


Turning your gaze back up to the journey ahead, a chill wind sweeps past you. Within this clinging draft, you feel as if you can hear a faint crying. Somewhere distant, maybe, suspended at the dark recesses of your mind.

*This place is not natural.*

- The Secret of Forsaken Peak, Part 2 - The Eyries

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**BROADSWORD**  
Monthly

ADVENTURES FOR FIFTH EDITION

OCTOBER 2019 ISSUE 2

# BROADSWORD

ADVENTURES FOR FIFTH EDITION OCTOBER 2019 ISSUE NO. 2 \$25.00





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**Monthly**

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ADVENTURES FOR FIFTH EDITION

OCTOBER 2019 ISSUE 2 Monthly



**COVER:** Justin David Russell's *Skeleton Warrior*. Holy shit! He's gonna get you! Goddamn! They're everywhere!



## Typos, Misprints, and Customs, oh my!

What an incredible feeling to get the first batch of 1,000 books for BroadSword Monthly #1. I can honestly say that that moment ranked up there with some of the best moments of my life. My garage smelled (and still smells) like new books. And, of course, I have you to thank for that.

Of course, the product wasn't 100% perfect. There were some typos, some logic issues, and some printing mishaps. The book wasn't finished as quickly as I would have liked (we shot for August and the book didn't hit 'til September). I guess it's a bit of a learning curve. As I'm writing this, I'm aware that this one will probably be a little late, too.

Regardless, it's an incredible project, and all things considered I think we've done pretty well. After all, I still have a day job (as of this writing) and a family to take care of. So being able to write an entire 100-page book and deliver it only a little late--only because of the logistics, mind you--feels pretty dang good.

If you read BroadSword Monthly #1, I hope you enjoyed it. And I hope you enjoy this one, too.

As always, thanks for reading. I wouldn't be here if it wasn't for you.

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*"It was better, he thought, to fail in attempting exquisite things than to succeed in the department of the utterly contemptible."*

-Arthur Machen, *The Hill of Dreams*

## HOW TO RUN A FIFTH EDITION HORROR CAMPAIGN

By Dave Hamrick

Horror is one of the many types of settings available to gamemasters to run in Fifth Edition. But how can horror work in a world where epic heroes swing legendary magic swords, dodge arrows, and walk off near-fatal wounds after a full night's rest?

This article dives into ways to amplify the effects of horror in your game without altering the rules too drastically.

### Focus on mood and atmosphere

First, make sure you create the mood and atmosphere for the setting. In the game, you can do this by offering subtle descriptions that illustrate the dark, forbidding environment.

"Your boots vanish into the light mist that clings to the ground."

"For a moment, the wind changes direction. In that instant, you're treated to the smell of carrion and rot."

Just be sure you don't over-describe, which can get tiresome.

Outside of the game, you can employ dark music (or even sound effects). Dress the game room with candles and other props. Turn the lights down.

Keep the jokes to a minimum, if possible. Speak in a careful, selective tone. When things get hectic, increase your speaking pace. And use silence. Silence is incredibly powerful. Most people hate silence. Describe the scene then pause. Wait for the players to break the silence.

### Build a sense of dread

A body was discovered by the docks. You learn the victim had a boat, and now the boat is missing. A week later, you find the boat capsized on a beach thirty miles up the shoreline, with what-looks-like a large bite taken out of it. Webbed tracks lead from the boat into the jungle, eventually stopping at an old, vine-covered shack. As you stand on the porch of the shack, from



within you hear a crunching sound, like a ravenous dog gnawing on a bone. Moving closer, SNAP—you accidentally stepped on a twig. The crunching inside the shack stops. All you hear now is your own pounding heart.

Consider your favorite horror stories. It's rare that the characters are thrust into the events *media res*. Instead, it's a slow build-up to even greater horror, with each scene providing additional clues until—SNAP! They're at the center of it.

### Show don't tell

A knife isn't sharp. Instead, you pick the knife up and test its edge—ow! Blood drips from your finger. The owlbear isn't scary and large. Instead, the owlbear arches its back, casting a shadow over you and your friends. Its hot breath reeks of rotten flesh.

Horror—and story-telling in general—is a lot more effective when it shows what is happening in a scene versus telling what is happening in a scene. Use the characters' actions and the player's questions to feel out the scene.

### Keep monster descriptions vague

The human mind is exceptionally good at filling in details when none are present. And when it comes to horror, it does a better job than you—or any other storyteller—ever could in setting creating macabre visuals.

Better yet, tie in the characters' reactions to the scene. Know their personalities, ideals, bonds, and flaws.

Then use those against them.

"Geridian. You're an ex-soldier. So you've seen plenty of horrors on the battlefield. But this? This is something much, much worse."

"Joanne. Tears well up in your eyes. Without even thinking about it, your hand starts to fidget with the hilt of your dagger."

"Adrienne. Immediately, you know what you're dealing with here. You've read about these horrors in the arcane texts. But do you remember enough to make a difference?"

### Make the characters (and players) feel powerless

Finally, whether it's classic vampires and werewolves, cosmic horror like HP Lovecraft, or even '80s slasher films, all horror is rooted in the psychology of powerlessness. No one likes to lose control. And that's what horror does—it takes control. Not just of the characters on the screen or on the page, but of you, the viewer, too. You are limited by the camera or author with what you can see, with only character reactions and clues to go by. Not until the very end do you start to feel in control; at that point, the monster is revealed and the characters have a chance to triumph.

However, it's a balancing act. Player advocacy is important to a lot of players and RPGs are often used as an escape. Take away too much, and you may lose the player. Set boundaries early on and exercise caution. **Ω**



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# PART I

## MONSTER HUNTERS



# MONSTER HUNTING SQUADS

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## NEW MECHANICS FOR FIFTH EDITION

By Dave Hamrick  
Artwork by Jason Glover

*Two human brothers race their ax-beak-drawn chariot down the long, dark road, hot on the trail of a ghostly specter that's killing the locals. Armed with weapons made of iron, they're ready to send the undead creature back to its grave.*

*The elven ranger touches the footprints on the ground. Still warm. She knows by the shape and size exactly what it is. Impatiently, her party members wait for her analysis. "Owlbear," she sighs. "It's cave is somewhere in the area. And there's more than one."*

*When the half-orc barbarian arrives, the farm is still on fire. "We're not safe here," he tells the surviving homesteaders. Two-hundred yards from where he stands, a pair of yellow eyes stare back from the treeline. "This is a trap," he growls, drawing his axe. Then, the dragon attacks.*

Monster hunters are adventurers who focus specifically on hunting and killing certain types of monsters. Most monster hunters specialize, too, focusing on a specific type of monster to track and kill.

This section of **BroadSword** Monthly goes into details on how to run a monster hunter campaign in Fifth Edition. It includes information for players and GMs on running a monster hunting squad, as well as details for GMs on how to craft episodic Fifth Edition sessions that focus on tracking and killing epic level monsters

### Monster Hunting Squads

Characters participating in a monster hunter campaign typically organize into monster hunting squads. For the most part, a monster hunter squad operates the same way that an adven-

turing party does. The main difference, however, monster hunting requires incredible organizational skills and plenty of teamwork, especially when faced with challenges that are beyond-deadly. For this reason, many monster squads establish set roles for its members.



### Monster Hunting Roles

Your monster-hunting role offers the overall direction of your character, but is, by no means, handcuffs for how you portray them. As you gain ranks in the squad, your role offers new abilities, magic items, and other benefits.

You choose your character's role when the character first joins the monster hunting squad. Your character's position rank is equal to your character's tier. Starting from rank 1, you gain new proficiencies, special equipment, and your rank 1 position feature. Then, as you increase your character level tier (at level 5, 11, and 17), your rank increases with it, awarding you additional benefits.

When you choose a squad role for our character, that choice is independent

of and in addition to your character's background, class, and other options. While common sense may dictate that you choose a role that plays to your strengths, choose the position that is most interesting to you. In addition, roles are completely optional. You're free to do as you wish or create roles of your own design (GM's discretion, of course).

The most common monster-hunting roles are detailed below.

### Administrator

*"Just tell me what you need."*

Administrators act as property wranglers, treasurers, and financial whizzes for monster hunting squads. After all, a lot of monster hunting requests pay little-to-none. While a free meal or two and a bed in the barn might be offered to the team, it doesn't cover the cost of silver weapons, spell scrolls, bribes, and other goods the squad needs to perform their job.

