices. Although harmless, the dust radiates Necromantic magic. Two alcoves frame identical jade statues of Orcus. Red and black veins streak the eight-foot-tall statues, and their red ruby eyes glitter in the dim light cast by four hanging lanterns. Flickering candles in each lantern fleetingly illuminate the room. A massive mural of a horned skull leers down from the 30-foot-high domed ceiling.

An arching set of stairs rise out of the black dust to a round landing 10 feet above the floor. A heavy wooden desk scattered with papers and books sits in the center of the platform. A throne-like chair sits on the opposite side of the table. An intensely bright candle on a gaudy oversized floor sconce lights the room.

Two robes float beside the table, although no bodies can be discerned beneath the clothing. The robes are merely cloaks thrown over 2 *unseen servants*. Three gaunt human females (N **commoner**) sit around the chair's base. The starving women are charmed concubines of Rayne D'Anzeray. Since his transformation into a lich, he cares little for them. With a casual glance they appear undead due to neglect and the ash coating Rayne's chamber, and they aren't far from it (1 hit point each). Rayne rarely visits these chambers.

Tomes and notes on the desk describe in detail the rituals and materials needed to achieve lichdom. The research books are worth 50,000 gp, although the subject matter is decidedly evil.



The Theurgist Seminary of Thasizier gladly pays this amount to store the books in their vaults, safely hidden away from prying eyes.

The women provide little information as they are still under the effects of the lich's charm. If healed and fed, they plead with the characters to rescue the remaining women being held in a cell somewhere in the crypts (see **Area K13-D**).

#### AREA K16: DESCENT INTO THE CATACOMBS

A set of 20-foot-wide steps descends 100 feet deeper underground to eventually connect to tunnels that connect the Odium Catacombs with the Nether Sepulcher. At the bottom of the stairs, an east-west tunnel travels 500 yards until it reaches **Area J12**.

#### AREA K17: AKRUEL'S CHOIR

Four lanterns containing black candles cast a soft radiance down this long passageway. Five alcoves line each side of the great hallway, and dark granite sarcophagi stand upright in each recessed area. Gold and jade patterns adorn each sarcophagus, and a black mist seeps from each lid to obscure the floor before it. The lids of the sarcophagi resemble emaciated humans with gaunt features and hollow eyes. The mist whips and curls harmlessly around creatures who enter the hall.

Disturbing the mist reveals brightly colored hieroglyphics embellishing the floor that depict sacrifices and ritual cruelty. Residing in the first two sarcophagi are 2 **bodaks**<sup>A1</sup>. Living beings who enter the Ethereal Plane from Al-Sifon immediately draw their attention, and the bodaks rush to investigate.

The remaining sarcophagi hold mummified remains of high-ranking clergy and minions who served Orcus. The second and fourth rows of sarcophagi approaching **Area K18** contain 4 **mummy lords**, Akruel's honor guards during his first reign. The mummies leap to attack once their sarcophagi are opened or bypassed. The mummy lords attack anyone in the hall and pursue fleeing characters throughout this level. They return to their rest once enemies are dead or driven off.

#### AREA K18: AKRUEL RATHAMON'S CATAFALQUE

Black mists swirl into this room, which once served as Akruel's bedchamber. It is now his primary coffin room. A dozen, veil-clad women hold an elaborate darkwood coffin (8,000 gp) inlaid with ivory over their heads. A frightening glass mosaic of Orcus leering down at the coffin decorates the domed ceiling. The dome's edges show

scenes of the dead rising from their graves to grasp at the living and drag them back into the earth. Intricate glass montages depicting corpses with mirror eyes decorate the wall alcoves.

The women are 12 **zombies** embalmed so meticulously that they almost seem alive. Their chests even move as if breathing. Only their lifeless eyes hint at their undead state. The zombies tirelessly hold the coffin unless otherwise commanded. The coffin is carved with ancient glyphs and runes and radiates a strong magical aura. One of the coffin's attached handles is actually an *immovable rod* that prevents the coffin from being moved, whether the zombies are present or not. To further dissuade thieves, the coffin is trapped with a *life drain* spell. If Akruel is forced to retreat to his coffin, he regains hit points taken by the trap as if he had bitten the target. The trap can be found with a successful DC 20 Intelligence (Arcana) check and removed with *dispel magic* cast with a DC 18 spell check. If triggered, the creature opening the coffin must make a DC 18 Constitution saving throw, taking 21 (6d6) necrotic damage and gaining one level of exhaustion on a failure, or taking half as much damage and gaining no exhaustion on a success.

Guarding the coffin are 2 **kamarupas**<sup>A1</sup>. These spirits hide within the walls and wait until the coffin is disturbed before floating into the room to attack.

The coffin contains a *rod of rulership*, a *ring of spell storing* with *dimension door* and *magic missile*, as well as the *immovable rod* coffin handle.

#### AREA K19: CHAMBER OF DEPRAVITY

A bloated, 16-foot-tall statue of Orcus assembled from various pieces of flesh and animal parts stands on a central dais consisting of three wide steps.

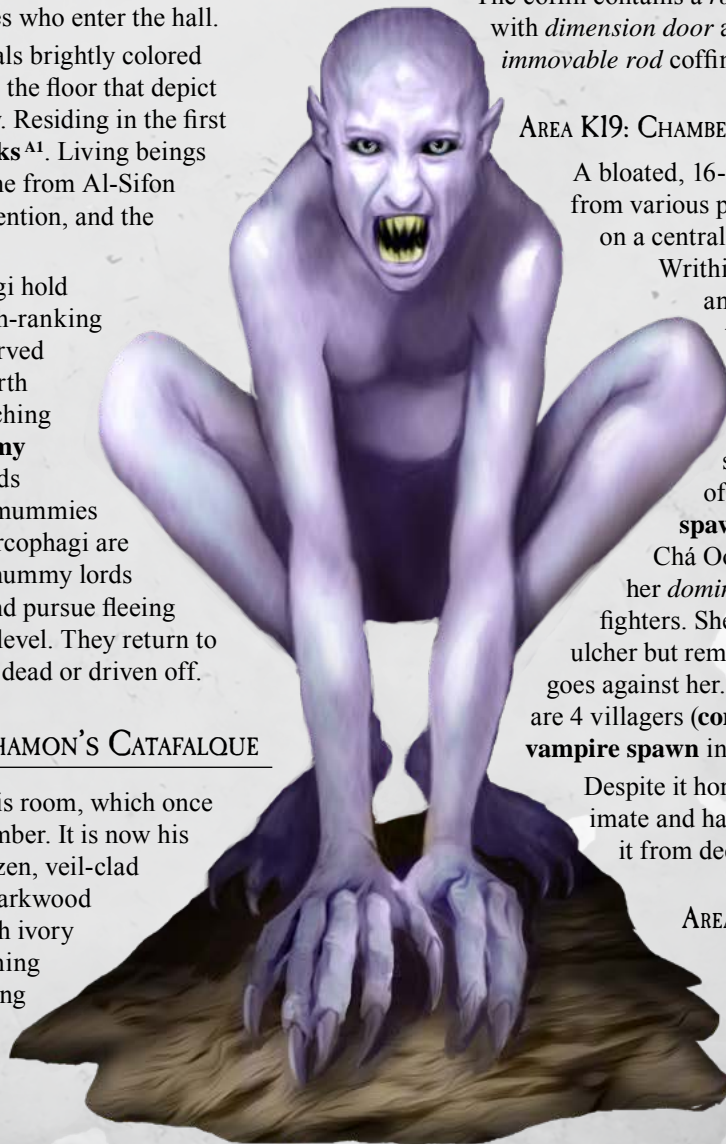
Writhing humans engaged in obscene rituals and chants rest on the floor surrounding the figure. A single human female kneels before the statue as she leads the throng. Several cultists are devouring and drinking blood from still-living victims. The group consists of 6 sub-priests (**priest**), 4 **vampire spawn**, and **Chá Ookna**<sup>A1</sup>, a vampiric oni.

Chá Ookna remains in human form and uses her *domination* ability to enslave the strongest fighters. She is a new recruit to the Nether Sepulcher but remains untested. She flees if the battle goes against her. Surviving amid the mass of bodies are 4 villagers (**commoners**). Six other villagers rise as **vampire spawn** in 1d4 days if precautions are not taken.

Despite its horrific appearance, the statue is inanimate and harmless. A *gentle repose* spell prevents it from decaying. It radiates Necromantic magic.

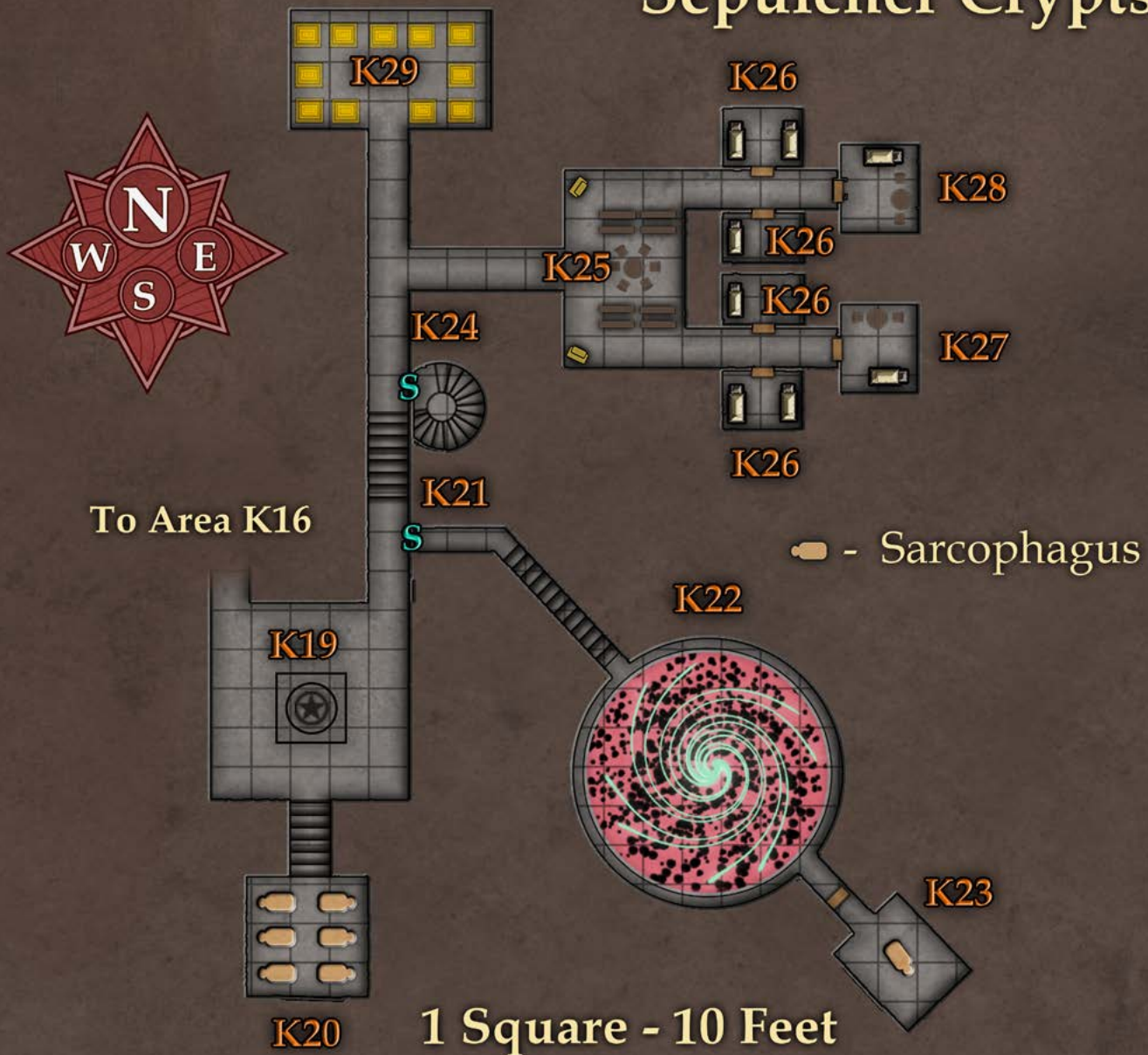
#### AREA K20: RESPITE CHAMBER

Six sarcophagi lining the floor are used as refuge by some of the higher-status vampires roaming the Nether Sepulcher. The tombs are large enough to each hold





## Area K: Nether Sepulcher Crypts



several undead. At any given time, 2d4 **vampire spawn** can be found here. They join combat in **Area K19** after three rounds.

### AREA K21: THE SECRET TUNNEL

This well-hidden secret passage is difficult to find. A DC 20 Wisdom (Perception) check reveals the faint whistling of air being drawn under the hidden door and dust being sucked beneath the frame. If smoke or any other gases are released into the area, they are immediately sucked under the hidden door, lowering the DC to 13.

The door is difficult to open. *Hallow* (extradimensional interference) spells in the room beyond prevent extradimensional travel, and the door is equipped with a lock that requires a second

DC 20 Wisdom (Perception) check to find. The lock can be opened with a DC 25 Dexterity check with thieves' tools. The DC is reduced to 15 if the *arcane lock* is dispelled. Once unlocked, the door can be opened with a successful DC 17 Strength check due to the force of the wind from **Area K22** pulling it closed.

### AREA K22: THE TEMPEST

Once the door is opened, torrents of 160 mph winds rip through the halls, sucking debris, loose items, and bodies into the passage and the tempest beyond.

Small creatures that fail a DC 12 Strength check are dragged down the passage and swept into the tempest. Medium and smaller creatures are knocked prone and roll 1d4 x 10 feet



toward the vortex, taking 2 (1d4) bludgeoning damage per 10 feet unless they make a DC 12 Strength check. Flying movement is not allowed. Creatures that are flying when the door is opened are pulled forward 2d6 x 10 feet into the passage and take 7 (2d6) bludgeoning damage due to battering and buffeting unless they succeed on a DC 17 Dexterity saving throw. Prone creatures may only move a five-foot space as a full-round action. Movement over five feet requires another Strength check throw to avoid the wind's effects.

Inside the circular chamber, torrential winds spin around the central vortex room, pulling at objects and creatures daring to enter the chamber. The incredibly strong winds sweep along every inch of the room and the adjoining hallways.

The stairs end at a five-foot-wide ledge that circles the fathomless pit. The pit's walls fall 50 feet into the top of a swirling whirlpool of black clouds. Red light glows from an indeterminate source beneath the spinning clouds. Crackling bolts of purple energy illuminate the room with strobe-like flashes. The tempest is a huge portal into a negative energy plane.

Anyone standing on the rim around the vortex is buffeted by the hurricane-force winds being focused upward along the walls of the pit. The strong winds so near the storm require any Medium or Small creature to make a DC 15 Strength saving throw or be yanked into the eye of the tempest. A successful save means creatures may act normally, but any movement beyond five feet in a single round requires another Strength saving throw. Creatures making the initial check can move about the room safely as long as they do so in five-foot increments. They are considered prone as the winds force them to hug the ground to prevent being pulled off the ledge. Flying movement is not allowed.

Incorporeal creatures and those with *freedom of movement* are immune to the effects of the negative energy winds.

Creatures pulled into the tempest are hurled onto the Negative Energy Plane. The pit is actually 100 feet deep, with the tempest filling the lower 50 feet. A portal to the Negative Energy Plane spins at the bottom of the pit. See the sidebar on the Negative Energy Plane for details of where the characters might end up.

### AREA K23: CALVARIAE LOCUS, PLACE OF THE SKULL

The wind in the alcove containing the door is still ravaged by the torrential winds from **Area K22**. The door is complicated to open, and it is equipped with a lock that requires a second DC 20 Wisdom (Perception) check to find. The lock can be opened with a DC 25 Dexterity check with thieves' tools. The DC is reduced to 15 if the *arcane lock* is dispelled. Even after the door is unlocked, it still requires a successful DC 17 Strength check to open outward due to the wind pressure pushing against it from the vortex chamber (**Area K22**). Closing the door seals out the tempest, but a DC 17 Strength check is also required to pull the door closed.

Akruel Rathamon's burial chamber's inner walls are plated with a mosaic mural made of obsidian, dense coal, and basalt. The mural portrays dark skulls piled floor to ceiling. Red obsidian in the eye sockets is sculpted so that the skulls' eyes follow viewers in the room. Cracks web the ceiling and allow gaseous creatures to enter the chambers of the Nether Sepulcher

## THE NEGATIVE ENERGY PLANE

The tempest is a one-way portal, with no entry back to the Nether Sepulcher. Creatures entering the tempest find themselves on a black featureless plane. The ground is soft and spongy, but stable. A throne composed of horns crafted from grotesque creatures is about 200 feet away. A silver stand before the throne holds a reflective metallic skull. Akruel Rathamon sometimes travels here to regain health and to replenish his minions from among the plane's inhabitants.

The mirror-like skull is a *crystal ball* that allows Akruel to sery upon those within Al-Sifon from the safety of the Negative Energy Plane.

Each round a character is on the plane, he or she must make a DC 17 Constitution saving throw or gain a negative level. If a creature's negative levels equal its current levels or Hit Dice, it dies and becomes a wraith. The *death ward* spell protects creatures from some damage and the plane's energy draining effects.

Staying on the plane for any length of time invites trouble from the inhabitants (not to mention the risk of acquiring negative levels and becoming a wraith). Creatures calling the plane home are the undead and various demons that wander through occasionally.

As an alternative that won't possibly end the adventure, you could decide that the pit simply spins the characters about the energy vortex without drawing them across the planar border. The characters must make the same DC 17 Constitution saving throw every 1d6 rounds they are in the pit to avoid gaining a negative level. This option allows them a chance to escape the deadly Negative Energy Plane.

and Al-Sifon above. A massive frieze of a jade-inlaid, skull-topped wand decorates the fan-vaulted ceiling.

Deep red flint and chert form a gruesome motif of entrails stretched across the floor. A crimson, granite sarcophagus sits in the center of the room. The stone encasement measures five feet wide by 10 feet long. An effigy of a handsome man with diabolical features dressed in ancient ceremonial garb decorates the lid. Gold and platinum inlay further accentuates the man's importance.

Eight larger-than-life skeletal hands and forearms made of pitted iron rise from the floor to hold the lid tightly to the coffin with clenched fingers. These arms are 8 medium animated objects (use **flying sword** statblock with no fly speed, and 35 [10d6] hit points, longsword +6 attack, 19 [4d8 + 1] slashing damage) that must be destroyed or commanded to move in order to open the lid. If Akruel is present in his coffin, none of the hands attack as they all hold the lid closed to give Akruel ample time to escape or prepare. If the death-priest is not here, however, six of the arms attack while





“The death-priest  
laughed at our  
presence. With a  
wave of his hand,  
the tunnel filled  
with the dead ...



two maintain their hold on the coffin. A hole in the bottom of the sarcophagus allows access to the pit and tomb for gaseous creatures.

The lid of the sarcophagus is also *arcane locked* and extremely heavy. With the arcane lock in place, it requires a DC 27 Strength check to move. The *arcane lock* can be removed with a DC 18 *dispel magic*, which reduces the DC to 17 on the Strength check. A trap on the lid causes the room's floor to retract into the walls and drop creatures into a funnel-shaped pit that dumps those who fail a DC 17 Dexterity saving throw into the tempest pit (**Area K22**) via a nearly vertical slide. A successful Dexterity saving throw indicates that the creature grasps the walls or sarcophagus as the floor retracts. The trap can be noted with a successful DC 17 Wisdom (Perception) check. The trapped floor could be completely covered with boards or other objects, but the items used must be lodged into the walls and propped onto the sarcophagus to avoid falling into the pit when the floor opens.

If the floor opens, the wind again buffets this chamber until the pit door resets in five rounds. Anyone holding onto the sarcophagus can make a DC 15 Wisdom (Perception) check to find a switch that immediately resets the floor. The sarcophagus itself sits on a pedestal attached to the side of funnel. If you are generous, you may allow characters another DC 17 Dexterity saving throw to grab the pedestal before they slide down the chute and are dumped into the vortex.

Once opened, the sarcophagus contains an elaborate darkwood coffin (8,000 gp in value) adorned with ivory inlays of demonic figures upon a palanquin. The skeletal remains of Akruel's harem are scattered around the coffin inside the sarcophagus. They were sealed alive in the stone tomb during Akruel's transition into undeath in -582 I.R.

If defeated elsewhere, **Akruel Rathamon**<sup>A1</sup> rests in the coffin. Akruel can command one of the skeletal hands to trigger or close the pit trap if the animated objects remain. The coffin also contains a *ring of three wishes* (two remaining), a *staff of power*, *plate armor of etherealness*, a +3 *shield*, a +2 *mace of disruption*, a *cubic gate*, a *necklace of prayer beads*, a *helm of teleportation*, and a *wand of the war mage* +2.

Akruel can be encountered in any room of the Nether Sepulcher and likely comes quickly if he detects living intruders or discovers that they bear a restored *scepter of faiths*. Once he discovers this fact, he throws his minions against the characters in an all-out assault.

Use Akruel as you see fit. If characters barge into the temple, the suicidal charge should draw the vampire death-priest's attention. If they enter quietly (such as through the Odium Catacombs [**Area J**]), it may take Akruel awhile to notice them.

Akruel Rathamon is a relic of man's ancient past. His complexion and exotic features belie his undead status. His long, black hair is braided with semi-precious stones that hang over his shoulders. His ceremonial garb reflects his lost heritage. Bright tropical bird feathers, jade and gold inlay, and geometric designs adorn his clothing. He occasionally wears a bone helmet with large ibex horns to give him an even more frightening appearance.

#### AREA K24: SECRET DOOR

A secret door can be found with a successful DC 20 Wisdom (Perception) check. It opens onto stairs that lead upward to **Area K10-B** in the Interment Sanctum (**Area K7**).

## STOPPING AKRUEL

By this point, characters should have a good idea that stopping Akruel isn't as simple as attacking him with the *scepter of faiths*. If they try, the scepter itself tells them that Shah Rasalt tried — and failed — to stop the death-priest in that manner already. The scepter believes something else must be powering the death-priest.

If characters still fail to connect this external power source with the *Frore Heart*, numerous places exist within the temple complex that could guide them, including the many murals on the walls, and some of the holdovers from the past such as Essan Aziza (**Area K11**), who can share whispered rumors that Shah Rasalt dismissed in his original push to stop Akruel.

In addition, if the characters reunited Lord Arnsworth Du Vaine with his daughter Lavina in **Chapter 8: Soul of Glass**, the ghostly figure of the dead religious scholar could materialize near the heart to assist the characters. He appears to be deeply concentrating on the massive heart, his brow furrowed in thought. His ghostly form shimmers with each pulsating beat of the organ and vanishes for good in 1d4 + 2 rounds.

#### AREA K25: COMMON ROOM

This torch-lit room contains several benches and tables. Comfortable chairs surround smaller meeting tables. A roasted hog impaled on a spit sits above a fire pit. A shelf near the pit holds utensils and food. Large barrels of mead and water sit next to the entrance. The room contains 13 **zombie** servants that shuffle about. The few living cultists of the Nether Sepulcher use this room for dinners, meetings, and entertaining. The zombies serve as entertainers, combatants, servants, and any other loathsome tasks that the priests can imagine.

#### AREA K26: SUB-PRIESTS' CHAMBERS.

Each of these bedchambers holds six bunks and footlockers. The footlockers can be unlocked with a successful DC 15 Dexterity check with thieves' tools and contain personal possessions as well as 10d10 gp.

#### AREA K27: KNOBLOCH'S CHAMBER

Knobloch (**Area K13**) sleeps in this room. The room is crudely furnished with a simple bed, a table, two chairs, and a footlocker. The locker contains souvenirs from creatures the half-orc is particularly proud to have tortured. These include a boa made from the feathers of a couatl, a long, clay smoking-pipe, various humanoid ears, a mangy toupee, a wooden arm, a jester's hat with bells, a fuzzy orange puppet, a bag of 300 gold teeth (150 gp), a silver holy symbol of Arden, and a gunk-encrusted backscratcher. Wrapped in a rawhide blanket are three *potions of superior healing* and a *wand of polymorph*.



## AREA K28: ELIZARA'S CHAMBER

This is the room of High Priestess Elizara, the Dowager of Death (**Area K7**). She is found here only when resting, which is not often. The room is furnished with a simple bed, a table, two chairs, and a footlocker. The locker contains memorabilia from her life before she arrived at Al-Sifon. It also contains four *potions of supreme healing* and a *spell scroll* with *plane shift*, *heal*, and *resurrection*.

## AREA K29: SPOILS

Pyramids of gold bars are arranged throughout this room. The gold bars are spoils taken from the neighboring lands dominated so far by Akruel and his legions. Approximately 1,000 bars (100 gp each) sit in the unguarded room.

## CONCLUDING THE ADVENTURE

Immediately after the *scepter of faiths* is impaled in the *Frore Heart*, the resulting explosion dissipates the black cloud roiling over Al-Sifon. The undead within the city immediately flee for dark holes to escape the radiant sunlight as it cleanses the stones of the evil that has permeated the ruins for so long. Characters may also seek out and destroy the remaining undead where they hide if you wish, although this should be a time-consuming and dangerous endeavor. The jungle claims many of the undead as they seek to escape. A legion of paladins sent from the Shield Basilica of Muir help finish the job of wiping Al-Sifon off the map permanently. The dedicated knights remove it from the Seething Jungle brick by evil brick — and this time dig out the hidden tunnels to make sure things are done properly.

In the event characters defeat the dread Akruel Rathamon, they should achieve legendary status in the lands for their deeds. Award each character a 5,000 experience point award for helping bring down the vampire and his minions. In addition, various temples request the characters' presence to celebrate their victory over the foulest evil.

The *Splinters of Faith Campaign* is at an end, but the players' quest might not be. See **Chapter 15: Letters from the Lost Lands or, Is It Over?** for more details.



### POSTCARD No. 10: THE NETHER SEPULCHER

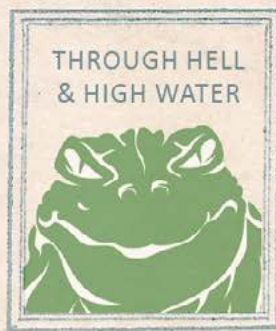
The players receive the final postcard in the game after the destruction of Al-Sifon. This time, however, they don't get it handed to them. Instead, it gets delivered by a very peculiar-looking bird.

A marabou stork with mottled, blotchy skin and a large, reddish wattle hops up to the characters. It looks more like an ugly vulture than a graceful stork (go ahead, look it up!). It issues a shrill chirp at the characters and stretches out one of its long legs. A postcard is tied around its leg, the final missive from the adventurer Milla.

Give the players **Postcard No. 10: The Nether Sepulcher**. See **Chapter 15: Letters from the Lost Lands or, Is It Over?** for details on where this final postcard might lead the characters.







# LETTERS FROM THE LOST LANDS OR, IS IT OVER?



*hey did it. Your heroes crisscrossed Libynos to defeat Akruel Rathamon and his undead army. They rescued countless people, destroyed temples beholden to evil, and discovered hidden treasures. They might have even claimed Chateau Du Vaine as their home base in the Lost Lands.*

*And if you decided to use them, the players possibly collected 10 unique postcards from the different temples. But what's the deal with those postcards? Glad you asked.*

*First off, they are just cool souvenirs from the adventure.*

*But that's far from all. A story unfolds slowly on the back of each postcard, a tale of two would-be heroes following their grandmother's vision to discover an ancient suit of armor. If your players pay attention to this story, they might make one last discovery: the hidden vault where Shah Rasalt's armor and other treasures were taken after his death in -528 I.R. Unfortunately, they might also fall victims to a particularly nasty trap along the way ...*

## THE POSTCARDS' TALE

The full story of those previous adventurers is presented on the following postcards. Each postcard contains a snippet of the adventure experienced by the young adventurers Milla and Duxel, and hints at the location of Shah Rasalt's armor of benevolence. The story plays out slowly on the 10 postcards the players might collect during the course of the adventure.

Unfortunately, a statue of Pazuzu possessed Duxel during the pair's adventure, and Duxel unknowingly wrote a trap into the tale. Players who jump at the information too early might stumble into a devious trap Pazuzu planted in the story. Where

appropriate, details relevant to the postcards are included in the various adventures of the *Splinters of Faith Campaign*.

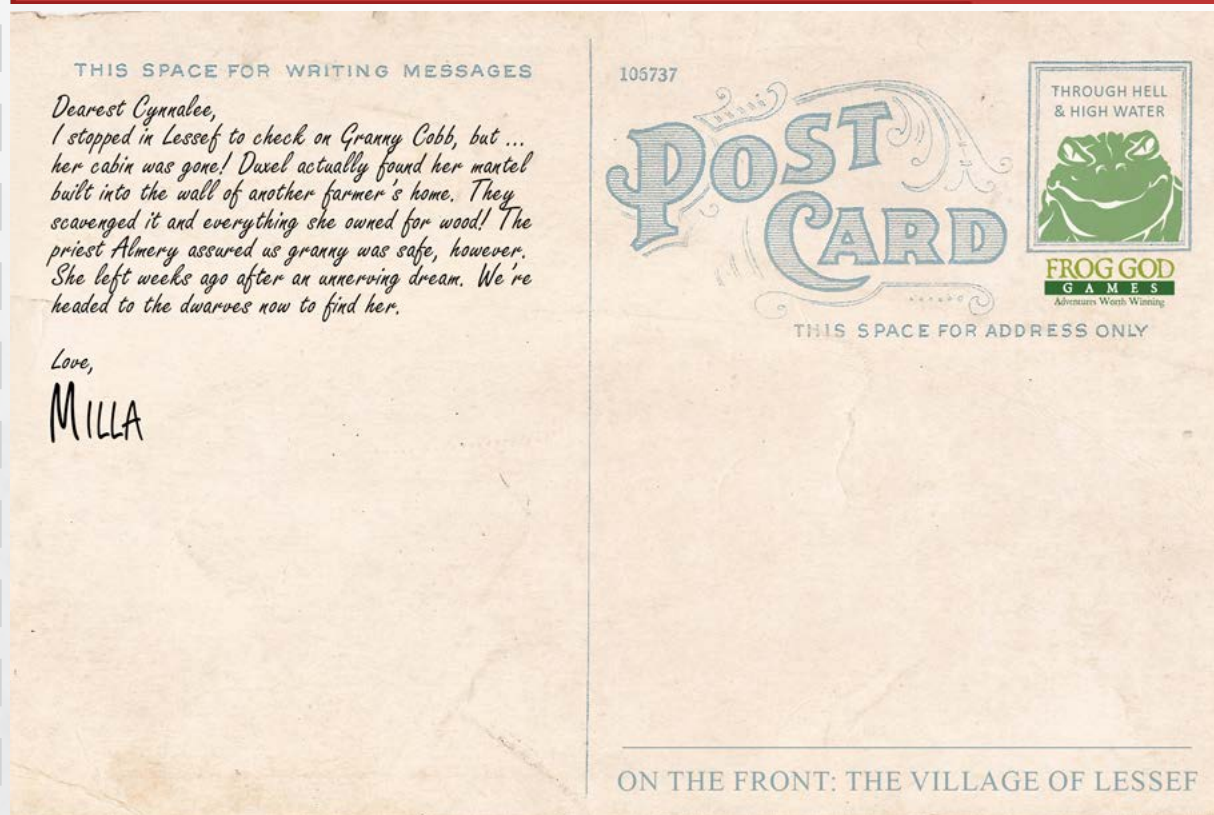
If the players follow along with the tale, they may go looking for the village of Rahuri. If they do, this leads them directly to a final adventure presented in **Chapter 16: Acid Swamp of the Demon Prince**. This final chapter contains a bonus adventure that is not required as part of the *Splinters of Faith Campaign*.

The postcards and the story on the back of each one are presented below for you to copy and use as you see fit in your game.

**HOW TO USE THE FOLLOWING POSTCARDS:** The postcards on the following pages are printed so you can copy them then cut them out on your own. Once you do, fold the front over the back and tape or glue the sides together. You could also cut a square piece of posterboard and place it between the folded paper to make the postcard sturdier.



## POSTCARD NO. 1: LESSEF





## POSTCARD NO. 2: ANVIL PLUNGE



THIS SPACE FOR WRITING MESSAGES

Dear Cynnalee,  
Granny Cobb is safe, but oddly not herself. She's dancing, singing, and drinking dwarves under the table. She drew the symbol that had brought her here, an image from a vivid dream that still haunts her. It was an eye floating against a burning sun. She shoved the symbol into our hands and said, "The great one's wealth! I saw it in my mind! Follow his blessed steps!" We promised her we'd find it. We left three days later; our brother Daxel had downed a flagon of dwarven mead and could barely stand.

Love,

MILLA

105737

POST  
CARD

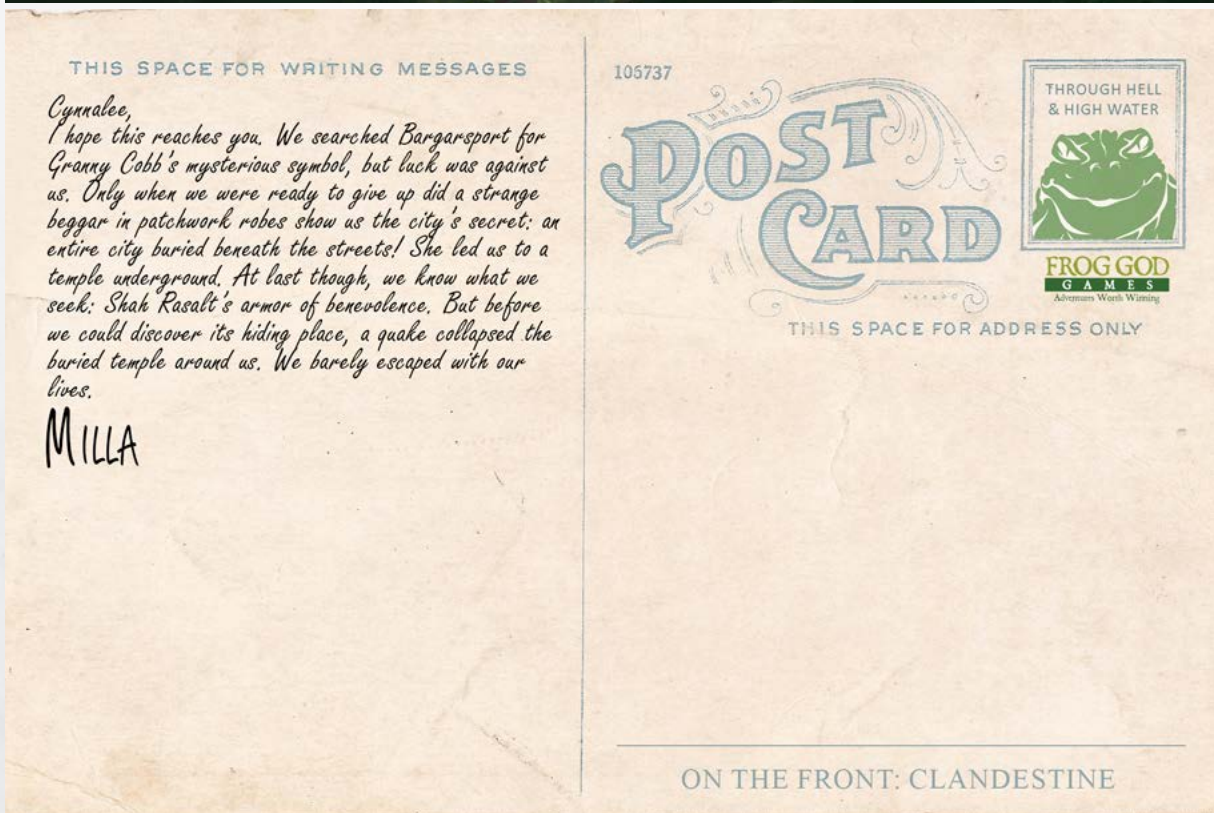
THIS SPACE FOR ADDRESS ONLY



ON THE FRONT: ANVIL PLUNGE



## POSTCARD NO. 3: CLANDESTINE



Cynnalee,  
I hope this reaches you. We searched Bargarsport for Granny Cobb's mysterious symbol, but luck was against us. Only when we were ready to give up did a strange beggar in patchwork robes show us the city's secret: an entire city buried beneath the streets! She led us to a temple underground. At last though, we know what we seek: Shah Rasalt's armor of benevolence. But before we could discover its hiding place, a quake collapsed the buried temple around us. We barely escaped with our lives.

MILLA



## POSTCARD NO. 4: THE HANGING GARDENS



### THIS SPACE FOR WRITING MESSAGES

C.

I'm writing for Milla, dear sister. She fell ill as we journeyed to the mountains, and we detoured to the Hanging Gardens. Such an odd place, with such odd priests! Milla is pale against the bower of flowers she rests upon. She ate strange, yellowed fruit she found growing on a flowering vine. She is so still, but she whispers as she dreams: "They wait below. But not for long. Pale flowers blooming. The incursion rises to claim the land, our light!" I have no idea of what she speaks. We'll continue our quest when Milla recovers.

D.

105737

POST  
CARD

THIS SPACE FOR ADDRESS ONLY



ON THE FRONT: THE HANGING GARDENS



## POSTCARD NO. 5: SERAPH



### THIS SPACE FOR WRITING MESSAGES

Dearest Cynnalee,  
I'm feeling much better now, and the dry heat of the Kanderi seems to have burned out any disease still in my blood. I have no memory of my dreams. Daxel deserves credit for helping me through the worst of them. We discovered a small temple set away from Seraph where strange moving images told the story of Shah Rasalt's missing armor. The last images showed his minions removing his armor and transporting it to a small temple they were building. The pieces are somewhere in the mountains. The images froze on a massive glacier, so that's our next destination. I'll write soon.

Love,

MILLA

105737

POST  
CARD



THIS SPACE FOR ADDRESS ONLY

ON THE FRONT: SERAPH



## POSTCARD NO. 6: THE TEMPLE OF THE DESTROYER



THIS SPACE FOR WRITING MESSAGES

Cynnalee,  
The cold makes it hard to write. Daxel and I are freezing, despite the fire we huddle around. The wail from the glacier is a sound I hope never to hear again, a banshee's scream that echoes in my dreams. But again, our efforts were a success. A small cave contained a frozen wall of carvings that showed a helm, a shield, a chain shirt, and gauntlets. Shah Rasalt's armor! The carvings melted soon after we opened the cave, but my sketches preserve them. We head next for the Basilica to seek the knights' advice.

MILLA

105737

POST  
CARD

THIS SPACE FOR ADDRESS ONLY



ON THE FRONT: TEMPLE OF THE DESTROYER



## POSTCARD NO. 7: THE PINNACLE OF PAZUZU



### THIS SPACE FOR WRITING MESSAGES

We found it! The answer was so easy! Join us at the Pinnacle in the Hollow Spires when you can, and you'll see! It's scary, but you must trust the air to show you the way! Climb to the peak where the grand statue stands on its star. Offer it a coin with Granny Cobb's symbol drawn on it, then step backward over the ledge. You can't look or it won't work. Close your eyes and fly. The air will catch you. It will lift you up. The treasure waits in the gales!

D.

105737

POST  
CARD



FROG GOD  
GAMES  
Adventure Worth Winning

THIS SPACE FOR ADDRESS ONLY

ON THE FRONT: THE PINNACLE OF PAZUZU



## POSTCARD NO. 8: THE LADY OF THE SEARING WATERS



### THIS SPACE FOR WRITING MESSAGES

The Air! Fly! I can fly! I can soar with the breezes! I can ...

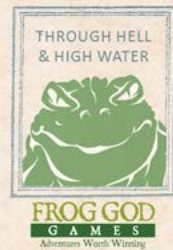
Cynnalee,  
Ignore Duxel's past ramblings; something possessed his body and mind. We are finally away from that horrid rock temple in the mountains. Doan's mayor welcomed us and sent healers to aid Duxel. I will send word when he is again in his right mind. We're heading into the thick trees of the Kriegh Forest when he is well; I believe our journey ends somewhere in the Hollow Spires.

MILLA

105737

POST  
CARD

THIS SPACE FOR ADDRESS ONLY



ON THE FRONT: THE LADY OF THE SEARING WATERS



## POSTCARD NO. 9: ABHOR BRAZIER



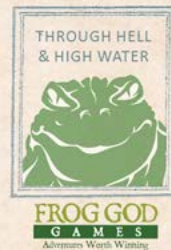
THIS SPACE FOR WRITING MESSAGES

Cynnalee,  
We discovered an idyllic village in the most horrid of spots, at the base of a frightening volcano. The villagers revealed a small shrine where Shak Rasalt's name and mighty deeds were chiseled into marble for all eternity. As we studied the carvings, four columns of smoke rose higher up the slope. Duxel first spotted the infernal conflagration. Something is awake on the volcano, something evil. We're not going higher up the cliffs, but something waits there, I'm sure. Pray it stays there.

MILLA

105737

POST  
CARD

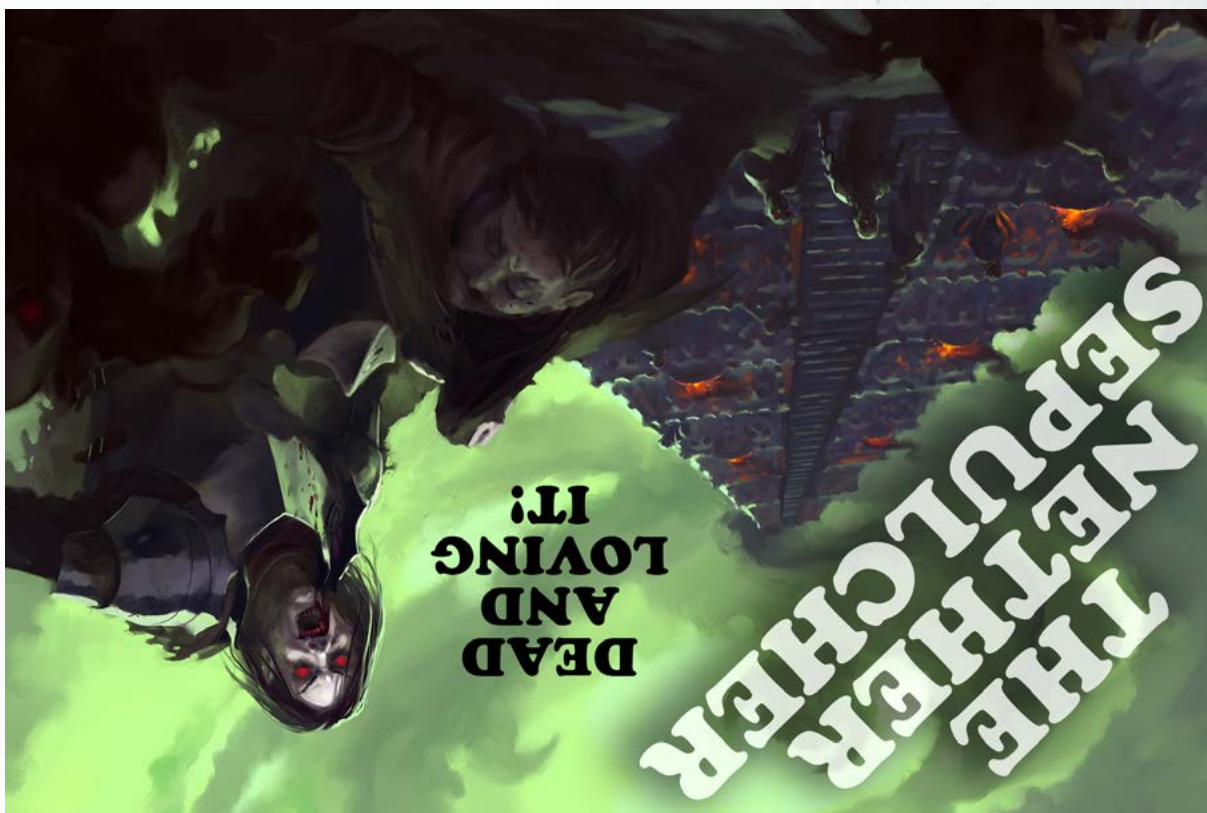


THIS SPACE FOR ADDRESS ONLY

ON THE FRONT: ABHOR BRAZIER



## POSTCARD NO. 10: THE NETHER SEPULCHER



THIS SPACE FOR WRITING MESSAGES

Cynna,  
This ugly bird spoke to me today. We were cutting through the Seething Jungle. Such heat! And mosquitos! The bird bade us rescue its master in Rahari, but the vault is so close! We'll turn back for him once we find the prize. It waits in the crescent curve of the Hollow Spires east of the Burilar Hills. A black cloud fills the sky to our south, but we're well ahead of that growing storm. We found Granny Cobb's flaming eye sigil on quartz obelisks before the vault. But how do we get inside? I'll write more when we do.

MILLA

105737

POST  
CARD



THIS SPACE FOR ADDRESS ONLY

ON THE FRONT: THE NETHER SEPULCHER



# 16

## ACID SWAMP OF THE DEMON PRINCE



*The land has fallen into decay, with bubbling pools of yellow and green acid rising to the surface across the barren landscape. Corrosive acid pools in low spots, while burning streams spread across the marshland. The trees dwindle to scraggly growths stripped of their foliage, each one burned and blackened. Deadly, acidic fumes roll across the tainted ground.*

*Mutated creatures roam this deadly landscape, each one twisted in horrific ways to better live within such an inhospitable environment. Surprisingly, villages of humanoids exist within the Dedysh, each one filled with survivors who fight daily to thrive on the harsh land.*

*Dwarven-made stone bridges cross the worst of the caustic streams, evidence of the region's past. The Quartzite Vault, the grandest structure in the swamp, is obviously of dwarven construction, a shrine carved into the massive crystals growing from the swamp. Gleaming lights shine through the glass walls, and things not quite human appear to roam its crystal halls.*

### A FINAL TEST

The adventure is over, but can the heroes claim the lost armor of the legendary warrior Shah Rasalt?





## ACID SWAMP OF THE DEMON PRINCE

The players can discover this final adventure in the *Splinters of Faith Campaign* if they follow along with the story presented on the various postcards included with the book (see **Chapter 15: Letters from the Lost Lands or, Is It Over?** for more details). This adventure is not required to finish the full campaign; instead, it adds a final bit of excitement as they uncover a relic from Shah Rasalt's past. The *scepter of faiths* is not required for this portion of the campaign (and was likely destroyed anyway if used correctly in the final adventure).

## ADVENTURE SUMMARY

The Krail, the bastard child of the Demon Lord Baphomet, lives as a pseudo-deity within a ransacked dwarven temple known as the Quartzite Keep. Villagers from the nearby settlement of Rahuri worship him as a divine being and sacrifice lives and treasure to satiate his desires. His mother, an elder medusa marilith, is grooming him to defeat her capricious consort, but until that time, the Krail is the ruling force in the acid swamp surrounding its home. If the characters wish to infiltrate the Quartzite Vault to find Shah Rasalt's armor, they'll have to face down the deadly Krail in his lair. This adventure is designed for Tier 4 characters.

## ADVENTURE BACKGROUND

Since its discovery in -550 I.R., pilgrimages to the Quartzite Vault were solemn journeys for dwarven scholars, gemologists, and priests. Many considered it a rite of passage. The dwarves revered the renowned crystals found in the swamp as a holy site, and each pilgrim was intent on solving the mysteries held within the massive quartz crystals. Some claimed the future of the Lost Lands could be divined in the sparkling facets of the massive crystalline structures.

The largest of these crystal clusters served as a shrine for the followers of Dargath. But the site would soon serve another purpose. For reasons known only to him, Shah Rasalt requested that his armor be taken to this out-of-the-way dwarven shrine to be housed after his death. The dwarves agreed to the request to honor the great hero who ended the threat of Akruel Rathamon during the War of Divine Discord.

Once the armor arrived, a dwarven honor guard joined the numerous pilgrims traveling to the site each year. These elite warriors replaced those currently stationed at the Quartzite Vault and took their place standing watch over Shah Rasalt's armor. However, the shifting poles of Boros in 2491 I.R. disrupted life around the world. The cataclysmic event caused a subterranean lake of acid to burst through to the surface to inundate the lands around the Quartzite Vault, turning the place into a deadly miasma that trapped the dwarves within the vault. But the dwarves were nothing if not resourceful. They immediately began carving paths through the new swamp and building bridges over the worst of the acid pools. The area was renamed the Dedysh due to its inhospitableness to life.

The pilgrimages once again commenced and continued uninterrupted until 3467 I.R. when the demonic Exuvia, an

elder marilith medusa, discovered the Quartzite Vault as she was traveling the planes. The beautiful quartz entranced her, and the desolation afforded by the swamp offered some sought-after privacy. She and her son known only as the Krail entered the temple, teleporting into the midst of the dwarves. The demonic pair killed all inside (or so they thought) and ransacked the temple, claiming the Quartzite Vault as their own.

Exuvia eventually welcomed her former consort, the Demon Lord Baphomet, to her new lair. Baphomet knew he was the father of the Krail, but he wanted nothing more to do with his offspring. The demon lord made his intentions clear and returned to his Abyssal maze of twisting rooms and corridors. Exuvia and her spawn were quickly forgotten.

But the spurned Exuvia burned with anger. She raised the Krail to despise his father, planting the seeds early in the child's mind that he should one day rise up and destroy the wayward Baphomet. Exuvia's plan is to eventually dethrone Baphomet and set the Krail up in his stead — with her at his side, of course.

The time for Baphomet's fall is coming, but for now, Exuvia and the Krail reside within the Quartzite Vault. Characters seeking Shah Rasalt's *armor of benevolence* will find themselves walking straight into the deadly lair of this demonic duo.

The Quartzite Vault juts from the surrounding acidic swamp like a huge monolith, reaching a height of nearly 40 feet. It is composed of smoky quartz and is accessible via an embankment of crushed crystals. Although opaque, the Quartzite Vault gleams during the day, illuminating its interior. Faint light shimmers through the walls at night. A single large door is the only access into its depths.

The Quartzite Vault is located inside an acidic swamp known as the Dedysh. The village of Rahuri sits on the edge of the swamp. The characters likely arrive at the village before they head into the swamp to find the vault. Details of each area are presented below.

## AN UGLY STORK AND A DIRE MESSAGE

In this final adventure, the characters must locate the Quartzite Vault mentioned on the postcards to discover where Shah Rasalt's *armor of benevolence* has been stored for millennia. The dwarves adapted a portion of the Quartzite Vault to Shah Rasalt's specifications shortly before his death in -528 I.R. He asked that a secure display be built to house his armor, although he never shared the reason why he wanted the armor placed in this remote locale. After the great man's death, his followers did as they were bid and transported the armor to the natural quartz cavern in a crescent valley of the Hollow Spire Mountains to the east of the Burilan Hills. This idyllic location was to be the resting place of the armor for all of eternity, a memorial to the victory of Shah Rasalt over the forces of evil.

The Quartzite Vault remains, but a new owner known as the Krail now claim the region as his own. The Krail is a deadly, demonic force living within the vault, an entity worshipped as a god by the natives of the nearby village of Rahuri. A dwarf ranger named Rat Slapper recently learned of the vault and was investigating the area himself when natives of Rahuri captured him. He is intended to be a sacrifice to satiate the Krail.



If the characters received **Postcard No. 10: The Nether Sepulcher** during **Chapter 14: Remorse of Life**, they might already be seeking the village of Rahuri.

The postcard can lead them to its general vicinity east of the Burilan Hills in a crescent of the Hollow Spire Mountains.

They may also still be accompanied by a marabou stork that Rat Slapper sent to find help. Unfortunately, the bird wasn't all too bright, despite the animal messenger spell cast upon it. Instead of traveling to find Rat Slapper's friends in Shieldfane, it instead looked for the nearest adventurers. This happened to be Milla and Duxel (the authors of the postcards), who were about to enter the Quartzite Vault as part of their own quest.

The stork hopped up to the young adventurers and faithfully delivered Rat Slapper's message. The pair were quite taken aback by the talking stork but decided to continue their search for the armor of benevolence (since they were so close). Milla wrote one final postcard (which the stork should have delivered to the characters in the final adventure). She attached it to the stork's leg in the naïve hopes that the bird (which she assumed was just naturally intelligent) would deliver the message to their loved one. She didn't realize the bird was actually under the effects of Rat Slapper's spell. The magic forever altered the bird's simple mind, however, so it once again set out to find the nearest adventurers. The spell ended when it delivered its first message, so it could no longer speak. The ugly bird was determined to deliver the new postcard attached to its leg. Hopefully, it found the characters; it's definitely not a bright bird.

Milla and Duxel sent the stork on its way, then entered the fabled Quartzite Vault with plans to rescue the dwarf Rat Slapper afterward. They never got that chance, however, as the Krail captured and imprisoned them (see **Area C10**). The marabou stork itself is more than happy to lead the characters (whom it now considers its new best friends) to the village where Rat Slapper is being held. It has completely forgotten about Milla and Duxel.

## STARTING THE ADVENTURE

To begin the adventure, the characters must make their way to the village of Rahuri. **Postcard No. 10: The Nether Sepulcher** provides the name of the village, as well as a general location. As the victorious heroes who defeated Akruel Rathamon, the characters should have considerable influence to call on aid if needed to locate the general region where this out-of-the-way village is located. The postcard offers a good place to search, which is east of the Burilan Hills in a crescent formed by the Hollow Spire Mountains.

Characters who head north in the Beharrel Valley from Al-Sifon soon discover a wide game trail marked along its edges by columns of quartz, each of which is engraved with an eye sigil of Arden. These sigils burn with a contained light that

filters out of the quartz. At night, the path is a beacon through the thick jungle foliage.

Characters who follow the trail find themselves heading roughly northeast. The trail eventually ends in a clearing before the village of Rahuri. A wooden palisade of sharpened poles acts as a rudimentary barrier around the primitive encampment. The crude gated entry is always guarded by 4 Rahuri warriors (**tribal warriors**). Hide-covered huts sit in a circle around a huge communal fire pit. Racks of dried fish, tanning pelts, and bone wind chimes line the walls. Two crude, wooden towers provide a view of the land around the village and the Dedysh swamp beyond. Each tower is manned by a single **tribal warrior**.

### AREA A: THE VILLAGE OF RAHURI

Secluded from the civilized world, the human village of Rahuri sits at the mouth of the acidic Dedysh swamp. The primitive villagers (**commoners**) of Rahuri use stone tools and weapons. They have their own unique language and offer little of value to the modern world. They carry stone axes, spears, atlatls, and jewelry of ivory, shells, and semiprecious stones (2d4 gp each). The Rahuri worship the Krail, the demonic power that lives in the Quartzite Vault in the nearby Dedysh. With a population of roughly 500, the Rahuri people serve the Krail through sacrifice and proffered food, all to appease its vanity. While neutrally aligned, these barbaric people are generally hostile toward outsiders. Displays of powerful magic send the superstitious Rahuri cowering in fear. If anyone presents the head of the Krail to the Rahuri, the fearful villagers turn their focus to the newcomer, worshipping that being as their new god.

#### AREA A1. GATES

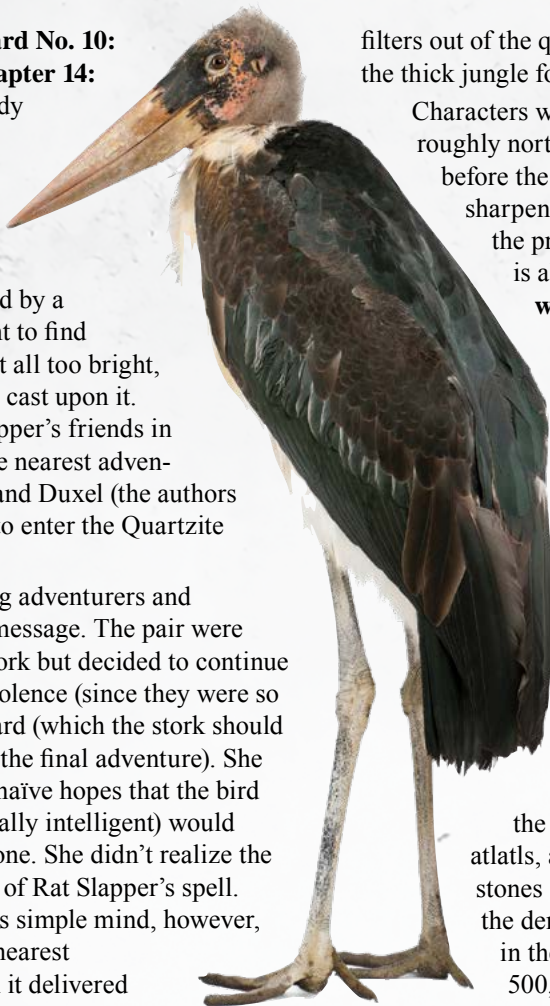
Enormous clusters of quartz stand to the sides of the entrance to the village beyond the wooden palisade. Four stoic guards (**tribal warriors**) wearing leather loincloths and carrying stone-tipped spears bar entry. The crystals surrounding the village reach a height of 20 feet, while the wooden wall of sharpened poles extends a mere 15 feet.

#### AREA A2. LOWER CLASS HUT

Most of the villagers live in simple shelters made of tree bark, clay, and sticks covered by a thatch roof. A typical hut houses 1d4 + 2 Rahuri villagers (**commoners**). These lower-class families are general laborers and typically noncombatants. While they carry stone axes and daggers, they fight only in defense of themselves and their families. Each hut contains mundane tools and furnishings, along with 3d6 semiprecious stones (5 gp each).

#### AREA A3. LONGHOUSES

Wood planking decorated with the skulls of animals and





## Area A: The Village of Rahuri



enemies alike serve as walls for these thatch-covered long-houses. These structures house  $1d4 + 1$  **tribal warriors** along with their families. Chimes of stone and bone hang from the eaves. Hieroglyphs of ochre, sulfur, and iron depict skulls of humans and bulls. Sigils made from animal sinew and plant fiber entwined with beads, bones, turquoise, animal tusks, and teeth decorate the exterior walls.

### Area A4. SHAMAN

The upper portion of this massive, 60-foot-wide quartz crystal sticks out of the clay earth. It is surrounded by smaller clusters of quartz. A hut made of mud brick and wood sits atop a 10-foot-tall, dull crystal stone. Vertically carved steps on the north side of the crystal allow access to the top. **Mother Et' Yeb<sup>A1</sup>**, the Rahuri's shaman, and her multitude of children and servants ( $2d4$  **commoners**) live in this above-average hut. Mother Et' Yeb leads the Rahuri in rituals and sacrifices, and she adorns herself with jewelry made from small animal skulls and crystals. Her hut holds an abundance of psychedelic plants, ceremonial tools, and sacred artifacts. An amethyst dagger (200 gp) and  $5d6$  clusters of semiprecious stones (25 gp each) sit around a small stone altar decorated with the skull of a bull.

### Area A5. PONDS

Two large ponds of untainted water are in the middle of the village. Brightly colored fish swim in the clear spring water. A

small, underwater cave system feeds the lake with a constant supply of food and water. The spring openings are at the bases of large, 20-foot-tall crystal columns that erupt from the pond floor.

### Area A6. OFFERING PIT

Wooden bars and a leather tarpaulin cover this 20-foot-deep pit. A ladder, crude bucket and rope, as well as 2 Rahuri (**tribal warriors**) stand adjacent to the pit. The pit holds captured sacrifices the Rahuri gathered from neighboring villages and travelers in the area. The pit currently holds  $1d4 + 2$  young humans (**commoners**) from local tribes and an acid-scarred dwarf guide named **Rat Slapper<sup>A1</sup>**. While not the brightest or cleanliest of dwarves, Rat Slapper works as a guide for dwarven pilgrims wanting to visit the Quartzite Vault. The arrival of Exuviae and her spawn put an end to his lucrative occupation as a guide in the Dedysh. Rat Slapper has seen the interlopers only from a distance, and he refers to them as the hag and the bull-headed man. He states that many dwarves have gone into the Quartzite Vault in the past decades, but none has returned.

### Area A7. WATCHTOWERS

These rickety wooden towers are little more than 20-foot-tall poles lashed together with plant fiber and topped with a weather-beaten platform. Each tower holds a Rahuri warrior (**tribal warrior**) equipped with a bead-laden horn.



## AREA A8. ALTAR OF THE KRAIL

Crystalline paving stones surround a mosaic inlaid in the ground. A crude block of rusty quartz serves as an altar in the center of the 100-foot-diameter shrine. Bloodied rope bindings are scattered around the altar's base. The mosaic depicts vague images of bull heads and skulls entwined serpents. The Krail visits the Rahuri village monthly, at which time the villagers make offerings of flesh during loud, induced-psychosis ceremonies.

## AREA A9. CHIEFTAIN'S HUT

This stout hut is home to **Eifga**<sup>A1</sup>, the Rahuri chieftain. Trophies from battles won and skulls of various beasts cover the walls. Eifga can usually be found here with her extended family (2d4 + 2 **commoners**) and elite guards (**Area 10**). Eifga's tall, slender build and deep auburn hair set her apart from the shorter, dark-haired Rahuri people. This hut is filled with crude, leather maps marked with landmarks and distant villages, exceptional primitive weapons, and fine furs.

Rat Slapper's gear is buried in a shallow hole under a mat in the corner. The hole contains a handaxe, a shortsword, a dagger, a light crossbow, 20 bolts, studded leather armor, an explorer's pack, and a *ring of free action*.

## AREA A10. ELITE GUARDS

Stacked quartz and clay form the walls of this long house. The doorless entry leads into the lavish but simple barracks of the Rahuri elite. At any time, 2d4 + 2 **elite guards**<sup>A1</sup> and their families can be found here. Each guard has 3d4 semi-precious stones (25 gp each).

## AREA B: THE DEDYSH

The Dedysh, a primordial valley dominated by a highly acidic swamp, lies northeast of the Beharrel Valley at the base of the Hollow Spire Mountains. Monstrous quartz crystals jut from the earth, dominating the mostly barren valley. The dominant vegetation is sickly willow trees, draping moss, thorny brush, and clinging vines, even in the swamplier areas. The natural terrain slows travel to a laborious crawl. Wide animal trails twist through the growth.