Your chief contribution to the monster hunter squad is to ensure that all the back end stuff is taken care of and that there is as little friction as possible.

**Essential Functions:** Handle squad funds, locate arms and equipment, keep principles and hirelings paid

**Position Proficiency:** In addition to the proficiencies noted below, you can add your proficiency bonus to any ability check to negotiate costs, read financial documents, and hire competent talent.

### Proficiencies and Starting Equipment

As a rank 1 administrator, you gain proficiency with calligrapher's supplies. In addition, you gain a set of calligrapher's supplies, a merchant's scale, and



a ledger which you use to keep track of the squad's finances and holdings.

**Deal Brokering**

Also at rank 1, while in a familiar urban setting, you can perform a 1-hour ritual to find and purchase one common, uncommon, or rare item of your choice. Make a DC 15 Charisma (Persuasion) check. With a successful check, you also negotiate a 50 percent discount on the item.

If you fail this check, you cannot use this feature again until you finish a long rest. When you use this feature successfully twice, you cannot use it again until you attain the next character tier.

**“I Know a Guy”**

Starting at rank 2, while in a familiar urban setting, you can perform a 1-hour ritual to locate someone that you know that could potentially help you and the monster squad. Make two checks with a DC of 13 + your character tier: Charisma (Persuasion) and Wisdom (Insight). Both checks gain a +1 bonus for every hour beyond the initial hour that is spent undertaking this activity. Each check also gains a +1 bonus for every 100 gp you spend. A maximum bonus of +10 can be applied to each check.

The total number of successes determines the outcome of the activity, as noted on the “I Know a Guy” table (overleaf).

Once you use this feature, regardless of the outcome, you can't use it again for 7 days.

**Squad Ledger**

At rank 2, your ledger becomes an uncommon magic item and its pages are enchanted with a potent illusion. To you and any creatures you designate, writing you place in the book appears normal, written in your hand, and conveys whatever meaning you intended. To all others, the writing appears as if it were written in an unknown or

magical script that is unintelligible. Alternatively, the writing can appear invisible, or show up as a different message entirely.

In addition, any object owned by the squad that you record in the ledger is traceable with your ledger. As an action, you read aloud the name of a recorded item. You can then cast the locate object spell in order to locate the specified item. Once you use this property of your ledger, you can't do so again until dawn the next day.

**Interdimensional Bank**

Starting at rank 3, as an action, you speak a command word while holding your ledger. When you do, you can instantly teleport any coins that you can see within 10 feet of you that aren't being worn or carried by another creature into an extradimensional space. The space can only hold coins. Using another action, you can say a different command word and withdraw a number of coins of our choice. If another creature steals your ledger and knows the command words, it can steal your coins.

**Find a Buyer**

At rank 3, while in a familiar urban setting, you can perform a 1-hour ritual to find a quick buyer for a magic item in your possession. At the end of the hour, make a Charisma (Persuasion) check. You gain a +1 bonus to the check for every 100 gp spent to locate a buyer (to a maximum of +5). Refer-

ence the Find a Buyer table below to determine the DC for this check, as well as the sales price for the item. The DC increases by 10 if the item is illegal or stolen. Once you use this feature, regardless of the outcome, you can't use it again for 7 days.

Find a Buyer		
Item Rarity	DC	Sales Price
Common	5	50 gp
Uncommon	10	200 gp
Rare	15	2,000 gp
Very Rare	20	15,000 gp
Legendary	25	50,000 gp

**Cash-in**

Beginning at 4th tier, when you use your “I Know a Guy” feature and your contact secures an item for you, you can “cash-in” on a favor. If you do, you do not have to return the item to the contact; it is yours. Once you use this feature, you can't use it again (but you can still use your “I Know a Guy” feature as normal.)

**Coin Exchange**

Also at tier 4, when you withdraw coins from your Interdimensional Bank, you can choose to withdraw the coins in any denomination of your choice. For example, if you have 2,000 gold in the bank, you can choose to withdraw the coins as 200,000 cp, 20,000 sp, 2,000 gp, or 200 pp.

**THE ADMINISTRATOR**

Character Rank	Features
1st (Level 1 – 4)	Proficiencies and Starting Equipment, Deal Brokering
2nd (Level 5 – 10)	“I Know a Guy,” Squad Ledger
3rd (Level 11 – 16)	Interdimensional Bank, Find a Buyer
4th (Level 17 – 20)	Cash-in, Coin Exchange



## "I Know a Guy"

Successes	Benefit
0	The last time you interacted with your contact, they were not pleased with you. Seeing you again brings back bad memories. This contact might even be a rival, now.*
1	Your contact is willing to assist you. Choose one of the following benefits: <ul style="list-style-type: none"> <li>Your contact secures one item of your choice that costs no more than 1,500 gp. You must return the item to the contact once you are finished using it, typically within 1 week. If the item is damaged or lost, you are responsible for any costs to repair or replace the item.</li> <li>Your contact gives you item of your choice from chapter 5 of the PHB, so long as the item costs no more than 75 gp. You are not required to return the item.</li> <li>Your contact offers one piece of lore. You declare the focus of the lore—a specific person, place, or thing. The lore offered is the equivalent of one true statement about a person, place, or thing. The GM is the final arbitrator in what you learn.</li> </ul>
2	The contact is happy to see you and looks forward to working with you once more. Choose one of the following benefits: <ul style="list-style-type: none"> <li>Your contact secures one item of your choice that costs no more than 3,000 gp. You must return the item to the contact once you are finished using it, typically within 2 weeks. If the item is damaged or lost, you are responsible for any costs to repair or replace the item.</li> <li>Your contact gives you item of your choice from chapter 5 of the PHB, so long as the item costs no more than 150 gp. You are not required to return the item.</li> <li>Your contact offers two pieces of lore. You declare the focus of each piece of lore—a specific person, place, or thing. Each piece of lore offered is the equivalent of one true statement about a person, place, or thing. The GM is the final arbitrator in what you learn.</li> </ul>

\*May involve a rival.

## Captain

*"All right, team, listen up."*

Monster hunting might be a team effort, but the captain is ultimately the one in charge. Captains act as the strategists, decision-makers, and shot-caller for monster squads. After all, it's their job to make sure that the job gets done right and no one gets hurt doing it.

Your contribution to the squad comes in the form of solid decision making and a cool demeanor. Good or bad,

you're responsible for everything that happens to the squad.

**Essential Functions:** Make decisions, manage the squad, keep everyone safe

**Position Proficiency:** In addition to the proficiencies noted below, you can add your proficiency bonus to an ability check to influence the decisions of a group or boost the group's morale.

### Proficiencies and Starting Equipment

As a rank 1 captain, you gain proficiency with the herbalism kit. You gain a herbalism kit and a hunter's kit to

keep all of your monster-hunting tools, potions, and other tools in.

### Assess the Situation

Also at rank 1, you can attempt to determine the abilities of one creature you can see. As a bonus action, make a DC 15 Intelligence (Investigation) check. If you have fought at least one round of combat with the creature, you make this check with advantage. On a success, you learn three details of your choice about the creature. Once you use this feature, you can't use it again until you finish a long rest. You can use this feature one once on any creature.

### Hunter's Kit

Starting at rank 2, your hunter's kit becomes an uncommon magic item. It functions as a bag of holding.

### Words of Motivation

At rank 2, if you spend 1 minute talking to someone that can understand you, the creature gains temporary hit points equal to your character level. The temporary hit points remain until the creature starts a short or long rest. Until the creature loses these temporary hit points, it is also immune to being frightened. Once you use this feature, you can't use it again until you complete a long rest.

### The Right Tool for the Job

At rank 3, you can use a bonus action to reach into your hunter's kit and make a DC 10 Intelligence check. On a success, you draw forth an item of your choice on the Adventuring Gear table in chapter 5 of the PHB. The item must be of a size that can't fit into your hunter's kit and be worth no more than 15 gp. Once you attempt to draw five items from your hunter's kit, you cannot draw forth any more items until the next dawn.

### Voice of Reason

Also at rank 3, you can cast calm emotions once with this feature and regain

the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.

**Arcane Aptitude**

Starting at rank 4, you have learned the value inherent in magic. After you finish a short or long rest, you can attempt to prepare an abjuration or divination spell of your choice of 3rd level or lower. Make a DC 15 Intelligence (Arcana) check. On a success, you have the ability to cast this spell once using this feature. You lose the ability to cast the spell after you complete another short or long rest. After successfully preparing a spell using this feature, you are not able to do so again until seven days later following another short or long rest. If you failed the check, this property can't be used again until you finish a long rest.

**Weapon of Legacy**

At rank 4, when you succeed on a check to draw an item from our hunter's kit while using your Right Tool for the Job feature, on a success, you can choose to draw forth a weapon of your choice from Weapons table in chapter 5 of the PHB. If the weapon is a ranged weapon, it comes with 10 pieces of ammunition.

The weapon is a magic weapon of the chosen type with a +1 bonus to attack and damage rolls. In addition, choose one of the following damage types when you retrieve the weapon: cold, fire, lightning, radiant, or necrotic.

When you hit with the weapon, it deals an additional 2d6 damage of the chosen type. The weapon's magical abilities fade after 1 hour or if you return the item to your hunter's kit. Once used, this property of the kit can't be used again until the next dawn. On subsequent uses, you are not required to choose the same weapon or damage type.

**The Face**

*"I know this is probably difficult for you, but I need you to tell me what happened to your brother..."*

Bad situations bring out the worst in people, even the innocent. Fear, anger, or worse boils to the top, making information gathering initiatives difficult. Fortunately, the squad's face acts as the party's interviewer, interrogator, and negotiator. Faces can get what's needed from witnesses, bribe their way into forbidden areas, and even talk their way out of jail time. As the face, your greatest contribution to the squad comes through social relationships and representation. More often than not, you're the one that gets the group out of (and sometimes into) trouble.

**Essential Functions:** Interview witnesses, cooperate with local authorities, deal with potential publicity issues

**Position Proficiency:** In addition to the proficiencies noted below, you can add your proficiency bonus to any ability check to interview witnesses or interrogate suspects.

**Proficiencies and Starting Equipment**

As a rank 1 face, you gain proficiencies with a forgery kit. You start with one such kit that contains a variety of papers and parchments, pens and inks, duplicate or stolen seals and sealing wax of the most important organizations within the realm, and other supplies necessary to create convincing forgeries.

Also, you gain fake credentials to one important organization in the realm of your choice such as the badge of a member of authority, a cult's tattoo, a lapel pin denoting a political position, etc. Work with your GM on potential candidates.

**Good Listener**

Also at rank 1, you can use your action to try to gain an uncanny insight about one humanoid you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on Charisma (Deception, Intimidation, and Persuasion) checks against the target until the end of your next turn.

**Subjective Credentials**

At rank 2, your credentials become a common magic item which can change its appearance based on who is observing it. As an action, you present your credentials to a humanoid of your choice. The target sees your credentials as those belonging to a member of authority whom the creature respects or fears. Creatures immune to charm automatically see through the illusion. At the GM's discretion, if the creature is hostile towards you, it may become indifferent, and if it is already indifferent it may even become friendly.

To discern that the credentials are, in fact, false, a creature can use its action to inspect your credentials and must succeed on a DC 13 Intelligence (Investigation) check.

**Charming Personality**

Also at rank 2, if you spend 1 minute talking to someone that can understand what you say, the target must make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier. If you or your companions are fighting the

**THE CAPTAIN**

Character Rank	Features
1st (Level 1 – 4)	Proficiencies and Starting Equipment, Assess the Situation
2nd (Level 5 – 10)	Hunter's Kit, Words of Motivation
3rd (Level 11 – 16)	The Right Tool for the Job, Voice of Reason
4th (Level 17 – 20)	Arcane Aptitude, Weapon of Legacy



# MONSTER HUNTING SQUADS

creature, your check automatically fails. On a failed saving throw, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

## Credible Disguises

Starting at rank 3, your credentials gain additional features and becomes an uncommon magic item. As an action, you can use your credentials to create an illusion that makes yourself and up to three other creatures of your choice appear as members of authority, making your clothing, armor, and other belongings look different for up to 1 hour. Your overall appearances and body types remain the same. The authority figures that you assume the appearance of can be ones of your choice or ones created by the credentials' Subjective Credentials feature. The changes wrought by this magical effect fail to hold up to physical inspection. For example, if you use this effect to add a hat to your outfit, objects pass through the hat.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on a DC 13 Intelligence (Investigation) check. A creature that saw you before you changed your appearance makes this check with advantage.

## Detect Desires

Also at rank 3, you can use your action to detect the innermost desires of a target that you can see within 10 feet of you. The target must succeed on a DC 13 Wisdom saving throw. On a failed saving throw, you gain insight into something that the creature desires above all else. Pass or fail, the target is unaware that you are probing its mind.

## Forgettable Face

At rank 4, your credentials gain an additional power and become a rare magic item. Any creature that fails its saving throw against your Subjective Credentials feature or witnesses your Credible Disguise has its memory affected after you leave its presence. It remembers you and any of your companions affected by the credentials' magic but has difficulty recalling your name, face, anything you said or asked, or any other remarkable feature so long as you have not interacted with the creature for more than 10 minutes at a time within the last 24 hours. A creature that already knows you or is immune to charm is not affected.

## Legendary Access

At rank 4, you advantage on Charisma (Deception, Intimidation, and Persuasion) checks made to gain access into a high-clearance area or normally off-limits location.

## Lorekeeper

*"All right, folks. I've got bad news and I've got worse news."*

Lorekeepers are the occultists and monstrous scholars for monster squads. They learn everything they can about the squad's targets in order to help the team better prepare for the coming encounter.

As a lorekeeper, you help contribute to the team's overall knowledge, strategy, and tactics, ultimately ensuring the safety and success of the squad.

**Essential Functions:** Study and research potential threats, instruct the

team on tactics and methods for fighting monsters, summon undead

**Position Proficiency:** In addition to the proficiencies noted below, you can add your proficiency bonus to any ability check to track a monstrous target that you are familiar with or examine the corpse of a creature killed by the monstrous target.

## Proficiencies and Starting Equipment

Starting at rank 1, you gain proficiency with one of the following of your choice: alchemist's supplies, calligrapher's supplies, or cartographer's tools. You also gain the tool kit for your chosen proficiency, along with a pen, vial of ink, and a journal to keep your lore on monsters.

## Creature Sense

Also at rank 1, you can perform a 10-minute ritual that allows you to detect the presence of creatures. Choose a creature type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You can also select a race of humanoid (such as gnolls or orcs). At the end of the ritual, you can magically sense the presence of creatures of the chosen type within a range of 1 mile of you. You know the direction they are in but not their exact locations. Once you use this feature, you can't use it again until you complete a short or long rest.

## Lore Journal

At 2nd rank, your lore journal becomes an uncommon magic item. When you speak a creature's name, the details and a rough sketch of the creature are magically stored within the book's pages. The creature must be one that you are familiar with. You can access the details of any such stored information as a bonus action.

## Tactical Advice

Also at 2nd rank, your lore journal provides tactical advice on any creature

## THE FACE

Character Rank	Features
1st (Level 1 – 4)	Proficiencies and Starting Equipment, Good Listener
2nd (Level 5 – 10)	Subjective Credentials, Charming Personality
3rd (Level 11 – 16)	Credible Disguise, Detect Desires
4th (Level 17 – 20)	Forgettable Face, Legendary Access

that you've stored in your lore journal. If you spend 1 minute studying the entry in your journal, you gain a special d10. Once within the next hour, you can add the d10 to any attack roll, saving throw, or ability check made by you or a creature that you can see so long as the roll is made against the creature whose details you studied. Once you use this property of your lore journal, you can't use it again until you finish a long rest.

**Journal Wards**

Starting at rank 3, your lore journal evolves into a rare item. Whenever a creature other than you or one you permit opens your journal, the opening triggers an explosive rune. The creature that opened your journal must make a DC 15 Dexterity saving throw, or take 3d8 radiant damage on a failed saving throw, or half as much damage on a successful one. The journal then teleports into an extradimensional space and remains there until you use

**THE LOREKEEPER**

**Character Rank**

**Features**

1st (Level 1 – 4)	Proficiencies and Starting Equipment, Creature Sense
2nd (Level 5 – 10)	Lore Journal, Tactical Advice
3rd (Level 11 – 16)	Journal Wards, Séance
4th (Level 17 – 20)	Improved Creature Sense, Strategic Advice

your bonus action to speak a command word that returns the journal to you. Once the glyph is triggered it does not reset until dawn the next day.