The Dedysh is a shallow swamp with caustic properties. The flora and fauna that evolved here are resistant to the acidic environment. Unprecedented quartz crystals abound throughout the swamp. Most of the crystals reach an average height of 15 feet, but larger crystal clumps soar to heights of 30 feet or more with 10-foot-diameter bases. The floor and patchy lands of the swamp glisten with translucent silica sand. Huge drum fish, bony carp, and abundant amphibians populate the water, while rodents, small deer, and scavengers eke out a life on the land. Pockets of fresh water (although foul tasting) exist alongside deep pools of more corrosive acid. Occasional geysers spew noxious clouds of acid and gas throughout the land, but few exist close enough to safe pathways to pose any danger. Cold mountain air rolls across the swamp in the evening through the early morning hours and creates an eerie, obscuring mist that dissipates with the midday sun. Typical damage from the acid swamp deals 1 acid damage

## WANDERING MONSTERS

Many creatures live within the acidic environs of the Dedysh. Check for wandering monsters for every three hours that the characters travel. Roll 1d20 on the following table to determine the result:

| 1d20  | Encounter                                                                                                                                                                                                                                                                          | Number  |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| 1     | <b>Mutated manticores</b> (see <b>Area B8</b> )                                                                                                                                                                                                                                    | 1d4     |
| 2     | <b>Rahuri villagers</b> (see <b>Area A</b> )                                                                                                                                                                                                                                       | 2d6     |
| 3     | <b>Giant poisonous snake</b> (immune to acid damage)                                                                                                                                                                                                                               |         |
| 4     | <b>Clay golem</b> . A traveling mage brought this construct into the Dedysh to explore. The golem survived; the mage's body is dissolving in an acid pit. The berserk construct attacks any creatures it discovers. It heals 1d6 points of damage per round from the acidic swamp. |         |
| 5     | <b>Will-o'-wisps</b> . These wisps enjoy flitting behind the quartz crystals sticking out of the swamp to create dazzling light displays to lure creatures to them.                                                                                                                | 1d2     |
| 6     | <b>Large acid elemental</b> <sup>A1</sup> . This elemental lurks in the acid pools found alongside the paths through the Dedysh.                                                                                                                                                   |         |
| 7     | <b>Fire giants</b> . These giants are out scouting for Thailah the Vengeful (see <b>Area B3</b> ).                                                                                                                                                                                 | 2       |
| 8     | <b>Treant</b> . The acidic soil of the region corrupted the mind of this spirit of the forest. It lashes out wildly at any creature within its reach.                                                                                                                              |         |
| 9     | <b>Giant leeches</b> <sup>A1</sup> . These monstrous leeches are immune to the acidic swamp.                                                                                                                                                                                       | 1d4 + 2 |
| 10    | <b>Skeletons</b> . These undead wandered away from Al-Sifon after Akruel Rathamon's defeat. Their bones are brittle from the acid slowly eating them away.                                                                                                                         | 2d6     |
| 11    | <b>Caterprisms</b> <sup>A1</sup> . These massive crystal caterpillars resemble many of the quartz crystals scattered through the Dedysh. Until they move.                                                                                                                          | 2       |
| 12    | <b>Dissolving corpse</b> . Those killed in the Dedysh dissolve slowly in the acid. Bodies typically have 1d20 cp and 1d4 gp.                                                                                                                                                       |         |
| 13    | <b>Bloated animal carcass</b> . Other predators in the Dedysh killed this creature. Its body is slowly dissolving in the acid pools.                                                                                                                                               |         |
| 14–20 | No Encounter                                                                                                                                                                                                                                                                       |         |



## Area B: The Dedysh





per round of exposure. Submersion in the swamp deals 5 (2d4) acid damage per round, whereas more concentrated acid within 100 feet of a geyser deals 55 (10d10) acid damage.

#### AREA B1. THE NULAVEY RIVER

A slow-moving river winds through the Dedysh. Natural acid and a plethora of iron ore give the water a blood-red appearance. Thick, heavy silt lines the riverbed and the surrounding swamp. Branches of the Nulavey reach depths of 10 feet, while the main, 500-foot-wide section is 25 feet deep or more. While harmless, the water contains other dangers such as iron-crusted crocodiles, giant malformed crayfish, and enormous electric eels that channel electricity great distances through the metal-rich river.

#### AREA B2. THE BRIDGE

A granite bridge crosses the river at its narrowest section in the Dedysh. The ancient bridge spans more than 400 feet and is made from stone imported from high in the Hollow Spire Mountains. Larger-than-life statues of stoic dwarves line the hefty but intricate balustrade along the bridge's edge. Each of the 20 dwarves holds a large quartz crystal that is illuminated from within by a *continual flame*.

A mutated, two-headed behir named **Aynsliss**<sup>A1</sup> clings to the bottom of the center arch of the bridge. Aynsliss descended from the Hollow Spire Mountains that are the source of the Dedysh in search of food and treasure. She has thus far escaped the notice of Avastishh the black dragon (**Area B5**). She has accumulated a small hoard she keeps buried in the muck of the Nulavey River below the center of the bridge. An ornate stone sarcophagus carved into the likeness of a dwarf holds 12,623 gp, a collection of nine flawless diamonds (500 each), and a headless petrified dwarf. If returned to flesh, the dwarf corpse holds a *mace of disruption*, a *potion of giant strength* (fire), and a suit of chainmail that is an *armor of resistance* (fire).

#### AREA B3. THE GIANTS OF THE DEDYSH

A great barn fire blazes brightly at night from this large island in the swamp. The island is strewn with bones, carcasses, and the ruins of caravans unlucky enough to cross paths with this rogue group of giants. A group of 5 **fire giants** (equipped with acid-resistant wading boots) broke away from their clan deep in the Hollow Spire Mountains to pillage the lands below. They are led by their new fire giant queen, Thailah the Vengeful. Exiled from her high elf city for acts of dark magic, Thailah is an elf **archmage** who permanently *true polymorphed* herself into a fire giant. After an unsuccessful coup to overthrow the fire giant king, Thailah and her faithful band

fled to the Dedysh. During daylight hours, this troupe wanders the surrounding areas in search of easy prey. After a couple of hard lessons, the giants now avoid the Quartzite Vault (**Area C**) and *The Damsel of Bargarsport* (**Area B5**).

Thailah wears a *ring of mind shielding* and *bracers of defense* in her giant form. She has no treasure in elf form. Strewn among a plethora of common goods stolen from merchant caravans are a massive crate of fine silk (1,000 gp value) and three marble busts of archmages (sculpted by the famed artist Aljena Castrinos, the deceased high priestess of Iseleine [see **Chapter 7: For the Love of Chaos**]), each worth 5,000 gp if returned to the Theurgist Seminary of Thasizier on the island city of Jah Sezar (see **Chapter 13: Duel of Magic**). The marble sculptures weigh 225 pounds each.

#### AREA B4. THE CORPULENT ACID PUSTULE

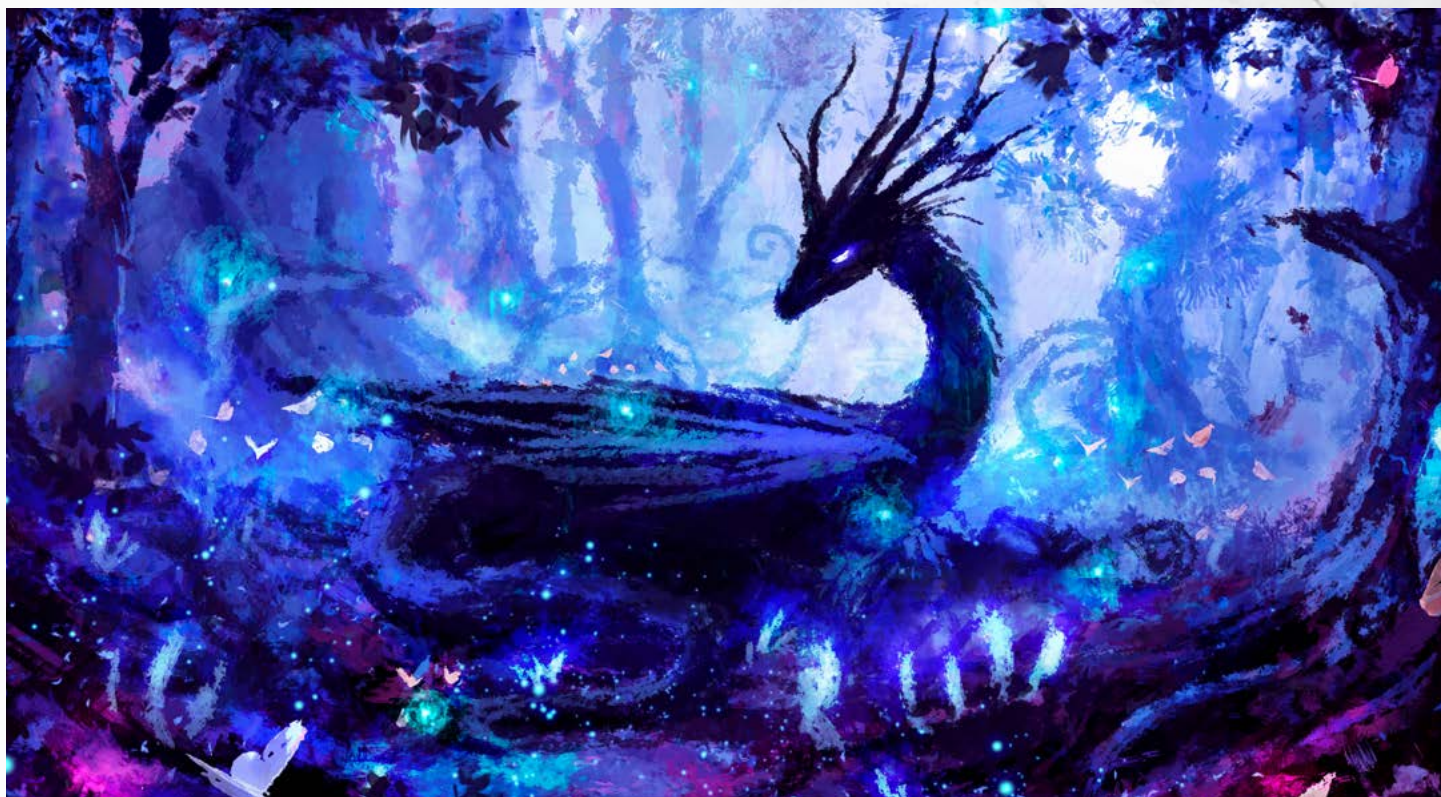
A rock-encrusted mud volcano reaching nearly 500 feet into the airs oozes a constant flow of acidic hot water. During the cooler evening, night, and morning hours, an enormous plume of steam billows from the swamp's depths. The water, which is rich with iron and minerals, cascades over the mountainous cone and adds inches to its height every year. Covered in silt and grit, the sides of the peak are difficult to climb. The volcano emits a constant gurgling noise punctuated with occasional flatulent eruptions. It spews bombs of foul sulfuric mud into the surrounding swamp and lake. The bombs pose no real danger, but they do make a mess when they hit, and the area is covered in filth and a horrible smell. There is a 20% chance of a larger glob of mud being ejected that can knock characters prone if they fail a DC 16 Dexterity check. The caustic water provides the Dedysh with its acidic characteristic as well as its red-brown coloration.

A dormant **purple worm** rests under the crusty shell about halfway up the cone. Uncut gems of various kinds have accumulated in its gullet (4,500 gp total). The worm has built up a resistance to the Dedysh's acid.

#### AREA B5. AVASTISHH, THE BLACK DRAGON AND THE DAMSEL OF BARGARSPORT

The path ends on a gleaming quartz beach. Three large rowboats are beached on the shore. Petrified by the mineral-rich waters, these boats and oars are impervious to acid and fire.





Double the weight of normal boats, they are sluggish in the acidic waters but nevertheless protect their occupants. The mud volcano (**Area B4**) sits along the shore of this massive, acid-filled lake. Due to the proximity of the geyser, the lake deals 22 (4d10) acid damage per round to anyone submerged in its waters.

A jagged quartz island is located near the center of the lake. A three-masted galleon (with the same petrified qualities of the rowboats) sits atop the crystal island. *The Damsel of Bargasport* was lost on the Reaping Sea more than 50 years ago. Other than missing its sails, the ship seems to be intact and undamaged. How it came to be stranded here is unknown. The ship leans at a 45-degree angle and is encrusted with minerals that permanently adhere it to the island. The ship is the lair of Avastishh, an **adult black dragon**, and her 6 **wyrmling black dragons**. Avastishh is incubating another clutch of six eggs deep in the sediment on the warm lake floor near the mud volcano. Avastishh is quick to anger when protecting her spawn. She attacks the most formidable warriors first while her wyrmlings attack spellcasters. If alert to danger (such as the sounds of characters fighting the purple worm in **Area B4**), the dragon family hides in the water and awaits creatures who might enter their lair.

Avastishh rests in the galleon's tween deck alongside her hoard and wyrmlings. Her hoard consists of 10,023 gp, 1,816 pp, a silk robe with gold embroidery (250 gp), a box of 37 obsidian animal figurines (500 gp) that includes a *figurine of wonder power* (*obsidian steed*), a platinum mug with jade inlay (900 gp), a gold bracelet with the crest of the D'Anzeray family, a large gold birdcage with electrum filigree (1,000 gp) holding the desiccated corpse of a sprite, a *feather token* (*bird*), and a *spell scroll* containing *black tentacles* and *potion of superior healing*.

#### AREA B6. MAIDENS OF THE MARSH

The raised trail ends at a small atoll accessible via a wooden bridge. Flowering trees bear fruit on strained branches. Hammocks and flowerpots hang from their limbs. Lush plants filled with herbs, spices, and exotic plants surround a large, wooden shack. A picket fence encloses a dozen goats and chickens, as well as two pigs. A cocky rooster struts around the compound and



announces visitors to the island's inhabitants. Three female humans and a male half-elf tend the grounds with gardening tools. They warmly greet visitors and provide fine food and exquisite wine. These highly attractive people are travelers *charmed* by the rooster, which is actually **Melanthaha**<sup>A1</sup>, a wild shaped swamp hag.

The hag usually allows travelers to eat, rest, and move one — unless they are extremely charismatic or carry objects of beauty. If so, she schemes to acquire the person(s) or items.

Sisters Adelaide and Cecilia (lawful good female human **nobles**) are from the city of San Caseo to the north. Their father has offered a 5,000 gp reward, land, and titles for their safe return. Sayaka Akimatsu (neutral female human **spy**) hails from the metropolis of Pyrameses in Khemit and serves as a handmaid to Adelaide. The younger Cecilia is betrothed to Silas Finch (neutral evil male half-elf **assassin**), although his intentions are nefarious. While traveling back home, a group of giants attacked their caravan. They were captured by the swamp hag after they fled into the wilderness.

Melanthaha in her chicken form has one red and one blue eye. She is beginning to tire of the noble sisters and is looking to replace them with new additions to her menagerie (meaning she might not be that picky about the attractiveness of new arrivals). She plans to devour the humans when she adds others to her collection.

#### AREA B7. DWARVEN SPEW

As the characters pass through this area, the ground shakes and a rumbling gurggle begins in a nearby acid pool. Concentric rings thrum across the surface as the sound builds. Finally, a man-sized yellow quartz crystal shoots out of the murk amid a surge of acid and a scatter of jagged rock fragments. It rockets 15 feet into the air before dropping back into the acid pool with a splash. The six-foot-long frosted crystal remains half submerged in the acid pool. Deep scratches mar its outer surface, as if the quartz had traveled underground for a long distance during its ascent to the surface.

The shadowy form of a three-foot-tall humanoid is sealed inside the smoky yellow crystal, barely visible through the facets. The shape appears to be moving slightly, although it could just be distortions caused by the marred quartz. Acid drips down the quartz and splashes thickly into the pool surrounding the crystal prison. Unfortunately, the crystal wasn't the only thing ejected during the eruption. The dripping acid is actually **2 large acid elementals**<sup>A1</sup>. The elementals are momentarily stunned but awaken in 1d6 + 2 rounds. They try to grab and submerge any creatures clustered around the quartz.

If the elementals are dealt with, the quartz can be broken open to release a shaggy, very smelly dwarf resting in a hollow space within the capsule. His arms are folded peacefully over

his chest, and he rests on a dirty, saffron-colored blanket. He wears tarnished, heavily scratched chainmail armor, and a warhammer rests on his right side. A journal, a feather pen, and a capped jar of black ink are on his left. His eyes are closed, and he is breathing slowly. His thick, dirt-smeared beard is tied with bright yellow ribbons that are surprisingly clean. If any character approaches the dwarf to wake him, he opens his eyes and glares at them, before stating, "I'm not needing a kiss to wake me up, if that's what you're thinking."

Dunkirt Ashenchisel is a dwarven adventurer and well-known author who has written numerous detailed accounts of his travels and discoveries. He is most famous for guidebooks written specifically for other adventurers. (Characters who have been using the *Player's Guide to Splinters of Faith* found in the player's journal certainly should know the well-traveled dwarf by now.) Dunkirt has been missing for more than two decades; most accounts agree that he disappeared into a deep tunnel and never returned. Most thought him dead.

If asked how he ended up in the crystal, Dunkirt shares that he "rode it all the way from there to here." If asked where "there" is, his face turns serious, and he issues this cryptic warning: "The locks are breaking. He's nearly free.

I've seen the curve of the world folding over me. All is yellow."

Eventually, Dunkirt raises a finger to the breeze, then looks to the south. He asks, "Anvil Plunge still that way?" Whether the characters answer or not, he pulls a yellow cloak from a ripped backpack and shrugs it on. He bids the characters a fine farewell and sets off

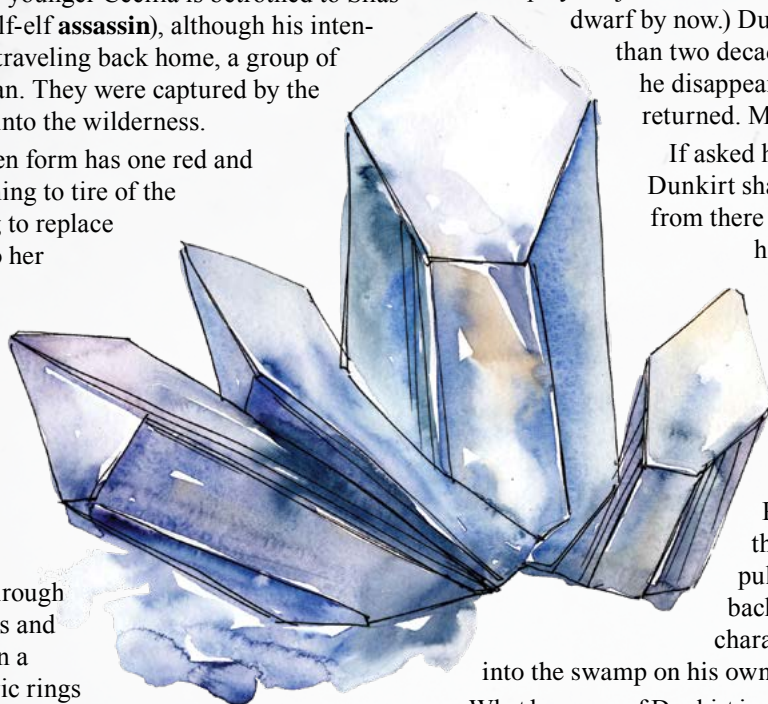
into the swamp on his own.

What becomes of Dunkirt is up to you. He is a member of a burgeoning Lost Land's sect of likeminded thinkers who see a blazing sun burning in their dreams. This vision haunts their waking hours, driving them steadily toward insanity. These Dreamers of the Yellow Sun are sure to figure into the future of the Lost Lands.

#### AREA B8. PURPLE RAIN

This area of the Dedysh is a bubbling brew of acid-filled pits and the fine spray of erupting geysers. Characters traveling through the region take 1 acid damage for every 10 minutes they don't protect themselves from the corrosive rain. The region is also known for raining purple quartz crystals down on hapless travelers. These downpours pelt anyone in the area with crystals tossed high in the air by the erupting geysers. The falling quartz crystals do no damage, but they fill the air with a fine purplish mist when they shatter.

The region is home to a pride of 6 mutated **manticores**. The fur of these angry beasts is encrusted with a purplish residue that grants them immunity to acid. Their tail spikes are jagged quartz crystals. Their manes are formed from the same jagged crystals and clink like crystal wind chimes when they stalk their prey.





## AREA B9. THE QUARTZITE PATH

Clusters of jagged quartz crystals stand upright around a sandy gravel path that leads to the massive entry to the Quartzite Vault. Each crystal is carved with the eye sigil of the dead god Arden and burns with an inner *continual flame*. See **Area C** for details on the interior of the Quartzite Vault.

## AREA C. QUARTZITE VAULT

A massive cluster of gargantuan quartz crystals reaches a height of 60 foot. Ages ago, mountain dwarves descended from their lofty peaks to carve out a shrine to Dargath the creator from this sacred crystal. The smoky, opaque quartz gleams in the daylight, illuminating the vault's interior. At night, lights glow from within. A gleaming road of sandy gravel leads to massive vitric doors fitted with bronze hinges. The walls of the vault are difficult to climb, offering glassy faceted surfaces and few handholds.

Unless otherwise specified, rooms and hallways have 15-foot-high ceilings, while hallways are 10 feet high. Doors do not have locks and easily swing open in either direction. The entire vault remains extremely warm and humid year-round due to the hot springs surrounding it. Condensation continuously collects on the walls and ceiling, creating a fine sheen of pure water upon the floors.

### AREA C1. CRYSTAL DOORWAY

Although heavy, the unlocked front doors to the Quartzite Vault open with ease. A 10-foot-wide great hall extends into the vault's main chamber. Droplets of water echo down the hall, and a warm breeze blasts forth if the doors are opened. The polished crystal walls brightly reflect light within. Although not transparent, bright lights radiate through the walls and doors.

### AREA C2. ORATORY

Stone benches surround a round altar. A large, egg-shaped diamond sits in the center of the altar, a glimmer of light sparkling in the gem. The withered corpse of a dwarf wearing robes of gold thread (250 gp) kneels against the altar as if desperately reaching toward the diamond egg. The corpse's belt pouch contains a *wand of stone shape*<sup>A2</sup> and a *potion of meld to stone*<sup>A2</sup>.

The diamond egg (5,000 gp) is the receptacle of a magic jar spell cast by Forngrum Ashenchisel (dwarven archmage), a renowned dwarven archwizard. The angry, short-tempered wizard wants revenge on the Krail and his mother, as well as anyone who defiles or loots this beloved dwarven shrine.

### AREA C3. SERVANTS' BEDCHAMBER

The Krail spares the lives of very few who come before him. Those granted his mercy live in this squalid chamber as servants to the brutal and decadent whims of the demon and his mother. Decrepit bunks, an uneven table with assorted chairs, buckets of refuse, and patched bedding are the only objects in the room. The tongueless servants survive by consuming vermin and scraps. They clean the vault daily and heed the Krail's commands. Warped by fear and torture, they

faithfully do their best to serve and protect their masters. The 7 female humans (Rahuri **commoners**) and a male dwarf all bear horrendous scars; some are missing appendages and facial features. The humans all wear blindfolds when working in the Quartzite Vault. To communicate, they developed a rudimentary language based on gestures and body slaps. Oswyth (dwarf **priest**) is the only one who can still speak. The Krail devoured his legs and eyes, so he wheels himself around on a low wagon. He does his best to care for and protect the humans. Oswyth managed to retain his sanity and helps the party to the best of his abilities. He is the only surviving original dwarven resident of the Quartzite Vault.

### AREA C4. SECRET CLOSET

This seamless door is very hard to find and opens into a closet containing a locked chest. The lock can be opened with a DC 18 Dexterity check with thieves' tools or a DC 20 Strength check. The chest has several trays holding 12 adamantite chisels, exceptional hammers, and other stone carving tools.

### AREA C5. STAIRS UP

A wide, spiral staircase with low steps leads to the Quartzite Vault's second level. The steps surround an eight-foot-tall crystal that glows from within via a continual flame spell that illuminates the area. If touched, a *programmed illusion* of ghostly dwarves appears within the quartz. The baritone dwarves sing ancient hymns to Dargath that echo throughout the stairs and halls. The chant lasts for five minutes, after which the crystal resets in 10 minutes.

### AREA C6. STAIRS DOWN

Carved shelves line the wall opposite the stairwell. Boxes of incense, heavy censers, thick scented candles, chimes, tinder twigs, brass oil lamps, and bottles of fragrant oils fill the upper shelves. The lower shelves hold small, ornate chests and coffer. Embroidered sashes and chasubles are neatly folded inside the dusty, decorative chests while the coffer contains 12 ceremonial amulets, each with a different gemstone (250 gp each), 12 pairs of bracers (500 gp), and 24 rings (100 gp each).

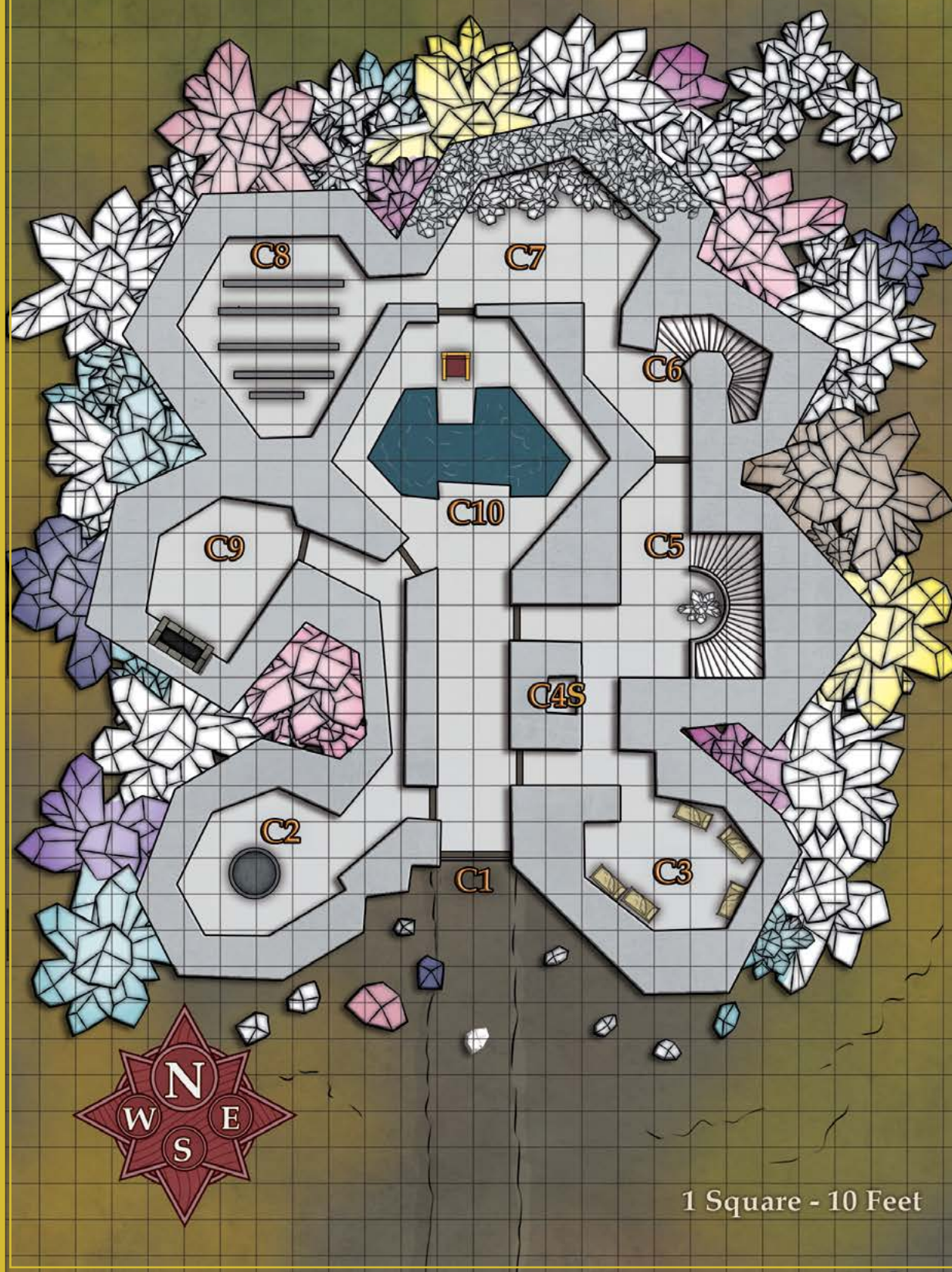
A black chest in the lower corner is covered in dwarven runes that read: "Doom, despair, and agony." The black chest contains a set of *robes of mourning*<sup>A2</sup>.

### AREA C7. PRIESTS' CHAMBERS.

This room once housed the vault's under-priests. Soot and greasy residue coat the walls and ceiling, blocking any light from filtering into the room. Piles of cinders, burnt wood, and bones cover the floor. The slightest disturbance creates clouds of dust and ash that fill the lungs of visitors. In addition to the charred remains of old furniture, remnants of countless meals and past sacrifices from the Rahuri are evident. An unworked cluster of quartz covers the largest wall. Absent the dwarves and their protective magics, 2 **dao** arrived on this plane to investigate the powers of the unique quartz crystals. They hide within the unworked portion of wall. Although evil, the dao want to rid the Quartzite Vault of the Krail and his mother. They may bargain



## Area C: Quartzite Vault





with a powerful-looking party, only to turn on them if the Krail is defeated. They summon **earth elementals** to distract fighters while they attack spellcasters after the first round of combat. Nothing beneficial for the party is in the room.

#### AREA C8. MENAGERIE OF STONE

This room remains largely intact. Small, six-inch-square niches cover the walls and stonework shelves. Each nook holds samples of various rocks, minerals, ores, or gemstone. A bronze placard below each nook identifies the stone and its origin. The thousands of geological samples cover every known specimen found in nature. The entire collection could be sold for 10,000 gp to any collector or museum. Bronze ladders on tracks provide access to the higher sections.

Masterfully concealed within the walls are 2 **crystal golems** created to protect the collection. They remain hidden as part of the walls unless any portion of the geological hoard is removed from the room.

#### AREA C9. KITCHEN AND DINING ROOM

An ancient stone oven, tables, and shelves sit along the southern wall. A wrought-iron spitjack and swivel arm crane sit above various iron kettles and pots. Empty barrels stand in neat rows along the west wall. Low tables with chairs and benches are pushed against northern wall. Blood stains the tabletops. Several tubs once used to wash clothing and for dwarven hygiene are along the northern wall, and washboards, towels, and robes hang above them. Small boxes of lye soap, earthy cologne, and stained rags are below the metal tubs. Anything of interest or value was taken long ago.

#### AREA C10. CHANCEL

A 10-foot-wide balcony circumvents a pit filled with water. The 30-foot-high peaked ceiling over this area was created from the hollowed interior of the largest crystal in the Quartzite Vault. The crystal is carved thin to allow the maximum amount of light to filter in from the outside. During the day, the faceted dome above fills the room with colorful, prismatic light. Even on cloudless, moonlit nights, rainbow patches of light project into the room. A natural, faceted block of red obsidian serves as an altar. The deep red stone glows from within, and the vague outline of a suit of armor can be seen in its depths. The obsidian block is impervious to most normal and magical damage, but adamantine weapons and tools can easily carve into the rock. The armor rests within a hollow cavity inside the thick obsidian.

The pit is 20 feet deep and filled with clear, fresh water. The still water has a mirror-like surface. Petrified dwarves and humans in various frightened and cowering poses rest on the crystal bottom of the pool. The statues are carefully placed

so they can gaze at viewers above. The petrified bodies of 25 dwarves, 12 Rahuri villagers, and four adventurers are in the pool. The characters may know two of the petrified adventurers: Duxel and Milla, the authors of the various postcards the characters may have collected (if you didn't use the postcards in your game, the petrified adventurers can be any random NPCs). The others can be anyone from your campaign world or just random adventurers. If rescued, Milla and Duxel share the tale of their quest for Shah Rasalt's *armor of benevolence*. And their failure when they encountered the horrid medusa (they don't realize that Exuviae is so much more than that). If rescued, they are extremely grateful, but they admit that they are done forever with adventuring. They want nothing more than to return to

Granny Cobb in Anvil Plunge (see **Chapter 5: Burning Desires**).

Shah Rasalt's *armor of benevolence*<sup>A2</sup> is safely entombed within the red obsidian altar. The stone blocks divination magic and serves as a testament to the artifact. Exuviae or the Krail could easily have shattered the obsidian, but they decided to leave the artifact as a testament to their prowess in taking the Quartzite Vault from the dwarves.



#### AREA C11. CHAPEL OF THE SINGING CRYSTALS

Three crystals (lit from within by permanent *light* spells) illuminate the room with a kaleidoscopic glow. Short crystal benches and stools are in piles around the edges of the room. A tattered prayer rug sits beneath each stool. A balcony with a low quartz railing overlooks the Chancel (**Area C10**). A six-foot-tall cluster of multi-colored quartz resonates with a barely audible baritone drone. Why and how these crystals emit the tone is unknown. The dwarves of the Quartzite Vault spent centuries studying, observing, and recording these sounds.

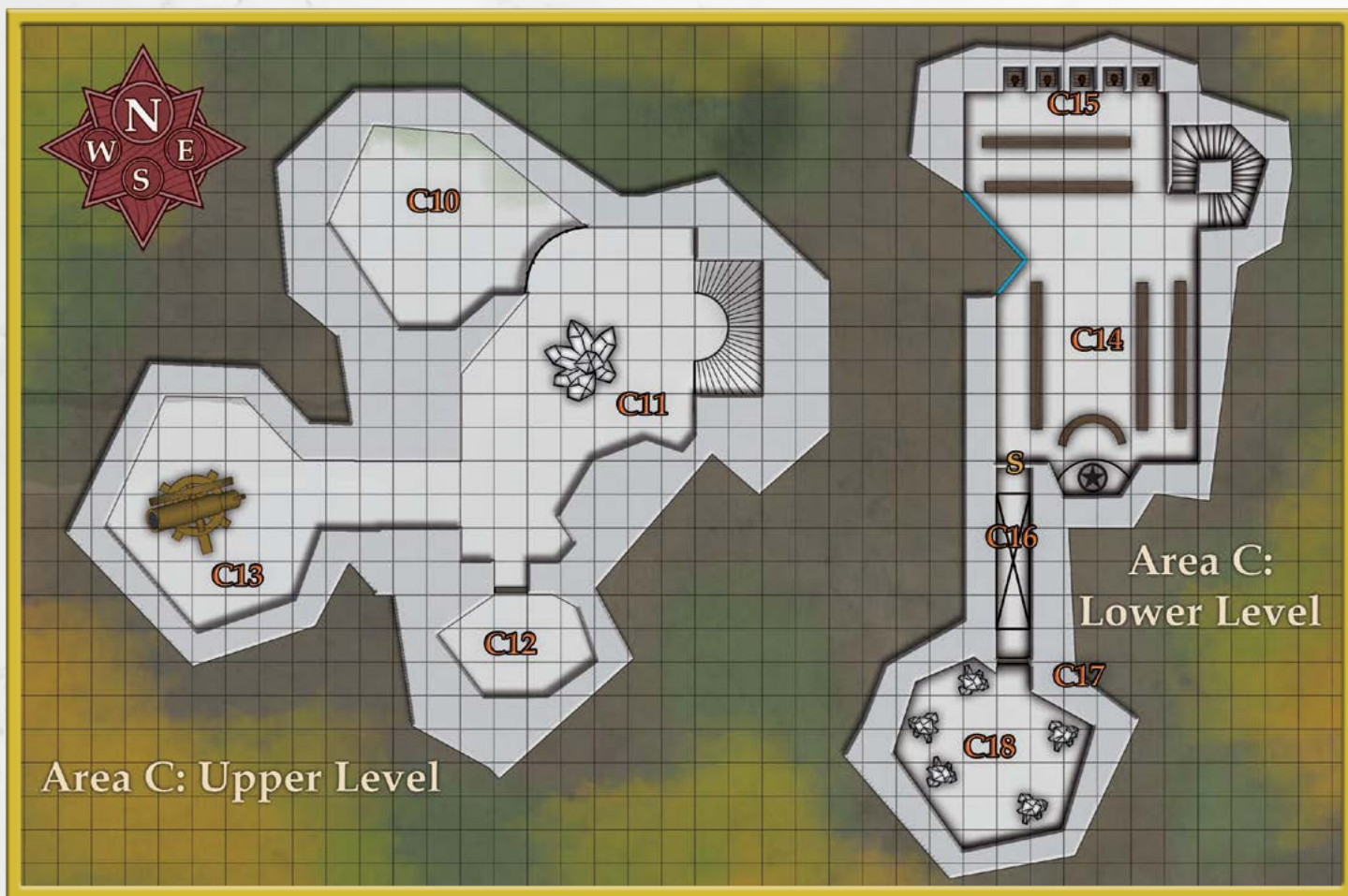
Their research can be found within the tomes in the library (**Area C14**). The only information they gleaned led them to believe that the crystal predicts seismic and volcanic activity. The crystals are also ideal for creating ioun stones as detailed in the library's books.

Exigua, a duergar **skeletal warrior**<sup>A1</sup>, stands guard in this room to protect her master, the Krail. If warned of intruders, she stands invisibly near the crystals. She uses *enlarge* before attacking.

#### AREA C12. HIGH PRIEST'S CHAMBERS

This was once an elaborate chamber for the archpriest of the Quartzite Vault, but it now lies in ruins. Piles of tattered cloth, stained leather, rotting skins, and matted furs serve as a bedchamber for the Krail. Bones of humanoids and beasts are strewn about the chamber. A massive ceremonial font of gold (500 gp if cleaned) serves as a chamber pot. A stone slab table





and two chairs are against the far wall. A dozen hefty tomes and scores of maps detail the dangers, points of interest, secret abodes, and safe passages through the Endless Maze, the 600th layer of the Abyss. The books reveal the mysteries and riddles found on the Abyssal layer. The detailed maps show the safest pathway for navigating the labyrinth.

The remains of a petrified dwarf are in the far corner of the room. Its limbs and head are missing, but the torso is adorned with priest robes. A stone chain around the neck of the dwarf's torso holds the key to the vault door (**Area C17**). The Krail can be found here during the daylight hours. He has been studying the best routes into the Abyss to surprise and overthrow his father.

#### AREA C13. THE OBSERVATORY

Crystalline latticework forms a dome over this open-air platform. From the outside at ground level, the lattice dome appears solid. A half dozen armillary spheres of various sizes sit around the dome's perimeter. A stone table holds several sundials and hourglasses. A four-foot-tall bronze hourglass on a stand measures time in six-hour increments. An enormous mechanical apparatus of highly polished quartz lenses and brass tubes dominates the center of the observatory. The dwarves used this telescope to study the stars and track meteorites in the heavens. Inlaid stones and runes in the floor mirror and label the stars and celestial bodies. Precise degrees and measurements around the spyglass allow users to navigate the heavens and

chart trajectories. Weatherproof chests hold sextants, nocturnals, smaller spyglasses, astrolabes, quadrants, maps, and a multitude of notebooks filled with notes and charts.

**The Krail**<sup>A1</sup> typically lurks here during the night, studying the stars.

The Krail appears as a large, feral minotaur with demonic features. He is mostly covered in coarse, black hair, but red scales cover his face, neck, and chest. A small spine of spikes grown down his back and into his serpentine tail. He has a long shaggy mane on the back of his neck in which he entwines skulls and trophies from his conquests. He breathes a constant cloud of red mist with every exhale.

#### AREA C14. THE LIBRARY, LOWER LEVEL

The stairs open into a large room. A mostly transparent wall of crystal opposite the stairs looks into the bottom of the water-filled pit in the Chancel (**Area C10**). Stone statues of dwarves lining the bottom of the pit leer into the room from their watery surroundings, and human-sized stone forms can also be seen among them. Stacks of books, scrolls, and maps sit on low tables of granite next to plush chairs. Thick stone bookshelves filled with tomes, tablets, and bundles of papers furnish the room. Webs, dust, and rodent dung attest to years of neglect. In addition to typical dwarven lore, the majority of the books are concerned with geology, mineralogy, and natural geography. The library also holds hundreds of volumes covering exotic geology



and geography of the planes. Several tomes detail the cutting, shaping, incantations, and components for crafting ioun stones.

An alcove at one end of the library contains a shrine to Dwerfater. A dust-covered marble statue of a solemn, old dwarf stands behind an attached empty font. Pungent candles sit along the edges of the font; their ancient wax runs in frozen streams down their sides.

**Exuviae**<sup>A1</sup> is generally found poring over tomes and scrolls in this chamber.

#### AREA C15. LATRINE

The crystal walls are exceptionally dark and murky in this section of the vault. A series of five-foot-square chambers line the northern wall of the library. Each chamber contains a 12-inch-diameter, hollow crystal stool that serves as a toilet. The stained quartz pits lead to unknown depths below the Dedysh. A **black pudding** has taken up residence within the toilet tubes. It climbs up the tubes to investigate any creature loitering for more than two rounds.

#### AREA C16. SECRET PASSAGE

A 50-foot section of the floor is a seamless, 10-ton block of quartz. A *reverse gravity* trap is located halfway down the hall. Once triggered, the reverse gravity causes the block to crush interlopers against the ceiling. The raised block completely seals the passage for five minutes before it falls back into the floor and the trap resets. Any creature in the area must succeed on a DC 17 Dexterity saving throw or take 70 (20d6) bludgeoning damage. On a successful save, the character escapes to one side or the other (player's choice). A creature pinned against the ceiling by the block is blinded, restrained with total cover, and begins to suffocate.

#### AREA C17. VAULT DOOR

A gold-plated, six-inch-thick door of solid iron blocks the room. An engraved image of a massive dwarf with faceted quartz eyes decorates the door. A keyhole in the dwarf's mouth breaks its stern expression. Some of the finest, purest gemstones in Libynos remain in this secretive vault. Any creature that touches the door without possessing the key (**Area C12**) sets off

a trap as the dwarf's eyes blast the corridor with two *prismatic spray* spells (DC 17). All creatures within the first 60 feet are hit with two or more prismatic colors. The trap resets after 24 hours.

#### AREA C18. THE VAULT

Five crystalline pedestals and niches hold the vault's treasure, most of it left over from when the dwarves ruled the region. Jewels, gemstones, and precious ore are organized in piles around the pedestals' bases. Each of the five pedestals holds a fist-sized cardinal gemstones (diamond, ruby, sapphire, emerald, and amethyst) worth 5,000 gp each. Piles of corresponding stones (1,000 gp total) are clustered around the bases. Pristine veins of silver, gold, and platinum coil around the plinths (500 gp each). A golden statue of a dwarf priestess holds aloft a gem-studded golden helm. An adamantite hammer hangs from her side. Chan Ukah, a sentient **iron golem**, guards the trove. She holds a *helm of brilliance*, which she dons if combat begins. She uses the helm's flaming weapon ability but none of its other powers. The plinth holding the diamond can be lifted out to reveal a small compartment two feet below that holds a *ring of three wishes*.

## CONCLUDING THE ADVENTURE

The characters are free to retrieve the *armor of benevolence* if they so desire, as well as any of the other treasures located within the Quartzite Vault. The dwarves are upset by this but concede that the heroes saved them all by stopping Akrue Rathamon's return and for defeating the demonic pair occupying the dwarven citadel. They just don't have to like it. The dwarves of Anvil Plunge quickly send a contingent of dwarves to reclaim the vault.

However, if the armor is taken from the vault, two unusual things occur. First, the entire Quartzite Vault and all of the quartz crystals jutting from the Dedysh blaze a brilliant light that is difficult to look at. The light last for several minutes. Finally, as the light is dwindling to normal levels, the crystals carved with Arden's sigil lining the path leading to the Quartzite Vault shatter simultaneously. The sound of glass breaking throughout the Dedysh is very loud in the still air.

But that's all just coincidence, right? Only time will tell ...





# APPENDIX 1

## NEW CREATURES

The following creatures and NPCs are found in the *Splinters of Faith Campaign*.



Achaierai ♦ Adept ♦ Advanced Intellect Devourer ♦ Akhilesh  
 ♦ Akruel Rathamon ♦ Aliak Tal Ashon (Ghost Cleric) ♦ Ancient Specter  
 ♦ Andulasia ♦ Animated Ice Statue ♦ Animated Objects ♦ Annis Hag  
 ♦ Archdruid ♦ Assassin Vine ♦ Aynsliss, Malformed Two-Headed Behir

### ACHAIERAI

This 15-foot-tall, flightless bird's head and body are fused into a single mass, with four legs and tiny, useless wings.

*Large fiend, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 50 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 13 (+1) | 14 (+2) | 11 (+0) | 14 (+2) | 16 (+3) |

**Saving Throws** Str +6, Con +5

**Skills** Athletics +9, Deception +9, Perception +8, Stealth +7

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Infernal

**Challenge** 5 (1,800 XP)

**Black Cloud.** Three times per day, an achaierai can exhale a cloud of toxic smoke. All creatures within 10 feet of the

achaierai immediately take 7 (2d6) acid damage as their flesh melts and rots away. Creatures that take damage from the smoke must succeed on a DC 12 Constitution saving throw or be affected as by a confusion spell. Confused victims may attempt another save at the end of each of their turns, ending the condition on a success. The condition persists until the victim saves or until the confusion is removed with an effect that removes disease (such as a lesser restoration spell).

**Magic Resistance.** Achaierai have advantage on all saving throws against spells and magic effects.

### ACTIONS

**Multiattack.** The achaierai makes one Bite and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



## ADEPT

Medium humanoid (any race), any alignment

**Armor Class** 16

**Hit Points** 33 (6d8 + 6)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 13 (+1) | 14 (+2) | 11 (+0) | 14 (+2) | 16 (+3) |

**Skills** Acrobatics +5, Insight +4, Stealth +5

**Senses** passive Perception 12

**Languages** Any one language (usually Common)

**Challenge** 1 (200 XP)

**Unarmored Defense.** While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included above).



## ACTIONS

**Unarmed Strike.** *Melee*

**Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw

or be pushed back 15 feet.

- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

## ADVANCED INTELLECT DEVOURER

This three-foot-long, glistening brain runs about on four clawed legs.

*Small aberration, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 108 (24d6 + 24)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 16 (+3) | 13 (+1) | 18 (+4) | 16 (+3) | 10 (+0) |

**Skills** Perception +6, Stealth +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded

**Senses** blindsight 60 ft., passive Perception 16

**Languages** understands Deep Speech but doesn't speak it, telepathy 6 ft.

**Challenge** 8 (3,900 XP)

**Detect Sentience.** The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

## ACTIONS

**Multiattack.** The intellect devourer makes one Claw attack and uses Devour Intellect.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 13 (4d4 + 3) slashing damage.

**Body Thief.** The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within five feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body if it isn't protected by protection from evil and good. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages. If the host body dies, the intellect devourer must leave it. A protection from evil and good spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a wish. By spending five feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within five feet of it. The body then dies unless its brain is restored within one round.

**Devour Intellect.** The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 16 Intelligence saving throw against this magic or take 33 (6d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.





## AKHILESH

Medium humanoid (human), neutral evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 14 (+2) | 17 (+3) | 20 (+5) | 10 (+0) | 14 (+2) |

**Saving Throws** Int +10, Wis +5

**Skills** Arcana +10, History +10

**Senses** passive Perception 10

**Languages** Common, Draconic

**Challenge** 13 (10,000 XP)

**Necklace of Adaptation.** While wearing this necklace, Akhilesh can breathe normally in any environment, and has advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

**Ring of Evasion.** This ring has three charges, and it regains 1d3 expended charges daily at dawn. When she fails a Dexterity saving throw while wearing it, Akhilesh can use her reaction to expend one of its charges to succeed on that saving throw instead.

**Spellcasting.** Akhilesh is a 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *minor illusion*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*, *protection from evil and good*, *shield*

2nd level (3 slots): *acid arrow*, *scorching ray*, *see invisibility*

3rd level (3 slots): *fireball*, *fly*, *protection from energy*

4th level (3 slots): *dimension door*, *fire shield*, *stoneskin*

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

6th level (1 slots): *disintegrate*

7th level (1 slots): *delayed blast fireball*

8th level (1 slots): *incendiary cloud*

## ACTIONS

**+3 Quarterstaff.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage or 8 (1d8 + 4) bludgeoning damage if used with two hands to make a melee attack.

**Equipment.** +3 quarterstaff, necklace of adaptation, ring of evasion, wand of fireballs, unholy symbol of Hecate, ruby-encrusted bracers (3,000 gp)

## AKRUEL RATHAMON, VAMPIRE LORD

Medium undead (shapechanger), lawful evil

**Armor Class** 21 (+3 breastplate, shield)

**Hit Points** 252 (29d8 + 116)

**Speed** 60 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 18 (+4) | 18 (+4) | 18 (+4) | 18 (+4) | 20 (+5) |

**Saving Throws** Dex +11, Wis +11, Cha +12

**Skills** Arcana +11, Insight +11, Perception +11, Persuasion +12, Stealth +11

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 21

**Languages** Abyssal, Common, Giant, Infernal, Orc

**Challenge** 21 (33,000 XP)

**Legendary Resistance (3/day).** If Akruel Rathamon fails a saving throw, he can choose to succeed instead.

**Misty Escape.** When he drops to 0 hit points outside his resting place, Akruel Rathamon transforms into a cloud of mist (as in the *Shapechanger* trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within two hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending one hour in his resting place with 0 hit points, he regains 1 hit point.

**Regeneration.** Akruel Rathamon regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

**Shapechanger.** If Akruel Rathamon isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

While in bat form, Akruel Rathamon can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Akruel Rathamon can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. Akruel Rathamon has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.





## ACTIONS

**Multiattack (vampire form only).** Akruel Rathamon makes two attacks, only one of which can be a bite attack.

**+3 Mace.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) bludgeoning damage.

**Bite (bat or vampire form only).** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Akruel Rathamon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Akruel Rathamon's control.

**Unarmed Strike (vampire form only).** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, Akruel Rathamon can grapple the target (escape DC 18).

**Charm.** Akruel targets one humanoid he can see within 30 feet of him. If the target can see Akruel Rathamon, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards Akruel Rathamon as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time Akruel or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

**Children of the Night (1/day).** Akruel magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying his spoken commands. The beasts remain for one hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

## LEGENDARY ACTIONS

Akruel can take three 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. Akruel regains spent legendary actions at the start of his turn.

**Move.** The vampire moves up to its speed without provoking opportunity attacks.

**Unarmed Strike.** The vampire makes one unarmed strike.

**Bite (costs 2 actions).** The vampire makes one bite attack.

**Equipment.** +3 plate, +3 shield, +3 mace, golden control circlet (contains the soul of the fire giant skeletal warrior Gunnvor in Area J13 in Chapter 14: Remorse of Life).

**Spellcasting.** Akruel Rathamon is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Akruel Rathamon has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *command, bane, detect magic, inflict wounds*

2nd level (3 slots): *hold person, magic weapon, spiritual weapon, hold person*

3rd level (3 slots): *clairvoyance, dispel magic, spirit guardians*

4th level (3 slots): *animate dead, freedom of movement, stoneskin*

5th level (2 slots): *flame strike, raise dead*

6th level (1 slot): *harm*

**Spider Climb.** Akruel Rathamon can climb difficult surfaces, and can even hang upside-down on ceilings, without needing to make an ability check.

**Vampire Weaknesses.** Akruel Rathamon has the following flaws:

**Forbiddance.** He can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** He takes 20 acid damage if he ends his turn in running water.

**Stake to the Heart.** If the *scepter of faiths* is driven into Akruel's heart while he is incapacitated in his resting place, the vampire is paralyzed until the stake is removed. Wooden stakes have no effect on Akruel.

**Sunlight Hypersensitivity.** Akruel Rathamon takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.



## ALIAK TAL ASHON (GHOST CLERIC)

*Medium undead (ghost), lawful evil*

**Armor Class** 22 (+2 *half plate*, +2 *shield*)

**Hit Points** 99 (22d8)

**Speed** 0 ft., fly 40 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 7 (–2) | 13 (+1) | 10 (+0) | 15 (+2) | 17 (+3) | 21 (+5) |

**Saving Throws** Wis +8, Cha +10

**Skills** Insight +8, Religion +7

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

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Infernal

**Challenge** 14 (11,500 XP)

**Ethereal Sight.** Aliak can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

**Incorporeal Movement.** Aliak can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

**Spellcasting.** Aliak is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *detect evil and good*, *inflict wounds*

2nd level (3 slots): *see invisibility*, *silence*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *dispel magic*, *speak with dead*

4th level (3 slots): *banishment*, *control water*, *divination*

5th level (2 slots): *contact other plane*, *hold monster*

6th level (1 slots): *blade barrier*

### ACTIONS

**+3 Flail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

**Withering Touch.** *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) necrotic damage.

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 feet of Aliak that can see her must succeed on a DC 15 Wisdom saving throw or be frightened for one minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened



target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Possession (recharge 6).** One humanoid that Aliak can see within five feet of her must succeed on a DC 15 Charisma saving throw or be possessed by Aliak; Aliak then disappears, and the target is incapacitated and loses control of its body. Aliak now controls the body but doesn't deprive the target of awareness. Aliak can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. She otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, Aliak ends it as a bonus action, or Aliak is turned or forced out by an effect such as the *dispel evil and good* spell. When the possession ends, Aliak reappears in an unoccupied space within five feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

**Equipment.** Aliak Tal Ashon's corpse still wears her equipment: +2 *half plate*, +2 *shield*, +3 *flail*, unholy symbol of Hecate



## ANCIENT SPECTER

Specters who remain in the living world for long periods evolve into more powerful and bitterly angry beings who vent their rage and frustration on the living.

*Medium undead, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 0 ft., fly 80 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 1 (–5) | 16 (+3) | 14 (+2) | 15 (+2) | 17 (+3) | 14 (+2) |

**Damage Resistances** acid, fire lightning, thunder; dgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60ft, passive Perception 13

**Languages** understands all languages it spoke in life but cannot speak

**Challenge** 6 (2,300 XP)



**Chill Aura.** Any living creature that starts its turn within 10 feet of the ancient specter or comes within that distance for the first time on its turn must succeed on a DC 13 Constitution saving throw or take 3 (1d6) cold damage.

**Incorporeal Movement.** The specter 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.

**Sunlight Sensitivity.** While in natural (not magical) sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Life Drain.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 24 (6d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## ANDULASIA

*Medium humanoid (human), lawful evil*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 63 (14d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 15 (+2) | 10 (+0) | 13 (+1) | 16 (+3) | 18 (+4) |

**Saving Throws** Con +4, Cha +8

**Skills** Arcana +5, Insight +7, Perception +7

**Damage Resistances** force

**Senses** passive Perception 17

**Languages** Common, Infernal

**Challenge** 11 (7,200 XP)

**Cloak of Displacement.** Attacks against Andulasia are at disadvantage while she is wearing this cloak. If she takes damage, the property ceases to function until the start of her next turn. This property is suppressed while she is incapacitated, restrained, or otherwise unable to move.

**Spellcasting.** Andulasia is a 5th-level clerical spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *resistance*, *sacred flame*

1st level (4 slots): *bane*, *detect magic*, *magic missile*, *shield of faith*

2nd level (3 slots): *aid*, *enhance ability*, *magic weapon*

3rd level (2 slots): *bestow curse*, *dispel magic*

**Spellcasting.** Andulasia is a 9th-level sorcerer spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *mage hand*, *message*, *resistance*

1st level (4 slots): *charm person*, *color spray*, *mage armor*, *magic missile*

2nd level (3 slots): *enlarge/reduce*, *magic missile*, *scorching ray*

3rd level (3 slots): *fireball*, *fly*, *haste*

4th level (3 slots): *dominate beast*, *greater invisibility*, *wall of fire*

5th level (1 slot): *cone of cold*

### ACTIONS

**+2 Iron-bound Quarterstaff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if used with two hands to make a melee attack.

**Equipment.** +2 quarterstaff, brooch of shielding, cloak of displacement, wand of wonder



## ANIMATED ICE STATUE

This massive humanoid construct is formed from jagged shards of ice.

*Huge construct, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 157 (15d12 + 60)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 20 (+5) | 6 (–2) | 18 (+4) | 1 (–5) | 1 (–5) | 1 (–5) |

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** cold, poison, psychic

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

**Senses** passive Perception 5

**Challenge** 7 (2,900 XP)

**Trample.** If the statue moves more than 20 feet straight ahead then hits with both slam attacks, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is knocked prone, the statue can then make a slam attack against it as a bonus action.

### ACTIONS

**Multiattack.** The statue makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

## ANIMATED OBJECTS

A number of animated objects are found throughout the *Splinters of Faith Campaign*. Below are details on these items and different themes for them.

### CREATING AN ANIMATED OBJECT

When creating an animated object, you must first decide the size of the object. The five creature statistics listed below provide the foundation for an animated object of Tiny, Small, Medium, Large, Huge, or Gargantuan size. One Gargantuan animated object is detailed separately in this appendix due to its size and abilities (see **Gargantuan Animated Objects, Winch and Chain**).

### TINY ANIMATED OBJECT

*Tiny construct, unaligned*

**Armor Class** 12

**Hit Points** 28 (8d4 + 8)

**Speed** 20 ft.

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

**Skills** Perception –1

**Damage Immunities** poison, psychic

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** —

**Challenge** 1/2 (100 XP)

**Antimagic Susceptibility.** The animated object is incapacitated while in the area of an antimagic field. If targeted by dispel



magic, the animated object must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep.

**False Appearance.** While the animated object remains motionless, it is indistinguishable from a normal object of its type.

### ACTIONS

**Multiattack.** The animated object makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



SMALL ANIMATED OBJECT

Small construct, unaligned

Armor Class 12  
Hit Points 44 (8d6 + 16)  
Speed 25 ft.

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

Skills Perception -1  
Damage Immunities poison, psychic  
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned  
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9  
Languages —  
Challenge 1 (200 XP)

**Antimagic Susceptibility.** The animated object is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the animated object must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.  
**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep.  
**False Appearance.** While the animated object remains motionless, it is indistinguishable from a normal object of its type.

ACTIONS

**Multiattack.** The animated object makes two Slam attacks.  
**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

MEDIUM ANIMATED OBJECT

Medium construct, unaligned

Armor Class 12  
Hit Points 60 (8d8 + 24)  
Speed 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 16 (+3) | 14 (+2) | 17 (+3) | 1 (-5) | 5 (-3) | 1 (-5) |

Skills Perception -1  
Damage Immunities poison, psychic  
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned  
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9  
Languages —  
Challenge 2 (450 XP)

**Antimagic Susceptibility.** The animated object is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the animated object must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.  
**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep.  
**False Appearance.** While the animated object remains motionless, it is indistinguishable from a normal object of its type.

ACTIONS

**Multiattack.** The animated object makes two Slam attacks.  
**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.





## LARGE ANIMATED OBJECT

*Large construct, unaligned*

**Armor Class** 13

**Hit Points** 76 (8d10 + 32)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 16 (+3) | 19 (+4) | 1 (–5) | 5 (–3) | 1 (–5) |

**Skills** Perception –1

**Damage Immunities** poison, psychic

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** —

**Challenge** 3 (700 XP)

**Antimagic Susceptibility.** The animated object is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the animated object must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep.

**False Appearance.** While the animated object remains motionless, it is indistinguishable from a normal object of its type.

### ACTIONS

**Multiattack.** The animated object makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

## HUGE ANIMATED OBJECT

*Huge construct, unaligned*

**Armor Class** 13

**Hit Points** 92 (8d12 + 40)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 20 (+5) | 16 (+3) | 21 (+5) | 1 (–5) | 5 (–3) | 1 (–5) |

**Skills** Perception –1

**Damage Immunities** poison, psychic

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** —

**Challenge** 4 (1,100 XP)

**Antimagic Susceptibility.** The animated object is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the animated object must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep.

**False Appearance.** While the animated object remains motionless, it is indistinguishable from a normal object of its type.

### ACTIONS

**Multiattack.** The animated object makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

## GARGANTUAN ANIMATED OBJECT

*Huge construct, unaligned*

**Armor Class** 13

**Hit Points** 132 (8d20 + 48)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 22 (+6) | 16 (+3) | 22 (+6) | 1 (–5) | 5 (–3) | 1 (–5) |

**Skills** Perception –1

**Damage Immunities** poison, psychic

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** —

**Challenge** 5 (1,800 XP)

**Antimagic Susceptibility.** The animated object is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the animated object must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep.

**False Appearance.** While the animated object remains motionless, it is indistinguishable from a normal object of its type.

### ACTIONS

**Multiattack.** The animated object makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.



## THEMES

After you have chosen the size of the animated object, choose a theme. Each theme adds a variety of features to the base animated object, such as the ensnaring theme that gives the animated object the Hard to Grasp trait, or adjusts features of the object, such as the animalistic theme that modifies the creature's method of locomotion.

Each animated object must have at least one theme, but it can have more. Increase the animated object's challenge rating by 1 for each theme you add to it beyond the first theme, rounding down for Tiny animated objects. For example, a Small animalistic ensnaring animated object would have a challenge rating of 2 while a Tiny animalistic ensnaring animated object would have a challenge rating of 1. If you use two themes that replace or modify the same feature (such as animalistic and paraphernalia which both modify the Slam attack), pick one theme's modification and ignore the other theme's modification; do not apply both modifications to the same creature.

An animated object uses its Constitution modifier when setting the saving throw DC for its traits and actions (DC equal to 8 + the object's proficiency bonus + its Constitution modifier).

### ANIMALISTIC THEME

This theme applies to animated objects that look like animals, such as figurines of griffons or children's toy animals. An animalistic animated object retains its statistics except as noted below.

**Speed.** The animated object's method of locomotion changes.

Choose one of the following:

**Increased Movement.** The animated object's walking speed increases by 20 feet.

**Unique Movement.** The animated object has a climbing, flying, or swimming speed of 30 feet.

**New Action: Multiattack.** The animated object's Multiattack action changes to: The animated object makes one Bite attack and two Claw attacks.

**New Action: Bite.** The animated object's Slam attack is replaced with a Bite attack. This attack deals the same damage as the Slam, except it deals piercing damage instead of bludgeoning damage.

**New Action: Claw.** The animated object has a Claw attack. This attack deals slashing damage, and its damage dice are half of the animated object's Slam damage dice (rounded down to the nearest damage die). Otherwise, this attack works like the animated object's Slam attack. For example, a Tiny object's claw attack would use a d2 (half of a d4) as its base damage die while Medium and Large objects would use a d4 (half of a d8 and d10, respectively).

### ENSNARING THEME

This theme applies to animated objects that are used to tie or wrap objects, such as chains, rope, drapes, and blankets. An ensnaring animated object retains its statistics except as noted below.

**Hard to Grasp.** The animated object has advantage on ability checks and saving throws made to escape a grapple.

**Skill Proficiency: Athletics.** The animated object is proficient in Strength (Athletics) checks.

**New Action: Smother.** The animated object has the Smother action, wrapping itself around its target's throat, chest, or face. This action works like the animated object's Slam attack, except it deals double the Slam attack's damage dice to the target and the target is grappled (escape DC equal to 8 + the animated object's Athletics). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the animated object can't smother another target. The animated object can still use its Slam action while grappling a target. For example, a Tiny object's smother attack would have a base damage of 4d4 + 2 while a Large object would do 4d10 + 4.

### FORTIFIED THEME

This theme applies to animated objects made of a sturdy material, such as stone statues or metal cauldrons. A fortified animated object retains its statistics except as noted below.

**Armor Class.** The animated object has Armor Class equal to 12 + its Dexterity modifier.

**Damage Resistances.** The animated object has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

**Blunting Form.** Any nonmagical piercing or slashing weapon made of metal that hits the animated object begins to dull. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is too dull to deal damage and can't be used to deal damage again until a creature spends 10 minutes sharpening the weapon.

### HUMANOID THEME

**This theme applies to animated objects that are humanoid in shape, such as toy soldiers or dress mannequins.** A humanoid animated object retains its statistics except as noted below.

**Ability Score.** The animated object's Intelligence increases to 6.

**Skill Proficiency: Perception.** The animated object's proficiency bonus is doubled for its Wisdom (Perception) checks.

**Languages.** The animated object understands Common but speaks only through the use of its Mimicry trait.

**Mimicry.** The animated object can mimic humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check.

**New Action: Multiattack.** The animated object's Multiattack action changes to: The animated object makes two Slam attacks or two attacks with its chosen weapon. Alternatively, the animated object can make one Slam attack and one attack with its chosen weapon.

**New Action: Weapon Attack.** The animated object has one weapon suitable for a creature of its size and shape. It is proficient with that weapon.



## MONSTROUS THEME

This theme applies to animated objects that are often monstrous in appearance, and they contain some substance that they unleash on their enemies, including objects such as a horrifying amalgam of cobbled-together parts that emits bursts of springs and gears, a barrel that spews ale on those nearby, or a wardrobe infested with thousands of spiders. A monstrous animated object retains its statistics except as noted below.