**Séance**

At rank 3, you can cast the speak with dead spell, but only as a ritual. When you do so, an apparition of the deceased creature appears before you to convey the information you seek.

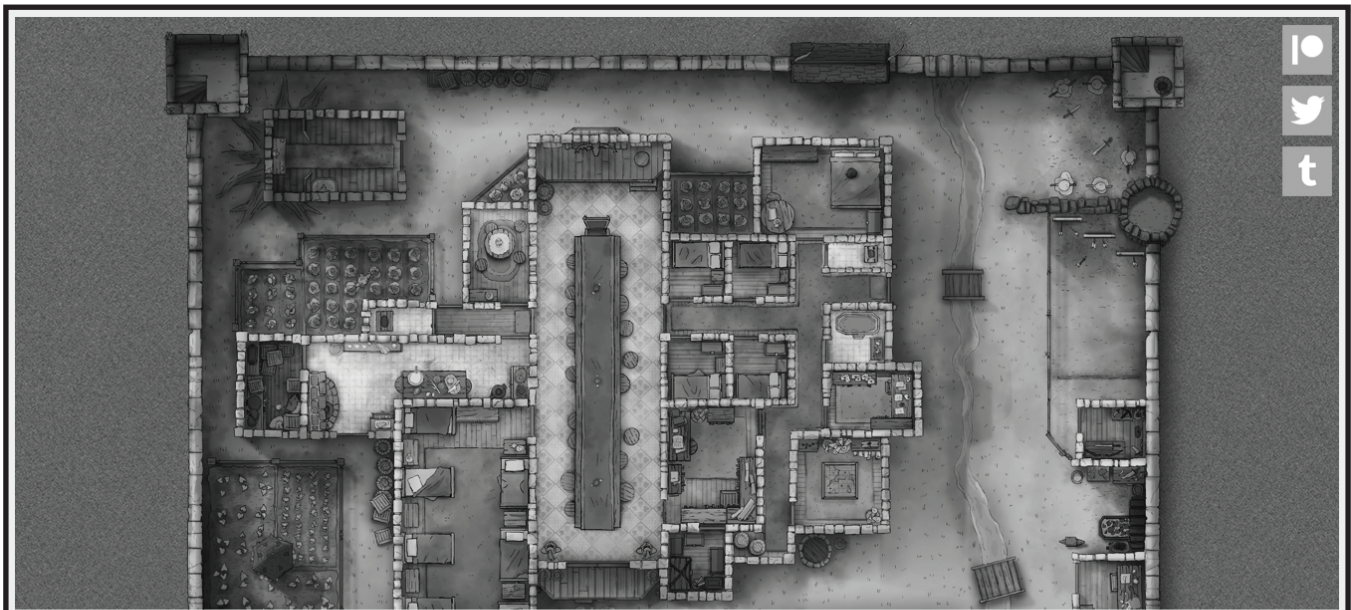
**Improved Creature Sense**

Starting at 4th rank, you can cast

the locate creature spell but only as a ritual.

**Strategic Advice**

Also at rank 4, your lore journal provides you and your squad increased benefits against monsters. In addition the d10 you gain when you study the lore of a creature using your Tactical Advice feature, for 1 hour, you and each creature within 10 feet of you gain a +1 bonus to your AC against the creature whose details you studied. Ω



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# MONSTER OF THE WEEK: FORMAT

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## NEW RULES FOR FIFTH EDITION

By Dave Hamrick

Page 14 Illustration by Jason Glover

*A mysterious supernatural murder occurs. The main characters are called in—or possibly even there when it occurs—and have to figure out what’s going on. Sooner or later, they learn what they’re dealing with and devise a plan to stop the monster. The episode ends with the characters narrowly defeating the creature.*

Sound familiar? This trope is known as “Monster of the Week.” And it’s nothing new. This style dates all the way back to pulp magazines and novels from the 1930s and probably earlier. You’ve seen it on shows like Doctor Who, Supernatural, and even The Flash.

Obviously, it’s all a formula, but it’s one that people can trust. And for Fifth Edition campaigns, it’s the perfect set-up for a series of self-contained adventures.

### How to Create a Monster of the Week Campaign

If you’re interested in creating a series of campaign adventures that follow the Monster of the Week format, then use this checklist to put all the elements you need into play. This checklist is sometimes referred to as a “premise” or “series bible.”

#### Decide on the Formula

First, you need the basic idea behind your campaign. Think of it as an “elevator pitch”; create just a couple sentences that give the gist of what the characters will do each episode. Here are a few popular examples:

- **Gothic Monster Hunters.** The characters are monster hunters who work together to find malicious creatures from myth and folklore then exterminate them.
- **Time Travelers.** The characters move throughout time and space, offering help to those who need it.
- **Mad Science.** Something went horribly wrong with a science experiment, creating horrible monsters. Now, the characters work to stop these creatures.

Generally speaking, the Monster of the Week campaign setting is an open-ended one. The main characters keep performing the same job from week to

week. There will always be a need for someone to perform this task, and for now, it’s the characters who do it.

#### Choose a Theme and Tone

No two Fifth Edition campaigns are the same, and that’s true, too, for Monster of the Week settings. The biggest elements that help differentiate campaign settings are theme and tone.

**Theme** is the central idea that the campaign explores. The theme can be expressed in many different ways. It can be a pair of opposed ideas (good vs evil), a statement (“it is my responsibility to help those in need”) or a question (“am I the one responsible for this disaster?”)

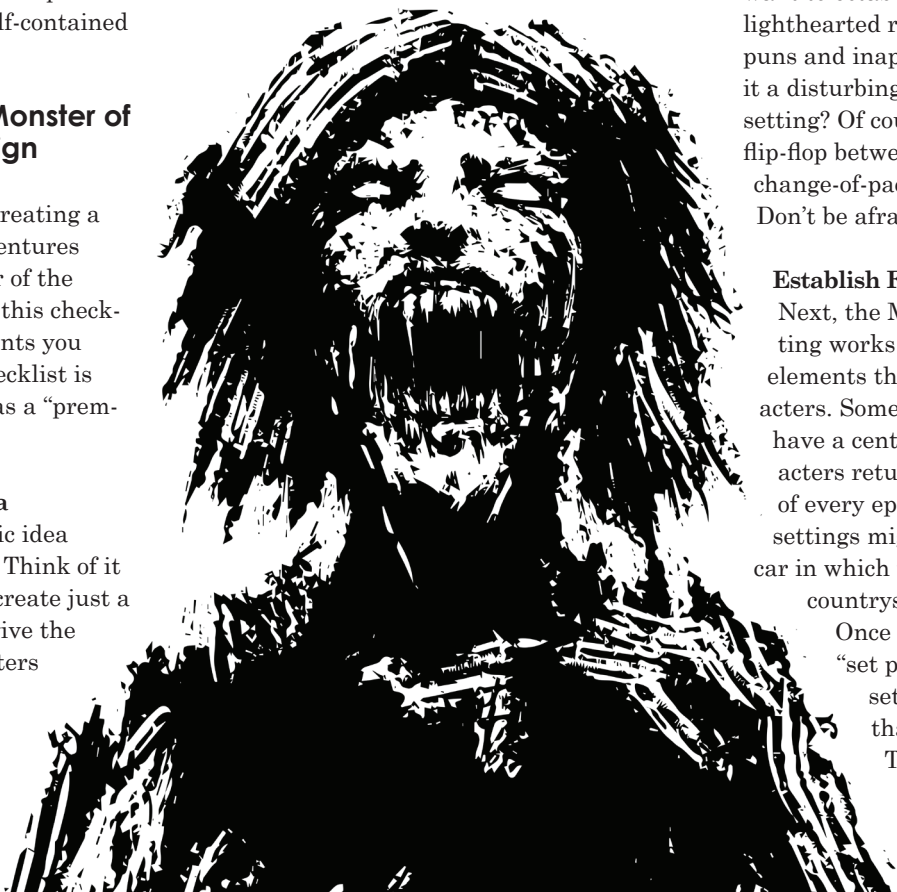
Meanwhile, the **tone** is the mood you want to establish. Is the campaign lighthearted romp (chock full of bad puns and inappropriate jokes) or is it a disturbing, psychological horror setting? Of course, plenty of shows flip-flop between multiple tones (see change-of-pace adventures below). Don’t be afraid to experiment.

#### Establish Familiarity

Next, the Monster of the Week setting works best when it has familiar elements that help ground the characters. Some campaign settings may have a central base that the characters return to at the start or end of every episode. Other campaign settings might rely on an old, flashy car in which the characters travel the countryside.

Once you know the familiar “set pieces” for your campaign setting, employ elements that help bring it to life.

This can be as simple as



using miniatures or monster tokens that properly invoke the feel of the campaign, or it can be as thorough as using music, slide decks, and other cool atmospheric elements.

### Create Characters

After you have the campaign setting mapped out in your mind, make sure that the players understand it so that they can create setting-appropriate characters. This doesn't mean imposing limitations, of course. But you should definitely work alongside your players to build this shared storytelling environment.

For example, if you are running a Gothic Monster Hunters campaign, the characters should play characters who would work well against the threats they will face. Clerics are usually effective against the undead, and melee combatants are perfect against beasts and monstrosities. Even a diviner wizard or ranger can help the group track down monsters.

Furthermore, the characters may even want to tie their backgrounds and stories to the setting itself. Why do these characters do what they do? Were their parents killed by a demon when they were young? Is one of the characters a time-traveling rogue who recruited a gang of companions to assist in his or her adventures? Or maybe the characters were workers in the lab whose own physical forms were affected by the same event that created the monsters?

Remember: the best campaign settings are the ones that the characters are invested in. Nobody wants to play a tourist. Work together!

### Devise the Plot Hooks

The plot hooks (or adventure hooks) are what drive the characters to do the things they do. For the Monster of the Week episodic format, there are three classic types of plots: stand-alone, continuity, and change-of-pace.

**Stand-Alone Adventures.** A stand-alone adventure is where the Monster

of the Week campaign setting thrives. It's totally self-contained. The hook introduces the problem, the characters spend most of the time trying to solve the problem, and by the close of the adventure, the characters save the day. Unless, of course, the monster gets away.

Usually, a stand-alone adventure has two sub-types: character focus (sometimes called a "bottle episode") and ensemble adventures. **Character focus** adventures build on character backstories and backgrounds. **Ensemble** adventures cut out the sub-plots and work to keep the team together. Often, the campaign will start primarily with ensemble episode introducing the character and settings, then switch to character focus.

**Continuity Adventures.** A continuity adventure (or mythology episode, as it's sometimes referred to) introduces or advances an ongoing storyline that runs throughout the lifetime of the campaign setting. This is where regularly recurring villains or overarching themes pop up. Usually, these types of adventures can be interwoven with stand-alone adventures, too.

These types of adventures can be confusing for new players, just as it would be confusing for new fans of a TV show. When bringing in a new player, try using stand-alone adventures first, then transition to continuity adventures.

**Change-of-Pace Adventures.** Once the formula is fully established, a change-of-pace adventure shakes up the campaign setting by altering the formula in new, interesting ways. For example, the characters could wake up and find themselves in a totally new plane of existence. Or the characters might befriend a drunk, singing unicorn—despite the campaign previously having a mostly serious tone.

Use change-of-pace adventures sparingly. Too much can be jarring. And while these adventures can play into the overarching themes and continuity, it's best if the temporary change

in formula starts and ends with the adventure itself.

### Create an Adventure Chart

The easiest way to keep track of your adventures is through the creation of a list of the adventures in the order that they appear. Try using a ratio for the three adventure types, too. For example, you might make 60% of the campaign stand-alone adventures, 30% continuity episodes, and the final 10% change-of-pace. So in a 20-week campaign, you'd have twelve stand-alone, six continuity, and two change-of-pace adventures. If your players prefer continuity, make half the sessions continuity with an even mix of stand-alone and change-of-pace.

After you create the chart, you're in no way beholden to that exact format. However, creating such a chart helps you better prepare and predict the course of the overall campaign.

## Monster of the Week Adventure Design

If you're a big fan of TV shows, then you probably already know that most show episodes have a pretty common format that each episode follows.

Here are those parts broken down:

### Teaser

Usually, this occurs just before the opening credits, but this is the hook of the story. For a murder mystery, this is the first victim that turns up (think of the jogger that finds a body in the woods trope). A continuity episode might drop a major revelation that propels the characters forward ("your father... he's still alive!") It might even introduce the villain right from the start.

### Body

Often, television shows are divided into four segments. Three of the segments further develop the adventure's



primary storyline, each usually ending with a cliffhanger; this is the body of the episode. The cliffhanger is a major revelation revealing an even bigger challenge. This could even be a twist: “the killer was actually the owner of the flower shop!”

### Climax

The fourth segment builds to the climax in which the heroes solve (or don't solve) the central problem. By this point, the characters know exactly what happened and must now work to prevent such an occurrence from happening again.

### Epic Encounters and Monster Hunters

Using the epic encounter rules later in this issue, you can develop episodic campaigns that involve the characters researching, tracking, and hunting epic monsters. While the challenges are certainly more dangerous, a campaign like this rewards characters who carefully plan their encounters and works well with the overall episode format.

### Example Adventure Structure

For your Gothic Monster Hunters campaign, you might have the following structure.

**Teaser.** The characters are called in to investigate a withered body. They learn, however, that the body was a regular person walking around the day before. What could have made it look so decrepit so fast?

**Segment 1.** Another body is found, with seemingly no connection to the first body. It, too, has had all of vigor drained away. What did these two bodies have in common?

**Segment 2.** After performing some research, the characters believe that the culprit might be a Strength-draining shadow. But why is the shadow targeting two totally different people?

And who is controlling the shadow?

**Segment 3.** A third person—possibly even a close friend of the group or one of the characters themselves—is attacked by the shadow. Around the same time, the characters figure out that each of the victims purchased food at a local tavern just before they were attacked. Is someone at the tavern behind it?

**Climax.** The characters head for the tavern and discover that someone's been putting necrotic blood in the food. Turns out that the tavern owner is a necromancer. The first two victims died because they upset her. The character was targeted because they were getting too close.

Finally, the characters battle the necromancer and her shadows, putting a stop to the murders.

### Remember Rule #1: Have Fun

If you decide to go with the Monster of the Week format, remember that you and your players are in no way restricted to this structure. Always do what's best for your players and yourself.

Ultimately, these rules are sugges-

tions and aren't limitations. Some other things to remember:

- **Characters die all the time.** Ditto important NPCs. So be careful when centering a storyline around a particular character. At the very least, have a back-up plan if it happens. Sometimes, the death makes for a cool twist. How many of us thought that Robb Stark was an important part of Game of Thrones, right up until his death at the infamous red wedding?
- **It's okay to ignore the continuity.** On the CW series, *Supernatural*, Dean literally went to Hell and saw some horrible things while he was there. That didn't stop him from strapping on short shorts and knee-high socks and pretending to be a high school gym coach three episodes later.
- **The players control the pace.** Just because you envisioned your stand-alone adventure as a single session spectacle, doesn't mean the characters will hit all the beats you expect them to. Let them run the game and adapt accordingly. Ω





# MONSTER OF THE WEEK: CLUES & RESEARCH LORE

BY DAVE HAMRICK

## New Rules for Fifth Edition

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*After you've outlined your format for your monster-of-the-week campaign and know what monster your players' characters will be going up against, you will need to employ a few new mechanics to help your characters learn more about what they're up against.*

### Finding Clues

Once the characters are at the scene of a crime or the location where a supernatural occurrence took place, they should start to perform an investigation. This helps the characters find clues about the type of creature they are up against. In addition to driving the story forward, clues also provide bonuses to monster research checks.

To find clues, characters make different skill and tool checks depending on what type of clues that they have discovered. Remember that a character is only given the clue with a successful check, but not what the clue actually means. Whatever the clue means is only apparent if a) the character already knows what he or she is dealing with or b) performs a successful monster research check using the clues on hand (see below).

### Using Skill and Tool Proficiencies to Find Clues

The following examples are a list of skill and tool proficiencies that can help a character discover or understand clues. Typically, the characters must be at the scene of a crime or supernatural occurrence in order to interpret clues.