**Contents.** The animated object is filled with a substance that it can eject on its enemies. Choose one of the following damage types: acid, bludgeoning, cold, fire, lightning, piercing, poison, slashing, or thunder. The animated object deals this type of damage when a creature comes into contact with its contents.

**Pervasive Contents.** A creature that touches the animated object or hits it with a melee attack while within five feet of it takes half the animated object's Slam damage dice (rounded down to the nearest damage die) of the type related to its contents. If the animated object uses its Spew Contents, this trait doesn't function until the end of the animated object's next turn.

**New Action: Spew Contents (recharge 6).** The animated object spews its contents in a cone. Each creature in that area must make a Dexterity saving throw, taking quadruple the animated object's Slam damage dice of the type related to its contents on a failed save, or half as much damage on a successful one. The cone is 15 feet for Tiny, Small, and Medium animated objects, and it is 30 feet for Large and Huge animated objects.

## PARAPHERNALIA THEME

This theme applies to animated objects that are objects in the most mundane sense, such as standard traveling equipment, kitchen cookware, or bedroom furniture. These objects often defy specificity and this theme serves as a catch-all theme for animated objects that don't fit into any of the other themes. Animated object with this theme usually don't have other themes. A paraphernalia animated object retains its statistics except as noted below.

**Speed.** The animated object has a flying speed, and it can hover. Its flying speed is 20 feet at Tiny and increases by 10 feet for each size above Tiny.

**Ability Score.** The animated object's Dexterity increases by 4.

**Saving Throw.** The animated object has proficiency in Dexterity saving throws.

**Weaponized Form.** The animated object's Slam attack deals bludgeoning, piercing, or slashing damage, your choice, each time it attacks as the object uses all aspects of its form to damage its enemies.

## POSSESSED THEME

This theme applies to an animated object that has been possessed by some otherworldly force, such as an angel, demon, or devil. A possessed animated object can't be possessed by more than one entity and the entity possessing it must be good or



evil. A possessed animated object retains its statistics except as noted below.

**Alignment.** The animated object's alignment is the same as the entity possessing it.

**Type.** The animated object is a construct but it counts as a celestial (if good) or a fiend (if evil) for spells and features, such as protection from evil and good and a paladin's Divine Sense.

**Damage Immunities.** The animated object is immune to necrotic damage (if evil) or radiant damage (if good).

**Senses.** The animated object has truesight with a radius of 30 feet.

**Languages.** The animated object knows the Abyssal, Celestial, and Infernal languages, and it has telepathy with a radius of 60 feet.

**Magic Resistance.** The animated object has advantage on saving throws against spells and other magical effects.

**New Reaction: Otherworldly Presence.** When a creature the animated object can see targets it with an attack, the animated object shows a glimpse of the entity possessing it. The attacker must succeed on a Wisdom saving throw or the attack misses, and the attacker is frightened until the end of its next turn.



## ANNIS HAG

This eight-foot-tall hag has iron-hard, wart-covered skin that varies from shades of deep blue to black and claws like rusty blades.

*Large fey, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 12 (+1) | 14 (+2) | 13 (+1) | 14 (+2) | 15 (+2) |

**Skills** Deception +8, Intimidation +8, Perception +8

**Senses** darkvision 60 ft. passive Perception 18

**Languages** Common, Sylvan

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The annis hag's spellcasting ability is Charisma (spell save DC 13). The annis hag can innately

cast the following spells, requiring no material components:

3/day each: *alter self*, *fog cloud*

**Magic Resistance.** The annis hag has advantage on saving throws against spells or other magical effects.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 15 (3d6 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If both claw hits attack, the target is grappled (escape DC 15).



## ARCHDRUID

*Medium humanoid (any race), any alignment*

**Armor Class** 16 (hide armor, shield)

**Hit Points** 110 (20d8 + 20)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA    |
|--------|---------|---------|---------|---------|--------|
| 10 (0) | 14 (+2) | 12 (+1) | 12 (+1) | 20 (+5) | 11 (0) |

**Saving Throws** Int +5, Wis +9

**Skills** Medicine +9, Nature +5, Perception +9

**Senses** passive Perception 19

**Languages** Druidic plus any two languages

**Challenge** 10 (5,900 XP)

**Spellcasting.** The archdruid is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*

2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*

3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*

4th level (3 slots): *dispel magic*, *dominate beast*, *ice storm*

5th level (2 slots): *commune with nature*, *mass cure wounds*

6th level (1 slot): *heal*

7th level (1 slot): *regenerate*

8th level (1 slot): *sunburst*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 9 (1d8 + 5) with *shillelagh*, or 6 (1d8 + 2) if wielded with both hands.

**Wild Shape (2/day).** The archdruid magically polymorphs into a beast or elemental with a challenge rating of 5 or less and can remain in this form for up to 8 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.



## ASSASSIN VINE

This 20-foot-long, thrashing vine bears clusters of leaves and bunches of small fruits that resemble wild blackberries.

*Large plant, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 102 (12d10 + 36)

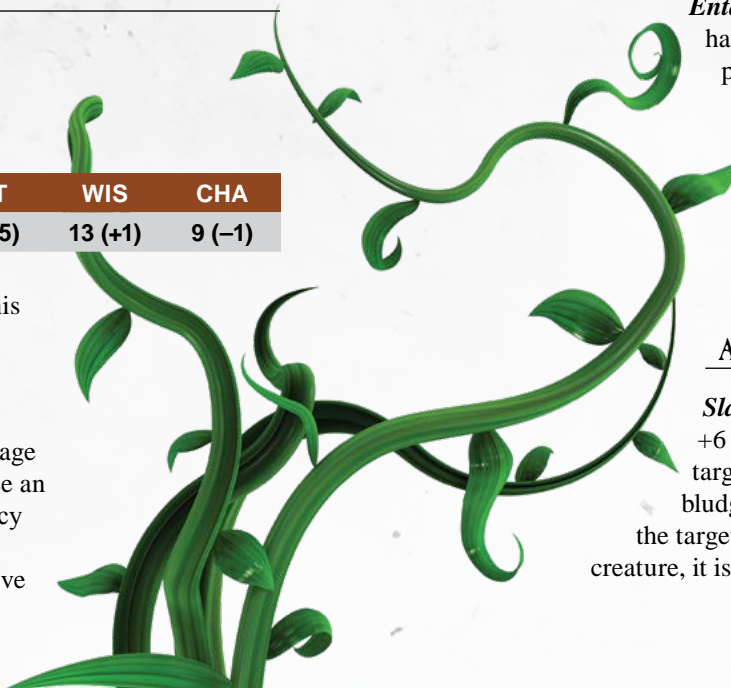
**Speed** 5 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 1 (–5) | 13 (+1) | 9 (–1) |

**Senses** blindsight 30ft (blind beyond this radius), passive Perception 11

**Challenge** 3 (700 XP)

**Camouflage.** Creatures have disadvantage on Wisdom (Perception) checks to see an assassin vine. Anyone with proficiency in Wisdom (Survival) or Intelligence (Nature) can use these skills to observe the vine without penalty.



**Constrict.** If an assassin vine hits with its slam attack it may make a grapple check on its opponent. If it succeeds, the opponent is grappled, and the assassin vine may use its action to inflict slam damage on the grappled target without making an attack roll. It may not have more than one

**Entangle.** Assassin vines have the ability to cause plants within 30 feet to animate and grab foes. Anyone in this area must make a DC 11 Dexterity save or be restrained until their next round.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 16).

## AYNSLISS, MALFORMED TWO-HEADED BEHIR

*Huge monstrosity, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 168 (16d12 + 64)

**Speed** 50 ft., climb 40 ft., swim 50 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 23 (+6) | 15 (+3) | 18 (+4) | 7 (–2) | 14 (+2) | 12 (+1) |

**Skills** Perception +6, Stealth +7

**Damage Immunities** Acid

**Senses** darkvision 90 ft., passive Perception 16

**Languages** Draconic

**Challenge** 12 (8,400 XP)

**Meld.** Aynsliss changes the color of its skin. As long as Aynsliss' skin color matches that of its environment, it has advantage on Stealth checks.

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

### ACTIONS

**Multiattack.** Aynsliss makes one Bite attack with each of its heads and one Constrict attack.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

**Constrict.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. A Large or smaller target is grappled (escape DC 16) if Aynsliss isn't already constricting a creature, and the target is restrained until this grapple ends.

**Acid Breath (recharge 5–6).** Each of Aynsliss' heads exhales a line of acid that is 20 feet long and five feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) acid damage on a failed save, or half as much damage on a successful one.

**Swallow.** Aynsliss makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside of Aynsliss, and it takes 21 (6d6) acid damage at the start of each Aynsliss' turns. Aynsliss can have only two creatures swallowed at a time.

If Aynsliss takes 30 damage or more on a single turn from the swallowed creature, Aynsliss must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If Aynsliss dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.





Barbegazi (Ice Gnome) ♦ Battle Priest ♦ Beetle, Giant Cave ♦ Beetle, Gelid  
 ♦ Bhuta ♦ Bleeding Horror Minotaur ♦ Blood Golem ♦ Blood Wight  
 ♦ Bloody Bones ♦ Bloody Skeletal Dire Tiger ♦ Bodak ♦ Bonesnapper  
 ♦ Brielle (Debased Dryad) ♦ Bulette, Red

## BARBEGAZI (ICE GNOME)

This three-foot-tall gnome has white hair, white skin, and deep blue eyes. Its beard appears to be made of ice.

*Small humanoid, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 20 ft., burrow 20 ft.

**Skills** Stealth +3

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 10 (+0) | 13 (+1) | 13 (+1) | 11 (+0) | 11 (+0) | 8 (-1) |

**Damage Immunities** cold

**Damage Vulnerabilities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Gnome (Barbegazi dialect)

**Challenge** 1/2 (100 XP)

**Snow Walk.** The barbegazi can move across and climb icy or snowy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement.

**Innate Spellcasting.** The barbegazi's innate spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). The barbegazi can innately cast the following spells, requiring no material components:

3/day: *ray of frost*

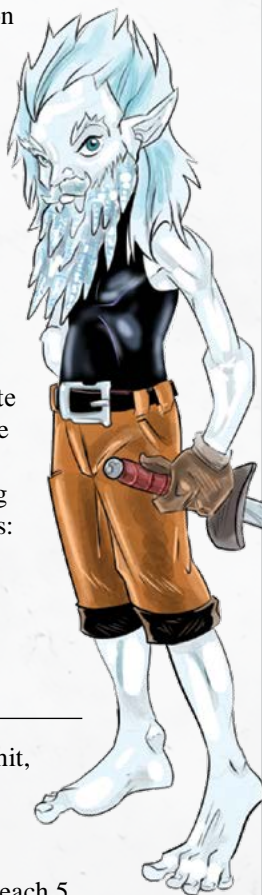
1/day: *hold person*

## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 3 (1d6) cold damage.

**Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) cold damage.

**Dagger.** *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



## BATTLE PRIEST

*Medium humanoid (any race), any alignment*

**Armor Class** 18 (plate)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA     |
|---------|--------|---------|--------|---------|---------|
| 16 (+3) | 10 (0) | 14 (+2) | 11 (0) | 17 (+3) | 13 (+1) |

**Saving Throws** Con +6, Wis +7

**Skills** Intimidation +5, Religion +4

**Languages** Any two languages

**Challenge** 9 (5,000 XP)

**Spellcasting.** The battle priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water wall*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

## ACTIONS

**Multiattack.** The battle priest makes two Maul attacks.

**Maul.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

## REACTIONS

**Guided Strike (recharges after a short or long rest).** The battle priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The battle priest can make this choice after the roll is made but before it hits or misses.



## BEETLE, GIANT CAVE

This large underground beetle is long and thin. Cave beetles are blind but have adapted to their underground homes.

*Small beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 31 (7d6 + 7)

**Speed** 20 ft., fly 30 ft., burrow 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 14 (+2) | 13 (+1) | 1 (–5) | 11 (+0) | 2 (–4) |

**Skills** Perception +2

**Senses** blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 12

**Challenge** 1 (200 XP)

**Death Throes.** When a giant cave beetle reaches 0 hit points, it releases a strong acidic cloud in a five-foot radius. Creatures within this area must make a DC 11 Constitution saving throw, taking 7 (2d6) acid damage on a failed saving throw, or half as much damage on a successful saving throw. Every giant cave beetle in 500 feet is capable of detecting the smell of this acid.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) cold damage.

## BEETLE, GELID

Gelid beetles appear as stark white beetles with silvery-black legs and dull silver mandibles.

*Medium elemental, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 10 (+0) | 14 (+2) | 1 (–5) | 10 (+0) | 9 (–1) |

**Skills** Perception +4

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 14

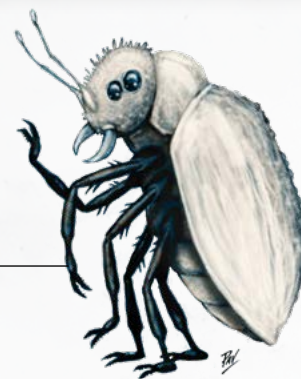
**Challenge** 1/2 (100 XP)

**Frigid Body.** A creature that touches the beetle or hits it with a melee attack while within five feet of it takes 3 (1d6) cold damage.

**Frigid Weapons.** The beetle's weapon attacks deal an extra 3 (1d6) cold damage (included in the attack).

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) cold damage.



## BHUTA

The spirit of a murdered person often possesses its original body to exact revenge on its killers. These undead often bear the wounds they suffered before death.

*Medium undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 18 (+4) | 13 (+1) | 16 (+3) | 11 (+0) | 10 (+0) | 8 (–1) |

**Skills** Perception +2, Stealth +3

**Damage Immunities** necrotic

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

**Find Killer.** So long as it is on the same plane of existence, the bhuta has an unerring sense of the location of the creature that killed it in life.

**Gentle Repose.** For the first 14 days after it rises as an undead, the bhuta appears to be a living member of its original race. During that time period, its Charisma is 13.

**Turn Resistance.** The bhuta has advantage on saving throws against effects that turn undead.

### ACTIONS

**Multiattack.** The bhuta makes two Claws attacks.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. The target is grappled (escape DC 14) if it is a Medium or smaller creature and the bhuta doesn't have another creature grappled. Until the grapple ends, the target is restrained and cannot speak or cast spells with a verbal component, and the bhuta cannot make Claws attacks against other targets.



## BLEEDING HORROR MINOTAUR

Blood wights stand eight to 10 feet tall and weigh 400 to 550 pounds. They appear much as they did in life, but their bodies constantly weep and ooze blood.

*Large undead, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 10 (+0) | 15 (+2) | 7 (–2) | 10 (+0) | 16 (+3) |

**Saving Throws** Dex +3, Con +5, Wis +3

**Skills** Perception +6, Survival +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Giant

**Challenge** 6 (2,300 XP)

**Charge.** If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing

damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Horrific Appearance.** All creatures who directly look at the minotaur must make a DC 14 Wisdom saving throw or be frightened for one 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 minotaur's horrific appearance for the next 24 hours.

**Magic Resistance.** The minotaur has advantage on saving throws against spells and other magic effects.

**Magic Weapons.** The minotaur's attacks are magical.

### ACTIONS

**Multiattack.** The bleeding horror minotaur makes a Gore attack and makes one Claw attack and one Greataxe attack, or two Claw attacks.

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

## BLOOD GOLEM

This slug-shaped clot of animated, living blood is 10 feet long and weighs 700 pounds. When living prey is detected, the blood golem rises up and appears as a slug-like, headless humanoid.

*Large monstrosity, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., swim 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 12 (+1) | 16 (+3) | 2 (–4) | 11 (+0) | 1 (–5) |

**Condition Immunities** prone

**Senses** tremorsense 60 ft., passive Perception 10

**Challenge** 5 (1,800 XP)

**Blood Consumption.** Each time a blood golem hits a living opponent with a Slam attack, it gains a number of hit points equal to the damage dealt. These hit points are added to the blood golem's total even if it exceeds the golem's normal maximum hit points. When a blood golem reaches its maximum hit points for its Hit Dice, it divides (see cell division, below).



**Cell Division.** When a blood golem absorbs enough blood to raise its total hit points to the maximum for its hit dice (normally 156 hp), it splits into two identical blood golems, each with half the original's hit points.

**Magic Weapons.** The blood golem's attacks are magical.

**Vulnerability to Magic.** A blood golem is *slowed* (as the spell) for 1d4 rounds by any cold-based attacks or effects. A *purify food and water* spell deals 1d6 points of necrotic damage per spell slot level to a blood golem. A blood golem can attempt a Constitution saving throw (DC 10 + caster's ability score modifier) to reduce the damage by half.

### ACTIONS

**Multiattack.** The blood golem makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage plus blood consumption.



## BLOOD WIGHT

Blood wights stand eight to 10 feet tall and weigh 400 to 550 pounds. They appear much as they did in life, but their bodies constantly weep and ooze blood.

*Large undead, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 15 (+2) | 18 (+4) | 13 (+1) | 13 (+1) | 16 (+3) |

**Skills** Perception +7, Stealth +5

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** the languages it knew in life

**Challenge** 8 (3,900 XP)

**Magic Weapons.** The wight's weapon attacks are magical.

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

### ACTIONS

**Multiattack.** The blood wight makes one Claw attack and one Life Drain attack.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

*Hit:* 14 (2d8 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The wight can grapple only one target.

**Engulf.** The wight engulfs one creature it has grappled, and the grapple ends. While engulfed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the wight, and it takes 27 (6d8) necrotic damage at the start of each of the wight's turns. If the wight takes 30 damage or more on a single turn from a creature inside it, the wight must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all engulfed creatures, which fall prone in a space within five feet of the wight. If the wight dies, all engulfed creatures explode out from the corpse, falling prone 15 feet away.

**Life Drain.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point

maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than 12 zombies under its control at one time.





## BLOODY BONES

Bloody bones are six-foot-tall, evil undead spirits that are often mistaken for skeletons. Tendrils writhe inside their blood-drenched form.

*Medium undead, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 12 (+1) | 10 (+0) | 11 (+0) | 13 (+1) | 14 (+2) |

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 2 (450 XP)

**Slippery.** Bloody bones are difficult to grapple or snare because of the constant flow of blood and mucus across their bodies. Webs, magic or otherwise, do not affect bloody bones. A bloody bones has advantage on ability checks to escape from a grapple, and enemies trying to escape from its grapple have disadvantage on their ability checks.



## ACTIONS

**Multiattack.** A bloody bones two Claw attacks or four Tendril attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage. This attack hits automatically if the target is grappled by the bloody bones.

**Tendril.** *Melee Weapon Attack:* +5 to hit, reach 30 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target is grappled (escape DC 15) and can be dragged (see below).

## BONUS ACTIONS

**Drag with Tendril.** A bloody bones can drag each creature grappled by its tendrils 10 feet directly toward the bloody bones. When a creature grappled by the bloody bones's tendrils is within five feet of the bloody bones, it can be clawed automatically (no attack roll is necessary). A bloody bone's tendrils can be attacked separately (AC 13); 6 slashing damage severs the tendril. This damage affects only the tendril, however, and doesn't reduce the bloody bone's hit points. The monster generates a new tendril to replace the severed one at the start of its next turn.

## BLOODY SKELETAL DIRE TIGER

This large tiger skeleton drips blood and gore.

*Large undead, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 11 (+0) | 15 (+2) | 3 (-4) | 7 (-1) | 4 (-3) |

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Challenge** 6 (2,300 XP)

**Deathless.** A bloody skeletal dire tiger is destroyed when reduced to 0 hit points,

but it returns to unlife one hour later at 1 hit point, gaining 5 points per round until it reaches its maximum. A bloody skeletal dire tiger can be permanently destroyed if it is destroyed by radiant energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

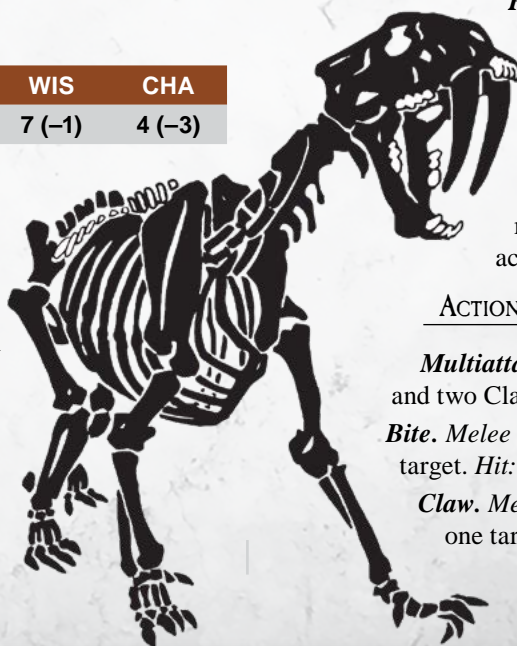
**Pounce.** If the bloody skeletal dire tiger moves at least 20 feet straight toward a creature and then hits the target with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

## ACTIONS

**Multiattack.** The skeletal tiger makes one Bite and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.





## BODAK

Bodaks resemble the withered husks of their former bodies, with black smoking pits in place of eyes.

*Medium undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 13 (+1) | 15 (+2) | 16 (+3) | 6 (–2) | 13 (+1) | 16 (+3) |

**Saving Throws** Wis +4, Cha +6

**Skills** Intimidation +6, Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** Common

**Challenge** 8 (2,200 XP)

**Sunlight Sensitivity.** The bodak takes 2d6 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

## ACTIONS

**Multiattack.** The bodak makes two Slam attacks and one Death Gaze attack.

**Death Gaze.** When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this attack.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the bodak until the start of its next turn, when it can avert its eyes again. If the creature looks at the creature in the meantime, it must immediately make the save.

The bodak is immune to its own gaze attack.

**Slam. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target.

**Hit:** 11 (3d6 + 1) bludgeoning damage.

## BONESNAPPER

A bonesnapper stands about five feet tall and weighs about 500 pounds. It appears to be a descendant of a long-extinct dinosaur.

*Medium beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 14 (+2) | 14 (+2) | 15 (+2) | 2 (–4) | 12 (+1) | 10 (+0) |

**Saving Throws** Str +4, Dex +4

**Skills** Perception +3, Stealth +4 (+6 in warm forests)

**Senses** darkvision 60 ft, passive Perception 13

**Challenge** 3 (700 XP)

**Jungle Dweller.** Bonesnappers receive advantage on Dexterity (Stealth) checks in warm forests.

## ACTIONS

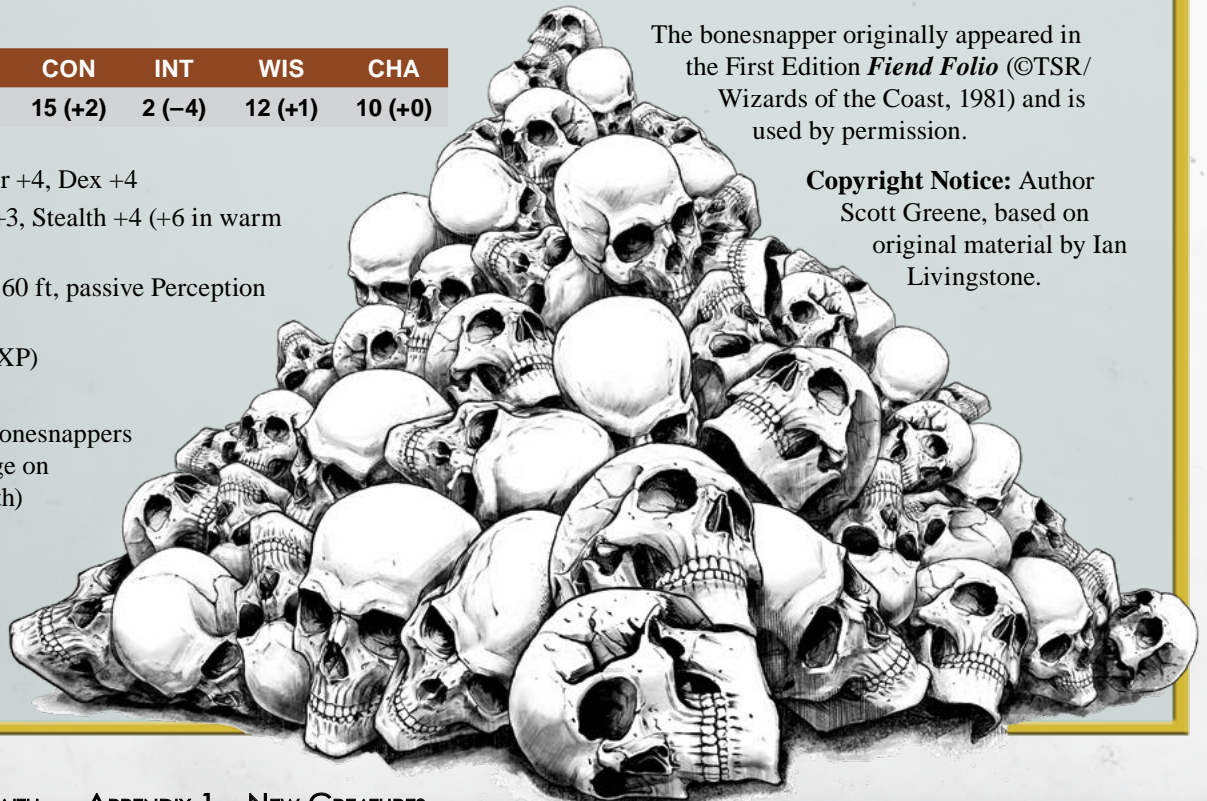
**Multiattack.** The bonesnapper makes one Bite and one Tail attack.

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 11 (2d8 + 2) piercing damage.

**Tail. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) bludgeoning damage.

The bonesnapper originally appeared in the First Edition *Fiend Folio* (©TSR/Wizards of the Coast, 1981) and is used by permission.

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## BRIELLE (DEBASED DRYAD)

*Medium fey, chaotic evil*

**Armor Class** 17 (+2 studded leather)

**Hit Points** 112 (25d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 11 (+0) | 14 (+2) | 17 (+3) | 22 (+6) |

**Saving Throws** Str +5, Dex +8

**Skills** Animal Handling +8, Nature +7, Perception +8, Stealth +6 (Advantage on checks to hide), Survival +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Druidic, Elvish, Sylvan, Sylvan

**Challenge** 15 (13,000 XP)

**Evasion.** When subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

**Favored Enemy.** Brielle gains advantage on Wisdom (survival) checks to track humans and elves — her favorite prey — and on Intelligence checks to recall information about them.

**Fey Charm.** The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 16 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

**Hide in Plain Sight.** If Brielle spends one minute creating camouflage, she gains a +10 bonus to Dexterity (Stealth) checks for as long as she remains in hiding without moving or taking actions. She loses this benefit if she moves and must camouflage herself again.

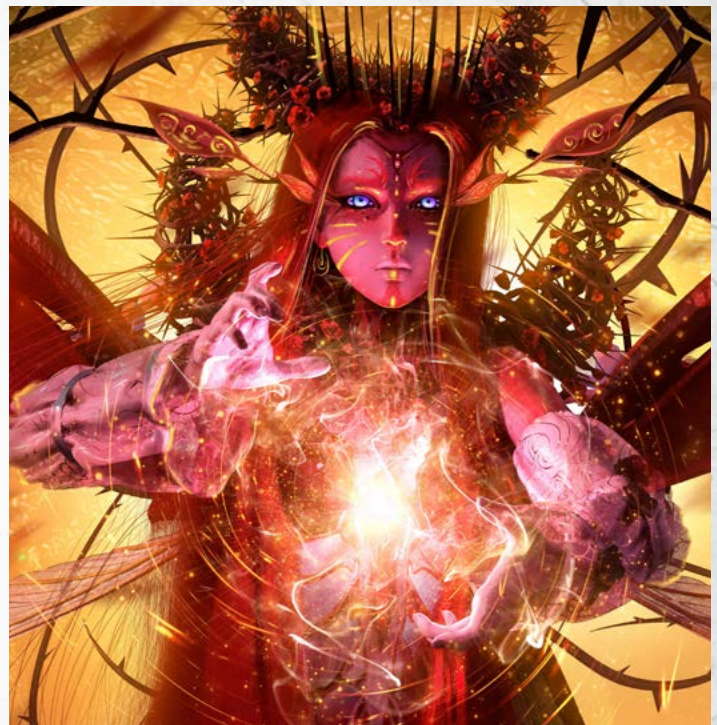
**Innate Spellcasting.** Brielle's spellcasting ability is Charisma (spell save DC 19). She can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

**Multiattack Defense.** When a creature hits Brielle with an attack, she gains a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.



**Spellcasting.** Brielle is a 15th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She has the following ranger spells prepared:

1st level (4 slots): *animal friendship*, *cure wounds*, *hunter's mark*

2nd level (3 slots): *barkskin*, *lesser restoration*, *spike growth*

3rd level (3 slots): *protection from energy*, *speak with plants*, *wind wall*

4th level (2 slots): *conjure woodland beings*, *freedom of movement*

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

**Speak with Beasts and Plants.** The dryad can communicate with beasts and plants as if they shared a language.

**Tree Stride.** Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within five feet of the second tree. Both trees must be Large or larger.

### ACTIONS

**Multiattack.** Brielle makes two attacks.

**+2 Battleaxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

**+3 Longbow.** *Ranged Weapon Attack:* +11 to hit, range 150 ft./600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

**Equipment.** +2 battleaxe, +3 longbow, +2 studded leather armor, cloak of elvenkind, masterwork throwing dagger



## BULETTE, RED

A red bulette feeds on rare minerals and rocks. Its skin temperature varies between 500°–1200° Fahrenheit. Red bulettes swim through bedrock and earth.

*Huge monstrosity, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 135 (10d12 + 70)

**Speed** 40 ft., burrow 80 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 12 (+1) | 24 (+7) | 3 (–4) | 10 (+0) | 5 (–4) |

**Saving Throws** Dex +5, Con +11, Wis +4

**Skills** Perception +4

**Damage Immunities** fire

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 14

**Challenge** 12 (8,400 XP)

**Metalsense.** The red bulette is aware of all metals within 60 feet of it.

**Mineral Rich.** If a red bulette is killed, its planar connection is immediately severed. Over the course of four to six hours, its body cools to the ambient temperature of the environment. While the vast majority of its body cools into a basalt-like stone, its digestive track solidifies into roughly 1,000 pounds of an alloy admixture of every mineral substance it has consumed. Depending upon its recent feeding habits, this substance is the equivalent of metal-rich ore of many types in combination and can be smelted back down into standard and precious metals by experts knowledgeable in such methods. Additionally, a few diamonds will be found in what was the red bulette's gizzard.

**Planar Connection.** Because their arcane natures link red bulettes to the Elemental Plane of Fire, they also simultaneously exist there as insubstantial and barely visible shadows of themselves.

**Tunneler.** The bulette can burrow through solid rock at its burrow speed leaving a 10-foot-diameter tunnel in its wake.

**Vanishing Act.** Red bulettes avoid overland movement, preferring to swim through earth and bedrock. If confronted above ground, they reflexively increase their body temperatures enough to simply melt their way down into the ground and vanish. If threatened by a much larger creature, they simply dive underground and “swim” away. However, if they are threatened by any creature that wears or is carrying refined metals, they instinctively return and attempt to ambush with a bite and swallow attack from underground.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

**Hit:** 31 (4d12 + 5) piercing damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the bulette can't bite another target.

**Swallow.** The bulette makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the bulette, and it takes 21 (6d6) fire damage at the start of each of the bulette's turns. A bulette can have three Medium or smaller creatures swallowed at the same time.

**Death From Below (recharge 5–6).** If the bulette burrows at least 20 feet as part of its movement, it can then use this action to surface from underground in a space that contains one or more creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and splashed with globules of molten rock, taking 18 (2d12 + 5) bludgeoning damage plus 14 (4d6) fire damage. On a successful save, the creature takes only half damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature falls prone in the bulette's space.







Cadaver ♦ Carrion Claw ♦ Caryatid Column ♦ Caterprism  
 ♦ Chá Ookna (Vampiric Oni) ♦ Chariska the Acerbic Witch, The Mystic  
 Theurgist of Hecate ♦ Chuul-Ttaen ♦ Claggett ♦ Clamor ♦ Crawling Hand  
 ♦ Crimson Creeper ♦ Crimson Creeper Clone ♦ Crimthann the Putrid  
 (Ghast Lord High Priest) ♦ Crypt Thing

## CADAVER

Cadavers are the undead skeletal remains of people who have been buried alive or given an improper burial.

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

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

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Understands the languages it knew if life but can't speak

**Challenge** 1 (200 XP)

**Reanimation.** When reduced to 0 hit points, the cadaver falls inert and begins the process of reanimating. While in this state, the cadaver regenerates 1 hit point at the start of its turn. Hit points lost to magical weapons or radiant damage are not regained. When the creature reaches its full hit point total, less any magical weapon or radiant damage suffered, it rises, ready to fight again.

A fallen cadaver can be prevented from reanimating by salting and burning the bones, casting *gentle repose* on it, or bathing the bones in cleansing *sacred flame*.

## ACTIONS

**Multiattack.** The cadaver makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage. If the target is a creature, it



must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.



## CARRION CLAW

A carrion claw is an insect-like horror with six large, spear-like legs, and a poison bite. It crawls about on hundreds of legs, using its six spears to impale victims which it then bites. It resembles a centipede.

*Large monstrosity, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 40 ft., climb 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 14 (+2) | 14 (+2) | 4 (−3) | 12 (+1) | 11 (+0) |

**Skills** Perception +5, Stealth +6

**Senses** darkvision 60 ft., passive Perception 15

**Challenge** 9 (5,000 XP)

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

**Magical Light Sensitivity.** While in magical light, the carrion claw has disadvantage on attack rolls, and opponents have advantage on attack rolls against it.

### ACTIONS

**Multiattack.** The carrion claw makes one Bite attack and three Claw attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature other than undead or construct, it must succeed on a DC 14 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.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 17 (3d8 + 4) slashing damage.

## CARYATID COLUMN

A caryatid column is akin to the stone golem. Caryatid columns stand seven feet tall and weigh around 1,500 pounds. The column always wields a weapon (usually a longsword) in its left hand.

*Medium construct, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 14 (+2) | 16 (+3) | 2 (−4) | 11 (+0) | 1 (−5) |

**Damage Resistances** piercing, and slashing damage from nonmagical attacks that aren't adamantine

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 10

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

**Challenge** 2 (450 XP)

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

**Magic Resistance.** The caryatid column has advantage on saving throws against spells and other magical effects.

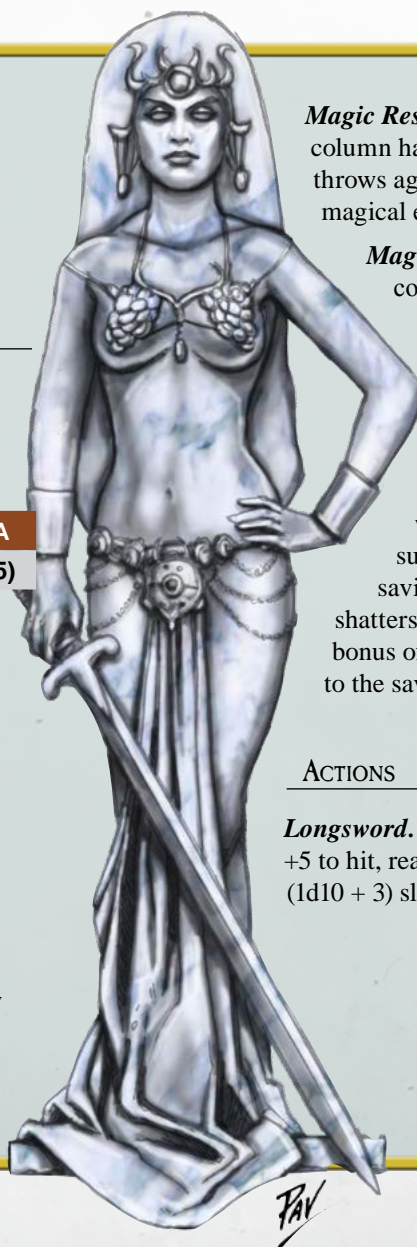
**Magic Weapons.** The caryatid column's weapon attacks are magical.

### Shatter Weapons.

Whenever a character strikes a caryatid column with a non-adamantine, nonmagical weapon, the character must succeed on a DC 10 Strength saving throw or the weapon shatters into pieces. Any magical bonus of the weapon may be added to the saving throw roll.

### ACTIONS

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





## CATERPRISM

A caterprism resembles a caterpillar made of crystal with hexagonal body segments and 12 sharply angled legs. Each body segment is about two feet long and contains a single pair of legs. The head of a caterprism is caterpillar-like, with large faceted eyes and huge mandibles.

*Large elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 76 (8d10 + 32)

**Speed** 30 ft., burrow 20 ft.

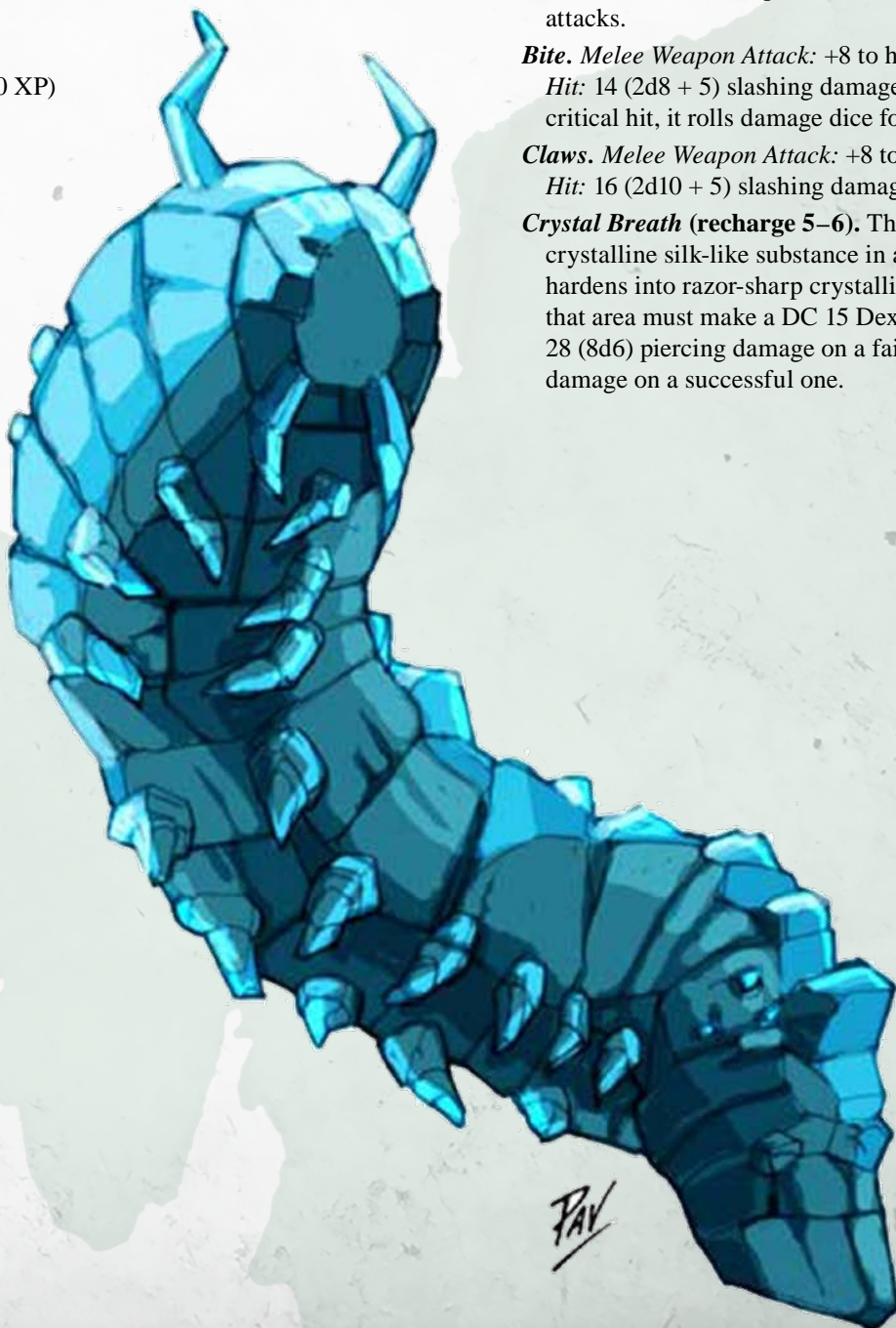
| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 12 (+1) | 18 (+4) | 4 (−3) | 13 (+1) | 11 (+0) |

**Condition Immunities** prone

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 15

**Languages** —

**Challenge** 7 (2,900 XP)



**Crystalline Mandibles.** A caterprism's mandibles ignore resistance to slashing damage. In addition, when the caterprism attacks a creature with at least one head with its bite attack and rolls a natural 20 on the attack roll, it cuts off one of the creature's heads. The creature dies if it cannot survive without the lost head. A creature is immune to this ability if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or if you decide that the creature is too big for the head to be cut off with this attack. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

**Tunneler.** Caterprisms can burrow through solid rock at five feet per round, leaving a five-foot-wide, eight-foot-high tunnel in its wake.

## ACTION

**Multiattack.** The caterprism makes one Bite and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 14 (2d8 + 5) slashing damage. If the caterprism scores a critical hit, it rolls damage dice four times, instead of twice.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target

*Hit:* 16 (2d10 + 5) slashing damage.

**Crystal Breath (recharge 5–6).** The caterprism spews forth a crystalline silk-like substance in a 30-foot cone that instantly hardens into razor-sharp crystalline spears. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one.



## CHÁ OOKNA (VAMPIRIC ONI)

*Large undead (giant), lawful evil*

**Armor Class** 16 (chainmail)

**Hit Points** 110 (13d10 + 39)

**Speed** 30 ft., fly 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 11 (+0) | 16 (+3) | 14 (+2) | 12 (+1) | 15 (+2) |

**Saving Throws** Dex +4, Con +7, Wis +5, Cha +6

**Skills** Arcana +6, Deception +6, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Giant

**Challenge** 12 (2,900 XP)

**Innate Spellcasting.** The oni's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*

1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

**Magic Weapons.** The oni's weapon attacks are magical.

**Misty Escape.** When she drops to 0 hit points outside her resting place, Chá Ookna transforms into a cloud of mist instead of falling unconscious, provided that she isn't in sunlight or running water. If she can't transform, she is destroyed.

While she has 0 hit points in mist form, she can't revert to her vampiric oni form, and she must reach her resting place within two hours or be destroyed. Once in her resting place, she reverts to her vampiric oni form. She is then paralyzed until she regains at least 1 hit point. After spending one hour in her resting place with 0 hit points, she regains 1 hit point. While in mist form, the oni can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

**Regeneration.** The vampiric oni regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Chá Ookna takes radiant damage or damage from holy water, this trait doesn't function at the start of Chá Ookna's next turn.

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

**Vampire Weaknesses.** The vampiric oni has the following flaws:

**Forbiddance.** The vampiric oni can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** The vampiric oni takes 20 acid damage if it ends its turn in running water.

**Stake to the Heart.** If a piercing weapon made of wood is driven into the vampiric oni's heart while the vampiric oni is incapacitated in its resting place, Chá Ookna is paralyzed until the stake is removed.

**Sunlight Hypersensitivity.** The vampiric oni takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Charm.** Chá Ookna targets one humanoid she can see within 30 feet of her. If the target can see Chá Ookna, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampiric oni. The charmed target regards Chá Ookna as a trusted friend to be heeded and protected. Although the target isn't under Chá Ookna's control, it takes the vampiric oni's requests or actions in the most favorable way it can, and is a willing target for the vampiric oni's bite attack.

Each time Chá Ookna or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 24 hours or until Chá Ookna is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

## ACTIONS

**Multiattack.** The oni makes one Bite attack and two with either with her Claws or her Glaive.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the creature, incapacitated or restrained. **Hit:** 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the creature regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the oni's control.

**Claw (Oni Form Only). Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage. If two claw attacks hit the same creature, the target is grappled (escape DC 17).

**Glaive. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) slashing damage.

**Change Shape.** The oni magically polymorphs into a small or medium humanoid, into a Large giant, or back into her true form. Other than her size, her statistics are the same in each form. The only equipment that is transformed is her glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, she reverts to her true form, and the glaive reverts to its normal size.





## CHARISKA THE ACERBIC WITCH, THE MYSTIC THEURGIST OF HECATE

*Medium humanoid (half elf), lawful evil*

**Armor Class** 13 (*bracers of defense, cloak of protection*)

**Hit Points** 115 (16d8 + 32)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 15 (+2) | 14 (+2) | 17 (+3) | 18 (+4) |

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silver

**Saving Throws** Str +1, Dex +1, Con +3, Int +3, Wis +9, Cha +10

**Skills** Arcana +7, Deception +9, History +7, Investigation +7, Medicine +8, Persuasion +9

**Senses** devil's sight (sees normally in darkness up to 120 ft.), passive Perception 13

**Languages** Abyssal, Common, Elvish

**Challenge** 13 (10,000 XP)

**Dark One's Blessing (1/short or long rest).** When Chariska reduces a hostile creature to 0 hit points, she gains 20 temporary hit points. She can't use the feature again until she takes a long or short rest.

**Fey Ancestry.** Chariska has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Hurl Through Hell (1/long rest).** When Chariska hits a creature with an attack, she can use this feature to instantly transport the target through the lower planes. The creature

disappears and hurtles through a nightmare landscape. At the end of Chariska's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 55 (10d10) psychic damage as it reels from its horrific experience.

**Mystic Arcanum (1/long rest).** Chariska can cast each of the following spells once per long rest without expending any spell slots: *conjure fey*, *finger of death*, *power word stun*.

**Spellcasting.** Chariska is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has three spell slots of 5th level each and knows the following spells:

Cantrips (at will): *blade ward*, *eldritch blast*, *mage hand*, *true strike*

1st level: *charm person*, *hellish rebuke*, *hex*, *witch bolt*

2nd level: *crown of madness*, *enthrall*, *misty step*

3rd level: *hypnotic pattern*, *major image*, *vampiric touch*

4th level: *wall of fire*

5th level: *flame strike*

### ACTIONS

**Staff of Power. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if used with two hands to make a melee attack.

**Equipment.** *bracers of defense, cloak of protection, staff of power, prison keys, unholy symbol of Hecate*



## CHUUL-TTAEN

Chuul-ttaens are similar to normal chuul, but these heavily armored, albino versions are more intelligent and deadly.

*Large aberration, chaotic evil*

**Armor Class** 18

**Hit Points** 170 (20d10 + 60)

**Speed** 30 ft., swim 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 5 (–3) | 11 (+0) | 5 (–3) |

**Skills** Perception +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Understands Common and Undercommon but doesn't speak

**Challenge** 9 (5,000 XP)

**Amphibious.** The chuul-ttaen can breathe air and water.

**Darkvision Camouflage.** A chuul-ttaen is virtually impossible to detect solely using darkvision. A chuul-ttaen is considered invisible when encountered in the dark by a creature using darkvision. In lit areas, a chuul-ttaen is a ghostly white.

**Larvae Spray.** Once per week as a bonus action, a female chuul-ttaen can release a 15-foot cone of minute barbed larvae. Each creature in the cone takes 4 (1d8) slashing must succeed on a DC 16 Constitution saving throw to avoid implantation.

If a chuul-ttaen implants larvae into a paralyzed or otherwise helpless creature, it gets no saving throw. The larvae pupate over the course of 10 days. The host becomes increasing ill, suffering 1 level of exhaustion every two days as the pupae absorb nutrients. At the end of the 10 day gestation, 2d4 Tiny chuul-ttaen burst from the host, killing it in the process.

A *greater restoration* or *heal* spell rids a victim of the larvae/pupae as does a DC 17 Wisdom (medicine) check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 slashing damage. Exhaustion levels are recovered normally after the larvae/pupae have been removed.

**Sense Magic.** The chuul-ttaen senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

### ACTIONS

**Multiattack.** The chuul-ttaen makes two Pincer attacks. If the chuul-ttaen is grappling a creature, the chuul-ttaen can also use its Tentacles once.

**Pincer.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul-ttaen doesn't have two other creatures grappled.

**Tentacles.** One creature grappled by the chuul-ttaen must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## CLAGGETT

*Medium humanoid (duergar), lawful evil*

**Armor Class** 17 (+2 chain shirt, shield)

**Hit Points** 135 (18d8 + 54)

**Speed** 25 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 20 (+5) | 11 (+0) | 16 (+3) | 11 (+0) | 10 (+0) | 9 (–1) |

**Saving Throws** Str +9, Con +7

**Skills** Intimidation +3, Perception +4

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Dwarvish, Undercommon

**Challenge** 10 (5,900 XP)

**Brutal Critical.** Claggett can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

**Danger Sense.** Claggett has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

**Duergar Resilience.** Claggett has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Rage (4/long rest).** Claggett can enter barbarian rage as a bonus action, gaining the following benefits:

- Advantage on strength checks and strength saving throws.
- +2 bonus to damage on melee weapon attacks.
- Resistance to bludgeoning, piercing, and slashing damage.

Rage lasts for one minute. It ends early if Claggett is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature or taken damage since his last turn. He can end his rage as a bonus action.

**Sunlight Sensitivity.** While in sunlight, Claggett has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** Claggett makes two War Pick attacks.

**+1 War Pick.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 4 (1d8) piercing damage.

**Enlarge (1/short rest).** For one minute, Claggett magically increases in size, along with anything he is wearing or





carrying. While enlarged, Claggett is Large, doubles his damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If Claggett lacks the room to become Large, he attains the maximum size possible in the space available.

**Invisibility (1/short rest).** Claggett magically turns invisible until he attacks, casts a spell, or uses his Enlarge, or until his concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Claggett wears or carries is invisible with it.

**Equipment:** boots of striding and springing, unreliable wings of flying (work 95 percent of the time), +1 war pick, +2 chain shirt, heavy wooden shield, light crossbow, 20 bolts.

## CLAMOR

A clamor is a strange, extraplanar creature composed entirely of sound waves. Normally invisible, a clamor looks like a field of shifting patterns of vibrations and oscillations approximately five feet across and about as tall.

*Medium aberration, unaligned*

**Armor Class** 13

**Hit Points** 37 (5d8 + 15)

**Speed** 0 ft., fly 60 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA     |
|--------|---------|---------|--------|---------|---------|
| 1 (–5) | 16 (+3) | 16 (+3) | 5 (–2) | 12 (+1) | 17 (+3) |

**Skills** Deception +7, Performance +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** thunder

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 2 (450 XP)

**Incorporeal Movement.** The clamor 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.

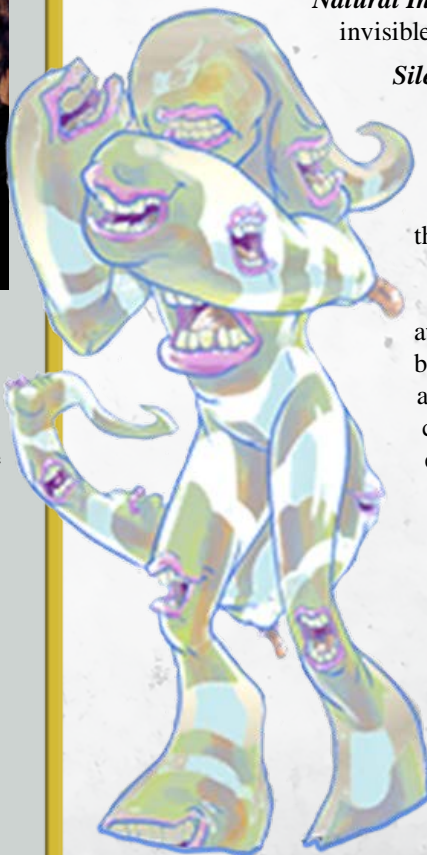
**Mimicry.** The clamor can mimic any sound it has ever heard, including humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

**Natural Invisibility.** The clamor is invisible.

**Silence Vulnerability.** If the clamor starts its turn in an area under the effect of silence, it takes 13 (3d8) force damage, and it must make a DC 15 Wisdom saving throw or become frightened for one minute. While frightened, it must use its action to Dash away from the area of silence. If it begins its turn further than 60 feet away from the area of silence, it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## ACTIONS

**Thunder Touch.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) thunder damage, and the target is pushed five feet directly away from the clamor.





## CRAWLING HAND

Crawling hands are horrid necromantic creations that wander darkened areas, often crypts, in search of living prey to choke the life out of them.

*Tiny undead, neutral evil*

**Armor Class** 13 (natural armor)

Hit Points 7 (3d4)

**Speed** 20 ft., climb 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 13 (+1) | 11 (+0) | 14 (+2) | 2 (–4) | 11 (+0) | 7 (–2) |

**Skills** Stealth +2

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, poisoned, stunned, unconscious

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

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

**Challenge** 1/2 (100 XP)

**Leap.** The crawling hand's long jump is up to 10 feet and its high jump is up to five feet, with or without a running start.

### ACTIONS

**Grab.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. *Hit:* The crawling hand attaches to the target. At the beginning of the crawling hand's next turn, the target begins suffocating and cannot cast spells that require verbal components. The target or another creature can make a DC 13 Strength check to pull the crawling hand off, removing it on a successful check.



## CRIMSON CREEPER

This intelligent plant lures victims into its leaves to decompose. (See the **New Monster: Crimson Creeper** sidebar for details.)

*Huge plant, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 5 ft., burrow 5 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 12 (+1) | 20 (+5) | 8 (–1) | 12 (+1) | 8 (–1) |

**Saving Throws** Con +8

**Skills** Perception +4, Stealth +7

**Damage Resistances** bludgeoning, piercing

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, paralyzed, poisoned, prone

**Senses** blindsight 30 ft., passive Perception 14

**Languages** —

**Challenge** 8 (3,900 XP)

**Root Life.** If the crimson creeper is reduced to 0 hit points, its main root detaches and attempts to burrow through the soil to safety. If the root is not destroyed, it grows into a new, fully formed crimson creeper in 24 hours, regaining all its hit points.

## NEW MONSTER: CRIMSON CREEPER

The beauty of these plants belies their deadly nature. Possibly a hybrid of yellow musk creepers and assassin vines, the crimson creeper combines the deadly nature of both species with a rudimentary intelligence. The plant often lies in wait or finds ways to lure victims into its constricting reach. Carcasses of victims held in its vines quickly decompose into a thick pasty goop to feed the insatiable plant. Items immune to the plant's acidic enzymes often remain scattered around its base to further tempt prey.

Crimson creepers can move, albeit at a very slow rate. If the main stalk is reduced to zero hit points, the main root slowly burrows five feet into the earth until it can grow a new stalk. Unless destroyed, a new stalk develops in 2d4 weeks from the largest remaining fragment of root. The crimson creeper seldom moves across surface soil. Only when it has depleted all the life in an area does it traverse open ground.

### ACTIONS

**Multiattack.** The crimson creeper makes two Slam attacks and uses its Enzyme Spray. If the crimson creeper is grappling one or more creatures, it may also make a Constrict attack and use its Intelligence Drain on each creature grappled by it.



**Slam. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. **Hit:** 14 (2d8 + 5) bludgeoning damage. The target is grappled (escape DC 16) if it is a Large or smaller creature and the crimson creeper doesn't have two other creatures grappled. Until the grapple ends, the target is restrained.

**Constrict. Melee Weapon Attack:** +8 to hit, reach 10 ft., one grappled target. **Hit:** 14 (2d8 + 5) bludgeoning damage.

**Enzyme Spray (recharge 5–6).** The crimson creeper discharges from one of its flowers a 10-foot-radius cloud of sticky, flesh-dissolving enzymes centered on a point within 20 feet of it. All non-undead creatures within the cloud must succeed on a DC 16 Constitution saving throw or take 11 (2d10) poison damage and be poisoned for 1 minute. The target may repeat the saving throw at the end of each of its turns, taking an additional 11 (2d10) poison damage on a failure and ending the condition on itself on a success. Using an action to douse an affected creature with alcohol instantly destroys the enzymes and removes the condition.

**Intelligence Drain.** The target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence score to 0. Otherwise, the reduction lasts until the target completes a long rest. If a creature dies from this attack, its corpse is enveloped in a seed pod. A crimson creeper clone emerges from the seed pod after 24 hours under the control of the crimson creeper.

CRIMSON CREEPER CLONE

Most of the time, these plant-based clones appear as a flawless version of the original being its parent plant copied. They retain the memories and intellect of the original, but their personality becomes emotionless and peculiar. While the original form's body appears normal on the outside, a fibrous core similar to the innards of a squash fills the interior of the clone. (See the **New Monster: Crimson Creeper Clone** sidebar for more details.)

Medium plant, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 68 (8d8 + 32)

**Speed** 30 ft. (or as in life)

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 12 (+1) | 18 (+4) | 12 (+1) | 12 (+1) | 8 (–1) |

**Saving Throws** Con +6

**Skills** Perception +3

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, paralyzed, poisoned

**Senses** blindsight 30 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Life Dependent.** The clone must remain within five miles of the crimson creeper that spawned it. If it leaves this area, or the crimson creeper is killed, the clone dies and dissolves into a pile of sinew and rind.

NEW MONSTER:  
CRIMSON CREEPER CLONE

Crimson creeper clones exist only to serve and propagate their crimson creeper master. While the crimson creeper has limited intelligence, crimson creeper clones use their intellect to spread the invasive species. As part of a larger whole, the clones unwaveringly answer the call and commands of the crimson creeper that created them. Despite their commonplace demeanor, clones act and speak in a methodical, halting manner.

Clones often infiltrate humanoid settlements near where the crimson creeper grows. The clones kidnap and present captives to their host creeper to create more clone servants.

A crimson creeper clone normally avoids confrontations or circumstances where its true origins may be revealed. Its purpose lies with feeding and propagating the species, usually by deceiving others and tricking them into the clutches of the crimson creeper. In combat, the clone opens with an enzyme spray attack before fearlessly wading into battle and pounding opponents with its fists.

A crimson creeper clone is a flawless copy of a creature whose memories were absorbed by the main plant. Outwardly, the crimson creeper clone perfectly mimics the humanoid, but internally the creature's insides are a fibrous core similar to the innards of a squash. The skin of the creature it is mimicking grows slowly over this core over the course of about two months. During this time, the creeper stays close to the parent plant. Only when its form is "finished" does it leave the nest to venture into the world to lure more beings to the parent plant. While the skin is growing, the clone appears as a reddish plant-humanoid with spindly bark arms covered in thorns. Its "face" approximates that of a humanoid, with holes and markings that appear to be eyes, nostrils, and a mouth. It begins to show traits of the mimicked creature during this time.

ACTIONS

**Multiattack.** The clone makes two Slam attacks.

**Slam. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage.

**Enzyme Spray (recharge 6).** The clone discharges sticky, flesh-dissolving enzymes from its mouth in a line that is 10 feet long and five feet wide. All non-undead creatures in that line must succeed on a DC 14 Constitution saving throw or take 9 (2d8) poison damage and be poisoned for one minute. The target may repeat the saving throw at the end of each of its turns, taking an additional 9 (2d8) poison damage on a failure or ending the condition on itself on a success. Using an action to douse an affected creature with alcohol instantly destroys the enzymes and removes the condition.



## CRIMTHANN THE PUTRID (GHOST LORD HIGH PRIEST)

*Medium undead, chaotic evil*

**Armor Class** 19 (+3 chain shirt)

**Hit Points** 108 (24d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 17 (+3) | 10 (+0) | 13 (+1) | 19 (+4) | 10 (+0) |

**Saving Throws** Wis +10, Cha +6

**Skills** History +7, Religion +7

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common

**Challenge** 17 (18,000 XP)

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

**Spellcasting.** Crimthann is a 16th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, resistance, sacred flame*

1st level (4 slots): *bane, detect evil and good, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, see invisibility, spiritual weapon*

3rd level (3 slots): *dispel magic, protection from energy, spirit guardians*

4th level (3 slots): *banishment, death ward, freedom of movement*

5th level (2 slots): *contagion, hold monster*

6th level (1 slots): *harm*

7th level (1 slots): *fire storm*

8th level (1 slots): *antimagic field*

**Stench.** Any creature that starts its turn within five feet of Crimthann must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

**Turning Defiance.** Any undead within 30 feet of Crimthann have advantage on saving throws against effects that turn undead.

### ACTIONS

**Multiattack.** Crimthann makes one Bite and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature.

*Hit:* 12 (2d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

*Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Equipment:** +3 chain shirt, wings of flying, unholy symbol of Orcus, pouch 500 rubies (100 gp each)







## CRYPT THING

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures.

*Medium undead, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 15 (+2) | 12 (+1) | 14 (+2) | 16 (+3) |

**Skills** Deception +6, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common

**Challenge** 7 (2,900 XP)

**Magic Weapons.** The crypt thing's weapon attacks are magical.

## ACTIONS

**Multiattack.** The crypt thing makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage and 10 (3d6) necrotic damage.

**Teleport Other (1/day).** As an action, the crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. A creature affected by the crypt thing's Teleport Other must make a DC 15 Wisdom saving throw to avoid being teleported.

An affected creature is teleported in a random direction and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw.

If the affected creature would arrive in a place already occupied by an object or another creature, the affected creature takes 14 (4d6) force damage and is not teleported.





Daznashal the Vicious, Chosen of Orcus ♦ Deadfall Scorpion ♦ Dealyn Rhó, Most Beloved of Hecate ♦ Demon, Chaaor ♦ Demon, Derghodemon ♦ Demon, Greruor ♦ Demonic Knight ♦ Derro (Derro, Elite Derro, Derro Savant, Derro Speaker to the Darkness, Derro Shadow Antipaladin) ♦ Devarsi ♦ Devil Dog ♦ Dread Wraith ♦ Dungfie ♦ Dust Digger

## DAZNASHAL THE VICIOUS, CHOSEN OF ORCUS

*Medium humanoid (human), chaotic evil*

**Armor Class** 20 (*demon armor* [plate], *ring of protection*)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 12 (+1) | 17 (+3) | 14 (+2) | 20 (+5) | 18 (+4) |

**Saving Throws** Str +4, Dex +2, Con +4, Int +3, Wis +10, Cha +10

**Skills** History +6, Religion +6

**Senses** passive Perception 15

**Languages** Abyssal, Abyssal, Common

**Challenge** 11 (7,200 XP)

**Spellcasting.** Daznashal is a 14th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Daznashal has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *bless*, *command*, *protection from evil and good*

2nd level (3 slots): *aid*, *blindness/deafness*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *remove curse*, *vampiric touch*

4th level (3 slots): *blight*, *death ward*, *guardian of faith*

5th level (2 slots): *antilife shell*, *cloudkill*

6th level (1 slot): *planar ally*

7th level (1 slot): *regenerate*

### ACTIONS

**Multiattack.** Daznashal makes two Demon Armor Claw attacks.

**Demon Armor Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Equipment:** *cloak of protection*, *demon armor*, *ring of regeneration*, four *beads of force*, four vials of oil, ceremonial iron barbed pitchfork, unholy symbol of Orcus, prayer book, fine black robe emblazoned with Orcus' symbol.

## DEADFALL SCORPION

Deadfall scorpions are 24 feet long and weigh 10,000 pounds. They adorn their already camouflaged carapaces with moss and old branches, then lie in wait to ambush prey when it draws near.