**Intelligence (Arcana).** If the creature was magical in nature (such as an aberration, fey, fiend) or used a magical ability, a character can make a successful Intelligence (Arcana) check to find a clue about the creature.

**Intelligence (History).** Maybe the location of the crime or supernatural occurrence is a place of historical significance. Or perhaps an object left at the crime scene is an artifact of



note. In such cases, it's possible that an Intelligence (History) could come up with a clue.

### **Intelligence (Investigation).**

Usually, finding hidden details at the scene requires a successful Intelligence (Investigation) check. This helps the character uncover items that have slipped between floorboards, an item shoved into the pocket of a victim's shirt, something that's missing, and so on.

**Intelligence (Medicine).** A character proficient with the Medicine skill can find clues on a victim by performing a successful Intelligence (Medicine) check. This lets the character find hidden ailments, determine the nature of an attack, or even estimate the victim's time of death.

**Intelligence (Nature).** If the creature was a beast, plant, monstrosity, or some other naturally occurring creature, or the occurrence happened in a natural environment, a successful Intelligence (Nature) may uncover relevant clues. This check might also reveal the origin of organic material found at a crime scene like soil, chemicals, or peculiar smells.

**Intelligence (Religion).** Some creatures (fiends and celestials especially) leave behind religious signs and markings to denote their presence. A successful Intelligence (Religion) check helps a character identify the nature and origin of such clues.

**Wisdom (Insight).** The characters may interview others, requiring them to make Wisdom (Insight) checks contested by the interviewees' Charisma (Deception) checks. Also, if a suspicious NPC is present, a passive Wisdom (Insight) check may pick up on their intentions.

**Wisdom (Perception).** While Intelligence (Investigation) helps find hidden clues, Perception helps a character identify other things out of the ordinary. This isn't limited only to sight. Odd smells, sounds, feelings, and even changes in temperature (from cold

spots, etc.) can lead towards clues.

**Wisdom (Survival).** Wisdom (Survival) allows a character to track creatures. For more details on tracking, see chapter 8 of the DMG. Survival checks might also help the monster hunters better prepare for the dangers they may face.

**Charisma (Deception, Intimidation, Persuasion).** Any of these checks can help the characters find clues gleaned from speaking with witnesses, authorities or other individuals related to the investigation. These checks work well in conjunction with Wisdom (Insight).

**Tool Proficiencies.** A character that has specialized proficiencies in tools may find clues if the situation is relevant to the proficiency. For example, damage to woodwork following a violent crime may be noticeable with a successful Wisdom (Carpenter's tools) check. Or a character with proficiency in Alchemist's tools might find something unusual in a victim's blood with a successful Intelligence (Alchemist's tools) check.

**Forensics Kit Proficiency.** Furthermore, a character can also use proficiency in a new type of tool called a forensic's kit (see the sidebar). Typically, when a character wishes to find clues at a crime scene, they make an Intelligence check plus their proficiency in Forensic's tools to do so.

### **New Tool: Forensics Kit**

This set of tools includes magnifying glasses, pouches, powders, vials, tweezers, and other useful items for detectives. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to find clues at a crime scene. The forensic's kit weighs 7 pounds and costs 50 gp.



## New Downtime Activities

In Fifth Edition, characters can perform tasks that take at least one workweek (5 days) or longer to perform. The following monster research and interviewing options are available to characters in addition to those normally provided.

### **Monster Research**

Using the clues learned at the scene of a crime or location of a supernatural occurrence, monster research allows a character to delve into lore concerning a monster.

For all intents and purposes, monster research works the same way as research described in XGtE, but we've included the mechanics of how it works below for your convenience.

**Resources.** Typically, a character needs access to a library or a sage to conduct monster research. Assuming such access is available, conducting research requires one workweek of effort and at least 50 gp spent on materials, bribes, gifts, and other expenses.

**Resolution.** The character declares the focus of the research—a specific monster. After one workweek, the character makes an Intelligence check. The character gains a +1 bonus for each clue uncovered during the investigation as well as a +1 bonus per 100 gp spent

beyond the initial 50 gp, to a maximum of +6. In addition, a character who has access to a particularly well-stocked library or knowledgeable sages gains advantage on this check. Determine how much lore a character learns using the Monster Research outcomes table.

Check Total	Monster Research Outcome
1-5	No effect.
6-10	You learn one piece of lore about the monster.
11-20	You learn two pieces of lore about the monster.
21+	You learn three pieces of lore about the monster.

Each piece of lore is the equivalent to one true statement about the monster. Examples include:

- Name of the monster
- Type (aberration, fiend, undead, etc.)
- Vulnerabilities, resistance, and immunities.
- Attacks and special traits

The lore should prove useful in helping the characters overcome the creature, especially if the creature is of a comparatively high challenge rating. Understand that some players may use “meta” information, especially if you give away a clue like its name.

As the GM, you are the final arbiter concerning exactly what a character learns about the monster.

**Complications.** Unfortunately, not all lore is accurate or useful. Furthermore, a rival can undermine your investigation by planting false information, blocking you from the resources you require, or may even work to beat you to the punch.

Furthermore, others may take notice or offense at your research into a monster or crime; especially, if you’re not a qualified detective. Every workweek spent in monster research brings a 10 percent chance of a complication, examples of which are on the Monster Research Complications table.

Monster Research Complication	
d6	
1	You draw unwanted attention to yourself from authority figures.*
2	You offend someone related to the investigation who tries to thwart any further attempts at discovering clues.*
3	The information you seek is cursed; the only problem is, you didn’t learn this until it was too late.
4	A conspiracy theorist takes interest in your investigation and follows you around, causing trouble.*
5	Your actions cause you to be banned from a library or other useful information source until you make reparations.*
6	The creature you are trying to learn about discovers that you are trying to learn more about it.*
*Might involve a rival.	

Raymond Longfellow’s Journal	
<i>Wondrous item, rare</i>	
This leatherbound journal consists of notes, diagrams, and illustrations of—what seems like—an infinite number of supernatural creatures. As an action, you can speak the name of a creature you wish to learn more about, then open the journal. The journal magically opens to an entry detailing suggested creature. You learn one piece of lore about the creature as if you had spent a week performing research on it. In addition, you gain advantage on Wisdom (Survival) checks to track the creature for 8 hours. Once three pieces of lore have been offered by the book, the book can’t be used again until 7 days have passed.	

**Interviewing**

A crime or supernatural occurrence often awards characters the opportunity to speak with three specific types of individuals: witnesses, leads, and suspects. Witnesses are those who may have actually seen the crime or supernatural occurrence. Leads are people that clues point towards, who may not obviously be involved. And suspects are people who the characters believe are directly responsible for the happening. With this downtime activity, characters speak directly with these important people using persuasion, deception, and even intimidation to learn more about the investigation.

As GM, you are the final arbiter concerning exactly what a character learns. Ultimately, the interview should result in additional clues which can help the characters with research or discovering the next location they should investigate.

**Resources.** First, the character will need access to the people involved. Assuming such access is available, conducting interviews requires on workweek of effort and at least 50 gp spent on bribes, fees, and other expenses.

**Resolution.** The character tries to find clues related to the investigation. After one workweek, the character makes three checks: Intelligence (Investigation), Wisdom (Insight), and Charisma (Deception, Intimidation, or Persuasion). The DC for each of the checks is 5 + 2d10; generate a separate DC for each one. Consult the Interviewing Results table to see how the character did.

Successes	Interviewing Results
0	Learn nothing.
1	Learn one clue.
2	Learn two clues.
3	Learn three clues.

**Complications.** Similar to monster research, interviewing people related to an investigation can draw unwanted

attention. Every workweek spent interviewing brings a 10 percent chance of a complication, examples of which are on the Interviewing Complications table.

## Interviewing Complication

d6

- 1 You draw unwanted attention to yourself from authority figures.\*
- 2 You offend someone related to the investigation who tries to thwart any further attempts at discovering clues.\*
- 3 Before you are able to interview an important suspect, that suspect turns up dead.\*
- 4 You become a suspect yourself.
- 5 An important person in the investigation grows weary of your questioning and disappears.
- 6 The creature you are trying to learn about discovers that you are trying to learn more about it.\*

\*Might involve a rival.

## Red Herrings

A red herring is a clue that is or is intended to be misleading or distracting. Red herrings are best used to slow down investigations or to thwart “overly confident” players. You can use red herrings as an alternative to research and interviewing complications. Or you can use them as a potential clue that leads to another clue. A lot of times, it’s a good idea to establish a red herring right from the start of the story to throw the investigators off the scent of the true culprit.

## Twists

Sometimes, unexpected events can change the investigators’ ideas of what’s really happening in a case. Like red herrings, twists should be used with care. Too many twists and the characters will expect it. Also, whereas red herrings help slow down the investigators, twists often provide useful insights into the investigation working as a clue unto themselves.

## Monster Hunting Investigation Scenarios

The following example scenarios can be used to outline a monster-of-the-week adventure for your characters using the rules presented in this issue. Feel free to modify the setting, clues, or even important persons to better suit your monster hunter campaign.

### The Ghost Knight

*Scenario for 1st level monster hunters*

A nearby inn that was once an old country manor house reports that its patrons are being attacked by a mysterious knight. The knight pummels its victims to death with its fists then vanishes. The three owners of the inn believe it is the ghost of the previous lord of the manor.

**Clues.** Using their skill and tool proficiencies, the characters can find clues leading them to the identity of the attacker and its master.

*Downtime: Interviewing.* If the characters meet all the current patrons of the

inn, they can spend the next workweek interviewing them using the downtime rules. Successfully interviewing the patrons reveals the following information:

- “One of the victims was an investor who was interested in buying the manor from the current owners. The victim wished to turn the inn into a guild house.”
- “The current owners were fighting for weeks about selling the inn. Two of the owners want to sell, while the third, wants to keep the inn. The third owner was pretty frustrated with his partners’ decision.”
- “Local authorities wish to shut down the inn to prevent further troubles.

*Intelligence (Arcana), DC 13.* The last person beaten by the knight died in one of the inn’s rooms. The body has been removed by the family, but the crime scene remains intact. A successful Intelligence (Arcana) check reveals that there is no ectoplasmic residue, disputing the ghost lord theory.

*Wisdom (Perception), DC 15.* At the same crime scene, the characters may notice that there are odd metal scrapes on the floor. The scrapes lead to a secret passage in the wall of the room. An additional DC Intelligence (Investigation) check reveals the passage. The passage leads into a secret chamber in the inn with an old study filled with mysterious tomes. There is a full suit of armor, its fists covered in blood. The **animated armor** attacks when inspected. Finding the study gives advantage on Intelligence checks for research downtime related to this investigation.





*Intelligence (Investigation), DC 10.* Looking through the secret study reveals drawings of the previous victims. There are also drawings of two of the three owners of the inn: the only one missing is the third owner who wants to keep the inn. The drawings are placed on the wall directly in front of the animated armor. There is also a discarded scroll.

*Intelligence (Arcana), DC 15.* The discarded scroll was once a scroll of animate objects. It is what was used to bring the armor to life.

*Downtime: Research.* If the characters haven't discovered the animated armor in the hidden chamber, through research, they can stumble upon information that points towards it being animated armor instead of a ghost. From there, they might realize that the armor must be somewhere in the inn. If the characters discovered the armor first, along with the hidden study, then research may reveal that it was created through an incantation which points to powerful magic.

**Confronting the Villain.** Once all the clues and research point to the third owner, the characters should confront him. Cornered, the owner attacks. The owner has the stats of a **noble** with limited magical powers, allowing him to the following spells (spell save DC 11, +3 to hit with spell attacks): at will (cantrips): firebolt, mage hand, prestidigitation; 1st level (2 slots): burning hands, sleep. He is also armed with a wand of magic missile, and assisted by two more suits of **animated armor**.

### Fire in the Sky

*Scenario for 4th-level monster hunters* Homesteads are being destroyed all over the province, burned to a crisp. So far, there have been no eyewitnesses to what is causing the destruction. Some believe it's a demon. Others say it's a dragon.

**Clues.** Using their skill and tool proficiencies, the characters can find

clues leading them to the identity of the attacker.

*Downtime: Interviewing.* If the characters meet all the survivors, they can spend the next workweek interviewing them using the downtime rules. Successfully interviewing the survivors reveals the following information:

- “The creature laughed and spoke as it destroyed the homesteads. I'm not sure what language it was, but it was harsh and terrifying.”
- “The fires burned hotter than any fire we've ever seen. We couldn't put it out with water.”
- “One of the farms' treelines was crushed and claws apart by the creature.”

*Intelligence (Nature), DC 17.* Investigating the scenes of the attack (especially the one with the damaged treeline) reveals claws and footprints of a young dragon.

*Wisdom (Survival), DC 20.* The characters can track the dragon from the locations of its attack, leading back to its lair.

*Intelligence using Cartographer's Tools, DC 15.* A character proficient with cartography may notice a pattern to the dragon's attacks, pinpointing its lair.

*Downtime: Research.* Many of the clues will point to the creature being a dragon. However, research can help figure out some of the dragon's weaknesses. In addition to basic information like its AC and hit points, the characters may discover that red dragons tend to be arrogant. They can also learn that, on average, the red dragon can only use its breath weapon once every 3 rounds. Plus, their research may turn up magic items and spells that can protect them against fire, the dragon's strongest method of attack.

**Confronting the Villain.** The mystery is fairly straight forward. A powerful **young red dragon** is attacking villagers and all signs point to it living in the area. With proper preparation, the characters can find and defeat the

dragon without suffering too many casualties.

### The Glittering Skull

*Scenario for 7th-level monster hunters* Someone is kidnapping young women from their homes. The bodies are then turning up in the forest, withered, as if the life was drained from them.

**Clues.** Using their skill and tool proficiencies, the characters can find clues leading them to the identity of the attacker.

*Downtime: Interviewing.* If the characters can speak with the family members of the victims. The characters will quickly realize that all of the women share common features: black hair and green eyes, roughly 30 years of age.

*Intelligence (Medicine), DC 12.* A quick medical examination of each of the women reveals that each has the same markings of a skull with stars for eyes carved into them—the mark of the glittering skull. In addition, the women all have dark soil underneath their fingertips and a strong smell of sulfur surrounds them.

*Intelligence (Nature), DC 15 or Intelligence with proficiency in Alchemist's Tools, DC 12.* the soil under the women's fingers leads to a farm a few miles outside of town.

*Intelligence (Religion), DC 10.* The sulfur could be from undead or fiends. Either way, magic items are probably needed going further.

*Intelligence (History), DC 15.* The markings are probably those of a demilich, a powerful undead creature. There was once a woman who lived in the area who was obsessed with achieving undeath. Drawings of the woman reveal that she looked similar to her victims.

**Confronting the Villain.** Once the characters determine the location and the motive of the cult, they discover the cult at the farm outside of town. They must fight their way through 6 **cultists** led by a **cult fanatic**, and then **demilich** herself! **Ω**

# CREATING EPIC ENCOUNTERS

## RESOURCE FOR GMS

By Dave Hamrick

The monster hunters discover what's doing all the killing. They confront the creature, fight it, and... it dies in two rounds. *Lame.*

### Epic Encounter Difficulty

The Difficulty XP per Character table would list as "Deadly." But they breeze right through it with hardly scratch! What's up with that? Now your players are whining that the game is "too

easy." Or worse yet, boasting about how great they are! Ugh.

One of the core complaints I have of Fifth Edition's word choice in this matter is that the term "Deadly" when applied to encounters, doesn't really mean deadly, especially if the party is fully-rested. Instead, a Deadly Encounter actually represents roughly 30 – 35% of what a squad of healthy adventurers can deal with in a single adventuring day.

### Epic Solo Monster Encounters

For epic monster encounters—one-off combats that could potentially end the lives of the entire party (the infamous Total Party Kill)—the encounter experience that you need to throw at the characters must equal 50 – 100% of the Adventuring Day XP total. These are "Epic" encounters.