*Huge beast, Unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 147 (14d12 + 56)

**Speed** 50 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 10 (+0) | 18 (+4) | 1 (-5) | 12 (+1) | 2 (-4) |

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 8 (3,900 XP)

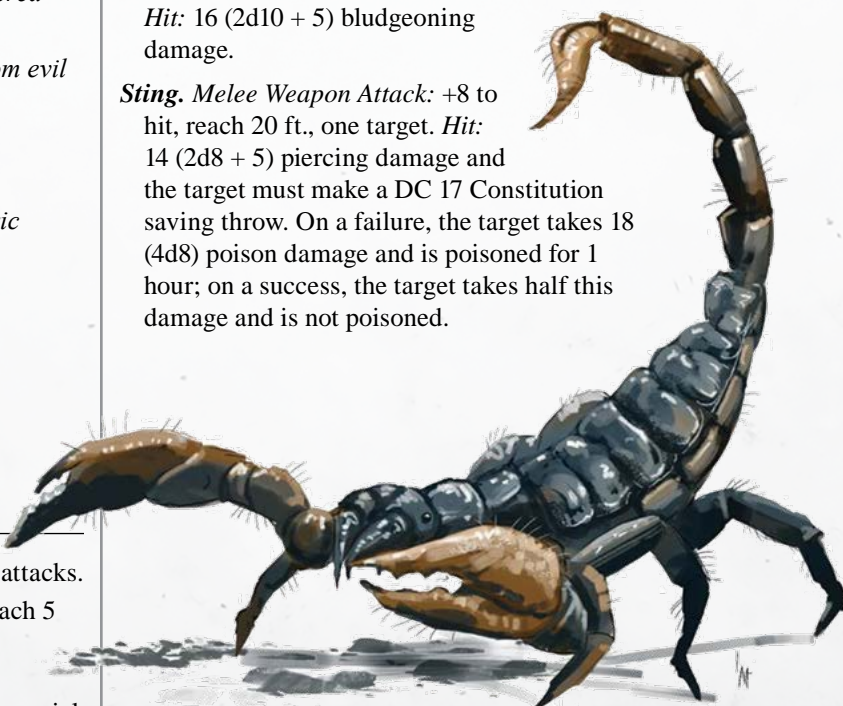
### ACTIONS

**Multiattack.** The deadfall scorpion makes two Claw attacks and one Sting attack.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target.

*Hit:* 16 (2d10 + 5) bludgeoning damage.

**Sting.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the target must make a DC 17 Constitution saving throw. On a failure, the target takes 18 (4d8) poison damage and is poisoned for 1 hour; on a success, the target takes half this damage and is not poisoned.





DEALYN RHÓ, MOST BELOVED OF HEcate

Medium humanoid (human), lawful evil

**Armor Class** 16 (black robe of the archmagi, cloak of protection)

**Hit Points** 121 (22d8 + 22)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 10 (+0) | 13 (+1) | 21 (+5) | 20 (+5) | 15 (+2) |

**Saving Throws** Wis +11, Cha +8

**Skills** Insight +11, Religion +11

**Damage Resistances** spells

**Senses** passive Perception 15

**Languages** Aklo, Common

**Challenge** 19 (22,000 XP)

**Spellcasting.** Dealyn Rhó is an 8th-level divine spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She has the following cleric spells prepared:

- Cantrips (at will): *chill touch*, *guidance*, *light*, *resistance*  
1st (4 slots): *bane*, *command*, *inflict wounds*, *shield of faith*  
2nd (3 slots): *aid*, *blindness/deafness*, *ray of enfeeblement*  
3rd (3 slots): *animate dead*, *dispel magic*, *meld into stone*  
4th (2 slots): *blight*, *death ward*

**Spellcasting.** Dealyn Rhó is a 14th-level arcane spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared:

- Cantrips (at will): *chill touch*, *minor illusion*, *shocking grasp*, *silent image*, *true strike*  
1st (4 slots): *expeditious retreat*, *magic missile*, *shield*, *witch bolt*  
2nd (3 slots): *knock*, *ray of enfeeblement*, *scorching ray*  
3rd (3 slots): *fly*, *haste*, *lightning bolt*  
4th (3 slots): *greater invisibility*, *stoneskin*, *wall of fire*  
5th (2 slots): *cone of cold*, *wall of stone*  
6th (1 slots): *chain lightning*  
7th (1 slots): *finger of death*

**Staff of the Magi.** The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If Dealyn Rhó expends the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

**Spell Absorption.** While holding the staff, Dealyn Rhó has advantage on saving throws against spells. In addition, Dealyn Rhó can use her reaction when another creature casts a spell that targets only Dealyn Rhó. If Dealyn Rhó does, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level.

However, if doing so brings the staff's total number of charges above 50, the staff explodes as if Dealyn Rhó activated its retributive strike (see below).

**Spells.** While holding the staff, Dealyn Rhó can use an action to expend some of its charges to cast one of the following spells from it, using Dealyn Rhó's spell save DC and spellcasting ability: *conjure elemental* (7 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges).

Dealyn Rhó can also use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.

**Retributive strike.** Dealyn Rhó can use an action to break the staff over her knee or against a solid surface to perform a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

Dealyn Rhó has a 50 percent chance to instantly travel to a random plane of existence to avoid the explosion. If Dealyn Rhó fails to avoid the effect, Dealyn Rhó takes force damage equal to 16 x the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

RETRIBUTIVE STRIKE DAMAGE

| Distance from origin   | Damage                                |
|------------------------|---------------------------------------|
| 10 feet away or closer | 8x the number of charges in the staff |
| 11 to 20 feet away     | 6x the number of charges in the staff |
| 21 to 30 feet away     | 4x the number of charges in the staff |

ACTIONS

**Mace of Smiting.** *Melee Weapon Attack:* +9 to hit (+11 vs. constructs), reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. On an attack roll of 20, the target takes an extra 7 (2d6) bludgeoning damage, or an extra 14 (4d6) bludgeoning damage if it's a construct. If a construct has 25 or fewer hit points after taking this damage, it is destroyed.

**Staff of the Magi.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage or 8 (1d8 + 4) bludgeoning damage if used with two hands to make a melee attack.

**Equipment:** *mace of smiting*, *black robes of the archmagi*, *cloak of protection*, *obsidian steed*, *staff of the magi*, prison keys, unholy symbol of Hecate.



## DEMON, CHAAOR

A chaaor is a 12-foot-tall, hulking, ape-like brute with the head of a bear. Large downward curving, grayish-silver horns grow from its head and end in rounded points.

*Large fiend (demon), chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 105 (10d10 + 50)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 26 (+8) | 17 (+3) | 20 (+5) | 8 (–1) | 14 (+2) | 14 (+2) |

**Saving Throws** Str +12, Con +9

**Skills** Athletics +12, Intimidation +10, Perception +6, Insight +6, Stealth +7

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 16

**Languages** Common, Abyssal, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

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

**Magic Weapons.** The demon's weapon attacks are magical.

**Innate Spellcasting.** The demon's spellcasting ability is Wisdom

(spell save DC 14, +6 to hit with spell attacks). The demon can innately cast the following spells, requiring no material components:

At will: *darkness*, *jump*, *see invisibility*

1/day: *plane shift* (self only)

## ACTIONS

**Multiattack.** The demon makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19). The demon has two claws, each of which can grapple only one target.

**Roar (3/day).** The demon emits a loud roar in a 60-foot radius. Each creature in the area must make a DC 17 Constitution saving throw. On a failed saving throw, the target takes 14 (4d6) thunder damage and is stunned until the end of the demon's next turn. On a successful saving throw, the target takes half damage and is not stunned.

**Summon Demon (1/day).** The demon chooses what to summon and attempts a magical summoning. A chaaor has a 30% chance of summoning 1d3 vrocks, 1d2 hezrous, or 1 glabrezu. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for one minute, until it or its summoner dies, or until its summoner dismisses it as an action.

## DEMON, DERGHODEMON

The derghodemon is one of the strongest of the demon races, but not one of the smartest. It stands eight feet tall and weighs about 800 pounds.

*Large fiend (demon), neutral evil*

**Armor Class** 18 (natural armor)

**Hit Points** 147 (14d10 + 70)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 25 (+7) | 16 (+3) | 21 (+5) | 7 (–2) | 14 (+2) | 16 (+3) |

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

**Skills** Intimidation +7, Perception +6, Stealth +7

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 16

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

**Innate Spellcasting.** The demon's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The demon can innately cast the following spells, requiring no material components:

At will: *darkness*, *fear*, *detect magic*

1/day each: *confusion*, *sleep*

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

**Magic Weapons.** The demon's weapon attacks are magical.

**Rend and Tear.** The demon has advantage on all melee weapon attacks against a creature it is grappling.

## ACTIONS

**Multiattack.** The demon makes one Bite attacks and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the demon can bite only the grappled creature and has advantage on attack rolls to do so.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.



## DEMON, GRERUOR

Greruors are massive, squat, bloated, frog-like demon with arms in place of its forelegs. Its wide head has two three-foot-long horns protruding just above its deep, sunken eyes. It moves by hopping on its rear legs. Its arms end in talons.

*Large fiend (demon), chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 136 (13d10 + 65)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 17 (+3) | 21 (+5) | 14 (+2) | 14 (+2) | 16 (+3) |

**Saving Throws** Dex +7, Con +9, Cha +7

**Skills** Intimidation +7, Perception +6

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 16

**Languages** Abyssal, Common; telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Innate Spellcasting.** The demon's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The demon can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect evil and good*, *shatter*

3/day each: *confusion*, *hold person*

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

**Magic Weapons.** The demon's weapon attacks are magical.

### ACTIONS

**Multiattack.** The demon makes one Bite attack and two Ranseur attacks. It can attack with its Tongue instead of making a Bite attack.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Ranseur.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

**Tongue.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the demon cannot attack with its tongue.

**Combustible Spittle (recharge 5–6).** The demon spits a 30-foot line of acid that is five feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much on a successful one. At the start of the demon's next turn, the acid ignites, and any targets hit by it burst into flames, taking 10 (3d6) fire damage per round until extinguished.

## DEMONIC KNIGHT

A demonic knight is a six-foot-tall humanoid dressed in black iron half-plate armor.

*Medium fiend (demon), chaotic evil*

**Armor Class** 16 (half plate)

**Hit Points** 85 (10d8 + 40)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 13 (+1) | 18 (+4) | 17 (+3) | 18 (+4) | 18 (+4) |

**Skills** Arcana +6, Athletics +8, Perception +7, Stealth +4

**Damage Resistances** acid, cold, fire; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 60 ft., passive Perception 17

**Languages** Abyssal, Common

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The demonic knight's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells without requiring material components:

At will: *detect magic*, *wall of ice*

2/day: *dispel magic*

1/day each: *bestow curse*, *fireball*

**Magic Weapon.** The demonic knight's weapon attacks are considered magical for the purposes of damage resistance.

### ACTIONS

**Multiattack.** The demonic knight makes two Longsword attacks, or one one-handed Longsword attack and one Mailed Fist attack.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

**Mailed Fist.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

**Breath of Unlife (recharge 5–6).** The demonic knight releases a 10-foot cone of necrotic breath. Creatures in the area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 28 (8d6) necrotic damage. If a humanoid creature is slain by this damage, it rises as a shadow demon under the command of the demonic knight that created it. The new shadow demon remains enslaved to the demonic knight until the knight's death and cannot summon its own demons. The knight can command only two such shadow demons.

**Summon Demon (1/day).** A demonic knight has a 50 percent chance of summoning 1d4 shadow demons, 2 hezrous, 1 glabrezu, 1 vroek, or 1 marilith. The summoned demon appears in an unoccupied space within 60 feet. It cannot summon further demons and remains only for one minute before vanishing. It disappears if it or the knight is slain.



## DERRO

Derro are short, pale-skinned humanoids that dwell deep underground. Though they intensely desire life on the surface, derro are nevertheless vulnerable to sunlight and feel intense, irrational hatred for the creatures of the upper world.

*Small humanoid (derro), chaotic evil*

**Armor Class** 13 (leather armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS    | CHA    |
|--------|---------|---------|---------|--------|--------|
| 9 (–1) | 14 (+2) | 12 (+1) | 11 (+0) | 5 (–3) | 9 (–1) |

**Skills** Stealth +4

**Senses** darkvision 120 ft., passive Perception 7

**Languages** Dwarvish, Undercommon

**Challenge** 1/4 (50 XP)

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

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

**Sunlight Sensitivity.** While in sunlight, the derro has disadvantage on attack rolls and on Wisdom (perception) checks that rely on sight.

### ACTIONS

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

**Aklys.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20 ft., one target. *Hit:* 2 (1d6 – 1) damage. If thrown, the derro can retrieve the aklys as a bonus action on its next turn.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 40 ft./160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## ELITE DERRO

*Small humanoid (derro), chaotic evil*

**Armor Class** 16 (chainmail)

**Hit Points** 36 (8d6 + 8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS    | CHA    |
|---------|---------|---------|---------|--------|--------|
| 10 (+0) | 16 (+3) | 12 (+1) | 11 (+0) | 5 (–3) | 9 (–1) |

**Skills** Stealth +7

**Senses** darkvision 120 ft., passive Perception 7

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP)

## DERRO POISONS

Derro typically coat their crossbow bolts and swords with poison. The poisons they use are presented below.

**Medium Spider Venom (Injury).** A creature subjected to this poison must make a DC 11 Constitution saving throw. A creature that fails takes 9 (2d8) poison damage while a creature that succeeds takes half this damage. If the damage reduces the target to 0 hp, the target is stable but poisoned for one hour. The poisoned condition persists even after regaining hit points. While poisoned, the creature is also paralyzed.

**Achaierai Black Cloud Oil (Contact).** A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or take 7 (2d6) acid damage and be confused, similar to the spell. A confused creature may repeat the saving throw at the end of its turn, ending the effect on itself with a success.

**Violet Fungi Poison (Injury).** A creature subjected to this poison must make a DC 12 Constitution saving throw. A creature who fails takes 9 (2d8) necrotic damage and is poisoned for 1d4 hours, while a creature that succeeds takes half this damage and is not poisoned. This is the most common poison used by the derro in the garden.

**Crawler Brain Juice Poison (Contact).** A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 3 (1d6) poison damage and be paralyzed for one hour.

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

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

**Sunlight Sensitivity.** While in sunlight, the derro has disadvantage on attack rolls and on Wisdom (perception) checks that rely on sight.

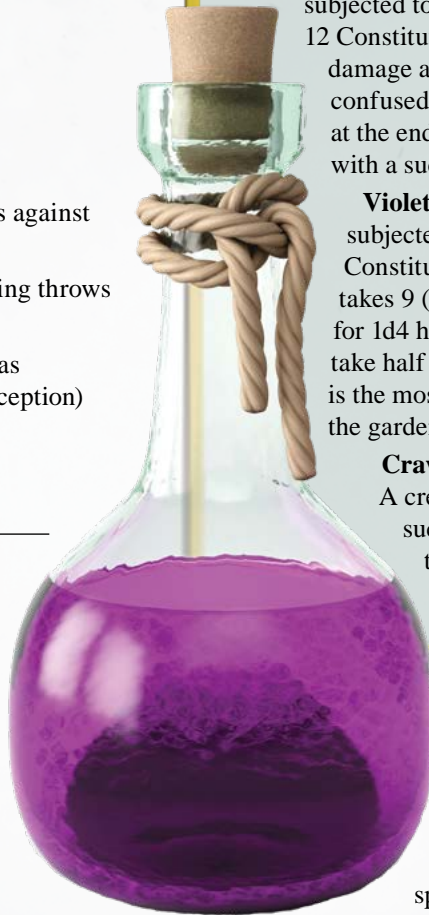
### ACTIONS

**Multiattack.** An elite derro makes two melee attacks.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Aklys.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20 ft., one target. *Hit:* 3 (1d6) damage. If thrown, the derro can retrieve the aklys as a bonus action on its next turn.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 40 ft./160 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.





## DERRO SAVANT

*Small humanoid (derro), chaotic evil*

**Armor Class** 12

**Hit Points** 49 (11d6 + 11)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS    | CHA     |
|--------|---------|---------|---------|--------|---------|
| 9 (–1) | 14 (+2) | 12 (+1) | 11 (+0) | 5 (–3) | 14 (+2) |

**Skills** Stealth +4

**Senses** darkvision 120 ft., passive Perception 7

**Languages** Dwarvish, Undercommon

**Challenge** 3 (700 XP)

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

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

**Spellcasting.** The derro is a 5th-level spellcaster. Its spellcasting ability is Charisma (save DC 12, +4 to hit with spell attacks).

The derro knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *burning hands*, *chromatic orb*, *sleep*

2nd level (3 slots): *invisibility*, *spider climb*

3rd level (2 slots): *blink*, *lightning bolt*

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

## ACTIONS

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

**Aklys.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 2 (1d6–1) damage. If ranged, the derro can retrieve the aklys as a bonus action on its next turn.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 40 ft./160 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## DERRO SPEAKER TO THE DARKNESS

The speaker to the darkness wears a mask and a cloak of flayed skin over a robe of animal fur. The speaker to the darkness oversees the religious aspects of the derro.

*Small humanoid (derro), chaotic evil*

**Armor Class** 16 (scale mail)

**Hit Points** 135 (18d6 + 72)

**Speed** 25 ft.

| STR     | DEX     | CON     | INT     | WIS    | CHA     |
|---------|---------|---------|---------|--------|---------|
| 11 (+0) | 16 (+3) | 18 (+4) | 10 (+0) | 9 (–1) | 18 (+4) |

**Saving Throws** Dex +6, Cha +7

**Skills** Perception +2

**Damage Vulnerabilities** radiant

**Condition Immunities** frightened

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Deep Speech, Undercommon

**Challenge** 5 (1,800 XP)

**Boon of the Bat.** A creature struck by one of the speaker to the darkness's attacks must succeed on a DC 15 Wisdom saving throw or be frightened until the start of the speaker's next turn.

## ACTIONS

**Multiattack.** The speaker to the darkness makes two Quarterstaff attacks or two Sling attacks.

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands, plus 9 (2d8) necrotic damage.

**Sling.** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Drawn from Beyond (recharge 5–6).** The speaker conjures up to 3 ghosts. The ghosts appear in unoccupied spaces within 30 feet of the speaker that the speaker can see. The ghosts follow the speaker's commands, and it is immune to their Stench. It can't have more than 3 ghosts conjured at one time.

**Extinguish Light (1/rest).** The speaker creates a 15-foot-radius sphere of magical darkness on a point it can see within 60 feet. This darkness works like the *darkness* spell, except creatures inside it have disadvantage on saving throws and the speaker and its conjured ghosts are unaffected by the darkness.

The derro speaker to the darkness is from *Creature Codex* by Kobold Press, p. 96.



## DERRO SHADOW ANTIPALADIN

All derro are mad, but some devote their very souls to the service of insanity. They embrace the powers of darkness and channel shadow through their minds to break the sanity of any creatures they encounter. Derro shadow antipaladins are the elite servants of evil gods.

*Small humanoid (derro), chaotic evil*

**Armor Class** 18 (breastplate and shield)

**Hit Points** 82 (11d6 + 44)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS    | CHA     |
|---------|---------|---------|---------|--------|---------|
| 11 (+0) | 18 (+4) | 18 (+4) | 11 (+0) | 5 (–3) | 14 (+2) |

**Saving Throws** Str +3, Wis +0, Cha +5

**Skills** Perception +0, Stealth +7

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Derro, Undercommon

**Challenge** 5 (1,800 XP)

**Evasive.** Against effects that allow a Dexterity saving throw for half damage, the derro takes no damage on a successful save, and only half damage on a failed one.

**Insanity.** The derro has advantage on saving throws against being charmed or frightened.

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

**Shadowstrike.** The derro's weapon attacks deal 9 (2d8) necrotic damage (included below).

**Spellcasting.** The derro is a 5th-level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to hit with spell attacks). The derro has the following paladin spells prepared:

1st level (4 slots): *hellish rebuke*, *inflict wounds*, *shield of faith*, *wrathful smite*

2nd level (2 slots): *aid*, *crown of madness*, *darkness*, *magic weapon*

**Sunlight Sensitivity.** While in sunlight, the derro shadow



antipaladin has disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The derro makes two Scimitar attacks or two Heavy Crossbow attacks.

**Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 9 (2d8) necrotic damage.

**Infectious Insanity (recharge 5–6).** The derro chooses a creature it can see within 30 feet and magically assaults its mind. The creature must succeed on a DC 13 Wisdom saving throw or be affected as if by a *confusion* spell for one minute. An affected creature repeats the saving throw at the end of its turns, ending the effect on itself on a success.

**Herald of Madness.** The derro shadow antipaladin is insanity personified. Despite being called paladins, these unhinged creatures aren't swaggering warriors encased in steel or their dark reflections. Instead, a shadow antipaladin serves as a more-subtle vector for the madness of its patron. They are masters of shadow magic and stealth who attack the faith of those who believe that goodness can survive the approaching, dark apotheosis. Death, madness, and darkness spread in the shadow antipaladin's wake.

The derro shadow antipaladin is from *Creature Codex* by Kobold Press, p. 93)



## DEVARSI

*Medium humanoid (human), chaotic evil*

**Armor Class** 19 (+3 breastplate)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 17 (+3) | 11 (+0) | 14 (+2) | 16 (+3) |

**Saving Throws** Wis +6, Cha +7

**Skills** Intimidation +7, Religion +4

**Condition Immunities** diseased

**Senses** passive Perception 12

**Languages** Abyssal, Common

**Challenge** 12 (8,400 XP)

**Spellcasting.** Devarsi is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *bane*, *heroism*, *protection from evil and good*, *wrathful smite*

2nd level (3 slots): *branding smite*, *hold person*, *lesser restoration*

3rd level (3 slots): *dispel magic*, *haste*, *protection from energy*

4th level (2 slots): *dimension door*, *staggering smite*

## ACTIONS

**Greatsword of Life Stealing.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing plus 4 (1d8) radiant damage. On a roll of 20, the target takes 10 (3d6) necrotic damage unless the target is a construct or undead. Devarsi gains temporary hit points equal to the extra damage dealt.

## DEVIL DOG

The devil dog is a bizarre looking creature; it has the locomotive skills of a hound, loping after prey, yet its rear digitigrade legs are longer than a normal hound's, giving them a hunched, perpetually-about-to-pounce posture. They possess clawed paws on both fore and rear limbs.

*Large fiend (devil), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 50 ft., climb 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 17 (+3) | 15 (+2) | 11 (+0) | 17 (+3) | 14 (+2) |

**Saving Throws** Con +5, Wis +6, Cha +5

**Skills** Insight +9, Perception +9, Stealth +6, Survival +9

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silver

**Damage Immunities** fire, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Infernal, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Keen Smell.** The devil dog has advantage on Wisdom (Perception) checks that rely on smell.

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

**Scent of Prey.** The devil dog knows the exact location of any soul whose true name it knows, as long as that soul resides in a vessel or body within one mile. If the soul is beyond that distance, it knows the direction the soul lies in. If the soul is on a different plane of existence, it knows the plane that the soul resides on.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.





## DREAD WRAITH

Dread wraiths result when ordinary wraiths have spent decades or even centuries in the material plane, gaining strength and power as their hatred for the living grows ever stronger.

*Large undead, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 198 (36d10)

**Speed** 0 ft., fly 60 ft. (hover)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 20 (+5) | 10 (+0) | 14 (+2) | 18 (+4) | 20 (+5) |

**Skills** Perception +14

**Damage Immunities** cold, poison

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 24

**Languages** Common, Infernal

**Challenge** 13 (10,000 XP)

**Incorporeal Movement.** The dread wraith 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.

**Sunlight Sensitivity.** While in sunlight, the dread wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Create Specter.** The dread wraith targets a humanoid within 10 feet of it that has been dead for no longer than one minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the dread wraith's control. The dread wraith can have no more than seven specters under its control at one time.

**Life Drain.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (6d8 + 5) damage. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## DUNGFIE

*Medium goblinoid (bugbear), chaotic evil*

**Armor Class** 21 (plate armor, +1 shield)

**Hit Points** 170 (20d8 + 80)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 14 (+2) | 18 (+4) | 10 (+0) | 10 (+0) | 9 (–9) |

**Saving Throws** Wis +4, Cha +3

**Skills** Insight +4, Intimidation +3, Religion +4, Stealth +10, Survival +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 11 (7,200 XP)

**Brute.** A melee weapon deals one extra die of its damage when Dungfie hits with it (included in the attack).

**Surprise Attack.** If Dungfie surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Spellcasting.** Dungfie is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, cure wounds, detect evil and good, shield of faith*

2nd level (3 slots): *enhance ability, hold person, spiritual weapon*

3rd level (3 slots): *bestow curse, remove curse, speak with dead*

4th level (3 slots): *banishment, death ward, freedom of movement*

5th level (2 slots): *hold monster, insect plague*

## ACTIONS

**Multiattack.** Dungfie makes two melee attacks.

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

**Javelin.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30 ft./120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

**Equipment.** *plate armor, +2 morningstar, +1 shield, divine scroll (blade barrier, harm).*





## DUST DIGGER

Dust diggers are desert carnivores about 10 feet in diameter. The creature spends most of its life buried under the sand, waiting for potential prey to wander too close to its tentacles.

*Large aberration, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 38 (7d8 + 7)

**Speed:** 10 ft., burrow 10 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 10 (+0) | 13 (+1) | 2 (-4) | 11 (+0) | 10 (+0) |

**Skills** Stealth +4

**Condition Immunities** prone, unconscious

**Senses** tremorsense 60 ft., passive Perception 10

**Challenge** 3 (700 XP)

**Earth Glide.** A dust digger can glide through sand, loose soil, or other loosely packed earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole and creates no ripple on the surface or other sign of its presence. A *move earth* spell cast on an area containing a burrowing dust digger flings the creature back 30 feet and stuns it for one round unless it makes a successful Constitution saving throw against the caster's spell save DC.

**Earthy Camouflage.** A dust digger has advantage on Dexterity (Stealth) checks while it's buried in the ground.

**Sinkhole.** A buried dust digger can deflate its body as a free action, causing the sand above it to slide toward its maw. If a creature standing on the surface above the dust digger when it deflates is surprised, it is attacked by all five tentacles during the dust digger's surprise round.

## ACTIONS

**Multiattack.** A dust digger attacks five times; no more than one of those attacks can be a bite.

**Bite.** *Melee Weapon Attack:* +5 to hit, one creature already grappled by a tentacle at the start of the dust digger's turn. *Hit:* 12 (2d8 + 3) piercing damage and the target must make a successful DC 13 Strength saving throw or be swallowed. A swallowed creature is blinded and restrained but no longer grappled. It takes 5 (1d8 + 1) bludgeoning damage plus 4 (1d8) acid damage automatically at the start of each of the dust digger's turns. One Medium creature or two Small creatures can be inside the dust digger at one time. A swallowed creature is unaffected by anything happening outside the dust digger or by attacks from outside it. A swallowed creature can get out of the dust digger by using five feet of movement, but only after the dust digger is dead.

**Tentacle Slam.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 13).

**Tentacle Crush.** One creature already grappled by a tentacle at the start of the dust digger's turn takes 7 (1d8 + 3) bludgeoning damage and the target is grappled and restrained.





Eifga, Rahuri Chieftain ♦ Elemental, Acid, Large ♦ Elemental, Water, Small ♦ Englut, Chaos Beast ♦ Enhanced Rust Monster ♦ Eris Militaris ♦ Eris Militaris (Spider Form) ♦ Ethea ♦ Ethea (Scorpion Form) ♦ Evoker ♦ Exigua, Duergar Skeletal Warrior ♦ Exuviae the Wicked, Consort of Demons ♦ Eye of Ardor

## EIFGA, RAHURI CHIEFTAIN

*Medium humanoid, chaotic neutral*

**Armor Class** 16 (hide, shield)

**Hit Points** 75 (10d8 + 30)

**Speed** 40 ft.

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

**Saving Throws** Str +5, Con +6

**Skills** Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common

**Challenge** 7 (2,900 XP)

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



## ELEMENTAL, ACID, LARGE

Acid elementals appear to be green puddles of liquid that lash out with acid-dripping tendrils. In the midst of the pool, darker green regions form a vaguely human face.

*Large elemental, neutral*

**Armor Class** 15

**Hit Points** 94 (9d10 + 45)

**Speed** 20 ft., swim 80 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 22 (+6) | 16 (+3) | 20 (+5) | 6 (–2) | 11 (+0) | 11 (+0) |

**Skills** Stealth +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** acid, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Acid.** A creature that touches the acid elemental or hits it with a melee attack while within five feet of it takes 5 (2d4) acid damage. Any nonmagical weapon made of metal or wood that hits the acid elemental corrodes.

After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the acid elemental is destroyed after dealing damage. The acid elemental can eat through two-inch-thick, nonmagical wood or metal in on round.

**Fumes.** Creatures who begin their turn within five feet of the acid elemental must succeed on a DC 16 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the elemental's fumes for 24 hours.

**Vulnerability to Water.** For every five feet that the elemental moves in water, or for every gallon of water splashed on it, it takes 1 fire damage.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 21 (6d6) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.



ELEMENTAL, WATER, SMALL

A small water elemental is a smaller version of its larger cousins. It appears to be a smaller wave of dirty water sweeping across the ground.

Medium elemental, neutral

Armor Class 12 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 10 (+0) | 16 (+3) | 5 (−3) | 10 (+0) | 8 (−1) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 2 (450 XP)

**Water Form.** The elemental can enter a hostile creature’s space and stop there. It can move through a space as narrow as one-inch wide without squeezing.

**Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

**Multiattack.** The elemental makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 6 (1d8 + 2) bludgeoning damage.

**Whelm (recharge 4–6).** Each creature in the elemental’s space must make a DC 13 Strength saving throw. On a failure, a target takes 6 (1d8 + 2) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental’s space.

The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental’s turns, each target grappled by it takes 6 (1d8 + 2) bludgeoning damage. A creature within five feet of the elemental can pull a creature or object out of it by taking an action to succeed on a DC 13 Strength check.





## ENGLUT, CHAOS BEAST

*Large monstrosity, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 294 (28d10 + 140)

**Speed** 20 ft., fly 20 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 19 (+4) | 20 (+5) | 16 (+3) | 18 (+4) | 17 (+3) |

**Saving Throws** Con +11, Wis +10

**Skills** Intimidation +9, Perception +16

**Damage Resistances** acid, cold, fire, lightning

**Senses** darkvision 60 ft., passive Perception 26

**Languages** Abyssal, Telepathy 100 ft.

**Challenge** 18 (20,000 XP)

**Immutable Form.** Englut is immune to any spell or effect that would alter its form.

**Magic Resistance.** Englut has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Englut's weapon attacks are magical.

**Smite Good.** Once per day Englut can add extra damage equal to its HD (+28) against a good aligned foe.

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

3/day each: *bestow curse*, *contagion*, *darkness*, *insect plague*, *polymorph*

## ACTIONS

**Corporeal Instability.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* Target must make a DC 14 Constitution saving throw or transform into an amorphous mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item, clothing, armor, helmets, and rings become useless. Large items worn or carried — armor, backpacks, even shirts — hamper more than help, imposing disadvantage on all Dexterity-based checks by the victim. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim cannot cast spells or use magical items, and it attacks blindly, unable to distinguish friend from foe (disadvantage on attack rolls and a 50 percent miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 12 Wisdom saving throw. A success re-establishes the creature's normal form for one minute. Spells that change the victim's shape (such as *alter self* and *polymorph*) do not remove the curse but hold the creature in a stable form (which might not be its own form depending on the spell). *Stoneskin* has a similar effect. The victim loses 1 point of Wisdom from mental shock every round that it ends its turn in an amorphous shape — upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via *remove curse*, *greater restoration*, or similar magic (no further number of saving throws can cure the condition at this time).

## ENHANCED RUST MONSTER

These rust monsters are larger and more intelligent than others of their kind.

*Large monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 143 (22d10 + 22)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 16 (+3) | 13 (+1) | 8 (–1) | 13 (+1) | 6 (–2) |

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 7 (2,900 XP)

**Iron Scent.** The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

**Rust Metal.** Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the

weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 31 (6d8 + 4) piercing damage.

**Antennae.** The rust monster corrodes a nonmagical ferrous metal object it can see within five feet of it. If the object isn't being worn or carried, the touch destroys a one-foot cube of it. If a creature wears or carries the metal object, it can make a DC 15 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.



## ERIS MILITARIS

Medium female humanoid (elf), neutral evil

**Armor Class** 14 (*bracers of defense*)

**Hit Points** 102 (12d8 + 48)

**Speed** 35 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 19 (+4) | 10 (+0) | 13 (+1) | 12 (+1) |

**Saving Throws** Int +4, Wis +5

**Skills** Nature +4, Perception +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Druidic, Elvish

**Challenge** 10 (5,900)

**Claws.** With her demonic heritage, Eris can grow claws as a free action.

**Mantle of Spell Resistance.** Eris has advantage on all saving throws against spells and magical attacks.

**Spellcasting.** Eris is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *resistance*, *thorn whip*

1st level (4 slots): *charm person*, *faerie fire*, *jump*, *longstrider*

2nd level (3 slots): *barkskin*, *enhance ability*, *flame blade*

3rd level (3 slots): *call lightning*, *sleet storm*, *wind wall*

4th level (3 slots): *giant insect*, *stone shape*, *stoneskin*

5th level (2 slots): *hold monster*, *insect plague*

6th level (1 slot): *wall of thorns*

**Wildshape.** Eris' deity has granted her the ability to use an action to wildshape into an enormous spider. She can do this three times per day and maintains her spellcasting ability while in the new shape.

### ACTIONS

**Multiattack.** Eris makes two Claw attacks.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

**Equipment.** dagger, *amulet of health*, *bracers of defense*, *mantle of spell resistance*.

## ERIS MILITARIS (SPIDER FORM)

Large beast, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 153 (18d10 + 54)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 16 (+3) | 10 (+0) | 13 (+1) | 12 (+1) |

**Saving Throws** Int +4, Wis +5

**Skills** Nature +4, Perception +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Druidic, Elvish

**Challenge** 10 (5,900)

**Spellcasting.** Eris is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *resistance*, *thorn whip*

1st level (4 slots): *charm person*, *faerie fire*, *jump*, *longstrider*

2nd level (3 slots): *barkskin*, *enhance ability*, *flame blade*

3rd level (3 slots): *call lightning*, *sleet storm*, *wind wall*

4th level (3 slots): *giant insect*, *stone shape*, *stoneskin*

5th level (2 slots): *hold monster*, *insect plague*

6th level (1 slot): *wall of thorns*

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

*Hit:* 16 (3d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for one hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (recharge 5–6).** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).





## ETHEA

*Medium humanoid (human), neutral evil*

**Armor Class** 17 (+1 chitin plate)

**Hit Points** 77 (14d8 + 14)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 12 (+1) | 12 (+1) | 11 (+0) | 15 (+2) | 10 (+0) |

**Saving Throws** Int +4, Wis +6

**Skills** Perception +6, Survival +6

**Senses** passive Perception 16

**Languages** Abyssal, Common, Druidic

**Challenge** 10 (5,000 XP)

**Spellcasting.** Ethea is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *resistance*

1st level (4 slots): *cure wounds*, *jump*, *longstrider*

2nd level (3 slots): *barkskin*, *enhance ability*, *hold person*

3rd level (3 slots): *dispel magic*, *slow*

**Wildshape.** Ethea's deity has granted her the ability to use an action to wildshape into an enormous scorpion. She can do this three times per day and maintains her spellcasting ability while in the new shape.



### ACTIONS

**+2 Scythe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Equipment:** +2 scythe, +1 chitin plate

## ETHEA (SCORPION FORM)

*Large beast, neutral evil*

**Armor Class** 20 (natural armor)

**Hit Points** 156 (24d10 + 24)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 20 (+5) | 12 (+1) | 12 (+1) | 11 (+0) | 15 (+2) | 1 (-1) |

**Saving Throws** Int +4, Wis +6

**Skills** Perception +6, Survival +6

**Senses** passive Perception 16

**Languages** Abyssal, Common, Druidic

**Challenge** 10 (5,000 XP)

**Spellcasting.** Ethea is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *resistance*

1st level (4 slots): *cure wounds*, *jump*, *longstrider*

2nd level (3 slots): *barkskin*, *enhance ability*, *hold person*

3rd level (3 slots): *dispel magic*, *slow*

**Sudden Strike.** While in scorpion form, Ethea has advantage on any attacks made during a surprise round.

### ACTIONS

**Multiattack.** While in scorpion form, Ethea attacks twice with her Claws and once with her Sting. She may also make one Mandible attack against a grappled opponent as a bonus action.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Ethea has two claws, each of which can grapple only one target at a time. Ethea can make one sting attack against a grappled target as a bonus action each turn.

**Sting.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 44 (8d10) poison damage on a failed saving throw or half as much on a successful one.





## EVOKER

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA    |
|--------|---------|---------|---------|---------|--------|
| 9 (–1) | 14 (+2) | 12 (+1) | 17 (+3) | 12 (+1) | 11 (0) |

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7

**Senses** passive Perception 11

**Languages** Any four languages

**Challenge** 9 (5,000 XP)

**Spellcasting.** The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*

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

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (3 slots): *ice storm*, *stoneskin*

5th level (2 slots): *cloudkill*, *cone of cold*

6th level (1 slot): *chain lightning*, *wall of ice*

**Sculpt Spells.** When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.



## EXIGUA, DUERGAR SKELETAL WARRIOR

*Small undead, neutral evil*

**Armor Class** 19 (+2 splint mail)

**Hit Points** 84 (13d6 + 39)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 13 (+1) | 16 (+3) | 10 (+0) | 13 (+1) | 14 (+2) |

**Saving Throws** Con +8, Wis +6, Cha +7

**Skills** Insight +6, Intimidate +7, Perception +6

**Damage Resistances** piercing and slashing damage from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, frightened, poisoned, unconscious

**Senses** Truesight 60 ft., passive Perception 16

**Languages** Common, any other language the warrior knew in life

**Challenge** 14 (11,500 XP)

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

**Track Circlet.** A skeleton warrior can track and find its circlet unerringly. It can also find the last person who possessed the circlet.

**Unholy Fortitude.** Skeleton warriors have advantage on saving throws against being turned.

### ACTIONS

**Multiattack.** A skeleton warrior makes two Greatsword attacks.

**Enlarge (recharges after a short or long rest).** For one minute, the duergar skeletal warrior magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar skeletal warrior is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar skeletal warrior lacks the room to become Large, it attains the maximum size possible in the space available.

**+2 Greatsword.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 14 (2d6 + 7) slashing damage plus 3 (1d6) necrotic damage.

**Longbow.** *Ranged Weapon Attack:* +6 to hit, range ft./600 ft., one creature. *Hit:* 7 (1d12 + 1) piercing damage plus 7 (2d6) necrotic damage, and the target must make a successful DC 16 Constitution saving throw or be infected with crypt fatigue.

**Invisibility (recharges after a short or long rest).**

The duergar skeletal warrior magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to one

hour (as if concentrating on a spell). Any equipment the duergar skeletal warrior wears or carries is invisible with it.

### LEGENDARY ACTIONS

The duergar skeleton warrior can take up to three legendary actions per round. Legendary actions are taken at the end of another creature's turn, and only one can be taken after each turn.

**Attack.** The duergar skeleton warrior makes a Greatsword or Longbow attack.

**Drain Life.** *Melee Weapon Attack:* +10 to hit, reach 5 ft.; one creature. *Hit:* the target must make a successful DC 16 Constitution saving throw or be infected with crypt fatigue. If already infected, a failed saving throw causes the creature to gain another level of exhaustion.

**Instill Dread.** One living creature within 50 feet of the duergar skeleton warrior, which the duergar skeleton warrior can see, must make a successful DC 15 Wisdom saving throw or be frightened for 2d4 rounds. A successful save renders the target immune to this skeleton warrior's dread for 24 hours.





## EXUVIAE THE WICKED, CONSORT OF DEMONS

*Large fiend (demon), chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 189 (18d10 + 90)

**Speed** 40 ft.

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

**Saving Throws** Str +9, Con +10, Wis +8, Cha +10

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Petrifying Gaze.** When a creature that can see Exuvia's eyes starts its turn within 30 feet of her, Exuvia can force it to make a DC 14 Constitution saving throw if Exuvia isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

**Magic Resistance.** Exuvia advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Exuvia's weapon attacks are magical.

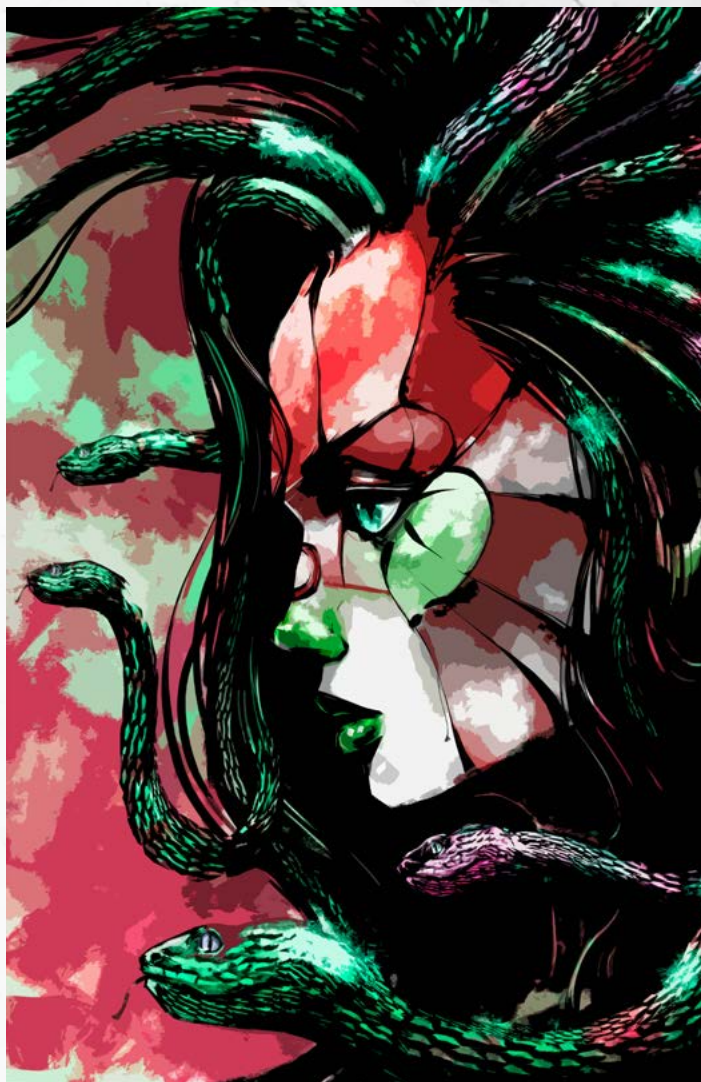
**Reactive.** Exuvia can take one reaction on every turn in combat.

### ACTIONS

**Multiattack.** Exuvia can make eight attacks: six with her Longswords, one with her Tail, and one with her Snake Hair.

**Longsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, Exuvia can automatically hit the target with its tail, and she can't make tail attacks against other targets.



**Snake Hair.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

**Teleport.** Exuvia magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Summon Demon (1/day).** Exuvia chooses what to summon and attempts a magical summoning. Exuvia has a 50 percent chance of summoning 1d6 vrocks, 1d4 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, or one marilith. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for one minute, until it or its summoner dies, or until its summoner dismisses it as an action.

### REACTIONS

**Parry.** Exuvia adds 5 to her AC against one melee attack that would hit her. To do so, Exuvia must see the attacker and be wielding a melee weapon.

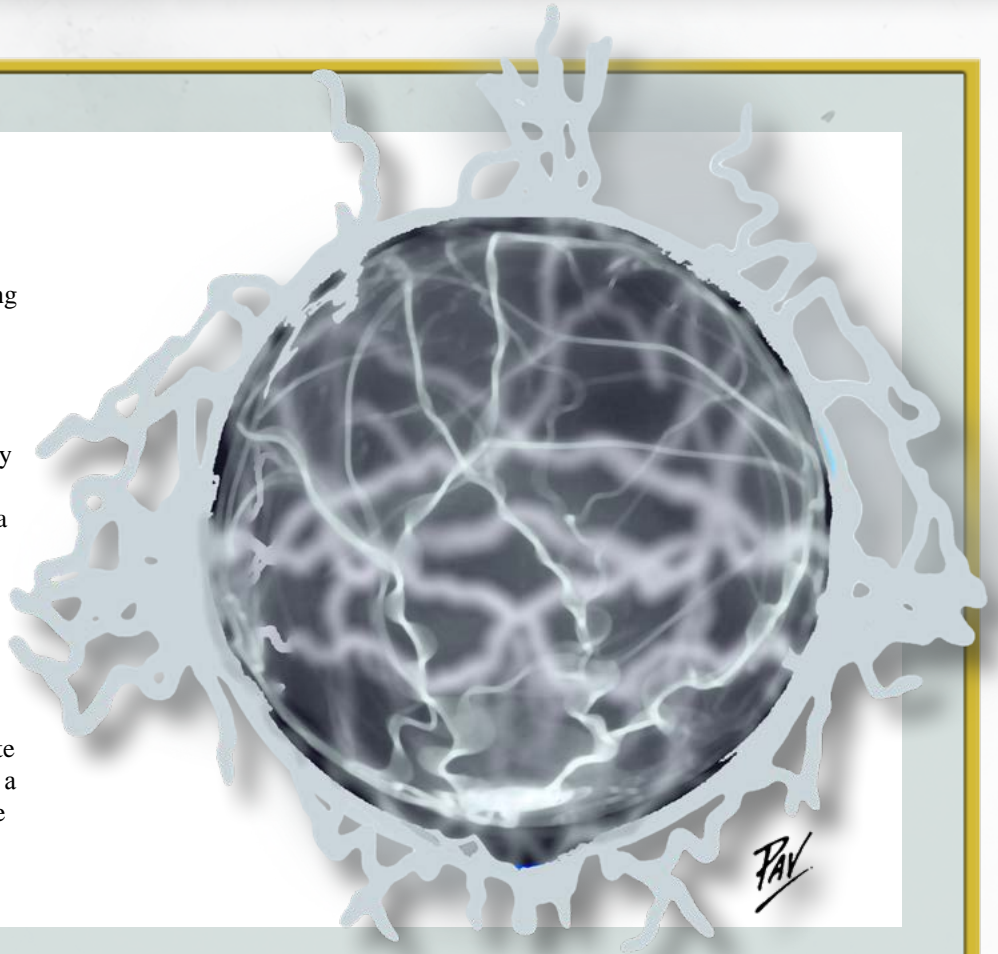


## NEW MONSTER:

### EYE OF ARDOR

Treasured by spellcasters seeking to create golems, eyes of ardor are alien beings composed of positive energy. A silvery electrified membrane surrounds these translucent orbs. Slender bolts of energy silently spread out from the orb to explore its surroundings. It sheds a pure white light as a torch.

Hailing from the inexplicable Plane of Positive Energy, these beings serve as explorers and messengers for the monarchs of the plane. Devoid of compassion, these creatures rarely communicate with others. Unless summoned by a caster, these creatures always have a mission if encountered on the Material Plane.



#### EYE OF ARDOR

A flying translucent silver orb floats down the corridor. Bolts of energy lash outward from the electrified membrane covering the creature. (See the **New Monster: Eye of Ardor** sidebar for more details.)

*Small elemental, chaotic neutral*

**Armor Class** 19

**Hit Points** 88 (16d6 + 32)

**Speed** 0 ft., fly 50 ft. (hover)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 20 (+5) | 14 (+2) | 10 (+0) | 14 (+2) | 16 (+3) |

**Saving Throws** Dex +8, Cha +6

**Skills** Perception +8, Stealth +11

**Damage Immunities** poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 18

**Languages** telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Incorporeal Movement.** The eye of ardor 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.

**Innate Spellcasting.** The eye of ardor's spellcasting ability is Charisma (spell save DC 14). The eye of ardor can innately cast the following spells, requiring no material components:

At will: *animate objects*, *darkness*

#### ACTIONS

**Multiattack.** The eye of ardor casts a spell and either makes two Positive Energy Lash attacks or uses its Positive Energy Burst.

**Positive Energy Lash.** *Ranged Spell Attack:* +8 to hit, range 30 ft., one target. *Hit:* 16 (3d10) radiant damage if the target is undead. The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the eye of ardor's next turn.

**Positive Energy Burst (recharge 5–6).** The eye of ardor causes searing radiance to explode in a 15-foot radius centered on it. All creatures in the area must make a DC 16 Constitution saving throw. On a failure, a target takes 21 (5d8) radiant damage and is blinded for 1 minute. On a success, a target takes half as much damage.





Fen Witch ♦ Fire Giant Skeleton Champion ♦ Fire Nymph  
♦ Fleshewn Wall of Eyes ♦ Flind (Flind, Flind Chieftain, Flind Tribal Shaman)  
♦ Fox ♦ Frost Folk ♦ Fulcyst

## FEN WITCH

The fen witch is vaguely ogre-like, with an overly large mouth filled with rotten teeth and a smashed nose. She has large, clawed, webbed hands and feet. The fen witch is a solitary being who prefers to be left alone.

*Medium fey, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 132 (24d8 + 24)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 12 (+1) | 13 (+1) | 14 (+2) | 14 (+2) | 15 (+2) |

**Saving Throws** Str +6, Con +4

**Skills** Deception +5, Intimidation +5, Perception +5, Stealth +4, Survival +5

**Senses** darkvision 60ft, passive Perception 15

**Languages** Common, telepathy 100 ft.

**Challenge** 5 (1,800 XP)

**Hag.** A fen witch counts as a hag for the purpose of joining a hag's coven.

**Horrific Appearance.** Any humanoid that starts its turn within 30 feet of a fen witch and can see it must make a DC 11 Wisdom saving throw or be frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the witch is within line of sight, ending the effect on itself on a success. Once the duration ends or the creature succeeds on its save, it is immune to the witch's Horrific Appearance for the next 24 hours. Unless surprised or the witch appears unexpectedly, the target can avoid making the initial Wisdom saving throw by averting its eyes, but the target has disadvantage on all attack rolls against the hag as long as it continues to avert its eyes.

**Swamp Stride.** A fen witch can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a fen witch normally.

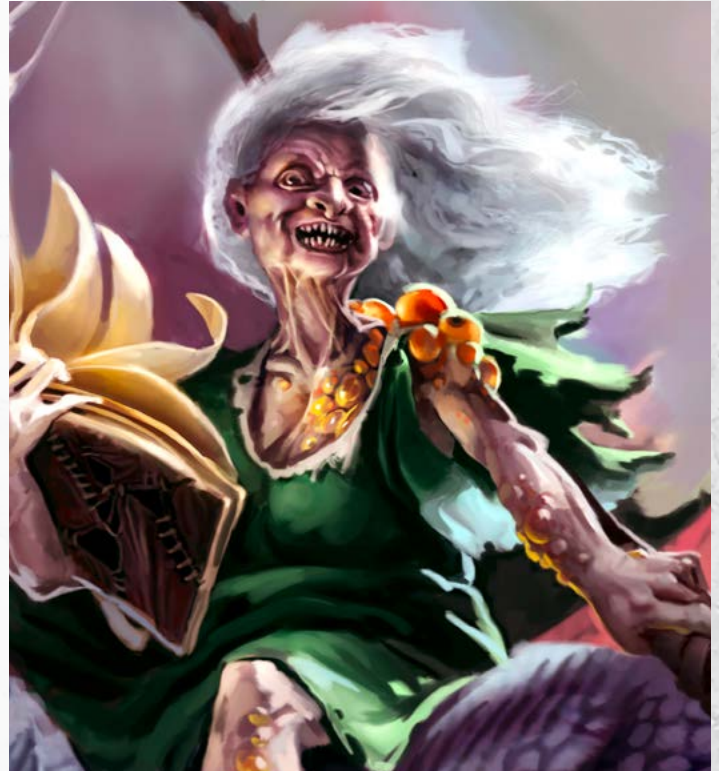
## ACTIONS

**Multiattack.** The fen witch makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 16 (3d8 + 3) slashing damage.

**Death Speak.** A fen witch who knows an individual's true name



can speak that name as an action. If the individual hears the fen witch speak its name, that creature must succeed on a DC 13 Wisdom saving throw or be reduced to 0 hp and start making death saves. If the initial Wisdom saving throw succeeds, that creature cannot be affected again by the same fen witch's death speak for 24 hours. Note that the fen witch does not need to speak a language the creature understands in order to affect it; she only needs to speak its true name. Other fen witches or creatures who hear the target's true name cannot use this ability; it only functions for the fen witch after she has used her mind probe ability on the target.

Whether the fen witch's Death Speak ability is successful or not, the target's name remains fresh in her mind for 24 hours. After that, she must use her mind probe ability again to retrieve a creature's true name.

**Mind Probe.** As an action, a fen witch can peer into the mind of a living creature within 60 feet in an attempt to extract the creature's true name. The target can resist the mental trespassing by succeeding on a DC 13 Wisdom saving throw. If the saving throw fails, the fen witch has learned the creature's true name and can use her Death Speak ability. Creatures with an Intelligence of 2 or less are immune to this ability. A creature that successfully saves cannot be affected again by the same fen witch's mind probe for one day.



## FIRE GIANT SKELETON CHAMPION

This fire giant skeleton fights with a ferocity that makes it a truly terrifying presence on the battlefield.

*Huge undead, neutral evil*

**Armor Class** 18 (plate)

**Hit Points** 115 (10d12 + 50)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 20 (+5) | 10 (+0) | 20 (+5) | 4 (–3) | 6 (–2) | 6 (–2) |

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Giant but doesn't speak it

**Challenge** 7 (2,900 XP)

**Evasion.** If the skeleton is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the skeleton instead takes no damage if it succeeds on the saving throw, and takes only half damage if it fails.

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

**Turn Immunity.** The skeleton is immune to effects that turn undead.

### ACTIONS

**Multiattack.** The skeleton makes three Greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

## FIRE NYMPH

A fire nymph is a very beautiful creature similar to a nymph or dryad from the Plane of Fire. A fire nymph usually wears translucent robes of white or ash.

*Medium elemental, chaotic neutral*

**Armor Class** 20 (natural armor)

**Hit Points** 110 (20d8 + 20)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 12 (+1) | 16 (+3) | 17 (+3) | 19 (+4) |

**Saving Throws** Str +7, Dex +9, Con +8, Int +10, Wis +10, Cha +11

**Skills** Acrobatics +5, Perception +6, Performance +7, Stealth +5

**Senses** darkvision 60ft, passive Perception 16

**Damage Vulnerabilities** cold

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Ignan

**Challenge** 6 (2,300 XP)

**Blinding Beauty.** This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 15 Constitution saving throw or be blinded permanently. A nymph can suppress or resume this ability at will as a free action.



**Heat.** A fire nymph's body is intensely hot, dealing 3 (1d6) fire damage with its touch. Creatures attacking a fire nymph unarmed or with natural weapons take fire damage each time their attacks hit. A fire nymph's metallic weapons also conduct this heat (included below).

**Innate Spellcasting.** A fire nymph's innate spellcasting ability is Charisma (spell save DC 15)

At will: *burning hands*, *flame blade*, *flaming sphere*

1/day: *fire shield*

**Unearthly Grace.** A nymph adds her Charisma modifier to all her saving throws, and as a bonus to her AC (included above).

### ACTIONS

**Multiattack.** The fire nymph makes two Flame Dagger attacks.

**Flame Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 3 (1d6) fire damage.

**Stunning Glance.** As an action, a nymph can stun a creature within 30 ft. with a look. The target must succeed on a DC 15 Constitution saving throw or be stunned for 2d4 rounds.



## FLESHAWN WALL OF EYES

A fleshewn wall of eyes is composed a living wall of flesh out of which stare hundreds of eyes of all different sizes. It gnashes a monstrous mouth filled with jagged teeth. (See the **New Monster: Fleshewn** sidebar for more details.)

*Huge construct, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 210 (20d12 + 80)

**Speed** 0 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 10 (+0) | 18 (+4) | 1 (-5) | 10 (+0) | 1 (-5) |

**Saving Throws** Con +8

**Damage Resistances** bludgeoning, piercing, or slashing damage from nonmagical attacks.

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 9 (5,000 XP)

**Lightning Absorption.** Whenever the wall is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

### ACTIONS

**Multiattack.** The amalgamation makes one Bite and one attack with each of its Eye Rays.

## NEW MONSTER: FLESHAWN

A fleshewn is a macabre construct made from corpses. Virtually any corporeal living creature can be fashioned into whatever the creator desires. Normally, these constructs are built to guard treasure or to act as servants. Fleshewns retain a semblance of their former self, but other creatures' features may be grafted onto their new form. Fleshewns can be formed into almost any shape, from a wall of flesh to a throne covered in troll flesh.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 27 (5d10) piercing damage.

**Eye Rays.** Each ray can target a single creature with a range of 150 feet. Each ray functions as the spell listed unless otherwise noted. All of the spells have a DC 13 saving throw.

**Fear.** This spell works like the spell except that it affects one creature.

**Finger of death.** As the spell of the same name.

**Inflict wounds.** As the spell of the same name, cast with a 6th-level spell slot.

**Sleep.** This spell works on a one creature with any number of hit points that fails a Wisdom saving throw.

**Slow.** This spell works like the spell except that it affects one creature.

**Telekinesis.** The fleshewn can move objects or creatures that weigh up to 325 pounds as though with a *telekinesis* spell. Victims are carried into the fleshewn's gnashing jaws.

## FLIND

Flinds are closely related to gnolls. Flinds are much stockier than their lanky kin, much stronger and hardier, and are certainly more dangerous.

*Medium humanoid (gnoll), lawful evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 14 (+2) | 17 (+3) | 12 (+1) | 15 (+2) | 12 (+1) |

**Skills** Intimidation +5, Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Gnoll

**Challenge** 2 (450 XP)

**Rampage.** When the flind reduces a creature to 0 hit points with a melee attack on its turn, the flind can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

**Flindbar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



## FLIND CHIEFTAIN

Medium humanoid (gnoll), lawful evil

**Armor Class** 15 (chain shirt)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 14 (+2) | 17 (+3) | 12 (+1) | 15 (+2) | 12 (+1) |

**Skills** Intimidation +7, Perception +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Gnoll

**Challenge** 6 (2,300 XP)

**Command Gnolls.** As a bonus action the flind chieftain can grant a 1d8 command die to any flind or gnoll within 60 feet. This die can be added to one ability check, attack roll, or saving throw. Once the die is rolled it is lost and a single flind or gnoll can only have one command die at a time. The flind chieftain can use this feature three times and recovers any expended dice after a short rest.

**Rampage.** When the flind reduces a creature to 0 hit points with a melee attack on its turn, the flind can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

**Multiattack.** The flind commander makes one Bite and two Flindbar attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) piercing damage.

**Flindbar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## FOX

A fox is a carnivorous dog-like mammal with a pointed muzzle and a bushy tail.

Small beast, unaligned

**Armor Class** 14

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA     |
|--------|---------|---------|--------|---------|---------|
| 8 (–1) | 18 (+4) | 10 (+0) | 3 (–4) | 14 (+2) | 10 (+0) |

**Skills** Perception +4, Stealth +6

**Senses** darkvision 120 ft., passive Perception 14

**Challenge** 1/4 (50 XP)

## FLIND TRIBAL SHAMAN

Medium humanoid (gnoll), lawful evil

**Armor Class** 14 (hide armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 14 (+2) | 15 (+2) | 12 (+1) | 15 (+2) | 16 (+3) |

**Skills** Intimidation +5, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Gnoll

**Challenge** 3 (700 XP)

**Rampage.** When the flind reduces a creature to 0 hit points with a melee attack on its turn, the flind can take a bonus action to move up to half its speed and make a bite attack.

**Spellcasting.** The shaman is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (at will): *poison spray*, *thorn whip*

1st level (4 slots): *cure wounds*, *entangle*, *fog cloud*, *thunderwave*

2nd level (2 slots): *barkskin*, *flameblade*

### ACTIONS

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

**Flindbar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.



**Agile.** A fox has advantage on Dexterity-based ability checks and saving throws.

**Keen Hearing and Smell.** The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Wiley Escape.** The fox can take the dash, disengage, or hide action as a bonus action on each of its turns.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.



## FROST FOLK

Frost folk are brutish humans dressed in animal skins and furs who wear a patch over one eye. Their bodies radiate cold.

*Medium elemental, lawful evil*

**Armor Class** 13 (studded leather)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

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

**Skills** Survival +2

**Damage Immunities** cold

**Damage Vulnerabilities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 1/2 (100 XP)

## ACTIONS

**Morningstar.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

**Ice Blast (3/day).** As a bonus action, the frost folk can use its action to remove its eyepatch, blasting everything in a 30-foot cone with a freezing mist. All creatures in the area of the cone must make a DC 13 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much on a successful save.



## FULCYST

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 36 (8d8)

**Speed** 30 ft.

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

**Saving Throws** Wis +5, Cha +4

**Skills** History +3, Insight +5, Medicine +5, Religion +3

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Common, Orc

**Challenge** 3 (700 XP)

**Spellcasting.** Fulcyst is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *false life, inflict wounds, ray of sickness, shield of faith*

2nd level (2 slots): *aid, blindness/deafness, enhance ability, hold person, ray of enfeeblement*

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





Gargantuan Animated Objects, Chain and Winch ♦ Gargoyle, Four-Armed  
 ♦ Gargoyle, Vampiric ♦ Giant Archerfish ♦ Giant Clam ♦ Giant Leech  
 ♦ Giant Shadow Hyena ♦ Giant Spotted Lion ♦ Giant Squid Zombie  
 ♦ Giant Stag Beetle ♦ Giant Starfish ♦ Glass Golem ♦ Gloom Crawler ♦ Gnoll  
 Commander ♦ Gnoll Havoc Runner ♦ Gnoll Slaver ♦ Goatbeard ♦ Governor Alcarascu,  
 Lamia Cleric of Hecate ♦ Green Slime ♦ Grig ♦ Gunnvor, Fire Giant Skeletal Warrior

## GARGANTUAN ANIMATED OBJECTS, CHAIN AND WINCH

This massive winch and chain operates on its own to raise and lower platforms or objects.

*Gargantuan construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 210 (20d20)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 24 (+7) | 10 (+0) | 10 (+0) | 1 (–5) | 1 (–5) | 1 (–5) |

**Saving Throws** Dex +4

**Skills** Perception –1

**Damage Immunities** Poison, Psychic

**Condition Immunities** Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Challenge** 11 (7,200 XP)

**Antimagic Susceptibility.** The object is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the winch and chains must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

**False Appearance.** When the chains and winch remain motionless, they are indistinguishable from normal objects.

## ACTIONS

**Chain.** *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage and target is grappled (escape DC 17).

**Retract.** The winch pulls a grappled target 20 ft. toward it.

**Trample.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage and target must succeed on a DC 17 Dexterity saving or be knocked prone.

## GARGOYLE, FOUR-ARMED

Four-armed gargoyles often stand perched indefinitely without moving in an attempt to surprise their opponents.

*Medium monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft., fly 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 14 (+2) | 12 (+1) | 6 (–2) | 11 (+0) | 7 (–2) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made of adamantite

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 4 (1,100 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

## ACTIONS

**Multiattack.** The gargoyle makes one Bite attack, two Claw attacks, and one Gore attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

**Gore.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.





## GARGOYLE, VAMPIRIC

The vampiric gargoyle stands motionless to surprise enemies, then spring out bite and draw their foe's blood.

*Medium elemental, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft., fly 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 11 (+0) | 16 (+3) | 6 (–2) | 11 (+0) | 7 (–2) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 6 (2,300 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

**Misty Escape.** When it drops to 0 hit points outside its resting place, the vampiric gargoyle transforms into a cloud of mist instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its creature form, and it must reach its resting place within two hours or be destroyed. Once in its resting place, it reverts to its creature form. It is then paralyzed until it regains at least 1 hit point. After spending one hour in its resting place with 0 hit points, it regains 1 hit point.

**Regeneration.** The vampiric gargoyle regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampiric gargoyle takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampiric gargoyle's next turn.

**Vampire Weaknesses.** The vampiric gargoyle has the following flaws:

**Forbiddance.** The vampiric gargoyle can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** The vampiric gargoyle takes 20 acid damage if it ends its turn in running water.

**Stake to the Heart.** If a piercing weapon made of wood is driven into the vampiric gargoyle's heart while the vampiric gargoyle is incapacitated in its resting place, the vampiric gargoyle is paralyzed until the stake is removed.

**Sunlight Hypersensitivity.** The vampiric gargoyle takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.



### ACTIONS

**Multiattack.** The vampiric gargoyle makes one Bite attack and one Claw attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampiric gargoyle, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampiric gargoyle regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a creature spawn under the vampiric gargoyle's control.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and target is grappled (escape DC 15)

**Children of The Night (1/day).** The vampiric gargoyle magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampiric gargoyle can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampiric gargoyle and obeying its spoken commands. The beasts remain for 1 hour, until the vampiric gargoyle dies, or until the vampiric gargoyle dismisses them as a bonus action.



GIANT ARCHERFISH

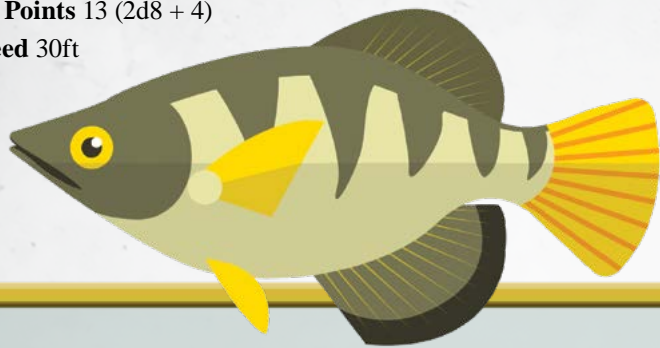
Giant archerfish are three feet long and have silver-colored bodies with vertical black stripes that begin just behind the head and fade as they near the tail. Their eyes are either cloudy blue or silver and its fins are slightly darker than its body.

Medium beast, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 30ft



| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 11 (+0) | 17 (+3) | 14 (+2) | 1 (-5) | 10 (+0) | 2 (-4) |

**Senses** passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., 10 (2d6 + 3) piercing damage.

**Water spray.** One Large or smaller creature within 30 feet must succeed on a DC 13 Strength saving throw or be knocked prone.

GIANT CLAM

Giant clams have shells that are 10 feet or larger in diameter. They open and close to trap fish and other swimmers.

Large beast, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 30 (4d10 + 8)

**Speed** 5 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 22 (+6) | 1 (-5) | 15 (+2) | 1 (-5) | 10 (+0) | 9 (-1) |

**Senses** blindsight 30 ft., passive Perception 10

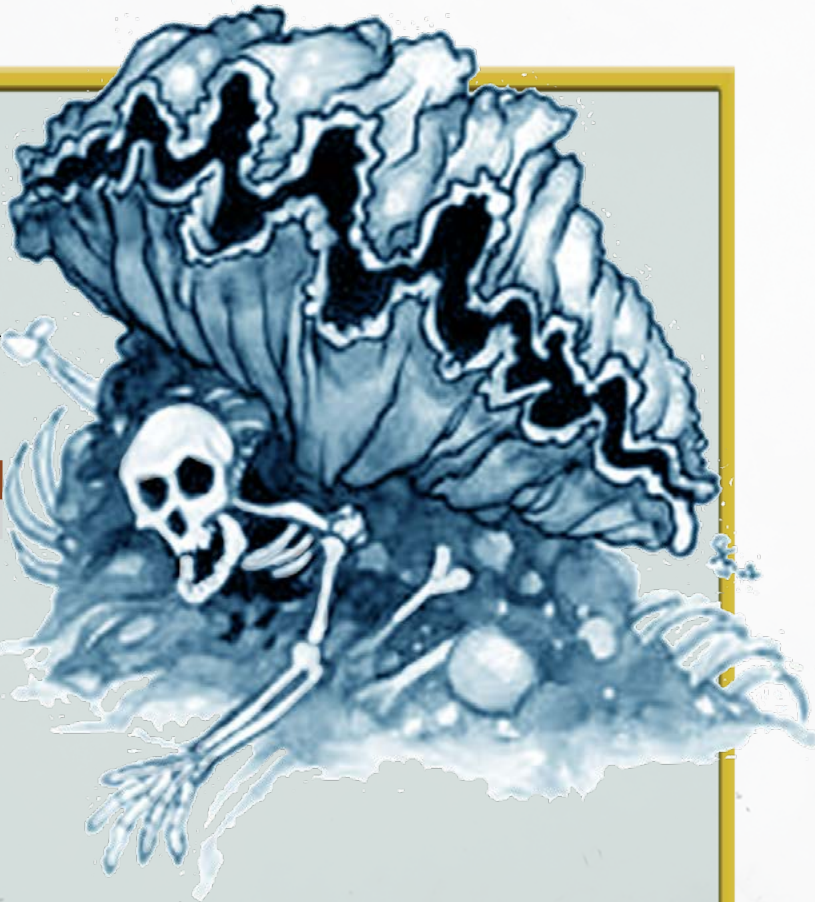
**Languages** —

**Challenge** 2 (450 XP)

**Camouflage.** The shell of a giant clam is usually draped with barnacles, anemones, and bits of coral that help it to blend in with its environment. Creatures must succeed on a DC 18 Wisdom (Perception) check to see it.

ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. **Hit:** 10 (1d8 + 6) bludgeoning damage and if the creature is Medium or smaller, it is engulfed. An engulfed creature is restrained and takes 3 (1d6) acid damage at the beginning of each of the clam's turns as the clam attempts to digest it. The victim can escape with a successful Strength contest against the clam.



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## GIANT LEECH

These invertebrate parasitic relatives of the worm lurk in stagnant or slow-moving water, waiting for a suitable host. Giant leeches appear as larger versions of the common leech.

*Medium beast (aquatic), unaligned*

**Armor Class** 11

**Hit Points** 26 (4d8 + 8)

**Speed** 5 ft., swim 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 11 (+0) | 12 (+1) | 14 (+2) | 2 (−4) | 10 (+0) | 1 (−5) |

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Vulnerability to Salt.** A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 acid damage per use.

### ACTIONS

**Blood Drain.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of the leech's turns, the target loses 5 (1d8 + 1) hit points due to blood loss.



The leech can detach itself by spending 5 feet of its movement. It does so after it drains 25 hit points of blood from the target or the target dies. A creature, including the target, can use its action to make a DC 10 Strength check to rip the leech off and make it detach.

## GIANT SHADOW HYENA

The giant shadow hyena is larger and more aggressive than a normal hyena. It vanishes into the shadows and then leaps out to strike at its prey. They hunt in deadly packs that surround their targets.

*Large monstrosity, neutral evil*

**Armor Class** 12

**Hit Points** 39 (6d10 + 6)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 14 (+2) | 13 (+1) | 5 (−3) | 12 (+1) | 5 (−3) |

**Skills** Perception +3, Stealth +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

**Ethereal Awareness.** The giant shadow hyena can see ethereal creatures and objects.

**Keen Hearing and Smell.** The giant shadow hyena has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The giant shadow hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within five feet of the creature and the ally isn't incapacitated.

**Shadow Creature.** While in dim light or darkness, the giant shadow hyena has advantage on Stealth checks.

### ACTIONS

**Strength Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



## GIANT SPOTTED LION

The giant lion still retains its childhood spots and lacks a traditional mane.

*Large beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 16 (+3) | 2 (-4) | 13 (+1) | 9 (-1) |

**Skills** Perception +4, Stealth +6

**Senses** passive Perception 14

**Languages** —

**Challenge** 5 (1,800 XP)

**Keen Smell.** The spotted lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the spotted lion moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one Bite attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the spotted lion can long jump up to 25 feet



### ACTIONS

#### **Multiattack.**

The spotted lion makes two Claw attacks and 1 Bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

## GIANT SQUID ZOMBIE

Even the relatively benign squid can be subject to the curse of undeath through necromancy or profane clerical spells. Zombie giant squid are rare — the current specimen may in fact represent the only actual individual — a fact for which most adventurers and explorers are quite grateful.

*Huge undead, neutral evil*

**Armor Class** 17 (natural armor)

**Speed** 10 ft., swim 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 15 (+2) | 10 (+0) | 1 (-5) | 10 (+0) | 10 (+0) |

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Undead Fortitude.** If damage reduces the giant squid zombie to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or

from a critical hit. On a success, the giant squid zombie drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The giant squid zombie makes one Bite attack, one Tentacle attack and two Arm attacks.

**Arms.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Tentacles.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and if the target is a Large or smaller creature, it is grappled (escape DC 18). As long as the opponent remains grappled the zombie squid can inflict tentacle damage each turn without rolling to attack. It may not make a tentacle attack on any other opponents when it has a grappled opponent.

**Jet.** A giant squid zombie can move 260 feet in a straight line. It must move the entire distance and cannot take any reactions or move actions until its next turn. A Jet action doesn't provoke an attack of opportunity.



## GIANT STAG BEETLE

The giant stag beetle has long mouth parts that resemble antlers on a stag. They can unfurl fluttering wings and launch unsteadily into flight.

*Large beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 165 (22d10 + 44)

**Speed** 30 ft., fly 10 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 11 (+0) | 15 (+2) | 1 (–5) | 8 (–1) | 4 (–3) |

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 8 (450 XP)

### ACTIONS

**Mandibles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 32 (8d6 + 4) bludgeoning damage.

## GIANT STARFISH

Starfish are slow-moving echinoderms that prey on shellfish and other sessile prey.

*Gargantuan beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 232 (15d20 + 75)

**Speed** 10 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 22 (+6) | 4 (–3) | 20 (+5) | 1 (–5) | 10 (+0) | 1 (–5) |

**Skills** Athletics +10

**Damage Resistances** piercing and slashing damage from nonmagical attacks

**Senses** tremorsense 60 ft., passive Perception 10

**Languages** —

**Challenge** 11 (7,200 XP)

### ACTIONS

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., 25 (3d12 + 6) bludgeoning damage and if the target is a Huge or smaller creature, it is grappled (escape DC 20). Grappled opponents are restrained, and the starfish can continue to inflict slam damage as an action each turn without having to make an attack roll. A giant starfish can only have one grappled opponent at a time and cannot make other attacks while it is grappled.

## GLASS GOLEM

A glass golem is a humanoid figure created completely from glass shards. Often, broken bits of stained glass decorate their bodies.

*Large construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 19 (+4) | 9 (–1) | 18 (+4) | 3 (–4) | 11 (+0) | 1 (–5) |

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** darkvision 120 ft., passive Perception 10

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

**Challenge** 8 (3,900 XP)

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

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

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

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

**Dazzling Brightness.** If the golem is in an area of bright light, then each creature that begins its turn within 30 ft. of the golem and that can see it must succeed on a DC 16 Dexterity saving throw or be blinded for one minute. A target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this golem's Dazzling Brightness for the next 24 hours.

### ACTIONS

**Multiattack.** The golem makes two Slash attacks.

**Slash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

### REACTIONS

**Reflect Spell.** When a spell of 7th level or lower targets the golem (not an area of effect), the golem uses its reaction to reflect the spell so it instead targets the caster of the spell, using the slot level, spell save DC, spell attack bonus, and spellcasting ability of the caster.



## GLOOM CRAWLER

The gloom crawler resembles a 15- to 30-foot-long giant squid with blackened skin and a large mass of writhing squid-like tentacles. It makes its lair in underground caves, dungeons, and other such subterranean complexes far away from the daylight of the surface world..

*Huge monstrosity, neutral*

**Armor Class** 17

**Hit Points** 136 (13d12 + 52)

**Speed** 20 ft., climb 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 24 (+7) | 18 (+4) | 4 (–3) | 12 (+1) | 2 (–4) |

**Skills** Perception +9, Stealth +11

**Senses** darkvision 60 ft., passive Perception 19

**Challenge** 10 (5,900 XP)

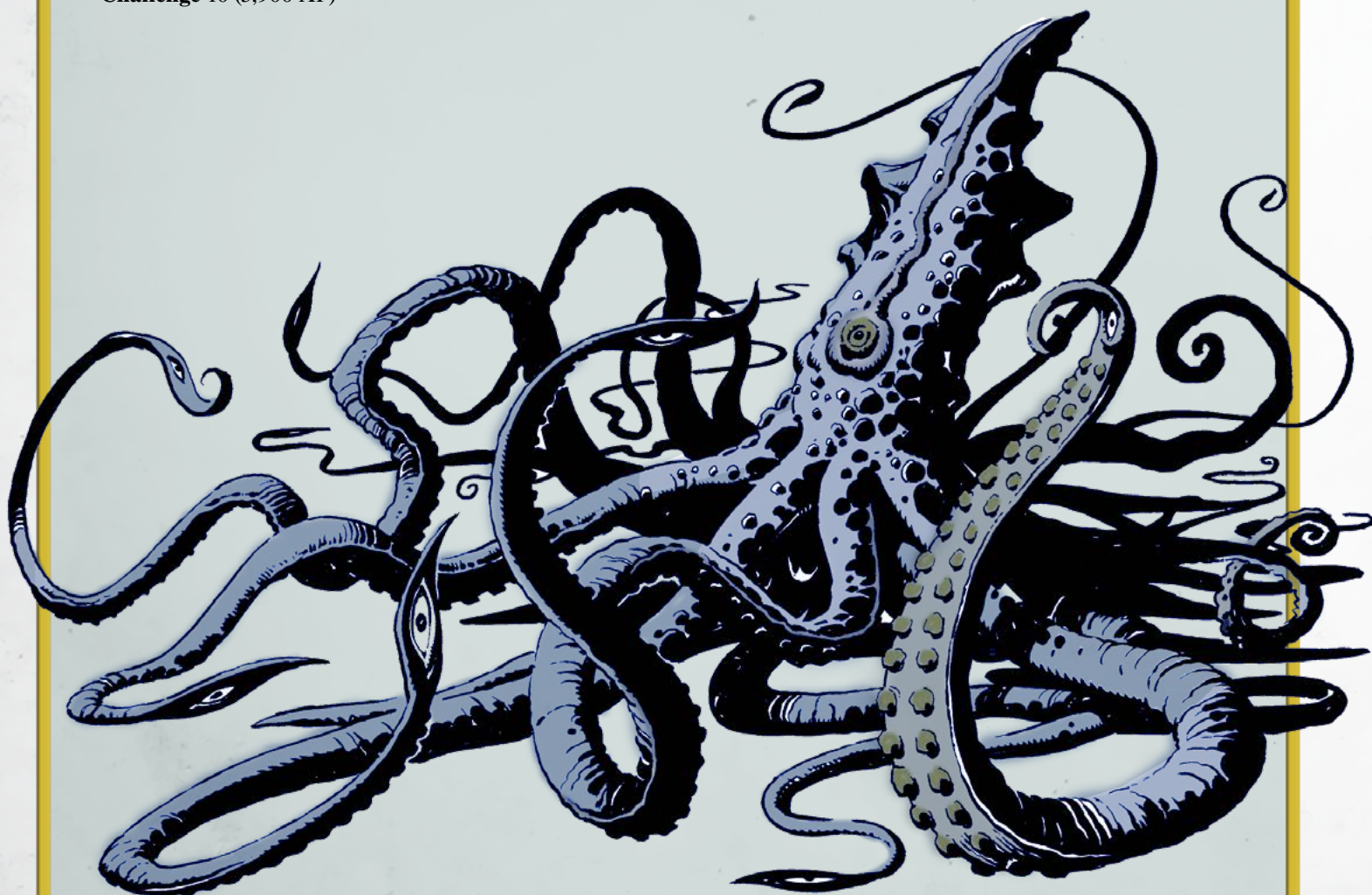
**Hyper-Awareness.** The gloom crawler has advantage on Wisdom (Perception) checks and on saving throws against being blinded.

### ACTIONS

**Multiattack.** The gloom crawler makes three Tentacles attacks and one Bite attack.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

**Tentacles.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage, and the target is grappled (escape DC 19). At the beginning of the gloom crawler's turns, it can choose to pull a grappled creature 15 feet to its mouth or constrict its tentacles to deal 10 (1d10 + 5) bludgeoning damage to the grappled target. The gloom crawler can grapple up to three different targets.





## GNOLL COMMANDER

The gnoll commander leads gnoll forces into battle.

*Medium humanoid (gnoll), chaotic evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 14 (+2) | 13 (+1) | 8 (–1) | 11 (+0) | 9 (–1) |

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Gnoll

**Challenge** 2 (450 XP)

## GNOLL HAVOC RUNNER

With the bristly mane and spotted fur characteristic of all gnolls, havoc runners blend into their tribe. Only the canny glint in its eyes hints at the deadly difference before the havoc runner explodes into violence.

*Medium humanoid (gnoll), chaotic evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.-

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 14 (+2) | 14 (+2) | 8 (–1) | 12 (+1) | 9 (–1) |

**Skills** Athletics +5, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Gnoll

**Challenge** 3 (700 XP)

**Harrying Attacks.** If the gnoll attacks two creatures in the same turn, the first target has disadvantage on attack rolls until the end of its next turn.

**Lightning Lope.** The gnoll can Dash or Disengage as a bonus action.

**Pack Tactics.** The gnoll has advantage on its attack rolls against a target if at least one of the gnoll's allies is within 5 feet of the target and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The gnoll makes one Bite attack and two Battleaxe attacks.

**Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

**Multiattack.** The gnoll makes two Glaive attacks or two Longbow attacks, and uses its Incite Rampage if it can.

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

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150 ft./600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Incite Rampage (recharge 5–6).** One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.



slashing damage if used in two hands.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Gnoll Havoc Runner is from *Tome of Beasts* by Kobold Press, p. 230.



## GNOLL SLAVER

Gnoll slavers serve as brutal enforcers and captains of raiding bands, often leading patrols along the land's borders in search of escapees.

*Medium humanoid (gnoll), chaotic evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 14 (+2) | 12 (+1) | 11 (+0) | 12 (+1) |

**Skills** Athletics +6, Intimidation +5, Perception +2, Stealth +6

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Gnoll

**Challenge** 3 (700 XP)

**Rampage.** When the gnoll reduces a creature to 0 hp with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

**Multiattack.** The gnoll makes one Bite attack and two Whip attacks, or it makes three Longbow attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Whip.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Menace Captives (recharge 5–6).** The gnoll selects up to three creatures it has taken captive within 30 feet. Each creature must succeed on a DC 15 Wisdom saving throw or have disadvantage for 1 minute on any attack rolls or skill checks to take actions other than those the gnoll has ordered it to take.

The gnoll slaver is from *Creature Codex* by Kobold Press, p. 189.

## GOATBEARD

*Medium humanoid (human), chaotic neutral*

**Armor Class** 10

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 17 (+3) | 10 (+0) | 17 (+3) | 9 (–1) | 7 (–2) | 9 (–1) |

**Saving Throws** Str +6, Con +6

**Senses** passive Perception 8

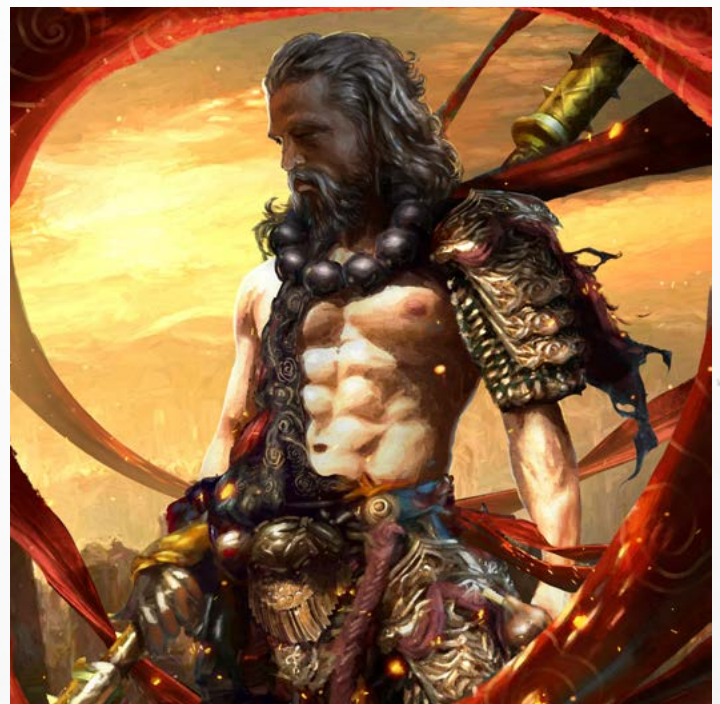
**Languages** Common

**Challenge** 7 (2,900 XP)

**Great Weapon Fighting.** If Goatbeard rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon he is wielding with two hands, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for him to gain this benefit.

**Indomitable.** Once per long rest, Goatbeard can reroll a failed saving throw, but must use the new roll.

**Second Wind.** On his turn, Goatbeard can use a bonus action to regain 1d10 + 12 hit points. Goatbeard must take a long rest before he can use this ability again.



### ACTIONS

**Multiattack.** Goatbeard makes two melee attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 4 bludgeoning damage.



## GOVERNOR ALCARASCU, LAMIA CLERIC OF HECATE

*Large monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 187 (25d10 + 50)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 13 (+1) | 15 (+2) | 14 (+2) | 19 (+4) | 18 (+4) |

**Saving Throws** Wis +9, Cha +9

**Skills** Deception +14, Insight +9, Persuasion +9, Religion +7, Stealth +6

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common

**Challenge** 14 (11,500 XP)

**Innate Spellcasting.** The lamia's spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells,

requiring no material components:

At will: *disguise self* (any humanoid form), *major image*

3/day each: *charm person*, *mirror image*, *scrying*, *suggestion*

1/day each: *geas*

### ACTIONS

**Multiattack.** The lamia makes one Claws attack and either one Dagger attack or she uses her Intoxicating Touch.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Intoxicating Touch.** *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* The target is magically cursed for one hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.



### GREEN SLIME

Green slime is corrosive, slick, and adhesive, sticking to anything it comes into contact with. Metal, flesh, organic material is especially vulnerable to the corrosive properties of the slime. It is often found in warm, humid caverns and ruins, and will be noticeable as it clings to ceilings, walls, and covers floors, usually in five-foot squares.

Green slime can detect movement within 30 feet and will drop on unsuspecting victims when they are below it; it is unable to move so much depend on unwitting prey. If a creature is aware of the presence of the slime, they

can attempt to avoid the hazard by succeeding on a DC 10 Dexterity saving throw.

The green slime secretes acid and does 5 (1d10) acid damage to any creature it comes into contact with. This damage continues on each of the creature's turns until it uses an action to remove or destroy the slime. Much like its more evolved ooze relatives, the green slime is doubly caustic to nonmagical wood and metal, doing 11 (2d10) acid damage against objects of these types.

Green slime is vulnerable to and will be destroyed by fire, cold, radiant damage, sunlight or any disease curing magic.



GRIG

Grigs are tiny fey with the upper bodies of elf-like sprites and the lower bodies of crickets. Their features vary, but they usually have wild and unruly hair of brown, silver, or green. A grig is normally about 18 inches tall and weighs about 10 pounds.

*Tiny fey, neutral good*

**Armor Class** 17 (natural armor)

**Hit Points** 4 (1d6 + 1)

**Speed** 30 ft., fly 40 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 5 (–3) | 18 (+4) | 13 (+1) | 10 (+0) | 13 (+1) | 14 (+2) |

**Saving Throws** Dex +6, Wis +3

**Skills** Athletics –1, Performance +4, Stealth +6

**Senses** darkvision 30 ft., passive Perception 11

**Languages** Common, Sylvan

**Challenge** 1 (200 XP)

**Fiddle.** Grigs are capable of rubbing their legs together like a cricket to create a sound like that of a tiny fiddle. As an action, a grig can create a tune that compels any creature within a 20-foot radius to dance and caper wildly. A DC 12 Wisdom save resists the compulsion, but those who fail are considered stunned as they dance and shuffle their feet while the grig plays its tune. A grig can maintain this effect for up to 10 turns per day by maintaining concentration. Creatures who save against the fiddle are immune to that particular grig’s fiddle effects for 24 hours.

**Innate Spellcasting.** A grig’s spellcasting ability is Charisma (save DC 12). It can cast the following spells with no material components:

3/day each: *disguise self*, *entangle*

2/day each: *invisibility*, *pyrotechnics*

ACTIONS

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +6 to hit, range 75/300 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

GUNNVOR, FIRE GIANT SKELETAL WARRIOR

*Huge undead, neutral evil*

**Armor Class** 18 (plate)

**Hit Points** 230 (20d12 + 100)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 22 (+6) | 10 (+0) | 20 (+5) | 4 (–3) | 6 (–2) | 6 (–2) |

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Giant but doesn’t speak it

**Challenge** 16 (15,000 XP)

**Evasion.** If Gunnvor is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Gunnvor instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Magic Resistance.** Gunnvor has advantage on saving throws against spells and other magical effects.

**Turn Immunity.** Gunnvor is immune to effects that turn undead.



ACTIONS

**Multiattack.** Gunnvor makes three Greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage.





Harpy Priestess ♦ Haunt ♦ Hellwasp Swarm ♦ Hierophant ♦ High Priest  
♦ High Priestess Elizara, Dowager of Death ♦ Holy Defender ♦ Huecuva

## HARPY PRIESTESS

The harpy priestess is a powerful priestess who lures victims to her nest.

*Medium monstrosity, chaotic evil*

**Armor Class** 14 (*bracers of defense*)

**Hit Points** 93 (17d8 + 17)

**Speed** 20 ft., fly 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 12 (+1) | 15 (+2) | 12 (+1) | 8 (–1) | 16 (+3) | 13 (+1) |

**Saving Throws** Wis +7, Cha +5

**Damage Resistances** fire (*ring of resistance* [fire])

**Skills** Arcana +3, Insight +7, Religion +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 10 (5,900 XP)

**Spellcasting.** The harpy priestess is a 10th-level spellcaster. Her spellcasting ability is Wisdom (save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *guidance*, *resistance*, *sacred flame*

1st (4 slots): *bane*, *command*, *cure wounds*, *shield of faith*

2nd (3 slots): *aid*, *blindness/deafness*, *spiritual weapon*

3rd (3 slots): *bestow curse*, *dispel magic*, *protection from energy*

4th (3 slots): *arcane eye*, *guardian of faith*, *locate creature*

5th (2 slots): *flame strike*, *insect plague*

## ACTIONS

**Multiattack.** The harpy makes one Claw attack and one Club attack.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**+2 Morningstar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Luring Song.** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than five feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within five feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect on it ends.

A target that successfully saves is immune to this harpy's song for the next 24 hours.





## HAUNT

The haunt is the spirit of a person who died before completing some vital task. It desires but one thing: its final rest.

*Medium undead, any alignment*

**Armor Class** 14

**Hit Points** 36 (8d8)

**Speed** 20 ft., fly 40 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 7 (–2) | 14 (+2) | 10 (+0) | 10 (+0) | 12 (+1) | 15 (+2) |

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

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Incorporeal Movement.** The haunt 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.

**Rejuvenation.** A destroyed haunt gains a new body in 1d4 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the location where the haunt was destroyed. The only way to permanently destroy a haunt is to cast *dispel evil or good* on it or complete the unfinished business which caused its spirit to remain after death.

**Location Tether.** A haunt must remain within 60 feet of the location where its body died.

**Shapechanger.** The haunt can use its action to change shape into a ball of light similar to a will-o'-wisp, or back into its true form, which is a ghostly translucent humanoid. Its statistics are the same in each form.

### ACTIONS

**Dexterity Drain (humanoid form only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Dexterity score is reduced by 1d4. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

**Etherealness.** The haunt enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Possession (humanoid form only) (recharge 6).** One humanoid that the haunt can see within five feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the haunt; the haunt then disappears, and the target is incapacitated and loses control of its body. The haunt now controls the body but doesn't deprive the target of awareness. The haunt can't



be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The haunt attempts to use the possessed body to complete the unfinished business which caused its spirit to remain after death. If it cannot do so, it attempts to kill the possessed body by any means available.

The possession lasts until the body drops to 0 hit points, the haunt ends it as a bonus action, or the haunt is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the haunt reappears in an unoccupied space within five feet of the body. The target is immune to this haunt's Possession for 24 hours after succeeding on the saving throw or after the possession ends.





## HELLWASP SWARM

A hellwasp swarm is a hive of tiny, infernal wasps that inhabit the bodies of their victims.

*Medium swarm of tiny beasts, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 156 (24d8 + 48)

**Speed** 5 ft., fly 40 ft. (hover)

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 1 (–5) | 18 (+4) | 14 (+2) | 6 (–2) | 13 (+1) | 9 (–1) |

### Damage Resistances

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 8 (3,900 XP)

**Hivemind.** Any hellwasp swarm with at least 12 hit points forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

**Inhabit.** A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires one minute, and the victim must be Small, Medium or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time by using its move action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The hellwasps quickly consume a living victim, reducing its maximum hit points by 1d4x10 percent per hour they inhabit a body. The swarm can continue to inhabit its victim even after death.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. A DC 16 Wisdom (Perception) check is required to detect the swarm's presence if the host is Medium size or larger. The Wisdom (Perception) check is reduced to DC 12 if the host is Small. A *greater restoration* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points.

## ACTIONS

**Bites (swarm has more than half HP).** *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 36 (8d8) piercing damage and target must make a DC 16 Constitution saving throw, taking 27 (6d8) poison damage on a failure or half as much on a success.

**Bites (swarm has half HP or less).** *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (4d8) piercing damage and target must make a DC 16 Constitution saving throw, taking 13 (3d8) poison damage on a failure or half as much on a success.



## HIEROPHANT

Medium humanoid (any race), any alignment

**Armor Class** 15 (breastplate)

**Hit Points** 83 (16d8)

**Speed** 30 ft.

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

**Saving Throws** Wis +9, Cha +9

**Skills** Medicine +9, Religion +8

**Senses** passive Perception 14

**Languages** Any three languages

**Challenge** 16 (15,000 XP)

**Divine Eminence.** As a bonus action, the hierophant can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the hierophant expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The hierophant is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The hierophant has the following cleric spells prepared:

0 (at will): *guidance, light, resistance, sacred flame, spare the dying*

1st (4 slots): *bless, command, cure wounds, protection from evil and good*

2nd (3 slots): *aid, prayer of healing, spiritual weapon*

3rd (3 slots): *bestow curse, mass healing word, speak with dead*

4th (3 slots): *banishment, guardian of faith, wall of fire*

5th (2 slots): *flame strike, scrying*

6th (1 slot): *heal, planar ally, true seeing*

7th (1 slot): *etherealness*

8th (1 slot): *holy aura*

### ACTIONS

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

**Divine Intervention.** The hierophant can call on its deity to intervene on its behalf. As an action, the hierophant can call upon its deity, then roll a percentile die. On a roll of 16 or lower, the hierophant's deity intervenes. The GM choose the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If the deity intervenes, the hierophant can't use this feature again for seven days. Otherwise, it can use the feature again after a long rest.

## HIGH PRIEST

Medium humanoid (any race), any alignment

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 11 (+0) | 11 (+0) | 17 (+3) | 16 (+3) |

**Saving Throws** Wis +6, Cha +6

**Skills** Insight +6, Medicine +6, Nature +6, Religion +3

**Senses** passive Perception 13

**Languages** Any three languages

**Challenge** 7 (2,900 XP)

**Divine Eminence.** As a bonus action, the high priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the high priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The high priest is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The high priest has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, command, cure wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon, suggestion*

3rd level (3 slots): *create food and water, dispel magic, mass healing word*

4th level (3 slots): *confusion, freedom of movement, guardian of faith*

5th level (2 slots): *greater restoration, mass cure wounds*

### ACTIONS

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



HIGH PRIESTESS ELIZARA, DOWAGER OF DEATH

Medium humanoid (human), lawful evil

Armor Class 25 (+3 plate, +2 shield)

Hit Points 120 (16d8 + 48)

Speed 30 ft. (20 ft. in armor)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 16 (+3) | 15 (+2) | 20 (+5) | 17 (+3) |

Saving Throws Wis +10, Cha +8

Skills Persuasion +8, Religion +7

Senses passive Perception 15

Languages Common, Infernal

Challenge 14 (11,500 XP)

Rod of Lordly Might. This rod functions as a +3 mace and has six buttons, each of which can be pressed as a bonus action:

- Button 1

The rod becomes a *flame tongue*.
- Button 2

The rod becomes a +3 *battleaxe*.
- Button 3

The rod becomes a +3 *spear*.
- Button 4

The rod transforms into a climbing pole up to 50 feet long, as you specify. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars three inches long fold out from the sides, one foot apart, to form a ladder. The pole can bear up to 4,000 pounds. More weight or lack of solid anchoring causes the rod to revert to its normal form.
- Button 5

The rod transforms into a handheld battering ram. The rod grants its user a +10 bonus to Strength checks made to break through doors, barricades, and other barriers.
- Button 6

The rod assumes or remains in its normal form and indicates magnetic north. The rod also gives you knowledge of your approximate depth beneath the ground or your height above it.

**Drain Life:** When Elizara hits a creature with a melee attack using the rod, she can force the target to make a DC 17 Constitution saving throw. On a failure, the target takes an extra 14 (4d6) necrotic damage, and Elizara gains a number of hit points equal to half that necrotic damage. This property can't be used again until the next dawn.

**Paralyze:** When she hits a creature with a melee attack using the rod, Elizara can force the target to make a DC 17 Strength saving throw. On a failure, the target is paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property can't be used again until the next dawn.

**Terrify:** While holding the rod, Elizara can use an action to force each creature she can see within 30 feet to make a DC 17 Wisdom saving throw. On a failure, a target is frightened of her for one minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself



on a success. This property can't be used again until the next dawn.

**Spellcasting.** Elizara is a 16th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). She has the following cleric spells prepared:

- Cantrips (at will): *guidance*, *resistance*, *sacred flame*, *spare the dying*, *thaumaturgy*
- 1st level (4 slots): *bane*, *cure wounds*, *divine favor*, *shield of faith*
- 2nd level (3 slots): *enhance ability*, *lesser restoration*, *spiritual weapon*
- 3rd level (3 slots): *spirit guardians*, *clairvoyance*, *dispel magic*
- 4th level (3 slots): *divination*, *freedom of movement*, *stoneskin*
- 5th level (2 slots): *flame strike*, *hold monster*, *raise dead*
- 6th level (1 slot): *blade barrier*
- 7th level (1 slot): *fire storm*
- 8th level (1 slot): *holy aura*

ACTIONS

**Multiattack.** Elizara makes two attacks with her *rod of lordly might*.

**Rod of Lordly Might. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Equipment:** +3 *plate*, +2 *shield*, *rod of lordly might*, unholy symbol of Orcus, black robes, bone and silver tiara (275 gp), 10 silver rings with various gems (50 gp each), eight miscellaneous body piercings (silver rings) with connecting silver chains (150 gp total).



## HOLY DEFENDER

*Medium humanoid (any race), lawful good*

**Armor Class** 16 (half plate)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 13 (+1) | 14 (+2) | 11 (+0) | 16 (+3) | 18 (+4) |

**Saving Throws** Str +8, Dex +5, Con +6, Int +4, Wis +10, Cha +11

**Skills** Athletics +7, Insight +6

**Condition Immunities** diseased

**Senses** passive Perception 13

**Languages** Any two languages

**Challenge** 5 (1,800 XP)

**Spellcasting.** The holy defender is an 4th-level spellcaster.

Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The holy defender has the following paladin spells prepared:

1st level (4 slots): *bless*, *command*, *cure wounds*, *heroism*

2nd level (3 slots): *aid*, *lesser restoration*, *zone of truth*

**Divine Smite.** When it hits a creature with a melee weapon attack, the holy defender can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st.

**Aura of Protection.** Whenever the holy defender or a friendly creature within 10 feet of it must make a saving throw, the creature gains a +4 bonus to the saving throw (included above). The defender must be conscious to grant this bonus.

### ACTIONS

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Lay on Hands.** The holy defender has a pool of healing power that replenishes with a long rest. With that pool, the defender can restore a total of 40 hit points. As an action, the defender can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in its pool. Alternatively, the holy defender can expend 5 hit points from its pool of healing to cure the target of one disease or neutralize one poison affecting it. The holy defender can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

## HUECUVA

Huecuva are the undead spirits of good clerics who were unfaithful to their god and turned to the path of evil before death. They are condemned to roam the earth as robed undead.

*Medium undead, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 13 (+1) | 16 (+3) | 14 (+2) | 4 (−3) | 12 (+1) | 10 (+0) |

**Skills** Perception +3, Stealth +5

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** The languages it knew in life

**Challenge** 2 (450 XP)

**Magic Weapons.** The huecuva's weapon attacks are magical.

**Shroud of Deception.** During daylight hours only, a huecuva is transformed and looks, feels, and sounds like the living creature it once was. A creature that interacts with the huecuva must succeed on a DC 14 Intelligence (Investigation) check to realize the appearance of the huecuva is an illusion. Creatures with the Keen Smell trait automatically pass the check versus the illusion as the scent of the huecuva remains that of the grave.

### ACTIONS

**Multiattack.** The huecuva makes two Claws attacks.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the poisoned target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

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## Ilban ♦ Ilban (Mantis Form) ♦ Iron Cobra ♦ Iron Cobra, Huge ♦ Iron Golem Hydra

### ILBAN

*Medium humanoid (human), neutral evil*

**Armor Class** 20 (+2 chitin half plate, +1 insect carapace shield)

**Hit Points** 60 (11d8 + 11)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 14 (+2) | 13 (+1) | 8 (–1) | 17 (+3) | 16 (+3) |

**Saving Throws** Int +3, Wis +7

**Skills** Perception +7, Survival +7

**Condition Immunities** poisoned, charm and frighten from fey or elementals, diseased

**Senses** passive Perception 17

**Languages** Common, Druidic

**Challenge** 9 (5,000 XP)

**Spellcasting.** Ilban is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *hold person*, *hold person*, *spike growth*, *spike growth*

3rd level (3 slots): *call lightning*, *sleet storm*, *slow*

4th level (3 slots): *freedom of movement*, *giant insect*, *ice storm*, *polymorph*, *stoneskin*

5th level (2 slots): *commune with nature*, *cone of cold*, *contagion*, *insect plague*

**Wildshape.** Ilban's deity has granted him the ability to use an action to wildshape into an enormous spider. He can do this three times per day and maintains his spellcasting ability while in the new shape.

### ACTIONS

**+1 Sickle.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

**Equipment.** +2 chitin half plate armor, +1 insect carapace shield, ring of mind shielding

### ILBAN (MANTIS FORM)

*Large beast, neutral evil*

**Armor Class** 20 (natural armor)

**Hit Points** 143 (22d10 + 22)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 12 (+1) | 13 (+1) | 8 (–1) | 17 (+3) | 1 (–5) |

**Saving Throws** Int +1, Wis +7

**Skills** Perception +7, Survival +7

**Condition Immunities** poisoned, charm and frighten from fey or elementals, diseased

**Senses** passive Perception 17

**Languages** Common, Druidic

**Challenge** 9 (5,000 XP)

**Spellcasting.** Ilban is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *hold person*, *hold person*, *spike growth*, *spike growth*

3rd level (3 slots): *call lightning*, *sleet storm*, *slow*

4th level (3 slots): *freedom of movement*, *giant insect*, *ice storm*, *polymorph*, *stoneskin*

5th level (2 slots): *commune with nature*, *cone of cold*, *contagion*, *insect plague*

**Sudden Strike.** While in mantis form, Ilban has advantage on any attacks made during a surprise round.

### ACTIONS

**Multiattack.** While in mantis form, Ilban makes two Claw attacks. He may also make one Mandible attack against a grappled opponent as a bonus action.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target is grappled (escape DC 15). Ilban has two claws, each of which can grapple only one target at a time. Ilban can make one mandible attack against a grappled target as a bonus action each turn.

**Mandibles.** *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.



## IRON COBRA

The iron cobra is a construct that resembles a small, three-foot-long cobra. Its eyes give it an evil and determined — and almost intelligent — look.

*Small construct, unaligned*

**Armor Class:** 19 (natural armor)

**Hit Points** 33 (6d6 + 6)

**Speed:** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 15 (+2) | 13 (+1) | 1 (–5) | 11 (+0) | 1 (–5) |

**Skills:** Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks.

**Damage Immunities** poison, psychic, necrotic

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

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 1 (200 XP)

**Find Target.** Once per day, an iron cobra's creator can order it to find and kill a specific creature within one mile, which it does as if guided by *locate creature*. The creator must have

seen or be holding an item from the specified creature for this order to function.

**Poison.** An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for three successful bite attacks, after which

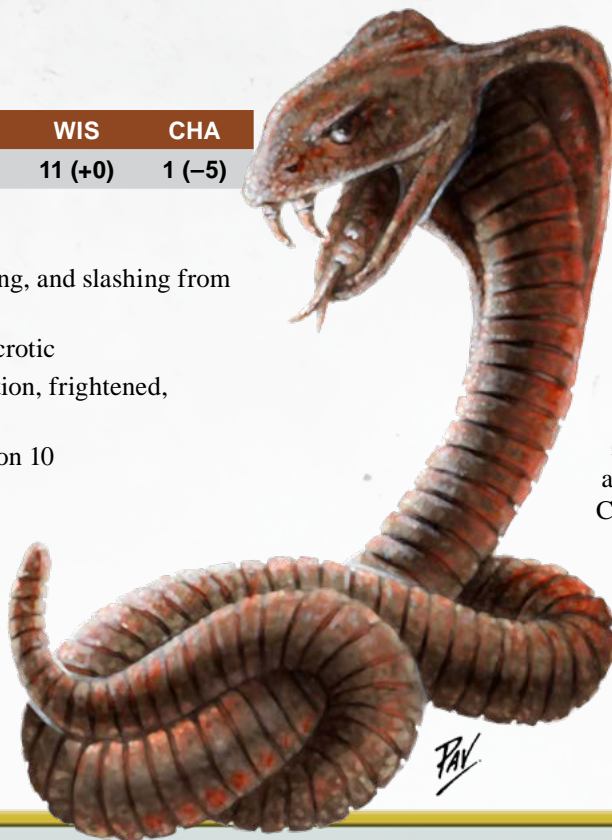
the creature merely deals bite damage. Refilling the reservoir takes five rounds. The creator can fill the reservoir with any poison, though acid, alchemical substances, and even stranger liquids have been used.

### ACTIONS

**Bite. Melee Weapon Attack:**

+4 to hit, reach 5 ft., one target.

**Hit:** 4 (1d3 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.



## IRON COBRA, HUGE

This massive iron cobra is 15 to 20 feet tall when it rises up against its enemies.

*Huge construct, unaligned*

**Armor Class:** 16 (natural armor)

**Hit Points** 147 (14d12 + 56)

**Speed:** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 11 (+0) | 18 (+4) | 1 (–5) | 11 (+0) | 1 (–5) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks.

**Damage Immunities** poison, psychic, necrotic

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

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 7 (2,900 XP)

**Find Target.** Once per day, an iron cobra's creator can order it to find and kill a specific creature within one mile, which it does as if guided by *locate creature*. The creator must have seen or be holding an item from the specified creature for this order to function.

**Poison.** An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. A huge iron cobra's reservoir holds enough poison for eight successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes five rounds. The creator can fill the reservoir with any poison, though acid, alchemical substances, and even stranger liquids have been used.

### ACTIONS

**Bite. Melee Weapon Attack:** +8 to hit, reach 15 ft., one target. **Hit:** 27 (5d8 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.





## IRON GOLEM HYDRA

This construct's iron body mimics the living hydra, with five heads that can sever limbs and with a bite. The heads exhale a poison breath.

*Huge construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 253 (22d12 + 110)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 12 (+1) | 20 (+5) | 2 (−4) | 10 (+0) | 7 (−2) |

**Skills** Perception +5

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

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

**Senses** darkvision 60 ft., passive Perception 15

**Challenge** 14 (11,500 XP)

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

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

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

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

**Multiple Heads.** The hydra golem has five heads. While it has more than one head, the hydra golem has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra golem takes 50 or more damage in a single turn, one of its heads dies. If all of its heads die, the hydra golem dies.

**Reactive Heads.** For each head the hydra golem has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra golem sleeps, at least one of its heads is awake.

## ACTIONS

**Multiattack.** The hydra golem makes as many Vorpal Bite attacks as it has heads.

**Vorpal Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. When the hydra attacks a creature that has at least one head and rolls a 20 on the attack roll, the hydra cuts off one of the creature's heads. The creature dies if it cannot survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or if you decide that the creature is too big for its head to be cut off with this bite. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

**Poison Breath (recharge 5–6).** The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.





Jerhorw ♦ Juká Blausk (Green Hag Cleric)  
♦ Jurbarkus, Aerial Lord and High Priest of Pazuzu

## JERHORW

Medium humanoid (human), chaotic evil

**Armor Class** 23 (+1 plate, +2 shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 18 (+4) | 14 (+2) | 16 (+3) | 10 (+0) | 19 (+4) | 5 (−3) |

**Saving Throws** Wis +8, Cha +1

**Skills** History +4, Religion +4

**Senses** passive Perception 14

**Languages** Abyssal, Common

**Challenge** 10 (5,900 XP)

**Mace of Terror.** This magical weapon has three charges. While holding it, Jerhorw can use an action and expend one charge to release a wave of terror. Each creature of his choice in a 30-foot radius must succeed on a DC 15 Wisdom saving throw or become Frightened of him for one minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. The mace regains 1d3 expended charges daily at dawn.

**Spellcasting.** Jerhorw is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *light*, *sacred flame*

1st level (4 slots): *bane*, *command*, *inflict wounds*, *protection from good and evil*

2nd level (3 slots): *aid*, *continual flame*, *hold person*

3rd level (3 slots): *animate dead*, *dispel magic*, *vampiric touch*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*

5th level (2 slots): *contagion*, *greater restoration*

6th level (1 slots): *harm*

## ACTIONS

**Multiattack.** Jerhorw makes three *Mace of terror* attacks.

**+1 Mace of Terror.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

**Equipment:** +1 plate, +2 shield, +1 mace of terror, four vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.

## JURBARKUS, AERIAL LORD

### AND HIGH PRIEST OF PAZUZU

Medium humanoid (human), chaotic evil

**Armor Class** 14 (cloak of protection)

**Hit Points** 101 (14d8 + 28)

**Speed** 30 ft., fly 60 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA    |
|--------|---------|---------|---------|---------|--------|
| 8 (−1) | 16 (+3) | 14 (+2) | 16 (+3) | 19 (+4) | 9 (−1) |

**Saving Throws** Str +0, Dex +4, Con +3, Int +4, Wis +9, Cha +4

**Skills** Persuasion +3, Religion +7

**Damage Resistances** force (immune to *magic missile*)

**Senses** passive Perception 14

**Languages** Abyssal, Common

**Challenge** 11 (7,200 XP)

**Channel Divinity (touch of death).** Three times per day when Jurbarkus hits a creature with a melee attack, he can deal 33 extra points of necrotic damage to the target. This ability ignores resistance to necrotic damage. Jurbarkus recovers this ability with a long rest.

**Fly.** Jurbarkus' demon master has granted him a blessing in the form of a permanent *fly* spell.

**Spellcasting.** Jurbarkus is a 14th-level spellcaster. His spellcasting ability is Wisdom (save DC 17, +9 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*, *thaumaturgy*

1st (4 slots): *command*, *inflict wounds*, *ray of sickness*, *shield of faith*

2nd (3 slots): *blindness/deafness*, *gust of wind*, *ray of enfeeblement*, *spiritual weapon*

3rd (3 slots): *bestow curse*, *dispel magic*, *protection from energy*, *vampiric touch*



## JUKÁ BLAUSK (GREEN HAG CLERIC)

*Medium fey, neutral evil*

**Armor Class** 18 (+3 padded)

**Hit Points** 180 (24d8 + 72)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 16 (+3) | 13 (+1) | 17 (+3) | 14 (+2) |

**Saving Throws** Wis +7, Cha +6

**Skills** Arcana +5, Deception +6, Insight +7, Perception +7, Persuasion +6, Stealth +8 (disadvantage due to armor)

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Giant, Sylvan

**Challenge** 10 (5,900 XP)

**Amphibious.** The hag can breathe air and water.

**Innate Spellcasting.** The hag's spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

**Mimicry.** The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

**Spellcasting.** Juká is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *resistance*

4th (3 slots): *blight*, *death ward*, *freedom of movement*

5th (2 slots): *antilife shell*, *cloudkill*

6th (1 slot): *harm*

7th (1 slot): *fire storm*

### ACTIONS

**+2 Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 4 (1d8) necrotic damage.

**Equipment:** *ring of djinni summoning* (Pasha Kaltopen), *ring of evasion*, *cloak of protection*, *brooch of shielding*, +2 quarterstaff.

1st level (4 slots): *bane*, *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *aid*, *hold person*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *protection from energy*, *tongues*

4th level (2 slots): *banishment*, *death ward*

### ACTIONS

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

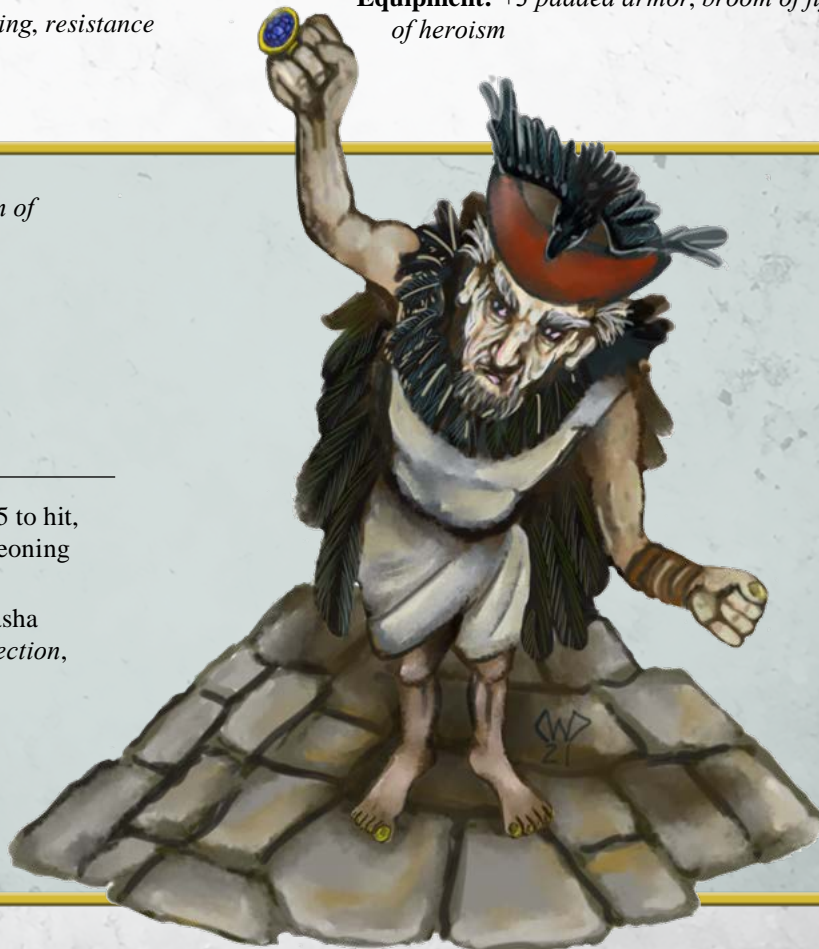
*Hit:* 13 (2d8 + 4) slashing damage.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

**Invisible Passage.** The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

**Equipment:** +3 padded armor, broom of flying, potion of heroism







## Kaluzhka, Medusa Priestess ♦ Kamarupa ♦ Knobloch the Cruciate ♦ Krail

### KALUZHKA, MEDUSA PRIESTESS

*Medium monstrosity, lawful evil*

**Armor Class** 19 (+3 *scale mail*)

**Hit Points** 217 (29d8 + 87)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 17 (+3) | 16 (+3) | 12 (+1) | 15 (+2) | 17 (+3) |

**Saving Throws** Wis +7, Cha +8

**Skills** Deception +8, Insight +7, Perception +7, Persuasion +8, Religion +6, Stealth +8 (disadvantage from armor worn)

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common

**Challenge** 15 (13,000 XP)

**Petrifying Gaze.** When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 18 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

**Spellcasting.** Kaluzhka is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *cure wounds*, *shield of faith*

2nd level (3 slots): *aid*, *enhance ability*, *see invisibility*

3rd level (3 slots): *bestow curse*, *dispel magic*, *meld into stone*

4th level (3 slots): *death ward*, *divination*, *stone shape*



5th level (2 slots): *flame strike*, *scrying*

6th level (1 slot): *harm*

### ACTIONS

**Multiattack.** The medusa makes either one Snake Hair attack and two Dagger attacks or two Longbow attacks.

**+2 Dagger.** *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

**+3 Longbow.** *Ranged Weapon Attack:* +11 to hit, range 150 ft./600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

**Snake Hair.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing plus 14 (4d6) poison damage.

**Equipment:** +2 dagger, +3 longbow, +3 *scale mail*, *arrows of slaying* (gnomes), *arrow of slaying* (halflings), two *potions of heroism*, 24 silver arrows, *spell scroll* with *alter self*, *enhance ability*, and *rope trick*, *spell scroll* with *cloudkill*, *contagion*, and *flame strike*, a *wand of fireballs*, ruby-encrusted platinum necklace and earrings (5,250 gp), eight platinum rings each with different gemstones symbolizing a school of magic (500 gp each), unholy symbol of Hecate



## KAMARUPA

A kamarupa's hollow eyes and mouth are black voids, and its facial features twist and stretch into a nightmarish appearance. Kamarupa are the distorted souls of evil priests betrayed and sacrificed to their deity.

*Medium undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 170 (20d8 + 80)

**Speed** 40 ft., fly 80 ft.

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

**Skills** Arcana +5, Athletics +3, History +5, Intimidation +5, Perception +6, Religion +5, Stealth +6

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60ft, passive Perception 16

**Languages** Any languages spoken in life

**Challenge** 7 (2,900 XP)

**Deadly Touch.** Creatures hit by a kamarupa's incorporeal touch must make a DC 13 Constitution saving throw or die as the touch stops its heart. If the target has more than 30 hit points, this spell fails. Even if the save is successful, the creature suffers 7 (2d6) necrotic damage as the kamarupa clutches its heart. Often, a creature surviving a touch attack acquires a harmless trait or characteristic for 2d4 months. Traits can be a white streak of hair, a nervous twitch, pale complexion, or dilated eyes.

**Frightful Gaze.** A kamarupa's glance creates dread in living beings at a range of up to 30 feet. Creatures meeting the gaze must make a DC 13 Constitution saving throw or be frightened for 1d6 rounds.

**Incorporeal Movement.** The kamarupa 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.

**Nightmare.** Once per night, a kamarupa places a nightmare on one creature it has encountered. They prefer to send the nightmare to particularly powerful opponents or priests night after night until the opponent dies. Those subject to the kamarupa's nightmare trait cannot sleep restfully, take 5 (1d10) psychic damage, suffer one level of exhaustion, and are unable to regain arcane spells for each consecutive night that they are affected. A creature that successfully saves is immune to the nightmare for 24 hours. The target can make a DC 13 Constitution saving throw each night to end the condition. The nightmare can be eliminated with a *remove curse* or *greater restoration* spell. Any accumulated levels of exhaustion must still be recovered normally.

**Powerless in Sunlight.** Kamarupas are powerless in natural sunlight (not merely magical light) and flee before it. A kamarupa caught in sunlight cannot take an action and can



only move each round. Kamarupas lose one-third of their hit points each round spent in direct sunlight.

**Unnatural Aura.** Beasts of Intelligence 3 or lower sense the kamarupa's unnatural presence at 30 feet. They are frightened if forced to get closer and remain panicked while within range.

### ACTIONS

**Incorporeal Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage. Creatures with fewer than 30 hit points hit by a kamarupa's incorporeal touch must make a DC 13 Constitution saving throw or die as the touch stops its heart. If the save is successful or if the creature has more than 30 hit points, the creature suffers 7 (2d6) necrotic damage as the kamarupa clutches its heart. Often, a creature surviving a touch attack acquires a harmless trait or characteristic for 2d4 months. Traits can be a white streak of hair, a nervous twitch, pale complexion, or dilated eyes.



## Knobloch the Cruciate

Medium humanoid (half-orc), chaotic evil

**Armor Class** 20 (+3 scale mail, ring of protection)

**Hit Points** 180 (19d8 + 95)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 18 (+4) | 16 (+3) | 20 (+5) | 10 (+0) | 14 (+2) | 9 (–1) |

**Skills** Intimidation +4, Medicine +7, Religion +5

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 13 (10,000 XP)

**Longsword of Wounding.** Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when he hits a creature with an attack, Knobloch can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time Knobloch wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternately, the wounded

creature or a creature within five feet of it can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

**Reckless.** At the start of his turn, Knobloch can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

**Spellcasting.** Knobloch is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*

1st level (4 slots): *cure wounds*, *false life*, *inflict wounds*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *hold person*, *ray of enfeeblement*

### ACTIONS

**Longsword of Wounding. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

**Equipment:** +3 scalemail, longsword of wounding, ring of resistance (fire), ring of protection, two potions of greater healing, potion heroism, potion of invulnerability.

## Krail

Large fiend (demon), chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 300 (24d10 + 168)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 25 (+7) | 11 (+0) | 25 (+7) | 6 (–2) | 13 (+1) | 14 (+2) |

**Saving Throws** Str +13, Dex +6, Con +13, Wis +7

**Skills** Athletics +13, Perception +7, Survival +7

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 17

**Languages** Abyssal, Draconic

**Challenge** 17 (18,000 XP)

**Charge.** If the Krail moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

**Labyrinthine Recall.** The Krail can perfectly recall any path

it has traveled.

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

**Siege Monster.** The Krail deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The Krail makes two Fist attacks and one Hoof attack, or it can make one Oversized Greataxe attack and one Hoof attack.

**Fist. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target. **Hit:** 16 (2d8 + 7) bludgeoning damage.

**Gore. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target. **Hit:** 45 (7d10 + 7) piercing damage.

**Oversized Greataxe. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. **Hit:** 26 (3d12 + 7) slashing damage.

**Hoof. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. **Hit:** 18 (2d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

**Petrifying Breath (recharge 5-6).** The Krail exhales petrifying gas in a 30-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.





Lavina Du Vaine (Ghost) ♦ Leaching Eye ♦ Leucrotta ♦ Lich Shade  
♦ Lillend ♦ Liseldona ♦ Lord Arnsworth Du Vaine ♦ Lord Dunraith  
♦ Loufein ♦ Lycanthrope, Werehyena

## LAVINA DU VAINÉ (GHOST)

Small undead, neutral good

**Armor Class** 13

**Hit Points** 18 (4d8)

**Speed** 0 ft., fly 30 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 5 (–3) | 14 (+2) | 10 (+0) | 10 (+0) | 12 (+1) | 17 (+3) |

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

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 1/2 (100 XP)

**Breeze** <sup>A4</sup>. A gentle wind blows in the presence of Lavina. Light objects such as leaves, curtains, or clothing sway in the breeze. The breeze can be localized around her or fill an area around the ghost with a radius of five feet per hit die of the spirit.

**Ethereal Sight.** Lavina can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

**Incorporeal Movement.** Lavina can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

**Turn Immunity.** Lavina is immune to effects that turn undead.

**Teleport Objects** <sup>A4</sup>. As an action, Lavina can teleport unattended inanimate objects weighing up to 10 pounds. She can teleport these objects anywhere within one mile of its current location. Lavina tends to use this ability to make toys appear randomly throughout the lower levels of the manor.

**Rejuvenation.** If Lavina is destroyed, she returns in 1d4 hours and regains all her hit points. Only a wish spell can prevent this trait from functioning.

## ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

**Etherealness.** Lavina enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.





LEACHING EYE

This translucent corpuscle of crimson ooze has a central black nucleus floating in its interior. The rolling fluidic mass of congealed slime has skin lined with thousands of tiny needles. (See the **New Monster: Leaching Eye** sidebar for more details.)

Large ooze, unaligned

**Armor Class** 7  
**Hit Points** 114 (12d10 + 48)  
**Speed** 20 ft., climb 20 ft.

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 16 (+3) | 5 (−3) | 18 (+4) | 1 (−5) | 6 (−2) | 1 (−5) |

**Damage Immunities** acid, cold, lightning, piercing, slashing  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone  
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8  
**Languages** —  
**Challenge** 6 (2,300 XP)

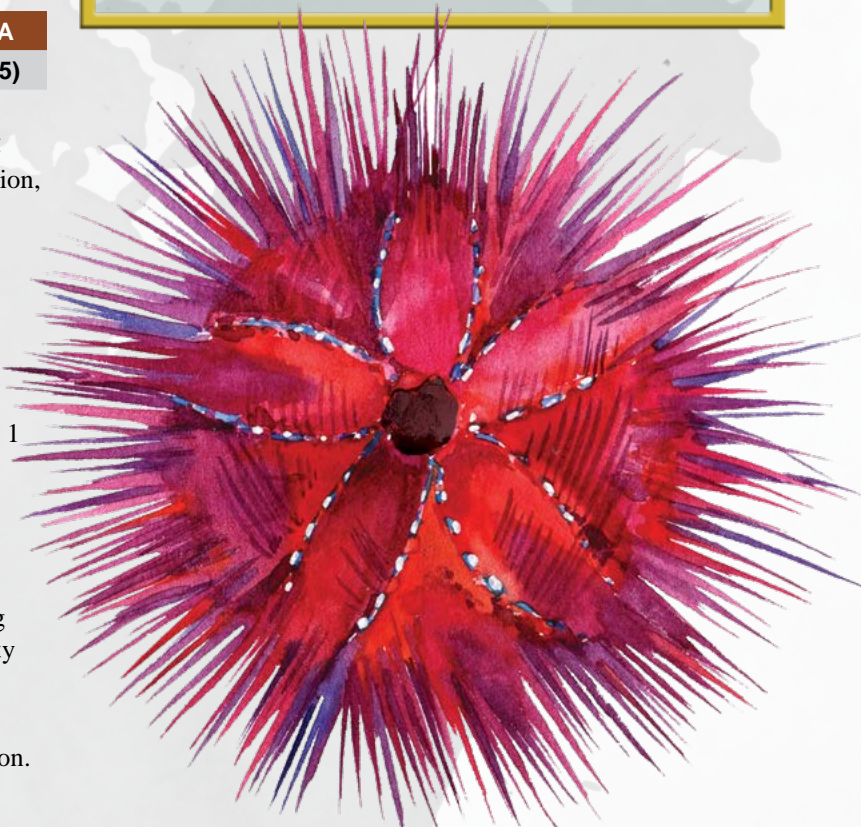
**Amorphous.** The eye can move through a space as narrow as 1 inch wide without squeezing.  
**Needle Body.** A creature that touches the eye or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage.  
**Spider Climb.** The eye can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.  
**Draining Slam.** If the eye hits a creature with a Pseudopod attack, it may use its Blood Drain against it as a bonus action.

ACTIONS

**Multiattack.** The eye makes a Pseudopod attack, uses its Engulf, and uses its Blood Drain.  
**Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage and must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The creature may repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.  
**Engulf.** The eye moves up to its speed. While doing so, it can enter the spaces of creatures its size or smaller. Whenever the eye enters a creature’s space, the creature must make a DC 14 Dexterity saving throw.  
On a successful save, the creature can choose to be pushed 5 feet back or to the side of the eye. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.  
On a failed save, the eye enters the creature’s space, and the creature takes 10 (3d6) piercing damage and is engulfed. The engulfed creature can’t breathe, is restrained, and takes 10 (3d6) piercing damage at the start of each of the eye’s turns. The engulfed creature must also succeed on a DC 14

NEW MONSTER: LEACHING EYE

A leaching eye rolls and oozes along the terrain with a grating sound like a wire brush scouring stone. It typically takes the form of a large sphere resembling a translucent sea urchin with a black nucleus. Unlike most oozes, a leaching eye has a prickly congealed membrane. Its thick cactus-like skin is highly mutable. It can squeeze down to an inch in height if needed.



Constitution saving throw or be paralyzed for one minute. The engulfed creature may repeat this saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success. When the eye moves, the engulfed creature moves with it.  
An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within five feet of the eye.  
**Blood Drain.** The eye drains blood from a creature it has hit with a Pseudopod attack or which it has engulfed. The creature takes 21 (6d6) necrotic damage, and the eye regains hit points equal to that amount.

REACTIONS

**Split.** When an eye that is Medium or larger is subjected to lightning or slashing damage, it splits into two new eyes if it has at least 10 hit points. Each new eye has hit points equal to half the original eye’s, rounded down. New eyes are one size smaller than the original pudding.



## LEUCROTTA

A leucrotta has the body of a stag, the head of a badger, and a leonine tail. It has bony, yellow-gray ridges for teeth and burning, feral red eyes. The stench of rotting corpses surrounds the beast, and its breath reeks of the grave.

*Large monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d10 + 6)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA     |
|---------|---------|---------|--------|--------|---------|
| 14 (+2) | 14 (+2) | 12 (+1) | 8 (–1) | 9 (–1) | 12 (+1) |

**Saving Throws** Wis +1, Cha +3

**Skills** Acrobatics +4, Deception +5, Stealth +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Leucrotta (Unique)

**Challenge** 2 (450 XP)

**Armor-Piercing Bite.** The bony ridges that a leucrotta has for teeth can chew through metal or wood. When a leucrotta scores a critical hit with its bite attack, the target's armor or shield (GM's choice), if any, loses one point of armor protection; e.g., a damaged shield provides just one point of AC instead of two, or a chain shirt provides AC 12 + Dex mod instead of AC 13 + Dex mod. This damage is cumulative, but it can be repaired by an armorer for 20% of the armor or shield's new cost per critical hit inflicted on it. Magical properties continue to function while the armor or shield is damaged.

**Kicking Retreat.** When a leucrotta turns to flee, it instinctively kicks with both rear legs as a bonus action before racing away. The leucrotta still provokes an opportunity attack when it leaves another creature's reach.

**Mimic Voice.** A leucrotta can mimic the voice of a man, woman, child, or a domestic animal in pain. This is often used to lure a victim into attack range. To mimic a voice, the leucrotta must make a Charisma (Deception) check opposed by the passive Perception of any listeners. Characters who expressly try to determine whether the sound is mimicry can make an active Wisdom (Perception) check instead.

### ACTIONS

**Multiattack.** A leucrotta makes one Bite attack and one Kick attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

**Kick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature behind the leucrotta. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is knocked prone.





## LICH SHADE

Lich shades are evil creatures who attempted to achieve lichdom but failed. The creature is not destroyed, nor does it become a lich, it becomes something in between.

*Medium undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 85 (9d8 + 45)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 16 (+3) | 20 (+5) | 18 (+4) | 16 (+3) | 13 (+1) |

**Skills** Arcana +7, History +7, Insight +6, Perception +6

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

**Damage Immunities** necrotic

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

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Infernal, plus up to four other languages

**Save** Wis +6, Cha +7

**Skills** Arcana +5, Insight +6, Nature +5, Perception +6, Religion +5

**Challenge** 8 (3,900 XP)

**Death Throes.** When the lich shade drops to 0 hit points, it explodes in a cloud of dust in a 10-foot radius. Creatures within this area must make a DC 16 Constitution saving throw. On a failed saving throw, the creature takes 22 (4d10) necrotic damage, and the creature's maximum hit points are reduced by the same amount. If a creature's maximum hit points are reduced to 0, it dies. Magic such as *greater restoration* is necessary to cure this effect. On a successful saving throw, the creature takes half damage and is poisoned for 1 minute, but its maximum hit points are unaffected.

**Magic Resistance.** The lich shade has advantage on saving throws against spells and other magical effects.

**Magic Weapon.** The lich shade's weapon attacks are magical.

### ACTIONS

**Multiattack.** The lich shade makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

**Hit:** 12 (2d8 + 3) slashing damage plus 11 (2d10) cold damage.

### REACTIONS

**Spell Leech.** When a creature the lich shade can see within 30 feet of it casts a spell of 1st level or higher, the lich shade can counter the spell, as if the lich shade had cast *counterspell*. If the lich shade attempts to leech a spell of 4th level or higher, it must make an Intelligence ability check. The DC for this check is 10 + the spell's level.



If the spell leech is successful, the lich shade absorbs the magical energy and can use it only on its next turn in one of the following ways:

**Cast.** The lich shade can cast the spell as an action on its turn, using the original caster's spell save DC and spell attack modifier.

**Eldritch Bolt.** The lich shade chooses one creature it can see within 60 feet of it as an action. That creature must make a DC 16 Dexterity saving throw, taking 22 (4d10) force damage on a failed saving throw, or half as much damage on a successful one.

**Heal.** The lich shade uses an action to regain 22 (4d10) hit points, up to its maximum hit points.

If the lich shade does not use the absorbed magic, it fades at the end of its next turn.



## LILLEND

Lillends have the torsos of beautiful elven women but the lower bodies of serpents. They average 20 feet in length and weigh 3,800 pounds.

*Large celestial, chaotic good*

**Armor Class** 18 (natural armor)

**Hit Points** 171 (18d10 + 72)

**Speed** 30 ft., fly 60 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 17 (+3) | 18 (+4) | 14 (+2) | 16 (+3) | 10 (+5) |

**Saving Throws** Wis +6, Cha +8

**Skills** Arcana +5, Insight +6, Nature +5, Perception +6, Religion +5

**Damage Immunities** lightning, poison

**Condition Immunities** petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Celestial, Draconic, Infernal

**Challenge** 7 (2,900 XP)

**Bardic Ability.** A lillend has the performance ability of a 6th level bard, granting access to the features Bardic Inspiration (5/day, 1d8), Song of Rest (1d6), Font of Inspiration, and Countercharm.

**Innate Spellcasting.** The lillend's spellcasting ability is

Charisma (spell save DC 16). The lillend can innately cast the following spells, requiring no material components:

1/day each: *hold monster*, *speak with animals*, *speak with plants*

3/day each: *cure wounds*, *darkness*, *hallucinatory terrain*, *knock*, *light*

**Spellcasting.** The lillend is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The lillend has the following bard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *friends*, *mage hand*, *prestidigitation*

1st level (4 slots): *charm person*, *healing word*, *sleep*

2nd level (3 slots): *hold person*, *invisibility*

3rd level (3 slots): *dispel magic*, *hypnotic pattern*

4th level (1 slots): *confusion*

## ACTIONS

**Multiattack.** A lillend makes two Longsword attacks and one Tail Slap attack.

**+1 Longsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

**Constrict.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the lillend can't constrict another target.

## LISELDONA

*Medium humanoid (human), lawful evil*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 52 (15d8 – 15)

**Speed** 30 ft.

| STR    | DEX     | CON    | INT     | WIS     | CHA     |
|--------|---------|--------|---------|---------|---------|
| 8 (–1) | 15 (+2) | 9 (–1) | 20 (+5) | 11 (+0) | 10 (+0) |

**Saving Throws** Int +9, Wis +4

**Skills** Arcana +9, Insight +4

**Senses** passive Perception 10

**Languages** Common, Infernal

**Challenge** 12 (8,400 XP)

**Mantle of Spell Resistance.** Liseldona has advantage on all saving throws against magic and magical effects.

**Spellcasting.** Liseldona is a 15th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *minor illusion*,

*shocking grasp*, *true strike*

1st level (4 slots): *disguise self*, *mage armor*, *protection from evil and good*, *shield*

2nd level (3 slots): *acid arrow*, *blur*, *mirror image*

3rd level (3 slots): *dispel magic*, *fireball*, *vampiric touch*

4th level (3 slots): *black tentacles*, *greater invisibility*, *stoneskin*

5th level (2 slots): *cloudkill*, *dominate person*

6th level (1 slot): *disintegrate*

7th level (1 slot): *project image*

8th level (1 slot): *incendiary cloud*

## ACTIONS

**+3 Silver Dagger.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

**Equipment:** +3 *silver dagger*, *mantle of spell resistance*, *ring of three wishes* (1 remaining), *spell scroll with finger of death*, *prismatic spray*, *reverse gravity*, and a *wand of the war mage* +2



## LORD ARNSWORTH DU VAINÉ

*Medium undead, chaotic neutral*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 115 (21d8 + 21)

**Speed** 0 ft., fly 40 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 7 (–2) | 14 (+2) | 12 (+1) | 18 (+4) | 12 (+1) | 17 (+3) |

**Saving Throws** Int +9, Cha +8

**Skills** Arcana +14, History +14, Perception +6, Stealth +7

**Damage Resistances** acid, damage from spells, fire, lightning, thunder

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Dwarvish, Elvish, Goblin

**Challenge** 13 (10,000 XP)

**Ethereal Sight.** Lord Arnsworth Du Vainé can see 60 feet into the Ethereal Plane when he is on the Material Plane, and vice versa.

**Incorporeal Movement.** Lord Arnsworth Du Vainé can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends its turn inside an object.

**Spellcasting.** Lord Arnsworth Du Vainé is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Lord Arnsworth Du Vainé can cast *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *mage hand*, *shocking grasp*

1st level (4 slots): *fog cloud*, *mage armor*\*, *magic missile*

2nd level (3 slots): *blindness/deafness*, *knock*, *mirror image*, *misty step*

3rd level (3 slots): *bestow curse*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *black tentacles*, *greater invisibility*, *phantasmal killer*, *polymorph*

5th level (3 slots): *cloudkill*, *dominate person*, *wall of force*

6th level (1 slot): *eyebite*

7th level (1 slot): *arcane sword*, *mirage arcane*

8th level (1 slot): *antimagic field*

9th level (1 slot): *true polymorph*

\* Lord Arnsworth Du Vainé casts this spell on himself before combat.

**Rejuvenation.** If he dies, Lord Arnsworth Du Vainé returns to life in 1d6 days and regains all his hit points. Only a *wish* spell can prevent this trait from functioning.

**Familiar.** Lord Arnsworth Du Vainé has a ghost cat familiar named Mr. Giggles with whom he can communicate telepathically and through whom he can deliver spells with a range of touch.

**Staff of Abjuration.** Lord Arnsworth Du Vainé casts spells from his *staff of abjuration* <sup>A2</sup>.

**Turn Immunity.** Lord Arnsworth Du Vainé is immune to effects that turn undead.

**Unnatural Aura** <sup>A4</sup>. Animals sense Lord Arnsworth at a distance of 30 feet. They do not willingly approach and panic if forced to do so. They remain panicked for as long as they are near the spirit.

## ACTIONS

**Multiattack.** Lord Arnsworth Du Vainé makes two Withering Touch attacks.

**Withering Touch.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (7d6 + 3) necrotic damage.

**Etherealness.** Lord Arnsworth Du Vainé enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 feet of Lord Arnsworth Du Vainé that can see him must succeed on a DC 15 Wisdom saving throw or be frightened for one minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Lord Arnsworth Du Vainé's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

**Possession (recharge 6).** One humanoid that Lord Arnsworth Du Vainé can see within 5 feet of him must succeed on a DC 15 Charisma saving throw or be possessed by Lord Arnsworth Du Vainé; Lord Arnsworth Du Vainé then disappears, and the target is incapacitated and loses control of its body. Lord Arnsworth Du Vainé now controls the body but doesn't deprive the target of awareness. Lord Arnsworth Du Vainé can't be targeted by any attack, spell, or other effect, except ones that turn undead, and he retains his alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. He otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, Lord Arnsworth Du Vainé ends it as a bonus action, or Lord Arnsworth Du Vainé is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, Lord Arnsworth Du Vainé reappears in an unoccupied space within 5 feet of the body. The target is immune to Lord Arnsworth Du Vainé's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



## LORD DUNRAITH

Medium humanoid (human), neutral

**Armor Class** 17 (+2 studded leather)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 11 (+0) | 13 (+1) | 14 (+2) | 17 (+3) |

**Saving Throws** Dex +6, Int +4

**Skills** Acrobatics +6, Perception +5, Sleight of Hand +6, Stealth +9

**Senses** passive Perception 15

**Languages** Common, Druidic

**Challenge** 6 (2,300 XP)

**Cunning Action.** Dunraith can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Evasion.** When Dunraith is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Sneak Attack.** Once per turn, Dunraith can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll.

### ACTIONS

**Multiattack.** Dunraith makes two Rapier attacks.

**+1 Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Equipment.** +2 studded leather armor, +1 rapier, wand of fireballs, potion of invisibility, two potions of greater healing.

## LOUFEIN

Medium humanoid (human), chaotic evil

**Armor Class** 17 (+2 leather)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 17 (+3) | 11 (+0) | 18 (+4) | 10 (+0) |

**Saving Throws** Wis +8, Cha +4

**Skills** History +4, Religion +4

**Senses** passive Perception 14

**Languages** Abyssal, Common

**Challenge** 10 (5,900 XP)

**Reckless.** At the start of his turn, Loufein can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

**Spellcasting.** Loufein is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *light*, *sacred flame*

1st level (4 slots): *bless*, *command*, *cure wounds*, *shield of faith*

2nd level (3 slots): *aid*, *blindness/deafness*, *lesser restoration*

3rd level (3 slots): *animate dead*, *dispel magic*, *protection from energy*

4th level (3 slots): *divination*, *freedom of movement*, *stone shape*



5th level (2 slots): *contagion*, *flame strike*

6th level (1 slots): *harm*

### ACTIONS

**Multiattack.** Loufein makes two Greatsword attacks.

**+3 Greatsword.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Equipment:** +2 leather armor, +3 greatsword, four vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.



## LYCANTHROPE, WEREHYENA

Werehyenas are a rare lycanthrope most often found in hot plains, veldt, and grasslands where ordinary hyenas live. Gnolls and flinds, with their close kinship to hyenas, often voluntarily become werehyenas, and gain considerable prestige and fear from their fellow creatures.

*Medium humanoid (shapechanger), chaotic evil*

**Armor Class** 12

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 16 (+3) | 10 (+0) | 15 (+2) | 10 (+0) |

**Skills** Perception +5, Stealth +5

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silver

**Senses** passive Perception 15

**Languages** Common

**Challenge** 6 (2,300 XP)

**Keen Hearing and Smell.** The werehyena has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Rampage.** When the werehyena reduces a creature to 0 hit points with a melee attack on its turn, the werehyena can take a bonus action to move up to half its speed and make a bite attack.

**Shapechanger.** The werehyena can use its action to polymorph into a hyena-humanoid hybrid or into a hyena, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

### ACTIONS

**Multiattack. (humanoid or hybrid form only).** The werehyena makes one Bite attack and two Claw attacks.

**Bite (hyena or hybrid form only).**

**Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 22 (4d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werehyena lycanthropy.

**Claw (hybrid form only).** **Melee**

**Weapon Attack:** +7 to hit, reach 5 ft., one creature. **Hit:** 14 (4d4 + 4) slashing damage.







Makabyr the Atrocious (Annis Paladin) ♦ Malden the Russet ♦ Malden the Russet (Spider Form) ♦ Martial Artist ♦ Martial Cult Priest ♦ Master Holy Defender ♦ Master Martial Artist ♦ Melanthaha, Swamp Hag ♦ Minstrel ♦ Missionary ♦ Mohrg ♦ Monstrous Crayfish ♦ Monstrous Jellyfish ♦ Moshorw ♦ Mother Et' Yeb ♦ Mr. Giggles (Ghost Cat Familiar)

## MAKABYR THE ATROCIOUS (ANNIS PALADIN)

*Large fey, chaotic evil*

**Armor Class** 17 (natural armor, *bracers of defense*)

**Hit Points** 135 (18d10 + 36)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 12 (+1) | 14 (+2) | 13 (+1) | 14 (+2) | 15 (+2) |

**Skills** Deception +7, Intimidation +7, Perception +7

**Senses** darkvision 60 ft. passive Perception 12

**Languages** Common, Giant, Sylvan

**Challenge** 13 (10,000 XP)

**Divine Smite.** When she hits a creature with a melee weapon attack, Makabyr can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 3d8.

**Magic Resistance.** The annis hag has advantage on saving throws against spells or other magical effects.

**Innate Spellcasting.** The annis hag's spellcasting ability is Charisma (spell save DC 15). The annis hag can innately cast

the following spells, requiring no material components:

3/day each: *disguise self*, *fog cloud*

**Spellcasting.** Makabyr is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *command*, *heroism*, *protection from evil and good*, *wrathful smite*

2nd level (3 slots): *aid*, *branding smite*, *lesser restoration*

3rd level (2 slots): *blinding smite*, *dispel magic*

## ACTIONS

**Multiattack.** Makabyr makes two Claw attacks and one Bite attack.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If both claw hits attack, the target is grappled (escape DC 15)

**Equipment:** *Bracers of armor*, *ring of spell storing* (with *haste*), unholy symbol of Hecate





## MALDEN THE RUSSET

Medium humanoid (human), neutral evil

**Armor Class** 16 (+1 leather, cloak of protection)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 17 (+3) | 11 (+0) | 12 (+1) | 15 (+2) | 17 (+3) |

**Saving Throws** Str + 1, Dex +4, Con +1, Int +5, Wis +6, Cha +4

**Skills** Nature +4, Perception +8, Stealth +9

**Senses** passive Perception 18

**Languages** Abyssal, Common, Druidic

**Challenge** 7 (2,900 XP)

**Wildshape.** Walden's deity has granted him the ability to *wildshape* into a Large spider three times per day.

### ACTIONS

**+2 Dagger.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

**Equipment:** +1 leather armor, cloak of protection, +2 dagger.



## MALDEN THE RUSSET (SPIDER FORM)

Large beast, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 55 (10d10)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 17 (+3) | 11 (+0) | 12 (+1) | 15 (+2) | 1 (-5) |

**Saving Throws** Int +6, Wis +5

**Skills** Nature +4, Perception +8, Stealth +9

**Senses** passive Perception 18

**Languages** Abyssal, Common, Druidic

**Challenge** 7 (2,900 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

*Hit:* 16 (3d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for one hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (recharge 5–6).** *Ranged Weapon Attack:* +5 to hit, range 30 ft./60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## MARTIAL ARTIST

Medium humanoid (any race), any alignment

**Armor Class** 16

**Hit Points** 60 (11d8 + 11)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 17 (+3) | 13 (+1) | 11 (+0) | 16 (+3) | 10 (+0) |

**Skills** Acrobatics +5, Insight +5, Stealth +5

**Senses** passive Perception 13

**Languages** Any one language (usually Common)

**Challenge** 3 (700 XP)

**Unarmored Defense.** While the martial artist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included above).

### ACTIONS

**Multiattack.** The martial artist makes three Unarmed Strikes.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the martial artist can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or be pushed back 15 feet.
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the martial artist's next turn.



## MARTIAL CULT PRIEST

*Medium humanoid (any race), any non-good alignment*

**Armor Class** 14 (breastplate)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft.

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

**Saving Throws** Int +5, Wis +7, Cha +5

**Skills** Arcana +5, Insight +7, History +5, Perception +7, Religion +5

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Any three languages

**Challenge** 8 (3,900 XP)

**Spellcasting.** The martial cult priest is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The cult priest has the

following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, guiding bolt*

2nd level (3 slots): *lesser restoration, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, mass healing word*

4th level (3 slots): *divination, guardian of faith, stone shape*

5th level (2 slots): *flame strike*

### ACTIONS

**Multiattack.** The martial cult priest makes one melee attack and casts a cantrip.

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

## MASTER HOLY DEFENDER

*Medium humanoid (any race), lawful good*

**Armor Class** 16 (half plate)

**Hit Points** 180 (24d10 + 48)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+1) | 14 (+2) | 11 (+0) | 18 (+4) | 20 (+5) |

**Saving Throws** Str + 8, Dex +5, Con +6, Int +4, Wis +12, Cha +13

**Skills** Athletics +8, Insight +8

**Condition Immunities** diseased

**Senses** passive Perception 14

**Languages** Any two languages

**Challenge** 12 (8,400)

**Spellcasting.** The master holy defender is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The master holy defender has the following paladin spells prepared:

1st level (5 slots): *bless, command, cure wounds, heroism, searing smite*

2nd level (4 slots): *aid, branding smite, lesser restoration, zone of truth*

3rd level (3 slots): *beacon of hope, blinding smite, dispel magic*

**Divine Smite.** When it hits a creature with a melee weapon attack, the master holy defender can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st.

**Aura of Protection.** Whenever the master holy defender or a friendly creature within 10 feet of it must make a saving throw, the creature gains a +4 bonus to the saving throw (included above). The master holy defender must be conscious to grant this bonus.

### ACTIONS

**+2 Greatsword.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Lay on Hands.** The master holy defender has a pool of healing power that replenishes with a long rest. With that pool, the master holy defender can restore a total of 80 hit points. As an action, the master holy defender can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in its pool. Alternatively, the master holy defender can expend 5 hit points from its pool of healing to cure the target of one disease or neutralize one poison affecting it. The master holy defender can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.





## MASTER MARTIAL ARTIST

*Medium humanoid (any race), any alignment*

### Armor Class 19

**Hit Points** 121 (22d8 + 22)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 18 (+4) | 13 (+1) | 11 (+0) | 20 (+5) | 14 (+2) |

**Skills** Acrobatics +8, Insight +9, Perception +9, Stealth +8

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 19

**Languages** Any two languages

**Challenge** 10 (5,900 XP)

**Empowered Strikes.** A master martial artist's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Evasion.** When subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the master martial artist instead take no damage if it succeeds on the saving throw, and only half damage if it fails.

**Immune to Disease.** The master martial artist is immune to all disease.

**Stillness of Mind.** The master martial artist can use its action to end one effect on itself that is causing it to be charmed or frightened.

**Unarmored Defense.** While the master martial artist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included above).

### ACTIONS

**Multiattack.** The master martial artist makes four Unarmed strikes or four Staff attacks.

**Staff. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Unarmed Strike. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, the master martial artist can choose one of the following additional effects:

- The target must succeed on a DC 16 Strength saving throw or be pushed back 15 feet.
- The target must succeed on a DC 16 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the master martial artist's next turn.

### REACTIONS

**Deflect Missile.** In response to being hit by a ranged weapon attack, the master martial artist deflects the missile. The damage it takes from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, the master martial artist catches the missile if it's small enough to hold in one hand and the master martial artist has a hand free.



## MELANTHAHA, SWAMP HAG

*Medium fey, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 10 (+0) | 17 (+3) | 11 (+0) | 18 (+4) | 18 (+4) |

**Saving Throws** Con +8, Int +5, Wis +9, Cha +8

**Skills** Arcana +10, Deception +9, Perception +9, Stealth +5

**Damage Vulnerabilities** fire

**Damage Immunities** acid and poison

**Condition Immunities** charmed and poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic, Sylvan

**Challenge** 15 (13,000 XP)

**Amphibious.** Melanthaha can breathe air and water.

**Magic Resistance.** Melanthaha has advantage on saving throws against spells and other magical effects as long as she is in contact with a swamp.

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

**Spellcasting.** Melanthaha is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Melanthaha has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *minor illusion*

1st level (4 slots): *charm person*, *disguise self*, *mage armor*, *silent image*

2nd level (3 slots): *gust of wind*, *invisibility*, *ray of enfeeblement*

3rd level (3 slots): *bestow curse*, *gaseous form*, *major image*

4th level (3 slots): *black tentacles*, *hallucinatory terrain*, *polymorph*

5th level (2 slots): *cloudkill*, *dominate person*

6th level (1 slot): *chain lightning*

### ACTIONS

**Multiattack.** Melanthaha can use her Evil Eye or Charming Eye and make one Contagious Claws attack.

**Contagious Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage plus contagion (filth fever). If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be stricken with filth fever. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. At the end of each of the target's turns, it must make a Constitution saving

throw. After failing three of these saving throws, the disease's effects become permanent. The disease lasts until removed by the lesser restoration spell or other magic. After succeeding on three saving throws, the creature recovers from the disease and the effects end.

**Evil Red Eye.** Melanthaha targets one creature she can see within 60 feet of her. If the target can see the eye of the hag, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the hag's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the evil eye for the next 24 hours.

**Charming Blue Eye.** Melanthaha targets one humanoid she can see within 30 feet of her. If the target can see the swamp hag, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the swamp hag. The charmed target regards the hag as a trusted friend to be heeded and protected. Although the target isn't under the hag's control, it views the hag's requests or actions in the most favorable way it can, and it is a willing target for the swamp hag's repeated charming eye.

Each time Melanthaha or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 24 hours or until the swamp hag is destroyed.

**Summon Water Elementals.** Melanthaha raises her arms and 1d4 + 1 water elementals erupt from the swamp. The elementals appear in unoccupied spaces within 25 feet of the hag and act as her allies. They remain for 2d4 minutes, until they or the hag die, or until the hag dismisses them as an action. Melanthaha can use this ability once per day.

**Wild Shape.** As an action, Melanthaha can magically transform herself into a beast that she has seen before. Melanthaha can use this ability twice per day as an 8th-level caster. She can regain this ability after a long or short rest.

### LEGENDARY ACTIONS

The hag can take three 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 hag regains spent legendary actions at the start of her turn.

**Claw Attack.** The hag makes one Contagious Claws attack.

**Cast a Spell (costs 3 actions).** The hag uses her innate spellcasting as normal.

**Cyclone of Muck (costs 2 actions).** Melanthaha magically transforms into a whirlpool (in water) or a waterspout (on land), moves up to 60 feet, and then reverts to her normal form. While in cyclone form, the swamp hag is immune to all damage and can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the swamp hag remains in her possession. Creatures within its path are knocked prone unless they succeed on a D17 Strength saving throw.



## MINSTREL

Medium humanoid (any race), any alignment

**Armor Class** 18 (scale mail, shield)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

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

**Saving Throws** Dex +4, Wis +3

**Skills** Acrobatics +4, Perception +5, Performance +6

**Senses** passive Perception 15

**Languages** Thieves' Cant plus one language

**Challenge** 4 (1,100 XP)

**Combat Inspiration.** When an attack roll is made against the minstrel or a friendly creature the minstrel can see within 60 feet of it, the minstrel can use its reaction to add 4 (1d8) to the target's AC against that attack.

**Song of Rest.** The minstrel can perform a song while taking a short rest. Any ally who hears the song regains

an extra 1d6 hit points if it spends a Hit Dice to regain hit points at the end of that rest. The minstrel can confer this benefit on itself as well.

**Spellcasting.** The minstrel is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

## ACTIONS

**Multiattack.** The minstrel makes two Longsword attacks.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## MISSIONARY

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 15 (+2) | 13 (+1) | 10 (+0) | 18 (+4) | 14 (+2) |

**Saving Throws** Con +3

**Skills** Medicine +6, Persuasion +6, Religion +2

**Senses** passive Perception 14

**Languages** any two languages

**Challenge** 4 (1,100 XP)

**Spellcasting.** The missionary is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The missionary has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *bless*, *command*, *cure wounds*, *inflict wounds*

2nd level (3 slots): *calm emotions*, *hold person*

3rd level (3 slots): *bestow curse*, *tongues*

**Unpopular Words.** As a bonus action, the missionary sermonizes. Each creature within 60 feet that can hear the missionary has advantage on attack rolls against the missionary and disadvantage on saving throws against the missionary's enchantment spells until the start of the missionary's next turn.

**Worldly Traveler.** Difficult terrain made of natural terrain, such as forest or snow, doesn't cost the missionary extra movement.

## ACTIONS

**Multiattack.** The missionary makes three attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Convert or Suffer (recharge 5–6).** The missionary calls upon its deity's power and commands creatures in a 30-foot cone to convert or suffer the consequences. Each creature in that area must make a DC 14 Wisdom saving throw. On a failure, a creature takes 14 (4d6) thunder damage and is charmed for 1 minute. On a success, a creature takes twice as much damage but is not charmed. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MOHRG

Mohrgs are animated skeletons with living, writhing entrails. They are the undead remnants of mortals who reveled in slaughter and slew innocents in life.

Medium undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 16 (+3) | 10 (+0) | 10 (+0) | 14 (+2) |

Skills Athletics +10, Stealth +10

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1800 XP)

**Create Spawn.** Humanoid creatures killed by a mohrg rise immediately as zombies under the mohrg’s control. The sudden bloom of unlife when a mohrg’s victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per hit die possessed by the slain creature and gains advantage on attack rolls, saving throws and ability checks until the end of its next turn.

ACTIONS

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. The mohrg can make a slam attack with advantage as a bonus action against opponents that are grappled by its tongue attack.

**Tongue.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* target is grappled (escape DC 20) and must make DC 15 Constitution saving throw or be paralyzed. Target can make a new Constitution saving throw against paralysis each round on its turn. The mohrg cannot make a tongue attack if it has a grappled target and can grapple only one target at a time.

MOLD, YELLOW

Patches of yellow mold are most commonly encountered in dark, damp locations, where it grows in five-foot-square and larger patches. If disturbed, the yellow mold releases a cloud of spores in a 10-foot radius around itself. Creatures caught in the spore cloud take 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for one minute. The creature takes an additional 5 (1d10) poison damage at the start of each of its turns and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. Yellow mold is instantly destroyed by fire damage or sunlight.



MONSTROUS CRAYFISH

Monstrous crayfish are freshwater predators and scavengers that exist on a diet of decaying flesh from dead fish, algae, snails, worms, and other animals, including swimmers who venture too close to the crayfish’s lair.

Large beast (aquatic), unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 20 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

**Water Dependency.** A monstrous crayfish can survive out of water for seven hours. After this limit, a monstrous crayfish begins suffocating, with the same effect as if it were drowning.

ACTIONS

**Multiattack.** A monstrous crayfish has two pincers and can make one Pincer attack for each pincer which is not grappling a creature.

**Pincer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage and the target is grappled (escape DC 13). A grappled creature takes 7 (1d8 + 3) piercing damage at the start of the crayfish’s turn.

The Monstrous Crayfish originally appeared in the First Edition *Monster Manual* (© TSR/Wizards of the Coast, 1977) and is used by permission.

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## MONSTROUS JELLYFISH

The jellyfish's body is a translucent pink, blue, or purple hollow form resembling an inverted umbrella. A giant jellyfish's body averages eight feet or more in diameter, while its tentacles trailing underwater beneath it can reach lengths of around 50 feet or greater.

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 90 (20d8)

**Speed** swim 10 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 12 (+1) | 10 (+0) | 1 (–5) | 10 (+0) | 2 (–4) |

**Senses** watersense 60 ft., passive Perception 10

**Challenge** CR2 (450 XP)

**Transparent.** A monstrous jellyfish is nearly invisible floating in the water. Any Wisdom (Perception) checks to see the jellyfish are at disadvantage.

**Watersense.** Monstrous jellyfish can automatically sense the location of anything within 60 feet that is in contact with water.

### ACTIONS

**Jet.** A monstrous jellyfish moves directly backward at a speed equal to four times its swim speed. It must move in a straight line and this action does not provoke attacks of opportunity.

**Tentacles.** *Melee Weapon Attack:* +3 to hit, reach 10 ft., one creature. *Hit:* 13 (3d8) poison damage and the creature must succeed on a DC 12 Constitution saving throw or be poisoned for 1d4 hours.

**Copyright Notice:** Author Scott Greene

## MOSHORW

*Medium humanoid (human), chaotic evil*

**Armor Class** 20 (+2 plate)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 16 (+3) | 10 (+0) | 18 (+4) | 13 (+1) |

**Saving Throws** Wis +8, Cha +5

**Skills** History +4, Religion +4

**Senses** passive Perception 14

**Languages** Abyssal, Common

**Challenge** 9 (5,000 XP)

**Spellcasting.** Moshorw is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Moshorw has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *resistance*, *sacred flame*

1st level (4 slots): *bless*, *command*, *protection from evil and good*, *ray of sickness*

2nd level (3 slots): *aid*, *blindness/deafness*, *enhance ability*

3rd level (3 slots): *animate dead*, *mass healing word*, *vampiric touch*

4th level (3 slots): *blight*, *freedom of movement*, *guardian of faith*



5th level (2 slots): *cloudkill*, *flame strike*

6th level (1 slots): *blade barrier*

### ACTIONS

**Multiattack.** Moshorw makes two Greatsword attacks.

**Greatsword of Life Stealing.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. On a 20 attack roll, target takes an extra 10 (3d6) necrotic damage, provided that the target isn't a Construct or an Undead. Moshorw gains temporary Hit Points equal to the extra damage dealt.

**Equipment:** +2 plate armor, greatsword of life stealing, 4 vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.





## MOTHER ET' YEB

*Medium humanoid, chaotic neutral*

**Armor Class** 12 (hide)

**Hit Points** 77 (14d8+14)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (–1) | 11 (+0) | 12 (+1) | 15 (+2) | 20 (+5) | 18 (+4) |

**Saving Throws** Int +6, Wis +9

**Skills** Medicine +10, Survival +9

**Condition Immunities** poisoned, charmed and frightened from fey or elementals, diseased

**Senses** passive Perception 15

**Languages** Common

**Challenge** 11 (7,200 XP)

**Spellcasting.** Mother Et' Yeb is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with

spell attacks). She has the following druid spells prepared.

**Cantrips** (at will): *druid craft*, *guidance*, *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds*, *healing word*, *thunderwave*

2nd level (3 slots): *heat metal*, *hold person*, *pass without trace*

3rd level (3 slots): *acid arrow*, *call lightning*, *conjure animals*

4th level (3 slots): *charm monster*, *stone skin*

5th level (2 slots): *stinking cloud*, *wall of stone*

6th level (1 slot): *investiture of stone*

7th level (1 slot): *freedom of movement*

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage or 3 (1d8 – 1) bludgeoning damage if used with two hands to make a melee attack.

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30 ft./120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



## MR. GIGGLES (GHOST CAT FAMILIAR)

*Tiny undead, neutral*

**Armor Class** 18

**Hit Points** 49 (14d4 + 14)

**Speed** 0 ft., fly 30 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 5 (–3) | 18 (+4) | 12 (+1) | 10 (+0) | 12 (+1) | 17 (+3) |

**Skills** Stealth +8

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

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 4 (1100 XP)

**Ethereal Sight.** Mr. Giggles can see 60 feet into the Ethereal Plane when he is on the Material Plane, and vice versa.

**Incorporeal Movement.** Mr. Giggles can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

**Turn Immunity.** Mr. Giggles is immune to effects that turn undead.

**Evasion.** If Mr. Giggles is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Mr. Giggles instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Rejuvenation.** If he dies, Mr. Giggles returns to life in 1d6 days and regains all his hit points. Only a wish spell can prevent this trait from functioning.

**Semi-Real Appearance** <sup>A4</sup>. Mr. Giggles can assume a lifelike appearance nearly indistinguishable from living creatures. The ghost can appear in any state of its former self at any age or condition. This does not dissuade Divination magic or true sight, but the ghost otherwise appears as a living, breathing creature. The ghost can manipulate small items weighing less than five pounds (such as turning a doorknob or throwing a book). Touching the ghost reveals its incorporeal nature.

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) necrotic damage.



**Etherealness.** Mr. Giggles enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 ft. of Mr. Giggles that can see him must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Mr. Giggles' Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Scratch** <sup>A4</sup>. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Mr. Giggles lacerates a living creature from the Ethereal Plane. The scratches deal 1d2 slashing damage as the ghost's touch grazes the skin. The scratches can be in any shape desired, including claw marks, words, or images. The mark lasts until the creature completes a long rest.

**Spell of the Master.** Mr. Giggles casts a spell from Lord Arnsworth Du Vaine's spell list using one of his master's spell slots.





## Necromancer ♦ Nightwalker

### NECROMANCER

Medium humanoid (any race), any evil alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

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

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7

**Condition Immunities** frightened

**Senses** passive Perception 12

**Languages** Common plus any three languages

**Challenge** 6 (2,300 XP)

**Grim Harvest.** Once per turn when a living creature fails a saving throw against or is harmed by one of the necromancer's Necromancy spells of 1st level or higher, the necromancer regains hit points equal to three times the spell's level.

**Spellcasting.** The necromancer is a 10th-level spellcaster. Its primary spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *poison spray*, *ray of frost*

1st level (4 slots): *false life*, *mage armor*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *dispel magic*, *fear*, *vampiric touch*

4th level (3 slots): *blight*, *ice storm*, *stoneskin*

5th level (2 slots): *cloudkill*, *cone of cold*

**Undead Thralls.** When the necromancer casts *animate dead*, it can target one additional corpse or pile of bones to create another zombie or skeleton as appropriate. Undead created by the necromancer have an additional 9 hit points and a +3 to their weapon damage rolls.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

### NIGHTWALKER

The nightwalker is an extraplanar undead creature that leads unliving armies in battle against the living. A nightwalker is 20 feet tall and weighs 5,000 pounds.

*Huge undead, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 247 (38d12)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 14 (+2) | 10 (+0) | 18 (+4) | 19 (+4) | 20 (+5) |

**Saving Throws** Con +5, Wis +9

**Skills** Intimidation +15, Perception +14

**Damage Immunities** cold

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 24

**Languages** Abyssal, Common, Infernal

**Challenge** 16 (15,000 XP)

**Fear Gaze.** When a creature that can see the nightwalker's eyes starts its turn within 30 feet of the nightwalker, the nightwalker can force it to make a DC 16 Wisdom saving throw if the nightwalker isn't incapacitated and can see the creature. If the saving throw fails, the creature is frightened for one minute. If the creature succeeds, it is immune to that nightwalker's fear gaze for 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the nightwalker until the start of its next turn, when it can avert its eyes again. If the creature looks at the nightwalker in the meantime, it must immediately make the save.

**Innate Spellcasting.** The nightwalker's spellcasting ability is Charisma (spell save DC 18). The nightwalker can innately cast the following spells, requiring no material components:

At will: *contagion*, *darkness*, *detect magic*, *freedom of movement*

3/day each: *confusion*, *haste*, *hold monster*

1/day each: *cone of cold*, *finger of death*, *plane shift*

### ACTIONS

**Multiattack.** The nightwalker makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.





Obsidian Minotaur ♦ Olive Slime ♦ Olive Slime Zombie ♦ Omgig the Robust  
♦ Orc, Black

## OBSIDIAN MINOTAUR

The obsidian minotaur is a hulking construct standing 12 feet tall and weighing roughly 2,000 pounds.

*Large construct, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 76 (8d10 + 32)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 10 (+0) | 18 (+4) | 3 (–4) | 11 (+0) | 1 (–5) |

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

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

**Senses** darkvision 60 ft., passive Perception 10

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

**Challenge** 8 (3,900 XP)

**Charge.** If the obsidian minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

**Magic Resistance.** The minotaur has advantage on saving throws against spells and other magic effects.

**Magic Weapons.** The minotaur's weapon attacks are magical.

### ACTIONS

**Multiattack.** The obsidian minotaur makes one Gore attack and two Claw attacks.

**Gore.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) fire damage.

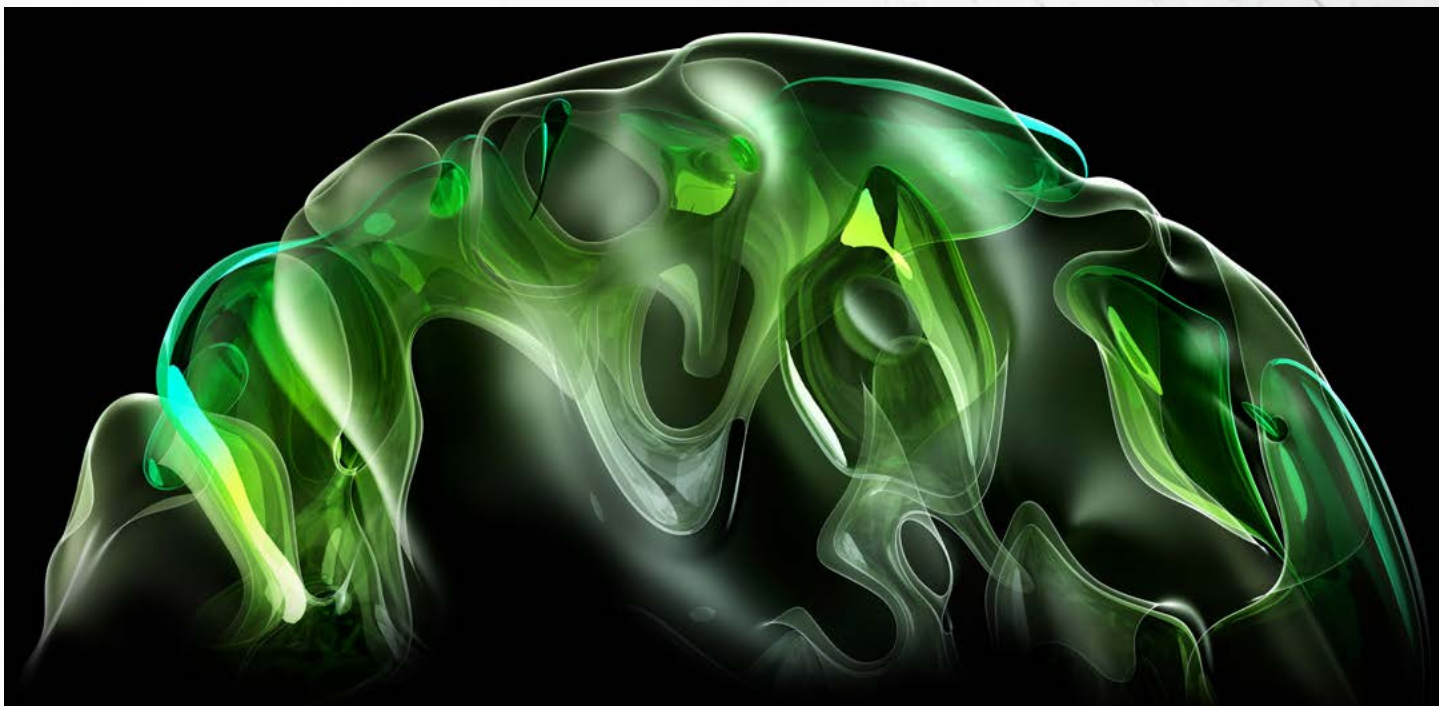
**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

*Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) fire damage.

**Burning Breath (recharge 5–6).** An obsidian minotaur expels a cloud of superheated gas that fills a 10-foot cube adjacent to it. The gas fades after the end of the minotaur's next turn. Creatures who enter the area or start their turn there must make a DC 16 Constitution saving throw. On a failed saving throw, the target takes 31 (9d6) fire damage and is poisoned for 1 minute. On a successful saving throw, the target takes half the damage and is not poisoned.







## OLIVE SLIME

Olive slime is a fungal growth that thrives in dark, damp, underground areas. It is sticky, gloppy, and drab green in color. It grows across ceilings, floors, and walls, waiting for live prey.

*Large plant (fungus), unaligned*

**Armor Class** 11

**Hit Points** 14 (4d10 – 8)

**Speed** 0 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 1 (–5) | 12 (+1) | 6 (–2) | 1 (–5) | 10 (+0) | 4 (–3) |

**Damage Immunities** lightning; piercing and psychic damage; charm, fright, prone, stun, unconscious

**Damage Vulnerabilities** acid, cold, fire

**Senses** tremorsense 30 ft.

**Challenge** 0 (0 XP)

**Olive Slime Defenses.** The armor class and hit points listed above are for a Large patch of olive slime in its native environment. Olive slime on a victim has the victim's AC and hit points equal to the number of Constitution points the victim has lost.

**Olive Slime Infestation.** Any amount of olive slime that remains in contact with a potential victim for more than two minutes charms the victim and alters his or her thinking patterns so that the host's main concern becomes feeding and protecting the olive slime — including keeping the slime hidden from companions. If anyone tries to remove the olive slime from the host, the host does whatever is required to protect the slime,

whether it's running away or fighting back. As long as the host is alive and conscious, it does everything in its power to protect the slime, including knocking out or even killing its friends. An infested creature suffers the following effects.

- It loses 1 point of Constitution immediately when the infestation begins and another 1d6 points of Constitution at the end of each 24-hour period, as the growing olive slime replaces the creature's skin, muscle, and organs with olive slime. The olive slime gains hit points equal to the number of Constitution points lost by the victim.
- The host must double its normal food intake or lose 1 extra point of Constitution after each 24 hours. Also, the host does not recover hit points or hit dice after a long rest if it didn't double its food intake.
- If the host's Constitution drops to 0, the host dies. Five minutes later, its body reanimates as an olive slime zombie. Olive slime can be burned, cut away, or frozen. Anything that damages the olive slime deals half damage to its host (before doubling for vulnerability in the case of acid, cold, or fire damage). *Greater restoration* ends the olive slime's charm effect for two minutes; during that time, the victim can cooperate with attempts to remove the slime.

## ACTIONS

**Drop. Melee Weapon Attack:** +3 to hit, reach 30 ft., one creature beneath the olive slime. **Hit:** target creature must make a successful DC 15 Wisdom saving throw to notice the olive slime that dripped onto it. If the olive slime is noticed and removed immediately, it has no effect. If the olive slime is not noticed and removed within two minutes, the creature suffers from Olive Slime Infestation (see the **Olive Slime Zombie** for details).



## OLIVE SLIME ZOMBIE

An olive slime zombie resembles a humanoid blob, olive drab in color. The creature's face is lumpy and gelatinous. Its skin is translucent, revealing interior shapes that resemble the creature's original bones and organs, but it is olive slime throughout.

*Medium plant, neutral evil*

**Armor Class** 9

**Hit Points** 26 (4d8 + 8)

**Speed** 20 ft.

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 12 (+1) | 8 (–1) | 14 (+2) | 3 (–4) | 6 (–2) | 4 (–3) |

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft.

**Challenge** 1/2 (100 XP)

**Death Throes.** When a slime zombie is reduced to 0 hit points, it collapses into a full-strength puddle of olive slime.

**Telepathic Bond.** A slime zombie is linked telepathically with the patch of olive slime that created it and with all other slime zombies linked to that patch of olive slime. This link has a maximum range of 20 miles. The slime zombie and olive slime must be on the same plane of existence.

**Olive Slime Infestation.** Any amount of olive slime that remains in contact with a potential victim for more than two minutes *charms* the victim and alters his or her thinking patterns so that the host's main concern becomes feeding and protecting the olive slime — including

keeping the slime hidden from companions. If anyone tries to remove the olive slime from the host, the host does whatever is required to protect the slime, whether it's running away or fighting back. As long as the host is alive and conscious, it will do everything in its power to protect the slime, including knocking out or even killing its friends. An infested creature suffers the following effects.

- It loses 1 point of Constitution immediately when the infestation begins and another 1d6 points of Constitution at the end of each 24-hour period, as the growing olive slime replaces the creature's skin, muscle, and organs with olive slime. The olive slime gains hit points equal to the number of Constitution points lost by the victim.
- The host must double its normal food intake or lose 1 extra point of Constitution after each 24 hours. Also, the host does not recover hit points or hit dice after a long rest if it didn't double its food intake.
- If the host's Constitution drops to 0, the host dies. Five minutes later, its body reanimates as an olive slime zombie. Olive slime can be burned, cut away, or frozen. Anything that damages the olive slime deals half damage to its host (before doubling for vulnerability in the case of acid, cold, or fire damage). *Greater restoration* ends the olive slime's charm effect for two minutes; during that time, the victim can cooperate with attempts to remove the slime.

### ACTIONS

**Fist. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. **Hit:** 5 (1d8 + 1) bludgeoning damage and the target must make a successful DC 15 Wisdom saving throw to notice the olive slime smeared on it. If the olive slime is noticed and removed immediately, it has no effect. If the olive slime is not noticed and removed within two minutes, the creature suffers from Olive Slime Infestation.

## OMVIG THE ROBUST

*Small humanoid (gnome), chaotic good*

**Armor Class** 19

**Hit Points** 144 (17d6 + 85)

**Speed** 35 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 20 (+5) | 12 (+1) | 11 (+0) | 10 (+0) |

**Saving Throws** Str +7, Con +9

**Skills** Perception +4, Survival +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Gnomish, Sylvan

**Challenge** 9 (5,000 XP)

**Robust Hide.** While not wearing armor or carrying a shield, Omvig adds his Constitution modifier to his armor class (included above).

### ACTIONS

**Multiattack.** Movig makes three Unarmed Strikes.

**Unarmed Strike. Melee Weapon Attack:** +7 to hit, reach 5 ft., one creature. **Hit:** 4 bludgeoning damage.





## ORC, BLACK

A head taller and slightly more intelligent than an ordinary orc, these foul brutes move in daylight as well as they do the darkness of their subterranean lairs.

*Medium humanoid (black orc), chaotic evil*

**Armor Class** 15 (scale mail)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 12 (+1) | 12 (+1) | 9 (–1) | 10 (+0) | 9 (–1) |

**Skills** Intimidation +3

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 1/2 (100 XP)

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Blessing of Orcus.** Black orcs have advantage on saving throws against the spells and effects of undead creatures.

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when used with two hands to make a melee attack.

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.





## Phyllox ♦ Phyllox (Gargantuan Centipede Form) ♦ Pyrolisk

### PHYLLOX

*Small humanoid (gnome), neutral evil*

**Armor Class** 18 (+2 *chitin plate*)

**Hit Points** 72 (16d8)

**Speed** 25 ft. (15 ft. in armor)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 11 (+0) | 12 (+1) | 14 (+2) | 10 (+0) |

**Saving Throws** Int +5 (Advantage vs. magic), Wis +6 (Advantage vs. magic)

**Skills** Nature +5, Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Druidic, Gnomish

**Challenge** 12 (8,400 XP)

**Gnome Cunning.** Phyllox has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Spellcasting.** Phyllox is a 15th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *produce flame*, *thorn whip*

1st level (4 slots): *charm person*, *fog cloud*, *jump*, *longstrider*

2nd level (3 slots): *barkskin*, *enhance ability*, *gust of wind*

3rd level (3 slots): *call lightning*, *sleet storm*, *wind wall*

4th level (3 slots): *blight*, *ice storm*, *stoneskin*

5th level (2 slots): *contagion*, *insect plague*

6th level (1 slot): *wall of thorns*

7th level (1 slot): *regenerate*

**Staff of Swarming Insects.** This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While holding the staff, Phyllox can use an action to expend some of its charges to cast one of the following spells from it using his spell save DC: *giant insect* (4 charges) or *insect plague* (5 charges).

**Insect Cloud.** While holding the staff, Phyllox can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius around him. The insects remain for 10 minutes, making the area heavily obscured for creatures other than Phyllox. The swarm moves with him, remaining centered on him. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

**Wildshape.** Phyllox's deity has granted him the ability to use an action to wildshape into an enormous spider. He can do this three times per day and maintains his spellcasting ability while in the new shape.

### ACTIONS

**Staff of Swarming Insects. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if used with two hands to make a melee attack.

### PHYLLOX (GARGANTUAN CENTIPEDE FORM)

*Gargantuan beast, neutral evil*

**Armor Class** 24 (natural armor)

**Hit Points** 232 (15d20 + 75)

**Speed** 60 ft.

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

**Saving Throws** Int +5, Wis +6

**Skills** Nature +5, Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Druidic, Gnomish

**Challenge** 12 (8,400 XP)

**Spellcasting.** Phyllox is a 15th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *produce flame*,

*thorn whip*

1st level (4 slots): *charm person*, *fog cloud*, *jump*, *longstrider*

2nd level (3 slots): *barkskin*, *enhance ability*, *gust of wind*

3rd level (3 slots): *call lightning*, *sleet storm*, *wind wall*

4th level (3 slots): *blight*, *ice storm*, *stoneskin*

5th level (2 slots): *contagion*, *insect plague*

6th level (1 slot): *wall of thorns*

7th level (1 slot): *regenerate*

### ACTIONS

**Bite. Melee Weapon Attack:** +10 to hit, reach 20 ft., one creature. **Hit:** 39 (6d10 + 6) piercing damage and the target must make a DC 16 Constitution saving throw, taking 28 (8d6) poison damage on a failure or half as much on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for one hour, even after regaining hit points, and is paralyzed while poisoned in this way.



## PYROLISK

The pyrolisk resembles a cockatrice with a single red feather in its tail and a reddish tinge to its wings.

*Small monstrosity, neutral evil*

**Armor Class** 12

**Hit Points** 21 (6d6)

**Speed** 20 ft., fly 40 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 6 (−2) | 15 (+2) | 11 (+0) | 3 (−4) | 13 (+1) | 9 (−1) |

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Understands Common but can't speak

**Challenge** 1/2 (100 XP)



## ACTIONS

**Beak. Melee Weapon Attack:** +4 to hit, reach 5 ft.; one creature. **Hit:** 4 (1d4 + 2) piercing damage and the target must make a successful DC 12 Constitution saving throw or burst into flames, taking 3 (1d6) fire damage immediately plus 3 (1d6) fire damage at the start of each of the pyrolisk's turns for as long as the flames burn. A creature can extinguish flames on itself or on an adjacent creature by using an action to make a successful DC 10 Wisdom (Survival) check.

**Pyrotechnics (1/day).** A pyrolisk can cause an ordinary fire within 120 feet of it to flare into a burst of sparks and light. This burst is so bright that all creatures able to see the fire and within 60 feet of it must make a successful DC 10 Wisdom saving throw or be blinded for 1d4 rounds. Pyrolisks are immune to this effect.



## Quavalave, Sea Hag Priestess

### QUAVALAVE, SEA HAG PRIESTESS

*Medium fey, chaotic evil*

**Armor Class** 16 (natural armor, *bracers of defense*)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft., swim 40 ft. (60 ft. with *boots of speed*)

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

**Saving Throws** Wis +6, Cha +5

**Skills** Arcana +5, Persuasion +5, Religion +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Aquan, Common, Giant

**Challenge** 12 (8,400 XP)

**Amphibious.** The hag can breathe air and water.

**Horrific Appearance.** Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, 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 hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls

against the hag.

**Spellcasting.** Quavalave is an 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, resistance*

1st level (4 slots): *bane, guiding bolt, inflict wounds, protection from good and evil*

2nd level (3 slots): *augury, hold person, silence*

3rd level (3 slots): *bestow curse, mass healing word, spirit guardians*

4th level (2 slots): *freedom of movement, guardian of faith*

## ACTIONS

**Claw. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

**Death Glare.** The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

**Equipment:** *boots of speed, bracers of defense, eyes of charming, potion of fire giant strength, potion of invulnerability, unholy symbol of Hecate.*





## Rahuri Elite Guard

- ◆ Rat Slapper
- ◆ Riptide Horror

### RAHURI ELITE GUARD

*Medium humanoid, chaotic neutral*

**Armor Class** 16 (hide, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 14 (+2) | 15 (+2) | 11 (+0) | 13 (+1) | 9 (–1) |

**Saving Throws** Str +5, Con +4

**Skills** Nature +2, Survival +3

**Senses** passive Perception 11

**Languages** Rahuri Common

**Challenge** 1/2 (100 XP)

#### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

### RAT SLAPPER

*Medium humanoid, chaotic neutral*

**Armor Class** 14

**Hit Points** 90 (12d8 + 36)

**Speed** 25 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 18 (+4) | 16 (+3) | 9 (–1) | 13 (+1) | 7 (–2) |

**Saving Throws** Str +6, Dex +8

**Skills** Acrobatics +12, Nature +7, Stealth +12, Survival +9

**Damage Resistances** poison

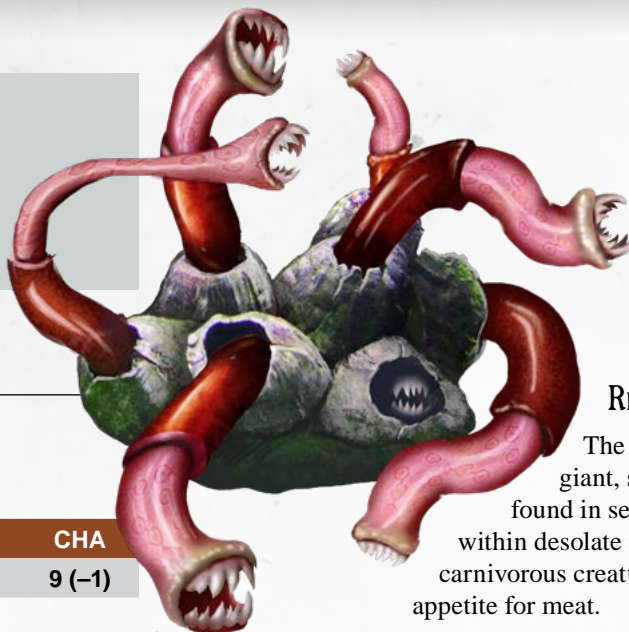
**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Dwarvish

**Challenge** 9 (5,000 XP)

#### ACTIONS

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 3 bludgeoning damage.



### RIPTIDE HORROR

The riptide horror is a giant, sightless tubeworm found in sea caves or deep within desolate marshes. They are carnivorous creatures with a voracious appetite for meat.

*Medium monstrosity, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 95 (10d8 + 50)

**Speed** 20 ft., swim 40 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 17 (+3) | 15 (+2) | 20 (+5) | 8 (–1) | 9 (–1) | 8 (–1) |

**Skills** Perception +2, Stealth +5

**Damage Vulnerabilities** lightning

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12

**Challenge** 7 (2,900 XP)

**Amphibious.** The riptide horror can breathe air and water.

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

#### ACTIONS

**Multiattack.** The riptide horror makes three Tentacle attacks and three Bite attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage

**Tentacles.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the target must succeed on a DC 16 Constitution saving throw or become poisoned for one hour. While the target is poisoned, it is paralyzed. The riptide horror can have up to six creatures grappled with its six tentacles.





Sahuagin Lord ♦ Salt Drake ♦ Sand Stalker ♦ Senior Priest ♦ Shocker Lizard  
♦ Sivad-Uj', Dog of Orcus ♦ Skeleton Knight ♦ Skum ♦ Skunk ♦ Spell Parrot  
♦ Sphinx, Hieracosphinx ♦ Spider, Monstrous Hunting ♦ Spirit Naga Lich  
♦ Spökvatten ♦ Strangler Mangrove ♦ Strangler Zombie  
♦ Swarm of Undead Bats ♦ Swarm of Undead Rats

## SAHUAGIN LORD

A fish-like sahuagin lord often leads the normal sahuagin. They are usually about seven feet tall, weigh 200 pounds, with webbed feet and hands, and a finned tail.

*Large humanoid (sahuagin), lawful evil*

**Armor Class** 16 (breastplate)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft., swim 50 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 15 (+2) | 16 (+3) | 14 (+2) | 13 (+1) | 17 (+3) |

**Saving Throws** Dex +5, Con +6, Int +5, Wis +4

**Skills** Perception +7

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Sahuagin

**Challenge** 5 (1,800 XP)

**Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The sahuagin can breathe air and water but needs to be submerged at least once every four hours or begin to suffocate.

**Shark Telepathy.** The sahuagin can magically command any shark within 120 feet using a limited telepathy.

## ACTIONS

**Multiattack.** The sahuagin makes one Bite attack and two with its Claws or Trident.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Trident.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.





SALT DRAKE

Salt drakes resemble blue dragons with mottled black wings and crimson eyes. A salt drake’s scales range from dull blue to midnight blue. They are eight to 30 feet long.

Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft., fly 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 14 (+2) | 18 (+4) | 4 (-3) | 13 (+1) | 11 (+0) |

Skills Perception +4, Stealth +5, Survival +4

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 7 (2,900 XP)

**Nictitating Membranes.** Salt drakes have advantage on saving throws against being blinded.

ACTIONS

**Multiattack.** The salt drake makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 12 (2d8 + 3) piercing damage plus 7 (3d4) acid damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 10 (2d6 + 3) slashing damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 16 (3d8 + 3) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

**Salt Spray (recharge 5–6).** The salt drake releases a spray of razor-sharp salt crystals in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed saving throw, the target takes 22 (5d8) acid damage plus 22 (5d8) slashing damage; on a successful save, the target takes half this amount of damage. In addition, if a creature takes any damage from the salt spray, it is poisoned until it takes a short or long rest.



SAND STALKER

Sand stalkers are aggressive, 12-foot-long hunting spiders that burrow just beneath the sand, leaving only their front forelegs exposed. The wind plays over their forelegs, producing an eerie flute-like sound that attracts and hypnotizes prey.

Large beast, unaligned

Armour Class 16 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 40 ft., burrow 30 ft.

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

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages None

Challenge 3 (700 XP)

**Leg Whistler.** Sand stalkers live in environments with sand or loose soil where they can burrow below the surface, leaving just their front legs exposed. As wind passes over their legs, it makes an eerie wailing sound. Any creature that hears the sound must succeed on a DC 13 Wisdom saving throw or use all its actions to move closer to the Stalker. The creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Burrower.** The sand stalker can move through sand or loose soil.

ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and target must succeed on a DC 14 Constitution saving throw or take 55 (10d10) poison damage. If the sand stalker kills its target, it tries to cocoon and preserve its victim for later consumption.



SENIOR PRIEST

Medium humanoid (any race), any alignment

Armor Class 17 (chain shirt, shield)

Hit Points 36 (8d8)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +5

Skills Insight +6, Medicine +6, Nature +6, Religion +3

Senses passive Perception 13

Languages Any two languages

Challenge 5 (1,800 XP)

**Divine Eminence.** As a bonus action, the senior priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the senior priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The senior priest is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +6 to hit with spell attacks). The senior priest has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, cure wounds, guiding bolt, shield of faith*

2nd level (3 slots): *aid, spiritual weapon, suggestion*



3rd level (3 slots): *create food and water, dispel magic, mass healing word*

4th level (2 slots): *divination, guardian of faith*

ACTIONS

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

SHOCKER LIZARD

Shocker lizards are bright green with pale yellow underbellies. They average three feet in length and weigh about 25 pounds.

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 81 (18d6 + 18)

Speed 40 ft., climb 20 ft., swim 20 ft.

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

Skills Athletics +2, Perception +3, Stealth +2

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

**Shock.** As a bonus action, a shocker lizard can deliver an electrical shock to a single opponent within five feet. The target must make a DC 10 Constitution saving throw, taking 4 (1d8) lightning damage on a failed save or half as much damage on a successful one. If two or more shocker lizards are within 20 feet of each other, they can create a more dangerous discharge (recharge 5–6). This effect has a radius of 20 feet centered on one of the participating lizards. Creatures in this area must make a DC 10 Dexterity saving throw, taking 18 (4d8) lightning damage for each participating shocker lizard to a maximum of 108 (24d8) on a failed save or half as much damage on a successful one.

ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.  
*Hit:* 7 (2d6) piercing damage.



## SIVAD-UJ', DOG OF ORCUS

Medium humanoid (human), chaotic evil

**Armor Class** 16 (+1 leather)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 12 (+1) | 15 (+2) | 16 (+3) | 13 (+1) |

**Saving Throws** Wis +7, Cha +5

**Skills** Insight +7, Religion +6, Stealth +8

**Senses** passive Perception 13

**Languages** Common, Orc

**Challenge** 10 (5,900 XP)

**Assassinate.** Sivad-Uj' has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit he scores against a creature that is surprised is a critical hit.

**Cunning Action.** Sivad-Uj' can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Evasion.** When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Sivad-Uj' instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Sneak Attack.** Once per turn, Sivad-Uj' can deal an extra 5d6 damage to one creature he hit with an attack if he had advantage on the attack roll.

**Uncanny Dodge.** When an attacker that Sivad-Uj' can see hits him with an attack, he can use his reaction to halve the attack's damage.

### ACTIONS

**+1 Light Crossbow.** Ranged Weapon Attack: +9 to hit, range 80 ft./320 ft., one target. **Hit:** 9 (1d8 + 5) piercing damage.

**Dagger of Venom.** Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20 ft./60 ft., one target. **Hit:** 7 (1d4 + 5) piercing damage and target must make a DC 15 Constitution saving throw. On a failure, the target takes 11 (2d10) poison damage and is poisoned for one minute while on a failure, the target takes half this damage and is not poisoned.

**Poisoned Throwing Dagger.** Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20 ft./60 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage and target must make a DC 15 Constitution saving throw, taking 3 (1d6) poison damage on a failure or half as much on a success.

**Equipment.** cloak of the bat, dagger of venom, wand of binding, +1 leather armor, ring of mind shielding, +1 light crossbow, 24 bolts, five poisoned throwing daggers, three vials of poison (drow poison), two vials of poison (serpent venom).

## SKELETON KNIGHT

A skeletal knight returns from beyond when called to defend its master once again. A skeletal knight is often found with either a greatsword, a longsword, or a battleaxe, and wears bits of scale mail, chainmail, or plate armor.

Medium undead, lawful evil

**Armor Class** 15 (armor scraps)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 13 (+1) | 15 (+2) | 17 (+3) | 7 (–2) | 8 (–1) | 6 (–2) |

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands its master's language in life but cannot speak

**Challenge** 2 (450 XP)



### ACTIONS

**Melee Weapon.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** varies, damage is determined by weapon. **Battleaxe or longsword:** 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands. **Greatsword:** 8 (2d6 + 1) slashing damage.



## SKUM

Skum are horrid combinations of humans and fish, with a spiny crest, bulbous eyes, and a tail.

*Medium humanoid, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 20 ft., swim 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 15 (+2) | 13 (+1) | 17 (+3) | 10 (+0) | 10 (+0) | 6 (–2) |

**Skills** Athletics +4, Perception +2, Stealth +3

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Deep Speech, Undercommon

**Challenge** 2 (450 XP)



## SKUNK

A skunk has distinctive black-and-white striped fur and a bushy tail. Their spray is irritating to the eyes and mucus membranes.

*Tiny beast, unaligned*

**Armor Class** 10

**Hit Points** 1 (1d4 – 1)

**Speed** 20 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 3 (–4) | 10 (+0) | 9 (–1) | 3 (–4) | 12 (+1) | 7 (–2) |

**Skills** Perception +3, Stealth +2

**Senses** passive Perception 11

**Challenge** 0 (10 XP)

## ACTIONS

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

**Spray (recharges after a short or long rest).** *Ranged Weapon Attack:* range 5 ft., one creature. The target must succeed on a DC 11 Dexterity saving throw or be stunned for one round and poisoned for the next 1d4 rounds.

## ACTIONS

**Multiattack.** The skum makes one Bite attack and either two Claw attacks or one Trident attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

**Trident.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d6 + 2) piercing damage if used two-handed to make a melee attack.

## SPELL PARROT

Spell parrots look, think, and act primarily like parrots, despite high intelligence for an animal. Only when spells are cast do they reveal their magical nature.

*Tiny monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 3 (2d4 – 2)

**Speed** 10 ft., fly 50 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 2 (–4) | 14 (+2) | 8 (–1) | 2 (–4) | 12 (+1) | 6 (–2) |

**Skills** Perception +3

**Senses** passive Perception 13

**Challenge** 3 (700 XP)

**Spell Mimicry.** Whenever the spell parrot hears a cantrip or a 1st- through 5th-level spell that has a verbal component being cast, it can attempt to mimic the casting of that spell on its next turn. The spell parrot ignores any somatic or material component that the spell requires.

When the spell parrot attempts to mimic the spell, roll a d6. If the spell is a cantrip or 1st-level spell, the casting succeeds if the result is a 3–6. If the spell is 2nd level or higher, the casting succeeds on the result of a 5 or 6. Once the spell parrot mimics a spell, it forgets the spell. The spell parrot uses the original caster's spell save DC and spell attack bonus, and the spell must have a valid target for the spell parrot to use as the target of the mimicked spell.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.





## SPHINX, HIERACOSPHINX

The least intelligent of the common sphinxes, hieracosphinxes are a cowardly, cruel-hearted lot. All are male.

*Large monstrosity, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 120 (16d10 + 32)

**Speed** 30 ft., fly 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 14 (+2) | 15 (+2) | 6 (–2) | 15 (+2) | 10 (+0) |

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Sphinx

**Challenge** 5 (1,800 XP)

### ACTIONS

**Multiattack.** The sphinx makes one Shriek, one Bite and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Shriek (recharge 5–6).** Any non-sphinx within 60 feet must succeed on a DC 13 Constitution saving throw or be deafened for 2d4 rounds. Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours.

## SPIDER, MONSTROUS HUNTING

This 15- to 20-foot-diameter arachnid hunts on the ground and with its webs.

*Gargantuan beast, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 145 (10d20 + 40)

**Speed** 50 ft., climb 50 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 23 (+6) | 16 (+3) | 19 (+4) | 2 (–4) | 13 (+1) | 4 (–3) |

**Saving Throws** Dex +7, Con +8

**Skills** Perception +5, Stealth +11

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 14

**Languages** —

**Challenge** 9 (5,000 XP)

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

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

**Barbed Hairs.** A creature that touches the spider or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing



damage and must succeed on a DC 15 Constitution saving throw or be incapacitated until the end of its next turn.

### ACTIONS

**Multiattack.** The spider makes one Bite attack and one Shoot Hairs attack.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 25 (4d8 + 7) piercing damage, and the target must make a DC 16 Constitution saving throw. On a failure, the target takes 18 (4d8) poison damage, and its Strength score is reduced by 1d4. On a success, the target takes half as much poison damage. If the poison damage reduces the target to 0 hit points or its Strength is reduced to 0, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. Otherwise Strength reductions last until the target finishes a short or long rest.

**Shoot Hairs.** *Ranged Weapon Attack:* +11 to hit, range 30 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage and the target must succeed on a DC 15 Constitution saving throw or be incapacitated until the end of its next turn.



SPIRIT NAGA LICH

This undead naga is a powerful spellcaster that can spit poison to disable her prey.

Large undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 212 (25d10 + 75)

Speed 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 16 (+3) | 16 (+3) | 19 (+4) | 18 (+4) |

Saving Throws Dex +9, Con +8, Int +8, Wis +9, Cha +9

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 15 (13,000 XP)

- Turn Resistance.** The naga lich has advantage on saving throws against any effect that turns undead.
- Spellcasting.** The naga is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks), and it needs only verbal components to its her spells. It has the following cleric spells prepared:
- Cantrips (at will): *mending, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, cure wounds, shield of faith*
- 2nd level (3 slots): *calm emotions, hold person*
- 3rd level (3 slots): *bestow curse, clairvoyance*
- 4th level (3 slots): *banishment, freedom of movement*
- 5th level (2 slots): *flame strike, geas*
- 6th level (1 slot): *true seeing*
- 7th level (1 slot): *fire storm*
- 8th level (1 slot): *antimagic field*
- ACTIONS**
- Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. **Hit:** 8 (1d8 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.
- Paralyzing Touch.** *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. **Hit:** 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Spit Poison.** *Ranged Weapon Attack:* +9 to hit, range 15 ft./30 ft., one creature. **Hit:** The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



LEGENDARY ACTIONS

- The naga lich can take three 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 naga regains spent legendary actions at the start of its turn.
- Cantrip.** The naga lich casts a cantrip.
- Paralyzing Touch (costs 2 actions).** The naga lich uses its paralyzing touch.
- Frightening Gaze (costs 2 actions).** The naga lich fixes its gaze on one creature it 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 one 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 naga’s gaze for the next 24 hours.
- Disrupt Life (costs 3 actions).** Each living creature within 20 feet of the naga lich 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.
- Equipment:** *Eye of Avnahei* <sup>A2</sup>



## SPÖKVATTEN

A spökvatten resembles a beautiful elven woman with pale skin, long black hair, and pupil-less black eyes. When prey approaches, the spökvatten transforms into a cold, clinging mist.

*Medium fey, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., swim 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 9 (−1) | 18 (+4) | 14 (+2) | 10 (+0) | 16 (+3) | 18 (+4) |

**Skills** Deception +10, Insight +6, Nature +3, Perception +9, Persuasion +10, Stealth +10

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Aquan, Sylvan

**Challenge** 5 (1,800 XP)

**Shapechanger.** The spökvatten can use its action to magically polymorph into a Large cloud of mist, into a beast or humanoid of challenge rating 2 or lower, or back into its true form (that of a Medium fey). Anything it is carrying or wearing transforms with it. It reverts to its true form if it dies.

While in beast or humanoid form, the fey retains its game statistics and ability to

speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

In mist form, the spökvatten can use only its icy fog ability, and it is unable to speak or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage.

### ACTIONS

**Cold Touch.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) cold damage and the target must succeed on a DC 15 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.

**Icy Fog (recharge 5–6).** The spökvatten exhales a cloud of freezing mist in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.





STRANGLER MANGROVE

Strangler mangroves are sentient plants that sustain themselves on the internal organs and body fluids of living creatures.

Huge plant, unaligned

Armor Class 16 (natural armor)

Hit Points 287 (23d12 + 138)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 25 (+7) | 10 (+0) | 22 (+6) | 10 (+0) | 14 (+2) | 6 (-2) |

Saving Throws Con +11

Skills Perception +7, Stealth +5

Damage Resistance fire

Condition Immunities frightened, prone, stunned, unconscious

Senses tremorsense 60 ft., passive Perception 17

Languages Common, but cannot speak, telepathy 100 ft. with strangler zombies

Challenge 14 (11,500 XP)

STRANGLER ZOMBIE

Strangler zombies are humanoid creatures with deathly gray-green skin that feels coarse and rough to the touch. A vine tethers them to the strangler mangrove that created them.

Medium plant, unaligned

Armor Class 11 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 4 (-3) | 10 (+0) | 1 (-5) |

Damage Resistance fire

Damage Immunities poison

Condition Immunities poisoned; frightened, prone, stunned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but cannot speak, telepathy 100 ft. with strangler zombies

Challenge 3 (700 XP)

Regeneration. The strangler zombie regenerates 5 hit points at the start of its turn if it has at least 1 hit point.

Create Strangler Zombie. When a creature dies within 15 feet of a strangler mangrove, the strangler mangrove uses a sharpened tendril to slice open the creature’s abdomen, thereby spilling the corpse’s innards on the ground. The tree’s roots then absorb the organs and fluids. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree’s branches. The abdominal wound heals over the next 1d4 days, at which time the slain creature rises as a strangler zombie connected by a tether-vine to the strangler mangrove that created it. Strangler mangrove zombies possess none of their former abilities.

Strangler Mangrove Zombies. Each strangler mangrove has several strangler zombies connected to it. A Huge strangler mangrove may have no more than seven strangler mangrove zombies connected to it at one time. See the strangler zombie entry for details on that monster.

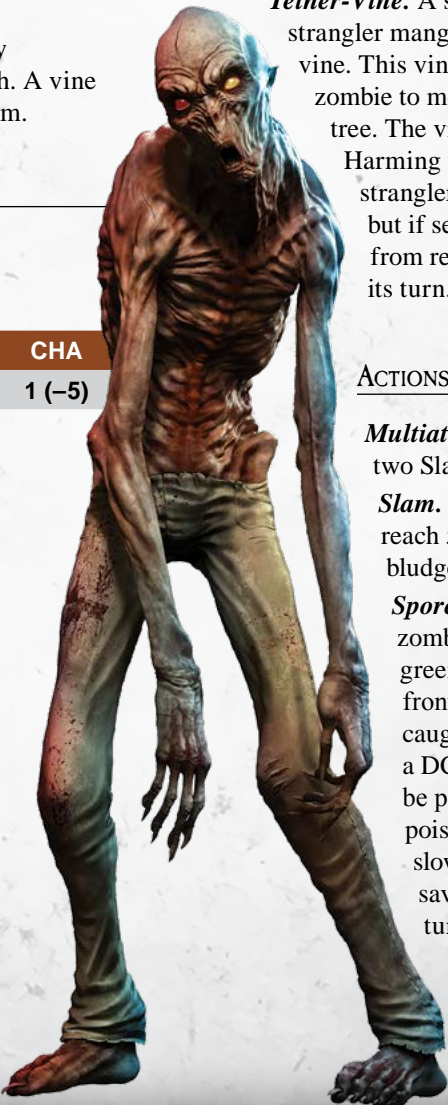
ACTIONS

Multiattack. The strangler mangrove makes three Slam attacks. Slam. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 28 (6d6 + 7) bludgeoning damage and the target is grappled (escape DC 22) and restrained.

Tether-Vine. A strangler zombie is connected to the strangler mangrove that created it by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 12 and has 10 hit points. Harming the vine deals no damage to the strangler zombie or the strangler mangrove, but if severed, it does prevent the zombie from regenerating any health at the start of its turn.

ACTIONS

Multiattack. The strangler zombie makes two Slam attacks. Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. Spore Cloud (recharge 6). A strangler zombie can breathe a cloud of poisonous, greenish spores at the space directly in front of it in a five-foot cube. A creature caught in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. Until this poison ends, the target is slowed (as the slow spell). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





## SWARM OF UNDEAD BATS

A swarm of undead bats is filled with the broken bodies of regular bats. They flutter and flap, somehow still able to fly despite their broken and mangled bodies.

*Medium swarm of tiny undead, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 30 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 5 (–3) | 15 (+2) | 10 (+0) | 2 (–4) | 12 (+1) | 4 (–3) |

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

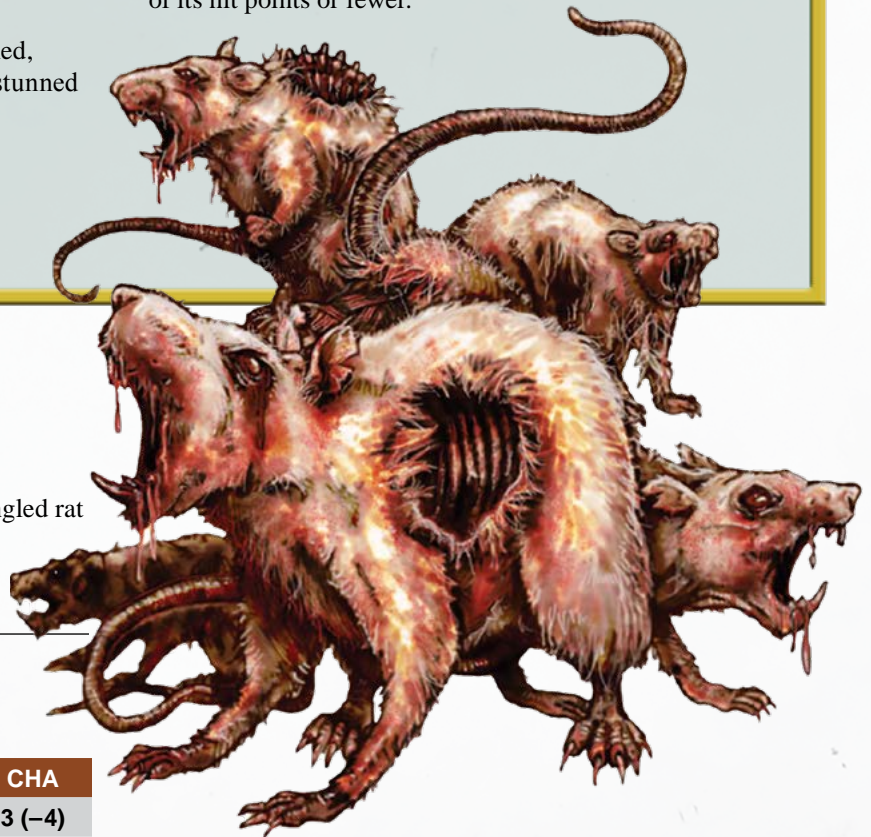
**Echolocation.** The swarm can't use its blindsight while deafened.

**Keen Hearing.** The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.



## SWARM OF UNDEAD RATS

A swarm of undead rats is composed of hundreds of mangled rat corpses that bite and claw as they rush over enemies.

*Medium swarm of Tiny undead, chaotic evil*

**Armor Class** 10

**Hit Points** 24 (7d8 – 7)

**Speed** 30 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 9 (–1) | 11 (+0) | 9 (–1) | 2 (–4) | 10 (+0) | 3 (–4) |

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.





Thanta of the Nether Worlds ♦ Thief ♦ Thief Lord ♦ Thurid Hrolf (The Virgin Priestess of Hecate) ♦ Trawla of the Sin Mire ♦ Tsathar ♦ Tsathar Priest  
♦ Swarm of Undead Bats ♦ Swarm of Undead Rats

## THANTA OF THE NETHER WORLDS

Medium humanoid (human), lawful neutral

**Armor Class** 10 (13 with *mage hand*)

**Hit Points** 81 (18d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 11 (+0) | 10 (+0) | 19 (+4) | 19 (+4) | 16 (+3) |

**Saving Throws** Int +9, Wis +9

**Skills** Arcana +10, History +10, Investigation +10

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Aklo, Celestial, Draconic, Common, Elven, Infernal, Ignian, Terran, Undercommon

**Challenge** 15 (13,000 XP)

**Eyes of Minute Seeing.** Thanta has advantage on Intelligence (Investigation) checks made on objects that are within one foot of her.

**Innate Spellcasting.** Thanta's lifetime of study has allowed her to cast certain spells innately. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *comprehend languages*

3/day each: *clairvoyance*, *darkvision*, *identify*

1/day: *locate object*

**Medallion of Thoughts.** Thanta can cast *detect thoughts* 3/day.

**Spellcasting.** Thanta is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *mending*, *message*

1st level (4 slots): *expeditious retreat*, *mage armor*

2nd level (3 slots): *alter self*, *invisibility*, *see invisibility*

3rd level (3 slots): *dispel magic*, *fly*, *glyph of warding*

4th level (3 slots): *arcane eye*, *dimension door*, *private sanctum*

5th level (3 slots): *contact other plane*, *dominate person*, *scrying*

6th level (1 slot): *arcane gate*

7th level (1 slot): *etherealness*

8th level (1 slot): *telepathy*

9th level (1 slot): *wish*

## ACTIONS

**+1 Quarterstaff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands to make a melee attack.

**Equipment:** *Carpet of flying* (under her body on the dais), *medallion of thoughts*, *eyes of minute seeing*, masterwork staff, unholy symbol of Hecate

## THIEF

Medium humanoid (any race), neutral or chaotic alignment

**Armor Class** 15 (studded leather)

**Hit Points** 27 (6d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 17 (+3) | 10 (+0) | 13 (+1) | 15 (+2) | 12 (+1) |

**Saving Throws** Dex +5, Int +3

**Skills** Acrobatics +7, Deception +3, Perception +4, Stealth +7

**Senses** passive Perception 14

**Languages** Any one language (usually Common)

**Challenge** 2 (450 XP)

**Climber.** Climbing does not cost the thief extra movement.

**Sneak Attack (1/turn).** The thief deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within five feet of an ally of the thief that isn't incapacitated, and the thief doesn't have disadvantage on the attack.

**Uncanny Dodge.** If hit by an attack from a foe that it can see, the thief can halve the attack's damage as its reaction.

## ACTIONS

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



## THIEF LORD

*Medium humanoid (any race), lawful evil*

**Armor Class** 17 (glamoured studded leather)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

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

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Deception +9, Investigation +5, Perception +5, Persuasion +6, Stealth +10

**Damage Resistances** poison

**Senses** passive Perception 15

**Languages** Thieves' Cant plus any two languages

**Challenge** 8 (3,900 XP)

**Cunning Action.** On each of its turns, the thief lord can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If the thief lord is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief lord instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/turn).** The thief lord deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief lord that isn't incapacitated, and the thief lord doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The thief lord makes two Rapier attacks.

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Hand Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

### REACTIONS

**Protect Me.** When a creature the thief lord can see targets it with an attack, the thief lord can sidestep behind an ally within five feet of it, moving to an unoccupied space within five feet of the ally. The chosen ally becomes the target of the attack instead.

The thief lord is from *Creature Codex* by Kobold Press, p. 406).

## THURID HROLF (THE VIRGIN PRIESTESS OF HECATE)

*Medium humanoid (human), neutral evil*

**Armor Class** 16 (glamored studded leather)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 17 (+3) | 13 (+1) | 17 (+3) | 11 (+0) | 20 (+5) |

**Saving Throws** Dex +8, Int +8, Wis +5

**Skills** Acrobatics +8, Deception +15, Perception +5, Stealth +13

**Senses** passive Perception 15

**Languages** Common, Orc

**Challenge** 15 (13,000 XP)

**Amulet of Proof Against Detection and Location.** Thurid is hidden from all divination magic.

**Gloves of Thievery.** Thurid gains a +20 to Dexterity checks made with thieves' tools when picking locks.

**Innate Spellcasting.** While wearing his *hat of disguise*, Thurid can cast *disguise self* at will.

**Longsword of Wounding.** Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when Thurid hits a creature with an attack using this magic weapon, he can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time Thurid wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within five feet of it, can use an action to make a DC 15 Wisdom (medicine) check, ending the effect of such wounds on it on a success.

### ACTIONS

**Longsword of Wounding.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used two-handed.

**Equipment.** *Amulet of proof against detection and location, gloves of thievery, hat of disguise, oil of sharpness, potions of heroism, invulnerability, speed, superior healing (x2), thieves' tools.*





## TRAWLA OF THE SIN MIRE

*Medium humanoid (half-orc), neutral evil*

**Armor Class** 18 (fish scale armor, turtle shell shield)

**Hit Points** 33 (6d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 16 (+3) | 11 (+0) | 11 (+0) | 14 (+2) | 14 (+2) |

**Saving Throws** Int +3, Wis +5

**Skills** Intimidation +5, Medicine +5, Nature +3, Religion +3, Survival +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Druidic, Orcish

**Challenge** 5 (1,800 XP)

**Land's Stride.** Moving through nonmagical difficult terrain costs Trawla no extra movement. Trawla can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, Trawla has advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

**Natural Recovery.** Trawla can regain magical energy by sitting in meditation and communing with nature. During a short rest, she chooses expended spell slots to recover. The spell slots can have a combined level of 3. She cannot use this feature again until she finishes a long rest.

**Relentless Endurance.** When Trawla is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead. She cannot use this feature again until she finishes a long rest.

**Savage Attacks.** When Trawla scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Spellcasting.** Trawla is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *poison spray*, *resistance*.

1st (4 slots): *charm person*, *cure wounds*, *entangle*, *faerie fire*.

2nd (3 slots): *acid arrow*, *barkskin*, *hold person*.

3rd (3 slots): *call lightning*, *stinking cloud*, *water walk*.

**Wild Shape.** Trawla can use her action to magically assume the shape of a beast that she has seen before. She can use this feature twice and regains expended uses when she finishes a short or long rest. She is familiar with all the Sin Mire's denizens and can wild shape into any swamp-dwelling creature of up to CR 1/4.

## ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used two-handed to make a melee attack.

**Equipment:** spear, fish scale armor (100 gp), turtle shell shield (25 gp), herbalism kit, *cloak of elvenkind*, *potion of fire resistance* (x3), *ring of free action*, *ring of swimming*, *spell scroll (control water)*, lard-caked mink stole (20 gp), dwarf-ear necklace, burlap robes, unholy symbol, and Vingmort's baby shoes.



## TSATHAR

Tsathar are a race of frog-like humanoids standing six feet tall and weighing about 300 pounds.

*Medium monstrosity (aquatic), chaotic evil*

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Stealth +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal, Tsathar

**Challenge** 1/2 (100 XP)

**Amphibious.** The tsathar can breathe air and water.

**Keen Smell.** The tsathar has advantage on Wisdom (Perception) checks that rely on smell.

**Slimy.** Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple a tsathar do so with disadvantage.

**Standing Leap.** The tsathar's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

## ACTIONS

**Multiattack.** The tsathar makes one Bite attack and one with its Claws or Spear.

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

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or become the living host to a tsathar egg, which over the course of the egg maturing, migrates to the chest cavity of the host. The host creature must make another DC 13 Constitution saving throw after 24 hours of the egg having been implanted. A failed saving throw results in the host becoming violently ill, followed by a deep coma-like state that lasts 2d6 + 2 days. At the end of each day, the host can attempt another saving throw with a success indicating that its body has managed to destroy the egg through normal immune response. At the end of the incubation period, the host awakes to excruciating pain as the young tsathar, freed from its egg, tears its way out of the host, who is reduced to 0 hit points in the process.

A DC 16 Wisdom (Medicine) check can be attempted to surgically extract an egg from the host. A *lesser restoration* spell also cures the condition and purges the host of the egg.

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





## TSATHAR PRIEST

The tsathar priest is surrounded by a swirling field of corruption.

*Medium monstrosity (aquatic), chaotic evil*

**Armor Class** 14 (frog hide)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft., swim 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 14 (+2) | 12 (+1) | 17 (+3) | 11 (+0) |

**Skills** Nature +5, Perception +5, Religion +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Tsathar

**Challenge** 4 (1,100 XP)

**Amphibious.** The tsathar can breathe air and water.

**Keen Smell.** The tsathar has advantage on Wisdom (Perception) checks that rely on smell.

**Slimy.** Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple a tsathar do so with disadvantage.

**Standing Leap.** The tsathar's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

**Fetid Shroud of the Frog God.** The priest of Tsathogga is surrounded by a fetid, swirling shroud of foul corruption. At the start of each of the priest's turns, each creature within five feet of it takes 7 (2d6) poison damage. A creature that touches the priest or hits it with a melee attack while within five feet of it takes 7 (2d6) poison damage.

**Fetid Strike.** Once on each of the priest's turns when it hits a creature with a weapon attack, it can cause the attack to deal an extra 9 (2d8) poison damage to the target.

**Spellcasting.** The tsathar priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *thaumaturgy*

1st level (4 slots): *bane*, *bless*, *cure wounds*, *detect magic*, *inflict wounds*

2nd level (3 slots): *enhance ability*, *hold person*, *silence*

3rd level (3 slots): *bestow curse*, *dispel magic*, *stinking cloud*

### ACTIONS

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

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

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or become the living host to a tsathar egg, which over the course of the egg maturing, migrates to the chest cavity of the host. The host creature must make another DC 13 Constitution saving throw after 24 hours of the egg having been implanted. A failed saving throw results in the host becoming violently ill, followed by a deep coma-like state that lasts 2d6 + 2 days. At the end of each day, the host can attempt another saving throw with a success indicating that its body has managed to destroy the egg through normal immune response. At the end of the incubation period, the host awakes to excruciating pain as the young tsathar, freed from its egg, tears its way out of the host, who is reduced to 0 hit points in the process.

A DC 16 Wisdom (Medicine) check can be attempted to surgically extract an egg from the host.

A *lesser restoration* spell also cures the condition and purges the host of the egg.







Vademn ♦ Veteran Holy Defender ♦ Veteran Scout ♦ Veteran Thief

VADEMNI

Medium humanoid (half-orc), chaotic neutral

**Armor Class** 16 (+2 chain shirt)

**Hit Points** 120 (16d8 + 48)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 20 (+5) | 14 (+1) | 16 (+3) | 11 (+0) | 10 (+0) | 8 (–1) |

**Saving Throws** Str +9, Con +7

**Skills** Intimidation +3, Nature +4, Survival +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 9 (5,000 XP)

**Danger Sense.** Vademni has advantage on Dexterity saving throws against effects that he can see such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

**Feral Instinct.** Vademni has advantage on Initiative rolls.

**Frenzy.** Vademni can go into a frenzy when he rages. If he does so, for the duration of his rage Vademni can make a single melee weapon attack as a bonus action on each of his turns after this one. When Vademni's rage ends, he suffers one level of exhaustion.

**Rage.** On Vademni's turn, he can enter a rage as a bonus action. While raging, he gains the following benefits:

- Advantage on Strength checks and Strength saving throws.
- When Vademni makes a melee weapon attack using Strength, he gains a +3 bonus to the damage roll.
- Resistance to bludgeoning, piercing, and slashing damage.

Vademni's rage lasts for one minute. It ends early if he is knocked unconscious or if his turn ends and Vademni hasn't attacked a hostile creature since his last turn or taken damage since then. Vademni can also end his rage on his turn as a bonus action.

**Reckless Attack.** When Vademni makes his first attack on his turn, Vademni can decide to attack recklessly. Doing so gives Vademni advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against Vademni have advantage until Vademni's next turn.

After he rages five times, Vademni cannot rage again until he takes a long rest.



**Relentless Endurance.** When Vademni is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.

**Relentless Rage.** If Vademni drops to 0 hit points while raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds, Vademni drops to 1 hit point instead. Each time he uses this feature after the first, its DC increases by 5. When Vademni finishes a short or long rest, the DC resets to 10.

**Savage Attack.** When Vademni scores a critical hit with a melee weapon attack, he can roll two more of the weapon's damage dice and add it to the extra damage of the critical hit.

ACTIONS

**Multiattack.** Vademni makes two Greataxe attacks. While raging he makes three.

**+2 Greataxe.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage.

**Equipment.** +2 greataxe, +2 chain shirt





## VETERAN HOLY DEFENDER

*Medium humanoid (any race), lawful good*

**Armor Class** 16 (half plate)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+1) | 14 (+2) | 11 (+0) | 16 (+3) | 18 (+4) |

**Saving Throws** Str +8, Dex +5, Con +6, Int +4, Wis +10, Cha +11

**Skills** Athletics +7, Insight +6

**Condition Immunities** diseased

**Senses** passive Perception 13

**Languages** Any two languages

**Challenge** 5 (1800 XP)

**Spellcasting.** The veteran holy defender is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The veteran holy defender has the following paladin spells prepared:

1st level (4 slots): *bless*, *command*, *cure wounds*, *heroism*

2nd level (3 slots): *aid*, *lesser restoration*, *zone of truth*

3rd level (3 slots): *beacon of hope*, *blinding smite*, *dispel magic*

**Divine Smite.** When it hits a creature with a melee weapon attack, the veteran holy defender can expend one spell slot to

deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st.

**Aura of Protection.** Whenever the veteran holy defender or a friendly creature within 10 feet of it must make a saving throw, the creature gains a +4 bonus to the saving throw (included above). The defender must be conscious to grant this bonus.

## ACTIONS

**Multiattack.** The veteran holy defender makes two Greatsword attacks.

**+1 Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Lay on Hands.** The veteran holy defender has a pool of healing power that replenishes with a long rest. With that pool, the veteran holy defender can restore a total of 60 hit points. As an action, the veteran holy defender can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in its pool. Alternatively, the veteran holy defender can expend 5 hit points from its pool of healing to cure the target of one disease or neutralize one poison affecting it. The veteran holy defender can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.



## VETERAN SCOUT

*Medium humanoid (any race), any alignment*

**Armor Class** 14 (leather armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 16 (+3) | 14 (+2) | 13 (+1) | 15 (+2) | 11 (+0) |

**Skills** Nature +5, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Keen Hearing and Sight.** The veteran scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Land's Stride.** Moving through nonmagical difficult terrain costs the veteran scout no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. The veteran scout also has advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

### ACTIONS

**Multiattack.** The veteran scout makes two melee attacks or two ranged attacks.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## VETERAN THIEF

*Medium humanoid (any race), neutral or chaotic alignment*

**Armor Class** 16 (studded leather)

**Hit Points** 51 (8d8 + 8)

**Speed** 30 ft.

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

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Deception +5, Perception +9, Stealth +10

**Senses** passive Perception 19

**Languages** Thieves' Cant plus one language

**Challenge** 5 (1,800 XP)

**Climber.** Climbing does not cost the veteran thief extra movement.

**Sneak Attack (1/turn).** The veteran thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within five feet of an ally of the veteran thief that isn't incapacitated, and the veteran thief doesn't have disadvantage on the attack

**Uncanny Dodge.** If hit by an attack from a foe that it can see, the veteran thief can halve the attack's damage as its reaction.

### ACTIONS

**Multiattack.** The veteran thief makes one Dagger and one Rapier attack.



**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target.

*Hit:* 6 (1d4 + 4) piercing damage.

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.





## Yeddo

### YEDDO

*Small humanoid (halfling),  
chaotic evil*

**Armor Class** 16 (+1  
leather)

**Hit Points** 39 (9d8 – 9)

**Speed** 25 ft.

| STR     | DEX     | CON    | INT     | WIS     | CHA     |
|---------|---------|--------|---------|---------|---------|
| 10 (+0) | 18 (+4) | 9 (–1) | 14 (+2) | 12 (+1) | 14 (+2) |

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Deception +5, Perception +4, Persuasion +5, Sleight of Hand +10, Stealth +7

**Senses** passive Perception 14

**Languages** Common, Halfling

**Challenge** 6 (2,300 XP)

**Assassinate.** Yeddo has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit he scores against a creature that is surprised is a critical hit.

**Cunning Action.** Yeddo can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Evasion.** When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Yeddo instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Halfling Nimbleness.** Yeddo can move through the space of any

creature that is of a size larger than he is.

**Lucky.** When Yeddo rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

**Naturally Stealthy.** Yeddo can attempt to hide even when obscured only by a creature that is at least one size larger than he is.

**Sneak Attack.** Once per turn, Yeddo can deal an extra 5d6 damage to one creature he hit with an attack if he had advantage on the attack roll.

**Uncanny Dodge.** When an attacker that Yeddo can see hits him with an attack, he can use his reaction to halve the attack's damage.

### ACTIONS

**Multiattack.** Yeddo makes 2 *Dagger of Venom* or 2 Poisoned Throwing Dagger attacks.

**Dagger of Venom. Melee or Ranged Weapon Attack:** +8 to hit, reach 5 ft. or range 20 ft./60 ft., one target. **Hit:** 7 (1d4 + 5) piercing damage and target must make a DC 15 Constitution saving throw. On a failure, the target takes 11 (2d10) poison damage and is poisoned for one minute while on a failure, the target takes half this damage and is not poisoned.

**Poisoned Throwing Dagger. Melee or Ranged Weapon Attack:** +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage and target must make a DC 15 Constitution saving throw, taking 3 (1d6) poison damage on a failure or half as much on a success.

**Equipment.** +1 leather armor, six poisoned throwing daggers, *dagger of venom*, *potion of invisibility*, *potion of invulnerability*

**Skills** Perception +6

**Condition Immunities** poison, prone

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 16

**Challenge** 9 (5,000 XP)

**Undead Fortitude.** If damage reduces the zombie shadow hunter to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Bite. Melee Weapon Attack:** +10 to hit, reach 10 ft., one target. **Hit:** 15 (2d8 + 6) piercing damage.

**Constrict. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. **Hit:** 17 (2d10 + 6) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the shadow hunter can't constrict another target.



## Zombie Shadow Hunter

### ZOMBIE SHADOW HUNTER

The zombie shadow hunter is a massive rotting serpent anywhere from 30 to 40 feet long and nearly five feet thick in its midsection.

*Huge monstrosity, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 30 ft., climb 50 ft., swim 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 23 (+6) | 15 (+2) | 19 (+4) | 5 (–3) | 14 (+2) | 3 (–4) |



# APPENDIX 2

## MAGIC ITEMS



The following new magic items are found in the *Splinters of Faith Campaign*.

### ALIJAHS, INFERNO CROWN OF THE PASHAS

*Wondrous item, artifact (requires attunement by a humanoid)*

Rubies cover this gold crown, but her beautiful exterior is marred by her often-haughty personality. The crown is very vain and fickle about her wearer.

*Alijahs* functions as a helm of telepathy. She (the crown does not tolerate being called “it”) is a sentient chaotic neutral wondrous item with an Intelligence of 17, Wisdom of 10, and a Charisma of 17. She has normal sight and hearing to 120 feet. *Alijahs* communicates via speech and telepathy, also with a range of 120 feet. She can speak Common and understands all languages known by her wearer.

While wearing *Alijahs*, you have the following abilities and powers:

- You have advantage on Charisma (Persuasion) skill checks and gain proficiency in Persuasion if you do not already have it.
- Innate spellcasting. Your innate spellcasting ability is Charisma, and you can use *Alijahs*’ Charisma if it is higher than yours. You can innately cast the following spells, requiring no material components.
  - 3/day each: *faerie fire*, *fireball*
  - 1/day each: *fire shield*, *wall of fire*
- You have resistance to fire damage

A prized crown once worn by Vandallia (See **Area 6-6B** in **Chapter 9: Eclipse of the Hearth**), *Alijahs* was lost during the War of Divine Discord. After Vandallia, *Alijahs* went from owner to owner before ending up in the dragon Sudarsharn’s possession (see **Area C** in **Chapter 14: Remorse of Life**). *Alijahs* cares only for her bearer — if she deems him or her worthy. She insists that the wearer be the leader of any group.



The crown feels she is superior to all others and desires to be worn only by a person of the highest importance. If she feels the wearer is directly threatened, she unleashes a flame strike upon the enemy, regardless of who is affected. The flame strike is an action *Alijahs* may take in addition to the actions of her wearer. Her ability to cast flame strike is unlimited, but she uses the spell at her discretion and only in moments of dire need.

### AMULET OF ARDEN’S RADIANCE

*Wondrous item, rare (requires attunement by a cleric)*

This golden amulet bears an engraving of a rising sun. When you use your Channel Divinity to attempt to turn undead while wearing this amulet, your save DC is increased by +1. If you are a cleric of the Life Domain, the increase is +2.



## BOOTS OF DANCING

*Wondrous item, uncommon*

These boots initially appear and function as one of the other kinds of magic boots (and appear as such if *identify* is cast upon them. But the first time you are in (or fleeing from) melee combat, you begin dancing in place instead. While dancing, you must use all your movement to dance without leaving your space and you have disadvantage on dexterity saving throws and attack rolls. While you are affected by this item, other creatures have advantage on attack rolls against you. As an action, you may attempt a DC 14 Wisdom saving throw to regain control of yourself. On a successful save, you regain the ability to move normally — until you again find yourself in melee combat. Only a *remove curse* spell enables you to be rid of the boots once their true nature is revealed.



## BRACERS OF DEFENSELESSNESS

*Wondrous item, rare (requires attunement)*

These bracers appear to be *bracers of defense* until the first time you are attacked after having attuned to them. While wearing these bracers, you gain no bonus to your armor class from Dexterity and if you wear armor, you have a –2 penalty to your armor class. Once attuned, they can be removed only after *remove curse* is cast on you.

## BRIDLE OF BONE

*Wondrous item, rare*

You may use an action to place this bridle made of bone and sinew on any dead mount. When you do, it animates for as long as you hold the reins. The animated creature has the stats of a zombie or skeleton (your choice). The bridle has unlimited uses per day but can animate only one mount at a time. The mount unerringly follows the command of the wielder. If for any reason the reins fall from the wielder's grasp or the creature drops to zero hit points, the mount immediately returns to its dead state. A dead creature can be animated only once by the bridle. The mount can be ridden or used to pull a carriage.



## DARKSKULL OF ORCUS

*Wondrous item, legendary*

A *darkskull* is a direct link to Orcus and grants the possessor various abilities while opening a conduit for the dark deity to corrupt the being's soul. *Darkskulls* can be fashioned from various metals such as bronze or gold or platinum, although the choice of metal does not change the *darkskull's* abilities.

The *darkskull* has normal vision and hearing. It has Intelligence 12, Wisdom 12, and Charisma 10. The *darkskull* has innate spellcasting. Its spellcasting ability is Wisdom (spell save DC 12). It can cast the following spells without requiring any components.

- At will: *detect thoughts*
- 3/day: *darkness*
- 1/week: *suggestion* These suggestions always relate to immoral or malevolent acts involving the dead or undead creatures.

If you are a non-evil creature within five feet of a *darkskull*, you have disadvantage on all attack rolls and ability checks.

## EYE OF AVNAHEI

*Wondrous item, legendary (requires attunement)*

This white, frosted glass orb grants truesight out to 120 feet to any creature that cuts out its own eye and places the sphere in the empty socket.

Removing an eye deals 3d8 damage to the creature, or half as much damage if accompanied by a successful DC 16 Wisdom (Medicine) check. Until the eye is replaced with the *eye of Avnahei* or otherwise repaired, the creature has disadvantage on Wisdom (Perception) checks that rely on sight. The orb magically resizes itself to fit the socket of the creature using it.







### HAG STONE

*Wondrous item, rare (requires attunement)*

These flat, round stones — usually one inch to three inches in diameter — have a small hole bored through the flat rock. They are often found in running water such as small streams and along raging rivers. The holes occur naturally from mollusks boring through the rock or from coarse sand or other stones rubbing against the stone.

A cord is often threaded through the hole so the stone can be worn like a necklace. Others hang multiple stones from the eaves of their homes to ward off all sorts of evil. Still others will simply carry the hagstone with them like a favorite relic.

While you wear a *hag stone*, you gain advantage on saving throws against hags and their magic. Hags have disadvantage on their saving throws against you. When you attempt to remain unnoticed by one or more hags, you have advantage on any Dexterity (Stealth) checks and are considered proficient in Stealth for the purposes of the checks.

Additionally, *hag stones* are imbued with weak magic that you can tap into three times per day. Each type of stone mimics a spell (spell save DC 14, +6 to spell attacks). The magical effect depends on the type of stone discovered (see the following table for the effects of different kinds of stones).

Hags tend to collect *hag stones* to keep others from gaining an advantage over them.

A *hag stone's* magic fades forever if the rock is ever broken.

The following table shows the minor magical effects of different types of *hag stones*.

| Stone Type | Effect               |
|------------|----------------------|
| Basalt     | <i>Fire bolt</i>     |
| Granite    | <i>Detect magic</i>  |
| Limestone  | <i>Light</i>         |
| Marble     | <i>Mage armor</i>    |
| Obsidian   | <i>Invisibility</i>  |
| Pumice     | <i>Disguise self</i> |
| Sandstone  | <i>Mending</i>       |
| Serpentine | <i>Chill touch</i>   |
| Shale      | <i>Ray of frost</i>  |
| Slate      | <i>Cure wounds</i>   |

### HARP OF CHARMING

*Wondrous item, very rare (requires attunement by a creature proficient in Performance)*

This beautifully crafted instrument requires both hands to play. Every 10 minutes that you play the harp, you can attempt a DC 12 Charisma (Performance) check. If you are successful, you cast the spell *suggestion* on one listener (spell save DC 14 Wisdom). If the saving throw succeeds, the creature cannot be affected by another performance by the user for 24 hours.



## INCENSE OF MEDITATION

*Wondrous item, uncommon*

When a divine spellcaster lights a block of *incense of meditation* and then spends eight hours praying and meditating nearby, all of the caster's spells with variable effects (damage, healing, etc.) are maximized, as if the maximum number was rolled on all dice.

Each block of incense burns for eight hours, and the effects persist for 24 hours.

## HAVEN PAINTING

*Wondrous item, very rare*

These hefty paintings traditionally measure four feet wide and eight feet high and weigh around 40 pounds with the frame. Typically, they show the painting's creator with a fantastic dwelling in the background. The artwork acts as a single entrance to an extradimensional space. Only the creator, those so designated by the creator, or anyone speaking a command word may enter the space. Those in the dimensional space may exit at any time. The atmosphere is clean, fresh, and warm, but offers no other benefits. The space may store any objects placed within. Often adorned with lavish and comfortable furnishings, these areas provide solitude and safety for the owner. The space created spans 300 square feet and is 15 feet tall.

While the painting emanates an aura of magic, powerful magic protects the interior from scrying and divination magic. If a *bag of holding* or similar extradimensional space magic item or spell is brought into a *haven painting*, the contents of the item become inaccessible until it is taken outside the *haven painting*. Although the exterior surface has the resilience of metal, if the surface becomes damaged or destroyed, access to and from the *haven painting* is lost. The extradimensional space and its contents remain inaccessible until the *haven painting* is repaired. *Teleport* or similar magic can still access the space as long as the caster and the *haven painting* remain on the same plane.

## KLOGG, INTELLIGENT BAG OF HOLDING

*Wondrous item, rare*

In addition to the normal attributes of a *bag of holding*, Klogg has the following attributes:

**Senses** Speech (Common, Terran, Dwarven), 120 ft. vision and hearing.

**Intelligence** 14, **Wisdom** 14, **Charisma** 10

**Powers:** *detect magic* at will; *locate object* 3/day. He emits *light* (30-ft. radius) and can automatically detect all undead within 60 ft. at will.

**Personality:** Klogg is chaotic good. He assumes the personality of a foul-tempered, cantankerous dwarf, even going so far as to speak with a thick dwarven accent. Klogg dislikes everyone, but especially hates rogues and elves. He gets along with a character of the same alignment, other than rogues and elves.

## MAGIC NET

*Weapon (net), uncommon*

You gain a +1 bonus to attack rolls made when using this net. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Dealing 20 slashing damage to the net (AC 15) also frees the creature without harming it and ending the effect. A slashed net cannot be used, and the net repairs itself the following dawn.

## MIRROR OF DUPLICATION

*Wondrous item, very rare*

This mirror functions like a *mirror of life trapping* with an additional potent power. As an action, you can use the mirror to create a double of one of the creatures trapped within. The creature has all the knowledge and memories of the trapped creature, as well as its hit points and statistics, but no spellcasting or other class features. The creature is under your control as long as you concentrate. When not concentrating, the creature appears dull and listless. You can have as many duplicates as there are creatures trapped in the mirror, but you can concentrate on only one at a time.



## PASHORA

*Weapon (shortsword), legendary*

Pashora is a lawful good, intelligent +2 *shortsword*. She has the following attributes:

**Senses** Speech, 120 ft. vision and hearing.

**Intelligence** 10, **Wisdom** 14, **Charisma** 14

**Powers:** *bless* 3/day; *cure wounds* (1d8 + 4) 3/day. She emits *light* (30-ft. radius) and can automatically detect all undead within 60 ft. at will.

**Personality:** Pashora's personality is energetic and enthusiastic. She has an insatiable desire to rid the world of undead and insists that Arden is still a viable god. If convinced otherwise, she demands that the wielder do everything in his or her power to re-establish Arden's teachings. Pashora detests evil and views Neutral beings as borderline evildoers lacking commitment or responsibility. Only good-aligned characters may wield her powers.

The sword speaks Celestial and an ancient but understandable form of Common.

## RING OF BLINKING

*Wondrous Item, rare (requires attunement)*

This ring has three charges. While wearing the ring, you can use an action to cast *blink*. The ring regains 1d3 charges each day at midnight.



RING OF CHAMELEON POWER

Wondrous Item, uncommon

While wearing this ring, you can use a bonus action to change your appearance so that you blend into the background. Until you next move, you have advantage on Dexterity (Stealth) checks made to hide.

ROBES OF MOURNING

Wondrous item, legendary (requires attunement by a cleric)

Robes of mourning are typically worn only by Dargath's clerics during funeral ceremonies. The black garment is made from exquisite cloth adorned with white and gold runes.

You gain the following benefits while wearing these magic robes:

- If you aren't wearing armor, your base Armor Class is 14 + your Dexterity modifier.
- The robes shed dim light for 30 feet. All nonmagical light becomes dim within this area.
- You gain proficiency in the Religion skill, and if you already have proficiency in it, your proficiency bonus is doubled for any Intelligence (Religion) checks you make.
- Once per day each, you may cast gentle repose and speak with dead.

SCEPTER OF FAITHS

See **Chapter 2: The Scepter of Faiths** for full details of this powerful relic.

SILVERSHEEN

Potion, uncommon

One dose of this thick cream is enough to coat one melee weapon or five pieces of ammunition. A coated weapon acts as if it is a silver weapon for one hour, although ammunition loses its sheen if it hits a target.

SHAH RASALT'S ARMOR OF BENEVOLENCE

Armor, very rare (requires attunement)

You gain a +1 bonus to AC while wearing this plate armor. You can also understand and speak Celestial. When you use an action to speak the command word, you sprout large angelic wings from the armor's back. You gain a Fly speed of 150 feet. The wings last for a total of 10 minutes or until the armor is removed or you use an action to repeat the command word. The duration does not need to be consecutive.

In addition, you can use an action to speak a command word to gain the effects of the etherealness spell, which lasts for 10 minutes or until the armor is removed or until you use an action to repeat the command word. Once the duration expires, these properties of the armor can't be used again until the next dawn.

SPELL POTION

Potion, varies

A spell potion mimics the effects of a spell. Only spells that can be cast on the caster and that have a duration of at least one minute may be made into spell potions. The rarity of the potion is based on the level of the spell being mimicked. When you drink the potion, it is as if you had cast the referenced spell upon yourself except that you do not need to concentrate to maintain the effects.

| Spell Level | Rarity    |
|-------------|-----------|
| Cantrip     | Common    |
| 1st         | Common    |
| 2nd         | Common    |
| 3rd         | Uncommon  |
| 4th         | Uncommon  |
| 5th         | Rare      |
| 6th         | Rare      |
| 7th         | Very Rare |
| 8th         | Very Rare |
| 9th         | Very Rare |

SPELL WAND

Wand, varies (requires attunement by a spellcaster)

A spell wand allows you to cast a single spell without material components. While holding it, you can use an action to expend 1 charge to cast the spell associated with the wand. You must be able to speak the command and point the wand at the target. If the spell has a range of touch, then you must touch the target with the wand, although you still use the wand's spell attack bonus to attempt the touch. In general, the wand casts the spell with the lowest possible spell slot. The rarity, save DC, spell attack modifier, number of charges, and charge refresh per 24 hours are shown above, depending on the level of spell stored in the wand.

| Spell Level | Rarity    | Save DC | Attack Bonus | Charges | Charge Refresh |
|-------------|-----------|---------|--------------|---------|----------------|
| Cantrip     | Common    | 13      | +5           | 10      | 1d6 + 4        |
| 1st         | Uncommon  | 13      | +5           | 10      | 1d6 + 4        |
| 2nd         | Uncommon  | 13      | +5           | 7       | 1d6 + 1        |
| 3rd         | Rare      | 15      | +5           | 7       | 1d6 + 1        |
| 4th         | Rare      | 15      | +5           | 7       | 1d6 + 1        |
| 5th         | Very Rare | 17      | +9           | 4       | 1d3 + 1        |
| 6th         | Very Rare | 17      | +9           | 4       | 1d3 + 1        |
| 7th         | Very Rare | 18      | +10          | 3       | 1d3            |
| 8th         | Legendary | 18      | +10          | 3       | 1d3            |
| 9th         | Legendary | 19      | +11          | 3       | 1d3            |



## STAFF OF ABJURATION

*Staff, very rare (requires attunement by an arcane spellcaster)*

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell attack bonus and save DC: *resistance* (1 charge), *shield* (1 charge), *dispel magic* (3 charges), *banishment* (4 charges), or *globe of invulnerability* (6 charges).

The staff regains 1d6 + 4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff flies off to a random plane to await the next lucky creature that happens upon it.

## STONE OF PROMISES

*Wondrous item, legendary (requires attunement)*

The *stone of promises* is a heart-shaped ruby slightly smaller than a child's fist. It is set in a platinum frame with a matching intertwining chain. The *stone of promises* has one power: When you die, the stone grants you a *wish* that you can use as a reaction. The stone sustains you with just enough energy for one last request as long as its magic is called upon immediately following the fatal blow.

This "last request" comes with a very high price indeed. You instantly perish and cannot be raised from the dead or otherwise be brought back to life short of divine intervention.

The *stone of promises* may grant a *wish* no more than once per year. The wish cannot be used to return life to the dying owner, but it can return another person to life. The stone does not grant a *wish* to those who take their own life, although the owner may not be aware of this clause.

You are encouraged to be creative when granting the wish. Amend and rework the last desire in any way appropriate. For instance, if revenge is requested, the owner's body may return as a revenant or other horrible undead to exact the foul deed.

## TASSEL OF UNDEAD DEVOTION

*Wondrous item, uncommon (requires attunement)*

This medium magical item resembles a decorative, four-inch-long tassel. The top of the tassel has a pin that is used to attach the item to any corporeal undead. Once attached, the tassel can be removed only by a living being; the undead cannot pull it free or accidentally knock it loose. The tassels are usually white or a dull red.

Once attached to a corporeal undead creature of Challenge 1 or lower, the tassel dominates the will of the creature, leaving it under your control until it is removed. The ornament causes the creature to blindly follow the person who placed the tassel. The undead fawns incessantly over you and serves you to the best of its ability. You can communicate telepathically with the undead creature as long as you are within 100 feet of it. If you do not communicate with it, it attempts to follow your last instructions to the best of its abilities.

If you drop to zero hit points or are no longer on the same plane as the *tassel*, your attunement to the item ends and along with it your control over the pinned creature.

## VACUOUS GRIMOIRE

*Wondrous item, very rare*

A book of this sort looks like a normal tome on some mildly interesting topic. If you open the work and read so much as a single word therein, you must make a DC 15 Wisdom saving throw. On a failure, you are affected as if by a *feeblemind* spell. To destroy the book, you must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other volumes.





# APPENDIX

# 3

# DEITIES

The following deities are found within the *Splinters of Faith Campaign*.

## ALYHEEDRA

*Demon Princess of Evil Water Creatures*

**Alignment:** Chaotic Evil

**Spheres of Influence:** Death, Nature, Water

**Symbol:** A black trident piercing a dripping heart

**Garb:** Seafoam-colored gowns with white fringe, or outfits fashioned of seaweed

**Favored Weapons:** Trident

**Form of Worship and Holidays:** Ceremonies are performed on the full moon when the tides rise and fall

**Typical Worshippers:** Evil druids and rangers (especially those of aquatic origin), sea hags, and evil water creatures

Alyheedra has few followers above the surfaces of the oceans, seas, and lakes. Very few land-dwelling scholars even know — or care — that she exists. Her dictum is simple: The strong dominate the weak.

The goddess rules over all evil water creatures from an ice fortress on her chaotic plane where few oppose her rule due to the plane's unsavory environment. She is rarely encountered without an entourage of elder water elementals and dao sorcerers.

Alyheedra is most often depicted as an enormous tidal wave with embellished demonic facial features, as a comely blue-skinned storm giant, or as a revolting sea hag. Red tides bringing masses of dead sea-life ashore are seen as a sign of her presence. She is never without her black trident. Her priesthood dresses in leathers and scales of water-dwelling creatures and often drape themselves in decaying seaweed. The stench of fish surrounds her clerics.



## ARDEN (DEAD GOD)

*God of the Sun*

**Alignment:** Lawful Good

**Spheres of Influence:** Air, Good, Sun, War

**Symbol:** Sun staff (staff with a bronze sphere containing an ankh) or bronze sun on a blue background

**Garb:** Ivory tunics and tabards, emblazoned with sun shaped embroidered gold

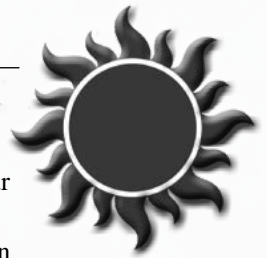
**Favored Weapons:** Sun staff, shortsword

**Form of Worship and Holidays:** The holiest of celebrations occur during lunar eclipses, followed by high noon on the summer solstice. High noon marks a regular prayer time for most followers.

**Typical Worshippers:** Of old, he was worshipped by humans, though Arden is not currently worshipped on this plane.

Arden was a lesser avatar of the sun god Ra. He is depicted as a hawk-headed, muscular man wearing a short kilt of precious metals and jewels. His eyes have the power to shoot searing beams of sunlight. He carries a staff tipped on one end with a bronze sphere representing the sun containing an ankh and on the other end with a bronze hawk head. This staff is known as a sun staff and is carried by his worshippers. The sun staff is treated as a quarterstaff. Arden also wields a bronze shortsword. His worshippers who select the War domain are proficient with the shortsword in addition to their normal proficiencies.

Arden was destroyed long ago by evil deities, including Tsathogga, the frog-demon. His worshippers gathered his remains and treasured them as relics, but this wasn't enough to maintain the religion as the god faded from memory. It has been ages since Arden was worshiped on this plane by any save beggars and the slightly mad who still speak prophecies of his rebirth.





## AYIANNA

*Goddess of Luck, The Damsel of Intrigue*

**Alignment:** Chaotic Neutral

**Spheres of Influence:** Luck, Greed, Shadows, Trickery, Wealth

**Symbol:** A pair of dice on a shadowy crest

**Garb:** Followers wear patchwork robes and gowns, with many looking like beggars; priests wear leather armor under their robes

**Favored Weapons:** Shortsword or small truncheon

**Form of Worship and Holidays:** Summer festivals where gaming and carousing are the order of the day

**Typical Worshippers:** Rogues, minstrels, humans, halflings

Ayianna is a fickle goddess who blesses her faithful with good fortune. In 2491 I.R., Ayianna's favored city of Bargarsport was devastated by a disastrous tsunami that buried many of the buildings in mud. The catastrophe eradicated her disciples and cast doubt into the minds of her few remaining followers.

Worship of the goddess resurfaced quietly in isolated congregations, although in hidden conclaves. She may never regain her former glory, but her name is once again associated with fate (good or bad). Many who now turn to her lead harsh lives or suffered great losses. Her small clergy is working steadily to re-establish her grandeur. Good fortune seems to have returned to the faithful.

Priests of Ayianna wear leather armor under their normal clothing. The majority disguise themselves as beggars and laborers. Lower-class and impoverished humanoids make up the majority of her congregation.



## THE DESTROYER

*Lesser god of chaotic slaughter*

**Alignment:** Chaotic Evil

**Spheres of Influence:** Tempest, Trickery, War

**Symbol:** A blood-drenched morningstar

**Garb:** No formal outfits, but gnolls sometimes wear red armbands to signify the Destroyer

**Favored Weapons:** Morningstar

**Form of Worship and Holidays:** Full moon celebrations when lesser beasts are slaughtered

**Typical Worshippers:** Ogres, bugbears, trolls, evil barbarians

Not much is known of the Destroyer, mainly due to his followers' inability to produce written scripture. His philosophy and history are passed down orally from generation to generation, each adding boastful details. The Destroyer has an insatiable lust for bloodshed and horrific sacrifice. His followers relish combat and seek out weaker opponents to dominate.

The Destroyer appears differently to each group of followers. He typically appears as an enraged, muscular version of the race of the worshipper before whom he appears. He rarely grants requests, preferring to let the strongest survive as fate weeds out the weak.



## DARGATH

*God of Dwarves, aspect of craftsmanship and creation*

**Alignment:** Lawful Good

**Spheres of Influence:** Blacksmithing, Brewing, Craftsmanship, Dwarves, Knowledge, Mining, Strength

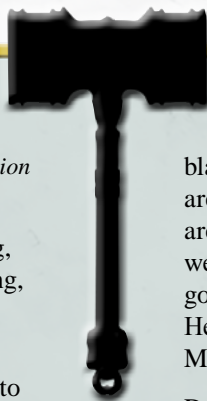
**Symbol:** A warhammer before a beer keg

**Garb:** Robes and sashes with metallic threads to signify rank; acolytes wear bronze while priests wear mithral or platinum

**Favored Weapons:** Warhammer

**Form of Worship and Holidays:** A yearly celebration at Anvil Plunge when new priests are welcomed to the forge, and smaller ceremonies four times a year to celebrate different aspects of smithing.

**Typical Worshippers:** Almost exclusively dwarves



Dargath is a serious dwarf who focuses on creation and perfection in craftsmanship, whose skills as a blacksmith to the gods are unequaled. Dargath's tenets are as rigid as the steel he cherishes, but his principles are wholesome and good. He detests evil and inferior weapons. Dargath stays out of the politics of his fellow gods, supporting good and law with his skills at the forge. He confines himself in an iron stronghold atop the Ringing Mountain in Elysium.

Dargath proudly, and some say stubbornly, takes only one form, that of an aged dwarf, but his metallic silver hair and beard always reveal his identity. He wears adamantite armor and always carries *Rolikamsk*, his indestructible warhammer. *Rolikamsk* is dwarvish for "Life's Spark."

Dargath's followers are perfectionists in their craft of blacksmithing. Transforming ore into weapons, armor, or tools is itself a sacred ceremony. Priests endure rigorous training and often spend centuries in the oppressive heat of the forges to hone their craft and virtue.



## DEITIES FOUND IN SPLINTERS OF FAITH

| Name                    | Power                | Alignment    | Title                                                                                   | Spheres of Influence                                               | Typical Worshippers                                                                                                                                        |
|-------------------------|----------------------|--------------|-----------------------------------------------------------------------------------------|--------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Alyhedra</b>         | <b>Lesser Demon</b>  | <b>CE</b>    | Demon Princess of Evil Water Creatures                                                  | Death, Nature, Water                                               | Evil druids, sea hags, evil marids, elementals, and sea creatures                                                                                          |
| <b>Arden (Dead God)</b> | <b>Greater</b>       | <b>NG</b>    | God of the Sun                                                                          | Air, Good, Sun, War                                                | Not currently worshipped                                                                                                                                   |
| <b>Ayianna</b>          | <b>Lesser</b>        | <b>CN</b>    | The Damsel of Fate, Goddess of Shadows, Luck, Greed, and Wealth                         | Chaos, Luck, Travel, Trickery                                      | Travelers, gamblers, merchants, petty criminals                                                                                                            |
| <b>Dargath</b>          | <b>Demi-god</b>      | <b>LG</b>    | The Kingmaker, God of Craftmanship and Creation                                         | Artifice, Air, Earth, Fire, Law, Nobility, Strength, Travel, Water | Dwarves of Libynos, some elementals                                                                                                                        |
| <b>The Destroyer</b>    | <b>Lesser</b>        | <b>CE</b>    | Warlord of Bugbears; God of Stealth, Violence, and Slaughter                            | Chaos, Destruction, Evil, Trickery, War                            | Bugbears, ogres, trolls, troblins, evil barbarians                                                                                                         |
| <b>Freya (Freyja)</b>   | <b>Lesser</b>        | <b>NG</b>    | Goddess of Love and Fertility                                                           | Animal, Darkness, Healing, Plant, War                              | Human females, midwives, spear maidens, hunters, druids                                                                                                    |
| <b>Hecate</b>           | <b>Greater</b>       | <b>LE</b>    | Goddess of Evil Magic, The Arcane Mother                                                | Evil, Knowledge, Law, Magic                                        | Arcane spellcasters, women, hags, witches, crones, remnants of lost Arcady, some devils                                                                    |
| <b>Iseleine</b>         | <b>Lesser</b>        | <b>NG</b>    | Maiden of Peace, Goddess of Art, Love, Beauty, and Passion                              | Healing, Knowledge, Plant, Protection                              | Physicians, healers, farmers, guardians                                                                                                                    |
| <b>Muir</b>             | <b>Greater</b>       | <b>LG</b>    | Goddess of Virtue and Paladins; Queen of the Disir; Goddess of Spring and the Dawn      | Law, Good, Protection, War                                         | Paladins, warriors, soldiers                                                                                                                               |
| <b>Ninevah</b>          | <b>Lesser</b>        | <b>CG/CN</b> | Lady of Miasma, Goddess of Elements                                                     | Air, Chaos, Earth, Fire, Water                                     | Elemental spellcasters, builders, artisans                                                                                                                 |
| <b>Orcus (Aurikus)</b>  | <b>Greater</b>       | <b>CE</b>    | Demon Prince of the Undead; King of the Dead/Thanatos the Fallen; Deliverer of the Dead | Chaos, Death, Destruction, Evil, War                               | Orcs, orogs, monsters, undead, demons, evil humanoids                                                                                                      |
| <b>Pazuzu</b>           | <b>Greater Demon</b> | <b>CE</b>    | King of the Demons of the Wind, Demon Prince of the Middle Air                          | Air, Chaos, Evil, Protection, Weather                              | Nihilists, insane musicians, harpies, debased satyrs and korreds, redcaps, sirens, exiled Leng-men, shantaks, cambions, gallu-demons, nabasu, skitterdarks |
| <b>Queen of Spiders</b> | <b>Greater</b>       | <b>CE</b>    | The Spider Goddess                                                                      | Darkness, Death, Earth, Evil, Magic, Trickery                      | Drow, troglodytes, spider-obsessed humans                                                                                                                  |
| <b>Rachiss</b>          | <b>Lesser</b>        | <b>NE</b>    | Mogul of Parasites, God of Pestilence                                                   | Animal, Evil, Plant                                                | Evil druids                                                                                                                                                |
| <b>Set</b>              | <b>Greater</b>       | <b>LE</b>    | God of Evil and the Night                                                               | Death, Destruction, Evil, Knowledge, Law, Serpents                 | Evil humanoids, evil monks, assassins                                                                                                                      |
| <b>Shur d'Zhar</b>      | <b>Lesser Demon</b>  | <b>CE</b>    | Demon Lord of the Insane, Lord of Insanity and Murder                                   | Chaos, Death, Evil, Madness                                        | Serial killers, insane sadists, chaotic bandit chieftains, evil anarchists                                                                                 |
| <b>Thasizier</b>        | <b>Greater</b>       | <b>LG</b>    | Master of Magic, God of Good Magic                                                      | Good, Law, Magic, Protection                                       | Good-aligned spellcasters, scholars, teachers                                                                                                              |
| <b>Voard</b>            | <b>Lesser</b>        | <b>LN</b>    | God of Anguish, The End of Days                                                         | Destruction, Law, Strength, Travel                                 | Warriors, soldiers, rulers                                                                                                                                 |



## FREYA

*Lesser Goddess of Love and Fertility*

**Alignment:** Neutral Good

**Spheres of Influence:** Life, War

**Symbol:** Falcon

**Garb:** Robes and cloaks of white, trimmed with white fur

**Favored Weapons:** Longsword, longbow, spear

**Form of Worship and Holidays:** Harvest moon feast and before large hunts. Feast of Freya at spring equinox. Secret rites at the new moon. The Calends of the third month is devoted to Freya and serves as a special holiday in her honor.

**Typical Worshipers:** Human females, midwives, hunters, druids

Freya is a lesser goddess of love and fertility. Freya is also the leader of a great band of women warriors known as Valkyries. Freya represents fertility in all its forms. In the Southlands, Freya represents the cycle of death and rebirth. She is a goddess of the coming harvest, as well as of sexuality and procreation. Her beast is the falcon, though she is fond of the winter wolf and the hind. She appears most frequently to her worshippers as a beautiful human woman dressed in robes and a cloak of winter wolf fur, though she occasionally appears as a hunter in leather armor with a spear and bow or as a warrior in shining mail with a glowing sword. She can take the form of a falcon — or any other bird — at will, as well as that of a huge winter wolf.

Freya is a transplant to the Foerdewaith pantheon from the Vanir of the Northlands, where she is called Freyja. Despite this foreign origin, Freya is one of the single-most popular deities worshipped by the peoples of Akados. She is slowly but surely replacing the Hyperborean goddess Zadaatha as the goddess of love. As a goddess of the harvest, there is natural friction between her followers and those of Telophus, though this rarely comes to open conflict. She and Ceres likewise share dominion over midwives and the birthing process, though Freya approaches it more from the procreation aspect and Ceres from the aspect of a healthy family and community. As such, there is little conflict between the followers of these faiths, and small villages tend to lean toward one or the other as a whole rather than having shrines to both in the same community.

Though not an inherently violent faith (at least not outside the Northlands), Freya despises any kind of arachnid, and her battles against the drow goddess known as the Queen of Spiders are legendary. Her followers take a similar stance against all things associated with the Spider Goddess.



## HECATE

*Goddess of Evil Magic*

**Alignment:** Lawful Evil

**Spheres of Influence:** Death, Knowledge

**Symbol:** The setting moon

**Garb:** The witches of Hecate tend to wear dirty robes with hoods; other wear normal armor or outfits

**Favored Weapons:** None

**Form of Worship and Holidays:** Ceremonies are performed monthly under the full moon

**Typical Worshipers:** Wizards, witches

Hecate is the goddess of evil magic and appears as a beautiful woman flanked by numerous hell hounds, her favored creature. Her priests are normally accompanied by hell hounds sent to guard Hecate's temples. Her clerics have a special rapport with the beasts. Hecate is jealous, capricious, and quick to anger. Hecate resides in a floating castle in the Nine Hells.

Crones in particular serve her on the mortal planes, where their viciousness is a testament to the evil of their matron.



## ISELEINE

*Matron of Peace*

**Alignment:** Any Good

**Spheres of Influence:** Life, Light

**Symbol:** A flowering tree

**Garb:** Followers dress in wispy silk and sating gowns and often wear flowers woven into their hair

**Favored Weapons:** Bola, net

**Form of Worship and Holidays:** Daily celebrations to at dawn to honor the rising sun

**Typical Worshipers:** Humans, elves, minstrels, monks

Iseleine is the epitome of beauty and peace, and teaches love and forgiveness of all creatures. She always appears as a female of unearthly beauty. She detests undead, as they are an affront to life and beauty. She expects her faithful to find their inner self so that they may express the joy of life and to demonstrate that harmony to others. Her followers must pursue arts of adoration and creation such as sculpture, song, or gardening. After all, serenity is the key to harmony and peace among all creatures.

Weapons that do nonlethal damage are all that are allowed. She also forbids her priests to use weapons or armor. Many specialize in nonlethal combat and spells, with an emphasis on healing. Undead are the only creatures that bring out her worshippers' inner anger.

Iseleine's temples are found in remote places of incredible beauty. Priests seclude themselves to be free of the evils and corruption of civilization. Her temples often have natural defenses and possess little of value.

The clergy are often seen as naïve and innocent. They dress in sheer silks and sometimes innocently frolic in the nude.







## MUIR

*Greater Goddess of Virtue and Paladins; Eostre*

**Alignment:** Lawful Good

**Spheres of Influence:** Light, War

**Symbol:** Blood-red upraised sword on a white background

**Garb:** White wool robes embroidered with an upraised sword and hand in red

**Favored Weapons:** Longsword or greatsword

**Form of Worship and Holidays:** Regular worship and fasting on the eve before battle or before confirmation or promotion of the ranks of the faithful. The Calends of the fourth month is devoted to Muir.

**Typical Worshippers:** Humans paladins, Heldring soldiers, Alcaaldrich knights, Justicars

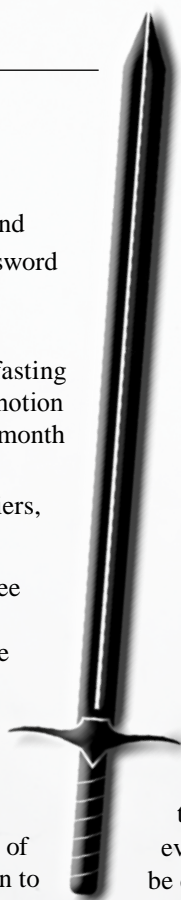
Muir is the twin sister of Thyr and one of the fabled Three Gods of old. While Thyr represents law and peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of paladins and the principal martial deity of the Heldring. She is often depicted as a dark-tressed maiden warrior in shining mail with an upraised (often bloodstained) sword. She is noble and single-minded of purpose. The tenets of her worship include honor, truth, and courage. A great order of Hyperborean paladins known as the Justicars were sworn to her service but are believed to have died off at the time of the Battle of Tsar and the fall of Tircople in 3209 I.R. She and Thyr serve as the combined state religion of the Empire of Alcaaldr in Libynos and is seen as the matron of the martial Church Militans of its Holy Ecclesia Inquisitorial. The knights of the Church

Militans see themselves as the modern incarnation of the Holy Order of Justicars, though followers of Muir outside Alcaaldr do not support this claim.

Like her brother-deity Thyr, Muir has lost some of the predominance that she once enjoyed in Akados and throughout the Hyperborean Empire. Her High Altar was moved to the vicinity of Bard's Gate after the fall of Tircople and has since fallen into decline there as well. However, like Thyr, she has enjoyed a resurgence of popularity among the now-devout Heldring of the Helcynngae Peninsula, where she is known as Eostre, and within the Empire of Alcaaldr in Libynos. Both the Heldring hledwalda and the Alcaaldrich empress press for relocation of the High Altar of Muir to their respective domains, but the goddess has yet to make a pronouncement on the matter so for now it remains in its diminished state in the city of Bard's Gate.

Muir expects self-sacrifice, humility, and charity — as well as unswerving loyalty — and her worshippers must be Lawful Good. Her standards are extreme, and she quickly turns her back on any who fail to live up to them.

Those who maintain her standards, however, may strive to become Justicars, an order of paladins imbued with even greater holiness if the means to reviving that order can be discovered somewhere in the ruins of lost Tircople. Her symbol is a blood-red uplifted sword on a white background, symbolizing her endless fight against evil, and the falcon is a sacred animal to her for its noble bearing and relentless pursuit of its prey. She is the tireless foe of all evil creatures, and undead, demons, and devils in particular are her sworn enemy.





## NINEVAH

*Lady of Miasma, Goddess of Elements*

**Alignment:** Chaotic Good and Chaotic Neutral

**Spheres of Influence:** Life, Nature

**Symbol:** Tear-shaped drop of billowing clouds

**Garb:** Red (high priests), blue, white, or brown robes

**Favored Weapons:** Pick or spear

**Form of Worship and Holidays:** Ceremonies are often held in mist-shrouded vales or around geysers or near waterfalls; priests celebrate the goddess when these events occur naturally

**Typical Worshippers:** Humans, druids



Ninevah is the goddess of elemental forces and usually associated with natural anomalies and disasters. She is the sustainer of life and characteristically appears as a semi-corporeal female composed of mist. Ninevah is peculiar in that she is most widely known as a goddess of fire, but typically represented by boiling water and steam. She is generally regarded as good, but her chaotic and random acts make her unreliable. Temples to her are found around springs, geysers and in seismically active terrains.

## ORCUS (AKA AURIKUS)

*Demon Prince of the Undead*

**Alignment:** Chaotic Evil

**Spheres of Influence:** Chaos, Death, Destruction, Evil, and War

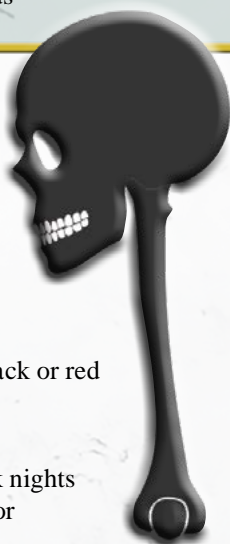
**Symbol:** Skull atop an upright femur

**Garb:** Death-priests and sorcerers wear black or red robes

**Favored Weapons:** Maces and flails

**Form of Worship and Holidays:** The dark nights of the dead of winter are favored times for celebrating the undead

**Typical Worshippers:** Death-priests, evil clerics, sorcerers and wizards who venerate death



Orcus is the Prince of the Undead, and it is said that he alone created the first undead that walked the worlds. Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. He fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace, he commands his troops as they wage war across the smoldering and stinking planes of the Abyss. Orcus spends most of his days in his palace, rarely leaving its confines unless he decides to lead his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles. With his horrible whispers seducing them to greater atrocities, of course.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material Plane. Should a foolish spellcaster open a gate and speak his name, he more than likely hears the call and steps through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in his armies.

## PAZUZU

*Demon Lord of Evil Winged Creatures and the West Wind*

**Alignment:** Chaotic Evil

**Spheres of Influence:**  
Death, Tempest

**Symbol:** A representation of himself or four feathered wings joined to form a cross

**Garb:** Light gowns with feathers woven into the garment

**Favored Weapons:** Poisoned shortsword

**Form of Worship and Holidays:** Ceremonies are often held during dangerous storms or windstorms, often on high cliffs where the danger is very real. Some creatures of the air celebrate Pazuzu in the clouds or high-altitude winds of the world.

**Typical Worshippers:** Evil aerial creatures, humans

Pazuzu is the prince of all evil aerial creatures. Pazuzu's lair is the sky realm above every layer of the Abyss. Pazuzu is one of the only demon princes on good terms with powerful dukes and archdevils of Hell. He never enters Hell but has been known to meet with a duke or archdevil elsewhere.

Pazuzu is a seven-foot-tall, hawk-headed humanoid. His feathers are red and gold, fading to black at the tips. Four large, feathered wings protrude from his shoulders. His eyes are white with deep red or blue pupils. His hands are great claws, and his feet are razor-sharp talons.

Pazuzu's followers are evil humanoids who respect and revere the air and sky. Devout followers are called Aerial Lords and must sign a pact of evil. Pazuzu's unholy symbol is a representation of himself or four feathered wings joined at their bases to form a cross.





## QUEEN OF SPIDERS

*The Spider Goddess*

**Alignment:** Chaotic Evil

**Spheres of Influence:** Darkness, Death, Earth, Evil, Magic, Trickery

**Symbol:** Multiple spider designs

**Garb:** Worshippers tend to wear black and red garments that are traced with silver, often with spider motifs worked into the patterns

**Favored Weapons:** shortsword, daggers, and hand crossbows, often coated with poison

**Form of Worship and Holidays:** Quarterly ceremonies when the moon Sybil, the Dark Sister, fills the sky

**Typical Worshippers:** Drow, troglodytes, spider-obsessed humans

The Spider Goddess is sometimes depicted as a monstrous spider — the type varies, from black widow to tarantula to brown recluse — but her alien features always have some decidedly feminine touches to them. Corpses bound in silk spider webs dangle from her bloated body. At other times, she is portrayed as a vibrant and sensual female, although her sharp features and wickedly sharp teeth and nails betray her. A few sculptures show her as a combination of the two, with long spider legs wrapping around her lithe body.

The Queen of Spiders is most often worshipped in the Under Realms of the **Lost Lands**, where the underground dwellers in their hidden cities backstab their way into her fickle favor.



## RACHISS

*Mogul of Parasites, Father Host*

**Alignment:** Neutral Evil

**Spheres of Influence:** Death, Nature

**Symbol:** Black silhouette of a mosquito

**Garb:** Worshippers tend to use armor and weapons crafted from the chitinous shells of large insects

**Favored Weapons:** Scimitar, shortspear

**Form of Worship and Holidays:** Early spring ceremonies celebrate when the mosquito swarms first swarm into the air

**Typical Worshippers:** Evil druids

Few deities are lower in power and stature than the loathsome Rachiss, the deity of plagues and parasites. Feeding on the sweat and blood of others is the sustenance of Rachiss and his sparse followers. Those who follow Rachiss are opportunists who go to any lengths to achieve their insatiable goals. The god often appears as a huge, bloated leech with human-like features. Two massive arms protrude from the sides of the slug-like torso. Four fingers on each hand end in toothy sucking orifices.

Rachiss grants his druids powers over vermin and other invertebrates. His druids gain vermin companions and the ability to shape change into one vermin chosen at the time they begin serving him. They cannot cast spells with the Plant descriptor.



## SET

*God of Evil and the Night*

**Alignment:** Lawful Evil

**Spheres of Influence:** Death, Destruction, Evil, Knowledge, Law, Serpents

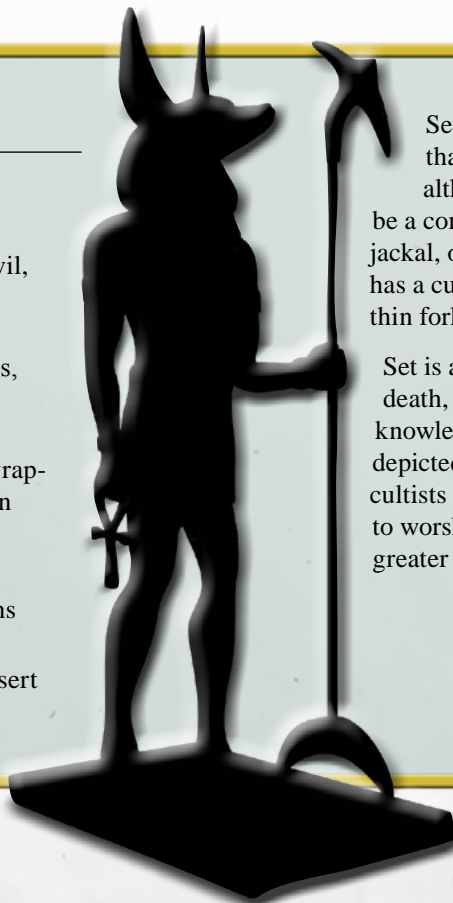
**Symbol:** Was-scepter held by a set animal (Griffins, hippopotami, crocodiles, tortoises, serpents)

**Garb:** Worshippers tend to wear light linen clothing. Men tend toward the shendyt, a wrap-around skirt that is tied at the waist. Women wear sheath dresses known as kalasiris.

**Favored Weapons:** Spear, khopesh,

**Form of Worship and Holidays:** Celebrations occur under the blazing sun

**Typical Worshippers:** Khemitian priests, desert dwellers, cultists



Set appears as a humanoid beast that resembles no known animal, although the resemblance appears to be a composite of an aardvark, a donkey, a jackal, or a fennec fox. His representation has a curved snout, rectangular ears, a thin forked tail, with a canine body.

Set is a Khemitian god of violence, death, and destruction, but also of knowledge and law. Serpents are often depicted in his ceremonies. Of late, cultists across the **Lost Lands** have taken to worshipping the darker aspects of the greater god.



## SHUR D'ZHAR

*Demon Lord of Insanity,  
Passionless Murder*

**Alignment:** Chaotic Evil

**Spheres of Influence:** Death

**Symbol:** A swirl of black tendrils  
on a white disk

**Garb:** A crazy mix of clothing  
with little sense to fashion

**Favored Weapons:** Poisoned shortsword

**Form of Worship and Holidays:** Drunken feasts are held  
under the crescent moon each month

**Typical Worshipers:** Derro, criminally insane, evil  
lycanthropes

Shur d'Zhar is reputed to have fits of violent, meaningless rage. None of the demon lords ally themselves with the maniacal fiend. He has no followers or underlings due to his feral madness and homicidal tendencies. His presence is enough to spawn dread in all but the most powerful of abyssal rulers.

His usual form is that of a black-garbed humanoid with a heavy cowl and cloak. Shur d'Zhar never speaks, and it is unknown if he is even capable of comprehending communication. If encountered, the demon lord unnervingly stares at and studies his opponents, contemplating the best way to carry out his insatiable lust for violence and death. His victims are random and have no connections, but he always reveals his foreboding presence to the intended victim hours or days before he strikes.

He resides in an Abyssal prison, but this may be for his own pleasure rather than to contain him.



## THASIZIER

*Master of Magic, God of Good Magic*

**Alignment:** Lawful Good

**Spheres of Influence:** Good, Law,  
Magic

**Symbol:** A lantern casting a golden  
glow

**Garb:** Priests wear blue togas or  
robes of varying hues

**Favored Weapons:** Staff

**Form of Worship and Holidays:**

Four yearly ceremonies in Jah  
Sezar are held to celebrate the seasons

**Typical Worshipers:** Scholars and good-aligned arcane  
spellcasters

Thasizier is the enigmatic sage, the wizened soothsayer and the embodiment of righteous magic. He depicts himself as a majestic young gentleman with a commanding presence. His emblem is a platinum circlet symbolizing the infinite power of magic and purity of the soul. The god takes great interest in humanity and elves. He willingly sends messengers and minions to assist his faithful in times of dire need if they are fighting evil arcanists. He opposes all that is evil and especially those who debase magic. Thasizier and his minions regard Hecate and her covens with open hostility. Thasizier and Hecate wage an eternal war that often spills out to include their mortal followers.

Thasizier and his priesthood actively seek out guttersnipes and vagabonds to train in arcane arts under strict supervision and education. Those lacking arcane talents are guided to Muir's schools.



## VOARD

*God of Anguish*

**Alignment:** Lawful Neutral, Lawful  
Good

**Spheres of Influence:** Knowledge,  
Nature, Death

**Symbol:** Upraised palm

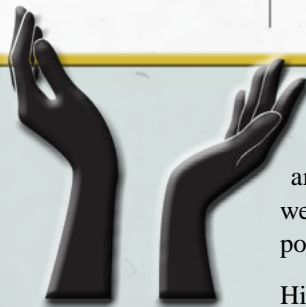
**Garb:** Loincloths or other simple clothing

**Favored Weapon:** None

**Form of Worship and Holidays:** Monks frolic during  
heavy thunderstorms

**Typical Worshipers:** Outcasts, hermits, monks

Voard represents the end of everything, but his popularity came and went with the whims of mortals. Voard's followers believed in self-sacrifice, suffering, mourning and the end of the world. They often had no concept of self-preservation and placed themselves in adverse situations. They were often seen as strange and peculiar, outcasts from normal society.



Voard is represented by a pitiful, gaunt male wearing a loincloth. He is often depicted on his knees with arms and palms raised upward. The god is usually shown weeping. Occasionally, the god of suffering is depicted as a potbellied being with the same tears rolling down his jowls.

His temples were always monasteries built on the edge of disaster. They could be found along fault lines, at the base of volcanoes, on flood plains or in other hazardous settings.

Not so ironically, Voard's prophecies often came true, at least to his faithful followers and their temples when inevitable disasters struck. Only ruins of scattered monasteries, forgotten tomes and a few relics remain of the lost god. Scholars speculate Voard never really existed except as the will of suicidal fanatics.

His followers typically dress in simple attire; they see no need for luxuries. They believe everything will end soon, so why worry? Piety and poverty are trademarks of Voard's followers, who believe they must suffer for the sins of others.



## 4

## APPENDIX

GHOSTLY  
ABILITIES

*hosts are as diverse as their living counterparts — and with equally diverse abilities. Their abilities often directly relate to their pasts, their deaths, or their current reasons for existing after death. The following appendix includes ideas for expanding on traditional ghostly traits and introduces new abilities for the undead in your game. Many of these are used in **Chapter 8: Soul of Glass**, but you can use them for any of the ghosts that appear in this campaign or your own adventures.*

## GHOSTLY APPEARANCES

Although many ghosts maintain their appearance from the time shortly before their deaths (the memory of themselves that is most fresh in their minds when they perished), this is not always the case. Ghosts can assume any appearance, from the time of their burial to a flawless image of themselves in their prime. Many take on the forms of their deaths, assuming decaying visages that bear the marks of their death wounds.

Ghosts unaware of their deaths often appear as they did in life. They are unable to understand or rationalize their current state of existence. This sometimes drives them mad. Those filled with hatred and contempt may take on frightening visages.

To create more interesting ghosts for the *Splinters of Faith Campaign*, and in particular for **Chapter 8: Soul of Glass**, we provide two means of modifying the basic **ghost** stat block. First are *Cinematic Abilities*, which do not affect the ghost's Challenge rating. Many of these you may consider as free actions or simply lair effects. Second, each ghost may have one or more *Features*. These tend to be traits that affect combat. A ghost with two to four *Features* should be Challenge 5 instead of 4, while one with more than four could be considered Challenge 6.

## CINEMATIC ABILITIES

Many ghosts manifest lesser powers specific to their former lives or as a result of their deaths. A ghost may have one or more of the following traits as you decide. These characteristics mar-

ginally affect game play, if at all, but rather serve as a way to alert players to an unnatural presence, whether for good or ill. The ghost may consciously prevent or dispel these powers as a free action. The traits have a 20-foot radius of effect unless otherwise stated:

**Bleeding Walls.** Walls, furnishings, or statues bleed in the ghost's presence. The blood dissipates within 1d4 hours or at the ghost's discretion. The blood is real but has no other properties.

**Breeze.** A gentle wind blows in the presence of a spirit. Light objects such as leaves, curtains, or clothing sway in the breeze. The breeze can be localized around the entity or fill an area around the ghost with a radius of five feet per hit die of the spirit.

**Cloaked Appearance.** The ghost appears to be draped in a hollow, tattered cloak or flowing sheet.

**Decrepit.** Unattended, normal objects within 50 feet of the spirit's location age to an unusable and unclean state: wood rots, food spoils, water stagnates, cobwebs appear, etc.

**Dimming Lights.** All light sources are reduced by five feet in a 30-foot radius around the ghost.

**Ectoplasm.** The mere presence of the ghost causes inanimate objects to seep jelly-like ectoplasm. The harmless ectoplasm causes objects to become slick with greenish slime.

**Fleeting Image.** A brief image of the ghost appears in mirrors, glass panels, or other reflective surfaces.



**Increased Vermin.** Normal vermin accompany the ghost. Swarms of flies, hordes of nonpoisonous spiders, throngs of ants, or tiny worms erupt from the ground as the ghost passes. The vermin are noticeable but merely a nuisance.

**Minor Quaking.** The ghost causes things to shake harmlessly. Furniture rattles, chandeliers sway, small objects bounce around, and water ripples.

**Moving Shadows.** Shadows dance and move in defiance of light sources. Shadows often appear grotesque. Shadows even appear to be of objects and creatures not in the area. For example, a humanoid shadow walks down a hall or an empty birdcage casts a shadow of a bird within.

**Peculiar Odor.** A powerful odor foretells the spirit's presence. Smells sometimes reflect a ghost's intentions. Flowers represent peace and kindness, while decay represents danger and agitation.

**Plant Withering/Growth.** Plants — but not plant creatures — within a 20-foot radius wither and die. This rapid process takes 2d6 rounds. Once a ghost moves from the area or reaches its final rest, the plants might recover.

**Semi-Real Appearance.** The ghost assumes a lifelike appearance nearly indistinguishable from living creatures. The ghost can appear in any state of its former self at any age or condition. This does not dissuade Divination magic or true sight, but the ghost otherwise appears as a living, breathing creature. The ghost can manipulate small items weighing less than five pounds (such as turning a doorknob or throwing a book). Touching the ghost reveals its incorporeal nature.

**Shatter.** Nonmagical glass cracks and breaks as the ghost desires. Only mundane inanimate objects are affected.

The ghost may use this power three times per day.

**Temperature Change.** The temperature gets colder or warmer within 75 feet of the ghost. Temperatures can rise or fall to an uncomfortable degree but can in no way harm others.

**Unexplained Sounds.** An unexplained sound such as rattling chains, footsteps, music, crying, or creaking wood announces the ghost's presence. The sound can never harm or damage creatures or objects.

**Unnatural Aura.** Animals sense the ghost at a distance of 30 feet. They do not willingly approach and panic if forced to do so. They remain panicked for as long as they are near the spirit.

## FEATURES

*Features* are more dangerous than cinematic abilities, and often are found in the most angry and vengeful of spirits. A ghost usually has 1d4 of the following powers. For *Features* that include spells or spell-like abilities, the spell save DC is 15 unless otherwise noted.

**Animate Object.** Once per day, the ghost can *animate objects*.

**Binding Locality.** The ghost is mentally connected to a specific and unchangeable location via continual *clairvoyance*. It does not need to concentrate to use this power. The location is always a place of importance, such as the place where the ghost died, where a loved one perished, or the location of a guarded treasure. A ghost may have up to three binding locations. This power does not prevent a ghost from leaving the area.

**Channel.** The ghost uses an action to force a living creature to make a DC 15 Wisdom saving throw. A creature that fails must speak as the ghost's wishes. A creature that successfully saves cannot be affected again by the same ghost's channeling ability for 24 hours. The ghost can communicate but cannot use command words or cast spells. It does not prevent the ghost from using its own spells or items, however. The ghost may only speak a language it knows. The channeled creature can act normally but can speak only when the ghost is not currently speaking. Channeling lasts for 10 minutes or until the ghost releases the person.

**Chill Metal.** Once per day, the ghost can use an action to cast *chill metal*. *Chill metal* is the same as *heat metal* except that it causes cold damage.

**Chilling Presence.** A creature who fails its saving throw against the ghost's Horrifying Visage is stunned while it is frightened.

**Chortle.** Haunting laughter causes stupor in living creatures. Those who fail a DC 15 Wisdom saving throw become *confused* as per the spell.

**Cloud Kill.** Once per day, the ghost can cast *cloud kill*.

**Control Weather.** Once per day, the ghost can *control weather*.

**Discern Location.** Once per day, the ghost can cast *locate object* or *locate creature*.







**Diseased Presence.** Three times per day, the ghost can use an action to cause all living creatures within 30 feet of the ghost to make a DC 13 Constitution saving throw or become infected with a disease as per a *contagion* spell. The ghost can affect a specific creature only once with a disease each day.

**Gate.** Once per day, the ghost can cast *gate* as per the spell. The gate accesses the Ethereal Plane only. The *gate* vanishes if the ghost is defeated, potentially trapping creatures on the Ethereal Plane.

**Ghostly Stench.** Once per day, the ghost surrounds itself with an invisible *stinking cloud* as per the spell. The cloud remains centered on the ghost and dissipates 1d4 rounds after the ghost is slain or returns to the Ethereal Plane.

**Ghost Spawn.** Creatures slain by the ghost return within 2d4 days under the ghost's control. A ghost with this power can create and control up to five spawn. Spawns have half the original creature's hit dice. These ghosts cannot rejuvenate. The original ghost can release them at any time. These ghosts do not necessarily have to follow the creator ghost's alignment.

**Grounded.** The ghost has advantage on Wisdom saving throws.

**Gust of Wind.** Once per day, the ghost can blast winds to batter medium or smaller opponents as per the *gust of wind* spell.

**Hemorrhage.** The sight of the ghost causes creatures to make a DC 13 Constitution saving throw. Those that fail bleed from their eyes and ears. They take 2 necrotic damage and are blind and deaf until cured. A creature that successfully saves against this power is immune to further hemorrhage effects from this particular ghost for 24 hours.

**Impossible Turning.** The ghost cannot be turned. Its soul is bound too strongly to be dismissed.

**Minor Image.** At will, the ghost can cast *minor image*.

**Phantom Tentacles.** Once per day, a ghost creates a variation of *black tentacles* that manifests as semi-ethereal mist and attacks. These tentacles are identical to the spell but may also affect creatures on the Ethereal Plane.

**Pyrotechnics.** At will, the ghost can cast *dancing lights* or *prestidigitation*.

**Scratch.** The ghost lacerates a living creature from the Ethereal Plane by making a melee weapon attack. The scratches deal 1d2 slashing damage as the ghost's touch grazes the skin. The scratches can be in any shape desired, including claw marks, words, or images. The mark lasts until the creature completes a long rest.

**Summon Corpse.** Once per week, the ghost can animate a zombie or skeleton to do its bidding. The corpse has no special abilities but has advantage on Wisdom saving throws. The ghost can freely enter the corpse and even speak through it. Slaying the corpse or turning it has no adverse effect on the ghost.

**Summon Swarm.** Three times per day, the ghost can use an action to conjure two swarms of beetles, centipedes, or spiders, or four swarms of bats, rats, or ravens.

**Teleport Objects.** As an action, the ghost can teleport unattended inanimate objects weighing up to 10 pounds. It can teleport these objects anywhere within one mile of its current location.

**Thought Transference.** Once per night, a ghost can enter the dreams of another creature it encountered within the last week. The ghost can cast *dream* for up to a week on a single individual as per the spells.

**Unending Presence.** The ghost rejuvenates in 2d4 days after being destroyed.

**Weeping Empathy.** The ghost's death is particularly filled with sorrow and regret. The ghost's cry conveys powerful empathy that influences the actions of others. Those hearing the wail must make a DC 15 Wisdom saving throw or become compelled to assist the ghost in achieving its final rest. The wailing can affect creatures within a 40-foot radius. This ability acts as a *geas* spell.

**Withering Aura.** Plants and plant creatures within a 20-foot radius wither and die. Plants and plant creatures that start their turn within this region take 3 (1d6) necrotic damage. The ghost may instead enrich all plants within a half-mile radius once per day as *plant growth*. Furthermore, the ghost can cast *entangle* once per day. Once a ghost moves away from the area or reaches its final rest, the plants start to recover.



# 5

## APPENDIX

### HAUNTINGS

Many hauntings are presented in **Chapter 8: Soul of Glass** so you can enhance the dread and randomize the experience each time characters enter a room. Provided below are many more hauntings you can substitute into the adventure or into other haunted house settings. Roll 1d100 or choose from the list:

| 1d100 | Haunting                                                                                                                                                                                                 |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | Hanging tapestries flutter and move as if a strong wind was blowing through the chamber.                                                                                                                 |
| 2     | Cold spots dance wildly around the characters as they move around the room.                                                                                                                              |
| 3     | Shadowy forms run down the hallways in front of characters, moving quickly and staying ahead of the group no matter how fast they pursue.                                                                |
| 4     | Dusty sheets covering furniture rise into the air in humanoid forms and hover before collapsing.                                                                                                         |
| 5     | Chairs, dishes, glasses, and other items are found stacked in elaborate and perfectly balanced shapes. The stacked items appear within moments in an otherwise normal room.                              |
| 6     | Thick white fog with wispy tendrils coalesces in the room and moves about as if searching for something or someone.                                                                                      |
| 7     | A humanoid form appears outside a nearby window and stares into the room. This can occur at any window or pane of glass (even from inside a mirror), or even from a window on the second or third floor. |
| 8     | Dark stains of mold grow in large black patches that begin spreading toward the characters.                                                                                                              |
| 9     | A rocking horse (or rocking chair) begins to rock back and forth by itself in the room.                                                                                                                  |
| 10    | Doors slowly creak open then slam shut.                                                                                                                                                                  |
| 11    | Candles flare brightly for 1d4 rounds before going out.                                                                                                                                                  |
| 12    | Small fires ignite and burn for 1d4 rounds. When the fires are extinguished, the ashes and burn marks form words or images.                                                                              |
| 13    | Water flasks (but not potions) fill with fine white sand.                                                                                                                                                |
| 14    | Food carried by the characters rots within 1d4 + 1 rounds. This includes any preserved rations and dried meats. Maggots pour out of the ruined foodstuff.                                                |

| 1d100 | Haunting                                                                                                                                                                                                          |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 15    | Blisters form on living creatures, then burst open as insects crawl from the sores. The wounds heal 1d6 rounds after the insects escape.                                                                          |
| 16    | Giggling and laughing can be heard, as if someone is playing hide-and-seek with the characters.                                                                                                                   |
| 17    | Tendrils of electricity course across the ceiling and down the walls around characters. The bolts do 3 (1d6) lightning damage to anyone reaching out to touch them.                                               |
| 18    | Beetles swarm in the shape of a humanoid creature standing in the middle of the hall. The insects fall apart and scuttle away in 1d6 rounds or if they are attacked.                                              |
| 19    | A bloody mist rises out of the floorboards and coalesces into a thick red cloud in the center of the room. It dissipates slowly.                                                                                  |
| 20    | A pale hand reaches out to grab a character as the character reaches into a backpack or bag. The hand evaporates into sulfurous smoke a moment later.                                                             |
| 21    | A small ball rolls down the stairs or down the hallway toward characters. The ball settles against one character's foot. Kicking it back down the dark hallway causes childish laughter to erupt in the darkness. |
| 22    | Small invisible hands tug at the clothing or cloak of a random character.                                                                                                                                         |
| 23    | Red welts appear on a character's back or stomach and form into words.                                                                                                                                            |
| 24    | Insects crawl out of a character's backpack for 1d4 rounds. The beetles, spiders, and flies are nothing more than a nuisance.                                                                                     |
| 25    | Glowing yellow eyes watch characters from the shadows. The eyes move with the characters but vanish if the darkness is illuminated.                                                                               |
| 26    | A character is violently slapped across the face. The attack leaves painful red welts but does no damage.                                                                                                         |
| 27    | Dinner plates slide across the table without anyone touching them and smash to the floor.                                                                                                                         |
| 28    | Anyone who falls asleep suffers terrible nightmares of being buried alive or of being unable to move as a ghostly presence hovers over them.                                                                      |

The list of hauntings continues on the next page.



| 1d100 | Haunting                                                                                                                                                                                                           |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 29    | Objects placed in one spot appear somewhere else — sometimes far away from the original location.                                                                                                                  |
| 30    | Liquids turn to blood as characters watch. This could mean water poured out of a pitcher, a freshly drawn bath, or even a bucket of well water.                                                                    |
| 31    | Clasps holding armor together come undone, or a leather strap holding a bag closed falls off, letting the contents of the bag spill out. Anything tying something shut or holding something together comes undone. |
| 32    | The voice of someone the characters knew in life — but who has since died — speaks to them from the darkness.                                                                                                      |
| 33    | Anyone tapping on the walls or floor hears the sound repeated from somewhere close by.                                                                                                                             |
| 34    | A feral growl rises around the characters, as if a dangerous wolf was prowling around them. Nothing can be found if the characters search.                                                                         |
| 35    | Anyone trying to sleep is rudely shoved or pushed out of bed.                                                                                                                                                      |
| 36    | A wardrobe of old cloaks rustles as if someone is hiding behind the garments. A pale hand reaches through the garments and grabs anyone who moves the clothing aside.                                              |
| 37    | A character's reflection in a mirror doesn't move, but instead stands silently watching them even when they move away.                                                                                             |
| 38    | Bed covers are ripped off sleeping characters, and they are pulled bodily onto the floor by unseen hands.                                                                                                          |
| 39    | Portraits hanging on the wall unexpectedly fall from their hooks.                                                                                                                                                  |
| 40    | Strobing lights move through darkened hallways.                                                                                                                                                                    |
| 41    | Shadowy forms step in and out of the shadows as characters approach.                                                                                                                                               |
| 42    | Sand in a glass hourglass begins to flow upward. When all the sand reaches the top of the timepiece, the glass cracks and pours grains of sand across the pedestal supporting the hourglass.                       |
| 43    | Boards creak and break as characters step on them. The space beneath the boards is a wriggling mass of maggots and grubs.                                                                                          |
| 44    | Black, withered arms reach out from under beds to either hold characters down or grab their legs.                                                                                                                  |
| 45    | A music box plays a child's lullaby, but whispery voices can be heard in the background speaking the characters' names.                                                                                            |
| 46    | Plants and trees bend and break as if something large was coming through them.                                                                                                                                     |
| 47    | A scream in the night breaks the silence. The cry is answered by a different sound, until the night is alive with noise. The sounds stop suddenly, leaving an eerie quiet.                                         |
| 48    | Twisted twigs and branches crafted into humanoid shapes are left on characters' packs or on their blankets for them to find when they awake.                                                                       |

| 1d100 | Haunting                                                                                                                                                                                                                                                                                                                                     |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 49    | A peeling and discolored painting on the wall shows an extended family posing for their portrait. The number of people in the painting continually changes, with some moving to different parts of the picture, some coming close to the frame. At other times, characters might find images of themselves mingled among the painted people. |
| 50    | Icy fingers of frost run down a random character's armor and cause icicles to form on metal.                                                                                                                                                                                                                                                 |
| 51    | Water flows up the walls to collect in shallow pools across the ceiling. The dark waters contain moving shapes that seem to be watching the characters.                                                                                                                                                                                      |
| 52    | A dancing flame hovers at eye level. It floats around characters as they watch, almost as if it is examining them. Occasionally, it brushes against an object and causes a small fire.                                                                                                                                                       |
| 53    | A skeleton draped in black chains clanks down the hallway toward the characters. If approached, the being collapses in a heap of iron links and brittle bones.                                                                                                                                                                               |
| 54    | A figure made of ash sits inside an old fireplace. Its eyes burn like bright embers, and cracks of fiery brilliance streak its dark form. If touched, it collapses in a cloud of ash and soot.                                                                                                                                               |
| 55    | A circle of bones appears near a character whenever he or she stops to rest. The bones seem to follow the character for hours, always appearing somewhere nearby when he or she pauses. The character occasionally hears the brittle clink of bones striking stone as if they were getting closer.                                           |
| 56    | Loam and gray clay drop out of the air onto a character, accompanied by small items buried in a nearby grave. Items include a dirty veil, a few worthless rings, false teeth, a child's toy, etc.                                                                                                                                            |
| 57    | A corpse launches itself out of a cabinet as a character opens it. The arms stretch out to hug the target, although the corpse is truly dead and does not move after this.                                                                                                                                                                   |
| 58    | Characters feel as if someone is watching them and have a vague sense of danger hovering somewhere nearby.                                                                                                                                                                                                                                   |
| 59    | Clanks and shuffling come from the floor above characters, but nothing is out of place if they check.                                                                                                                                                                                                                                        |
| 60    | Lighted candles appear in the middle of a hallway. Each one sits on a brass stand strung with cobwebs. The flames flicker a pale green.                                                                                                                                                                                                      |
| 61    | The sound of an axe hitting a wooden wall sounds loudly in the darkness. Characters find a gash cut through the wood paneling, but no weapon.                                                                                                                                                                                                |
| 62    | A staircase that previously had 12 steps suddenly has 13. Anyone stepping on the new step must make a DC 18 Wisdom saving throw or be <i>confused</i> as per the spell for 1d4 rounds. During this time, the victim suffers horrible visions of death coming for him. The step appears and disappears randomly.                              |



**1d100 Haunting**

- 63** Characters find a diary written by a young woman detailing her descent into madness. Written in blood on the torn and smudged last page are the words: "They're coming for you, too." Below the threat are the characters' names, written in the woman's careful handwriting.
- 64** A waterfall of dirty water pours over a small ledge. As characters near it, a humanoid shape parts the wall of water but there is nothing there.
- 65** Characters see a woman walking down the hallway in front of them. As they watch, a pit opens beneath the woman and swallows her whole. The woman — and the pit — cannot be found.
- 66** The sounds of falling rain can be heard hitting the windows and roof, but anyone looking outside sees that the sky is cloudless and clear.
- 67** A spinning top twirls its way down the hallway. It spins around anyone in its path, dodging them with an uncanny intelligence.
- 68** Characters' reflections are drawn out and distorted, with hollow spaces replacing their eyes and mouths.
- 69** The characters feel a soft hand stroking their hair.
- 70** A crude wall of dirty bricks appears in front of or behind characters, blocking their path. The bricks collapse with a single strike.
- 71** As characters are about to open a door, someone knocks on it from the other side or rattles the doorknob.
- 72** Thousands of dead wasps litter the room. Characters feel their skin crawling and hear the buzzing of the insects, however.
- 73** Characters hear someone writing as they enter a dark room. The walls are covered in peeling wallpaper. Anyone who yanks the dirty coverings down finds fresh scribbles in wet ink foretelling the characters' demises.
- 74** Characters find black, shiny pebbles weighing down their backpacks or bags.
- 75** Horrible screams sound around characters whenever they eat, cook, or carve any meat to eat.
- 76** A sparking yellow mist rolls down a corridor toward characters. The faces of dead souls rise and fall within the cloud. It passes harmlessly over characters.
- 77** As characters descend a set of staircases, they see shadows of chains elongating and following them downward.
- 78** A small window looks into a darkened room or closet. A pale face with a large, black void for an eye suddenly is looking out at characters. The room is empty when the door is opened.
- 79** The walls, ceiling, and floor around the characters shift at crazy angles, creating slanted walls and steep rises and falls in the floor. The effect lasts for 1d4 rounds.
- 80** Bloody tears seep out of characters' eyes, no matter what they do. They hear a woman weeping when the tears finally stop three rounds later.
- 81** Black silhouettes of demonic creatures about the size of a dog painted onto the walls with soot follow characters as they wander through the house.

**1d100 Haunting**

- 82** When characters swing any weapon, they see a ghostly figure of a woman or child cowering in front of the blade as it falls.
- 83** Icicles form and drop from the ceiling, even in rooms heated to a stifling temperature by a blazing hearth.
- 84** Scrolls seep blood whenever handled. It doesn't harm whatever is written there but stains the hands of the person holding it.
- 85** Bruises form on a random character's arm. The dark patches reveal a single word: "Leave."
- 86** Any fire erupts in a blast of sparks as a ghostly apparition appears and runs screaming down the hallway, its body consumed by an inferno.
- 87** Two little girls with dark black hair stand just around the corner, waiting for the characters. They smile simultaneously and tilt their head as if looking at something behind the characters. They are gone when the characters turn back around.
- 88** Red painful circles appear on the characters' flesh. The circles vanish in 1d4 days, but itch constantly until that time.
- 89** A cloud of smoke rises into the shape of a ghastly skull before dissipating.
- 90** A man with black strips of cloth wrapped tightly around his body steps out of the shadows. Blood drips out of the straps, which constrict and pull until he is nothing more than an emaciated creature. The being vanishes with one last pull of the straps.
- 91** Black flakes of soot fall around the characters.
- 92** A trapdoor in the floor held shut with rusted iron chains slams against the metal holding it closed.
- 93** Anyone looking out the window sees shadowy forms standing in the trees, each one watching the window where the character stands. One of the figures points upward, and the forms begin moving toward the building.
- 94** A demented stuffed jester toy sitting in the corner begins following a character. The character finds it on their bed, in their backpack, sitting on a shelf, outside their door, etc.
- 95** Gray moths land on a random character. The insects' flapping wings repeatedly whisper the words, "Get out."
- 96** A bloody handprint appears on a mirror or window.
- 97** A marble statue of a nymph or satyr suddenly smiles and winks at a character.
- 98** Characters find a chair floating a foot off the ground in an otherwise normal room. Anyone sitting in the chair suddenly finds themselves upside down and floating toward the ceiling 20 feet above. The chair's legs touch the ceiling, at which point the spell is broken and the chair — and the character — fall.
- 99** A chandelier in the room swings wildly as characters search the chamber.
- 100** Characters looking in a mirror see a ghastly crone standing behind them, her wizened skin like tree bark, and her sharp teeth moments from sinking into a random character's unprotected neck.





# APPENDIX 6

## PLAYER HANDOUTS

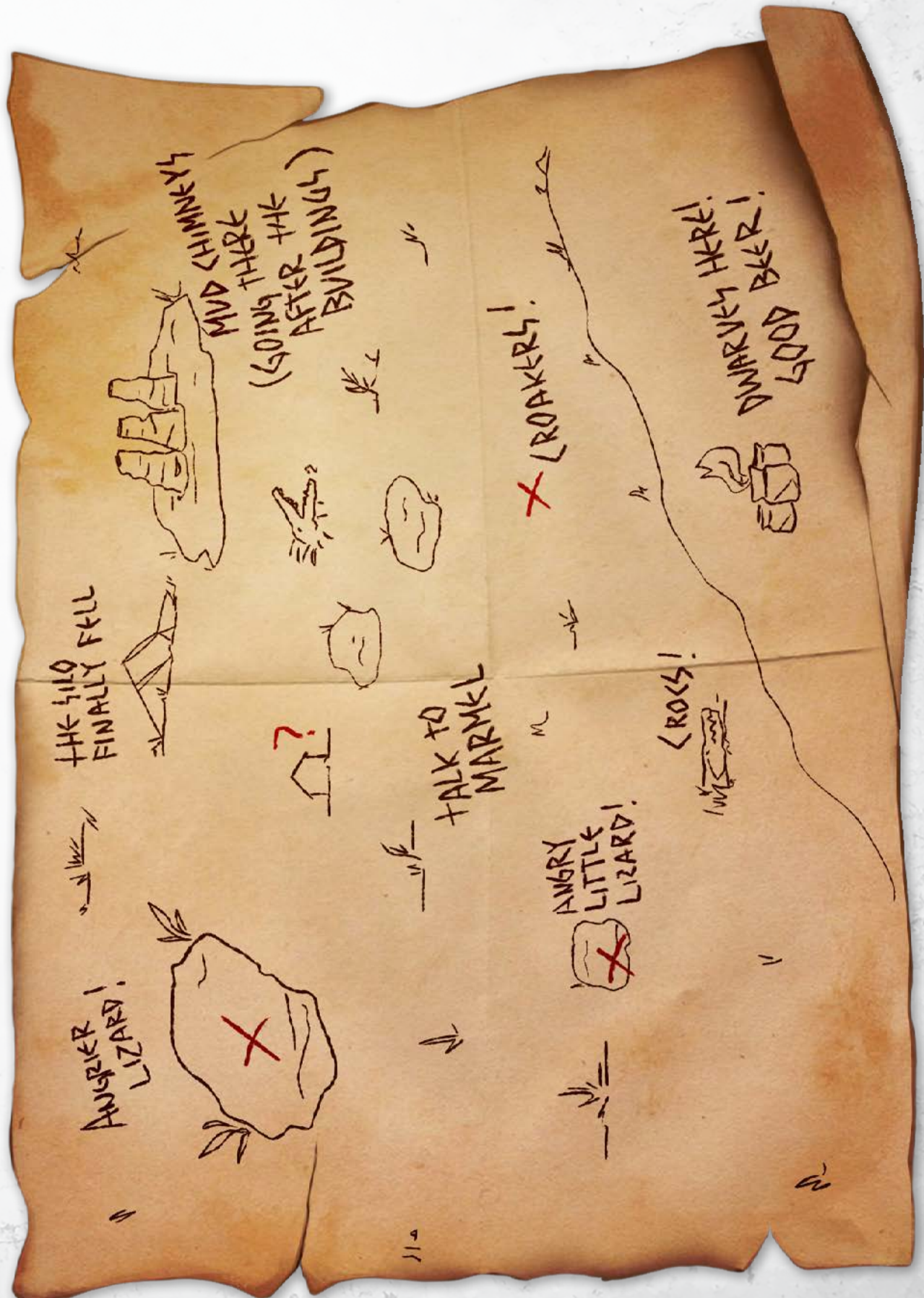


he following pages contain various handouts that you can copy and give to your players to enhance their experience during the *Splinters of Faith Campaign*. Each handout is detailed in the text of the main adventure so you'll know just when to hand them out. The handouts include maps, clues, notes, and more.

| Handout        | Description                        | Location                                                                                        | Page     |
|----------------|------------------------------------|-------------------------------------------------------------------------------------------------|----------|
| Handout No. 1  | Rusgart's Map                      | Chapter 5: Burning Desires                                                                      | Page 511 |
| Handout No. 2  | Rayne's Bargain                    | Chapter 5 : Burning Desires                                                                     | Page 512 |
| Handout No. 3  | Wanted Poster                      | Chapter 6: Culvert Operations                                                                   | Page 513 |
| Handout No. 4  | Lady Averlyne's Plea               | Chapter 8: Soul of Glass                                                                        | Page 514 |
| Handout No. 5  | Lord Arnsworth's Map               | Chapter 8: Soul of Glass                                                                        | Page 515 |
| Handout No. 6  | Lord Arnsworth's Letter            | Chapter 8: Soul of Glass                                                                        | Page 516 |
| Handout No. 7  | Players' Map of the Kanderi Desert | Chapter 9: Eclipse of the Hearth                                                                | Page 517 |
| Handout No. 8  | Calling All Knights                | Chapter 9: Eclipse of the Hearth<br>Chapter 10: Morning of Tears<br>Chapter 11: The Heir of Sin | Page 518 |
| Handout No. 9  | Letter to Daznashal                | Chapter 12: Pains of Scalded Glass                                                              | Page 519 |
| Handout No. 10 | The Summons                        | Chapter 12: Pains of Scalded Glass                                                              | Page 520 |
| Handout No. 11 | Fire Giant's Map                   | Chapter 14: Remorse of Life                                                                     | Page 521 |



# HANDOUT NO. 1: RUSGART'S MAP





## HANDOUT NO. 2: RAYNE'S BARGAIN

King Gruetooskno,

Take this envoy and this chest as a token to honor our pact. Dazmashal speaks for Lord Pathamon and will serve you as emissary and messenger.

Rayne D'Anzeray



# **WANTED!**

## **FOR CRIMES AGAINST THE CITY**



**1,000 GOLD**  
**FOR THE RETURN OF  
THESE DANGEROUS SPELLCASTERS!**

**DEAD  
OR  
ALIVE!**

**SEE HARGA SHACKLEFORD**



## HANDOUT NO. 4: LADY AVERLYNE'S PLEA

To Master Virio Abantyr,

I thank you for your kindness in extending me more time to repay, that which I owe to the illustrious Abantyr. But due to some unforeseen circumstances, I must humbly beg of you additional time to cover my debts.

I know you do not owe me this additional kindness, but I promise I shall soon come into a substantial fortune that will allow me to pay what I owe and any additional fees you feel I should incur for this latest breach of our previous agreements.

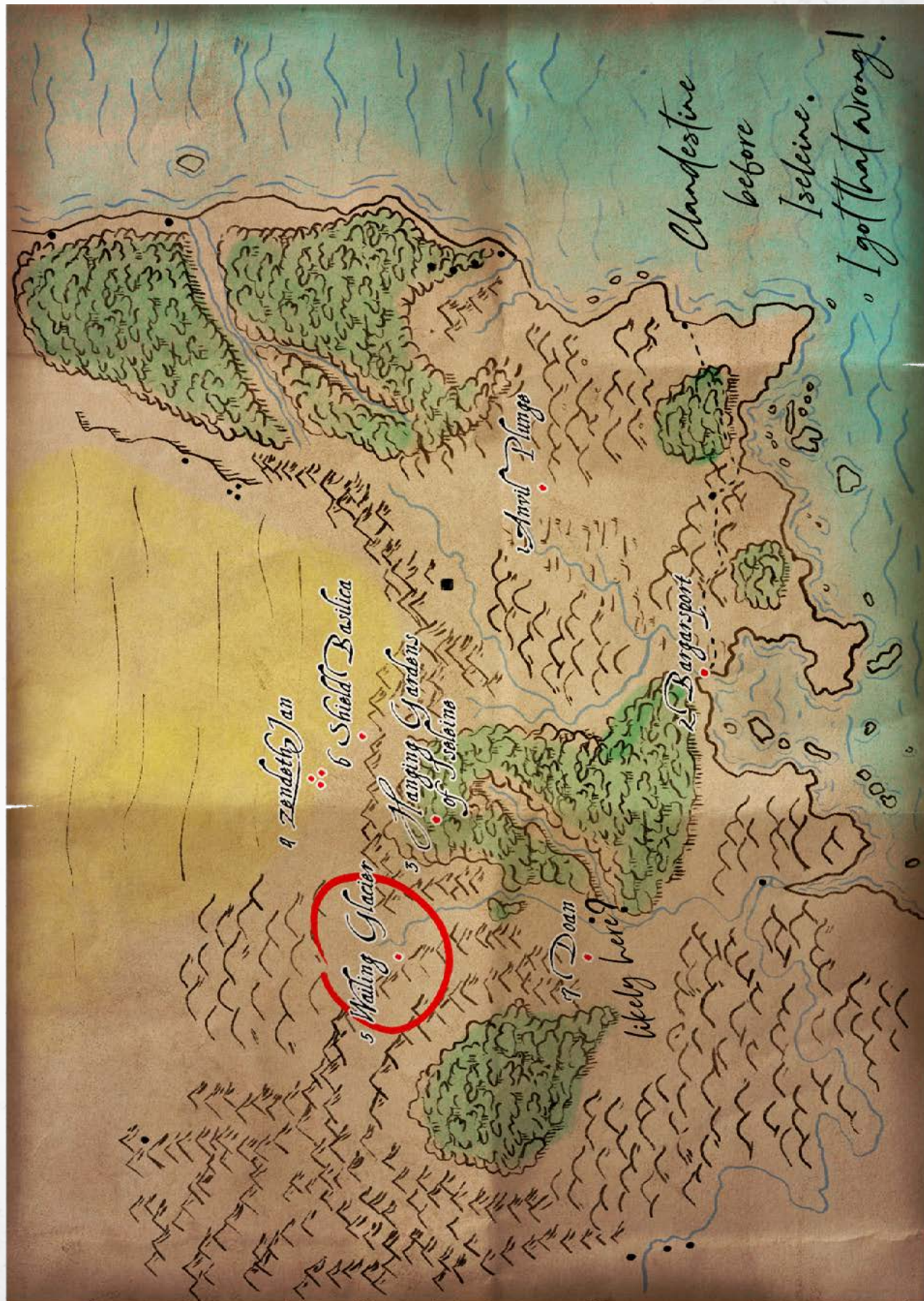
My brother's health fails even as I write this, and I hope to inherit his wealth within the month. I promise you I am good for the gold I have borrowed from your vaults.

Yours most sincerely,

Lady Averlyne Du Vaine



## HANDOUT NO. 5: LORD ARNSWORTH'S MAP





## HANDOUT NO. 6: LORD ARNSWORTH'S LETTER

It has been months since word came of my beloved daughter's abduction. I've returned a broken man to a broken home. The joy she brought these halls is stilled now, her laughter gone. I hear her giggles in the halls still, but when I turn, my heart filling with joy, she is nowhere to be found.

My spirit is crushed; my heart is broken.

Deep in my soul, I fear she no longer lives, but even fickle death keeps her spirit hidden from me. I hope she awaits me when soon I cross the shrouded veil. That is the reunion I so desire.

My sister, dear Aredyne, I have my wealth and home to you to care for until — and how I wish this as well! — Larina should somehow return.

My life is lost, and I cannot bear to linger,

— Lord Arnsworth Dr Vaine



## HANDOUT NO. 7: PLAYERS' MAP OF KANDERI DESERT





## HANDOUT NO. 8: CALLING ALL KNIGHTS



To all who would be knights in service to Myr



I know that the Rite of Virtue  
shall be held to test those who  
deem themselves worthy to serve  
the goddess.

Present yourself and your deeds  
of heroism, bravery, honor, and  
devotion to the Shield Basilica  
to be judged.

All are worthy to be judged. Not all  
are worthy of her glory.

High Priest Lord Romel Sandusk  
welcomes you to the tests.

High Priest Lord Romel Sandusk





## HANDOUT NO. 9: LETTER TO DAZNASHAL

Daznashal,

The acid worked. It took weeks, but the glass finally shattered. So many died in the burning waters! I used the poison you provided on the survivors. They died twisting and frothing. I have not seen the betrayers you mentioned, nor the scyther your visions revealed. I shall remain vigilant, but I shall leave this vile place soon enough for the jungle. How I long to see Orcus' glory revived!

—S



## To the Heroes of the World

**F**riends, we have learned only recently of your valiant attempts to stem the tide of darkness even now flowing out of the Seething Jungle. We know of your quest and must let you know that your path leads through the enlightened halls of the Theurgist Seminary of Chasizier. Bring the weapon so we may discuss your next steps.

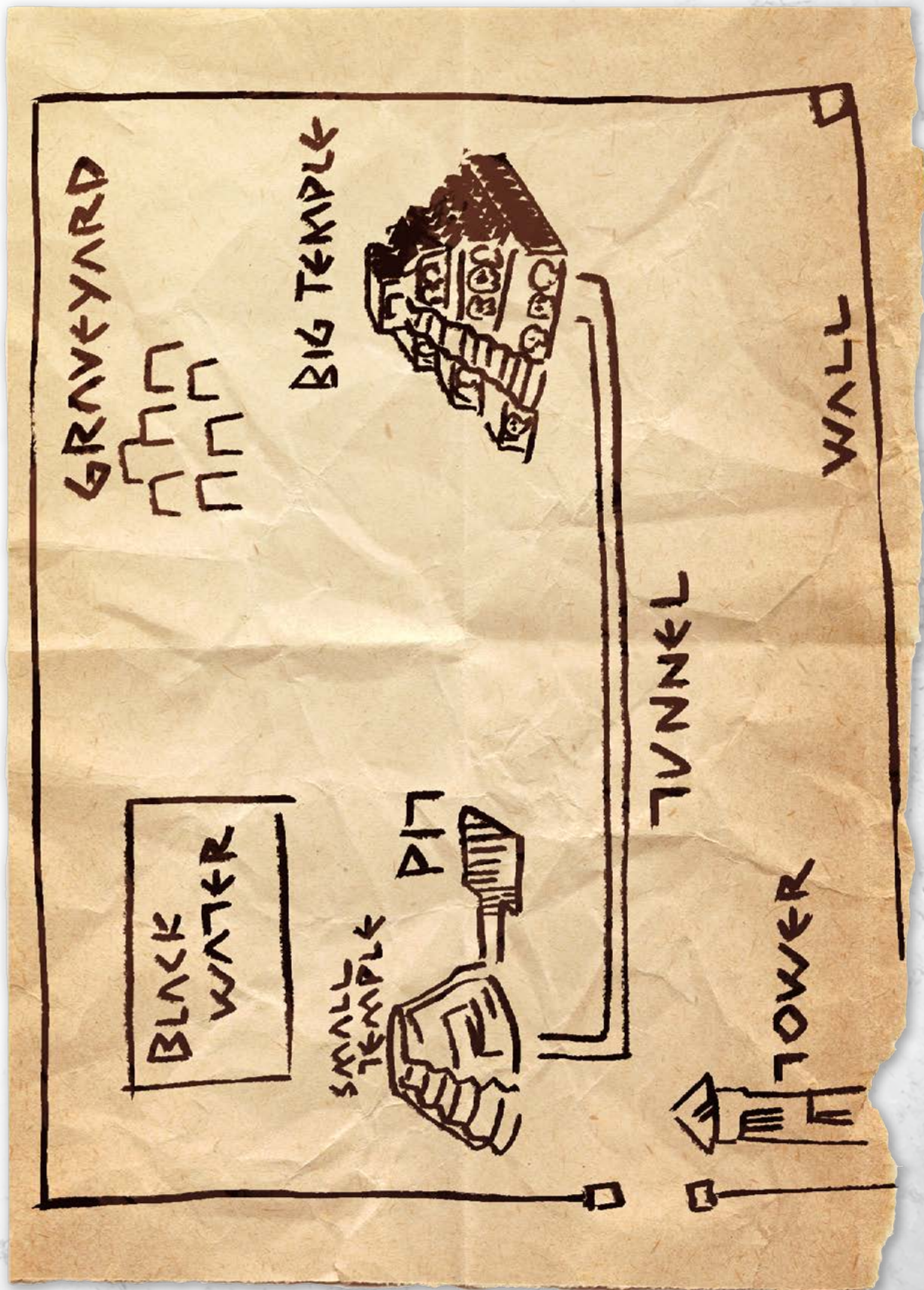
Master Evás visited Jah Sezar many times in his youth and can vouch for our purest of intentions. Our messenger brings our seal: Stand upon it and call out to Chasizier. We look forward to your arrival.

— Ayire Taysa,

Master Scholar of the Mystic Erudite



## HANDOUT NO. 11: FIRE GIANT'S MAP





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# AN UNDEAD WARLORD'S MINIONS ARE GATHERING



Welcome to *Splinters of Faith*, an epic adventure to stop the dreaded Akruel Rathamon's return to power.

Twelve epic adventures await your heroes as they race to stop the death-priest. They'll crisscross the land in their quest, visiting temples to good and evil along the way.

You'll find monsters, magic, and other handouts to help enhance your game.

**WILL  
YOUR  
HEROES  
SURVIVE?**