Note that before they enter an epic encounter, the characters should be fully

Encounter Difficulty XP per Character as a Percentage of Adventuring Day XP									Adv. Day XP
Level	Easy	Easy %	Med	Med%	Hard	Hard%	Ddly	Ddly%	
1	25	8.33%	50	16.67%	75	25.00%	100	33.33%	300
2	50	8.33%	100	16.67%	150	25.00%	200	33.33%	600
3	75	6.25%	150	12.50%	225	18.75%	400	33.33%	1200
4	125	7.35%	250	14.71%	375	22.06%	500	29.41%	1700
5	250	7.14%	500	14.29%	750	21.43%	1100	31.43%	3500
6	300	7.50%	600	15.00%	900	22.50%	1400	35.00%	4000
7	350	7.00%	750	15.00%	1100	22.00%	1700	34.00%	5000
8	450	7.50%	900	15.00%	1400	23.33%	2100	35.00%	6000
9	550	7.33%	1100	14.67%	1600	21.33%	2400	32.00%	7500
10	600	6.67%	1200	13.33%	1900	21.11%	2800	31.11%	9000
11	800	7.62%	1600	15.24%	2400	22.86%	3600	34.29%	10,500
12	1000	8.70%	2000	17.39%	3000	26.09%	4500	39.13%	11,500
13	1100	8.15%	2200	16.30%	3400	25.19%	5100	37.78%	13,500
14	1250	8.33%	2500	16.67%	3800	25.33%	5700	38.00%	15,000
15	1400	7.78%	2800	15.56%	4300	23.89%	6400	35.56%	18,000
16	1600	8.00%	3200	16.00%	4800	24.00%	7200	36.00%	20,000
17	2000	8.00%	3900	15.60%	5900	23.60%	8800	35.20%	25,000
18	2100	7.78%	4200	15.56%	6300	23.33%	9500	35.19%	27,000
19	2400	8.00%	4900	16.33%	7300	24.33%	10,900	36.33%	30,000
20	2800	7.00%	5700	14.25%	8500	21.25%	12,700	31.75%	40,000

rested. It's likely that they will need a long rest after the encounter, too. Even then, there's a high probability that the entire party will perish in the combat. Consider placing these encounters before experienced players only.

The Epic Solo Monster Challenge Rating table below breaks down the suggested maximum challenge rating based on the average character levels and party size.

### Preparing for Epic Encounters

Before you place an epic encounter in front of your characters, make sure you understand the creature that you are pitting against them.

### How much damage can an epic-level creature deal in a single round?

The last thing you want to do is kill off all of your characters during the first round of combat. Be sure that you determine what strategies and tactics that your creature will take. That way, you will know how the characters will react to the damage it deals and what powers and abilities they possess that help them avoid taking massive damage.

For example, an ancient red dragon's fire breath deals an average of 91 damage in a 90-foot cone. This is likely its opening move. If a party of four 14th-level characters fights the ancient dragon as an epic encounter, which

characters will survive the initial blast?

- A 14th-level rogue or monk both have the Evasion feature and likely Dexterity saving throw bonuses of +10 or better. Even if they fail the roll, they'll only take half damage.
- Tieflings are naturally resistant to fire, so they'll only take half damage from the attack on a failed saving throw or one-fourth on a successful one.
- Barbarians at 14th-level have advantage on Dexterity saving throws and over 150 hit points.
- Paladins with high Charisma make saving throws easier for everyone near them.

### What major defensive powers does the creature have and can the characters overcome it?

Defensive powers can radically change the dynamic of combat, too, so it's important to make sure that the characters can overcome those defenses. At low levels, flying creatures are tough since most characters won't have a method of flight until 5th level. Damage immunities are hard to get around, as well, especially if the characters have not acquired magic items. Is the creature resistance to magic? Does it have a lot of excellent saving throw or Legendary Resistance? Consider all these factors.

For example, a group of four 1st-level characters hopes to take on a banshee. Banshees can fly, have resistance to acid, fire, lightning, thunder, plus bludgeoning piercing, and slashing from nonmagical attacks. Oh, and they are immune to cold, necrotic, and poison, and damn near every condition. Pretty tough fight for a group of unprepared 1st-level characters.

Characters will need to make sure that they're ready to fight a creature that has an effective 116 hit points, can outrun them, and can easily kill them in one hit.

Epic Solo Monster Challenge Rating					
Character Level	Number of Characters in Party				
	3	4	5	6	7
1*	3	4	5	8	8
2*	5	6	7	11	12
3	8	9	10	15	16
4	9	10	12	18	19
5	13	15	16	22	23
6	14	16	18	22	24
7	16	18	20	23	25
8	17	19	20	24	27
9	19	20	21	26	28
10	20	21	22	27	29
11	20	22	23	28	30
12	21	22	23	29	30
13	21	23	24	30	30
14	22	23	25	30	30
15	23	24	26	30	30
16	23	25	26	30	30
17	25	26	28	30	30
18	25	27	29	30	30
19	26	28	29	30	30
20	28	30	30	30	30

\*You might avoid using epic encounters for 1st and 2nd level characters unless the party has 5 or more characters present.



### What vulnerabilities does the creature have?

Next, does the creature have vulnerabilities that the characters can exploit?

Back to the banshee example, looking at its stat block we can determine that banshees have the following vulnerabilities:

- They have no resistance or immunities to magical weapons, or attacks that deal force, psychic, or radiant damage.
- Their Armor Class is only 12, which means they are relatively easy to hit. Most 1st-level characters hit on a +5 or better.
- Creatures with high AC and tough Constitutions can potentially hold them off since their corrupting touch only hits on a +4 and their wail requires a Constitution saving throw. Go get her, barbarian!

Vulnerabilities need not only come from the creature's stat block. Reading the fluff on the banshee, we can see that it has some story-driven vulnerabilities as well.

- Banshees are forever bound to the place it died, plagued with perpetual sorrow. Reminding it of its former life may cause it to cease its attacks for a turn (GM's discretion).
- Banshees hoard beauty. Characters might bait them with treasure, gems, and other goodies.
- Banshees hate mirrored surfaces. Being faced with one, the banshee enters a rage (treat it as reckless, giving it an advantage on attacks while attacks against it have advantage, too).

### The Monsters Know What They're Doing

I recommend reading Keith Amman's highly informative blog, *The Monsters Know What They're Doing*, for tips on monster tactics. Keith breaks down most of the monsters available for GMs to select in Fifth Edition and educates on how the creature would attack based on its nature, its drives, and even its alignment. It will improve your combats by 200% or more.

[www.themonstersknow.com](http://www.themonstersknow.com)

### Monster Research and Chekhov's Gun

When it comes to epic encounters, give plenty of opportunities for the characters to research their foe. The section on "Monster Research" in this campaign setting offers new rules for researching monsters during the characters' downtime. It allows characters to predict and exploit vulnerabilities—both in the stat block and the creature's own history—and overcome potential dangers in advance.

Also, don't forget to include Chekhov's Gun. 'Chekhov's Gun' is a concept that describes how every element of a story should contribute to the whole. It comes from Anton Chekhov's famous book writing advice: 'If in the first act you have hung a pistol on the wall, then in the following one it should be fired. If the adventure involves the characters going toe-to-toe with a banshee, be sure to mention that a local antique shop carries a large, mirrored shield during the first act. That way, when the characters learn that the banshee hates mirrors in the second act, they can buy or borrow (or steal) the shield and use it against her in the final act.

Meanwhile, the warlock eldritch blasts her into oblivion. Obviously. Ω



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# PART II

## SURVIVAL HORROR

## HOW TO CREATE A SURVIVAL HORROR ADVENTURE

By Dave Hamrick

In a survival horror adventure, the focus is less on fighting monsters and earning treasure and experience, and more on staying alive. In addition to safety, the characters work to find supplies to suit their physiological needs such as food, water, and rest.

### 1 – Start with the Threat

The framing device of survival horror is always the threat to the characters. Typically, the creatures that oppose the characters in a survival horror setting are more powerful than the characters are normally able to handle.

When creating the threat, make sure that the threat is dangerous enough that the characters would not be able to easily face the threat in simple combat. There are a few different ways to do this.

**Overwhelming Numbers.** Most heroes can fight off one creature; but when there's dozens or even hundreds of a creature, the heroes may find themselves in trouble. For example, with a challenge rating of 1/4 (50 XP), one zombie is not very difficult to overcome. A well-equipped party of 1st-level adventurers can easily defeat it. However, nine or more zombies at one time can be extremely deadly for the same party of 1st-level adventurers.

**Unkillable Creature.** Damage immunities, comparatively high hit points, and other strong defenses make for extremely deadly threats, especially when pitted against protagonists who aren't properly equipped to fight them. For example, a werewolf is an easy challenge for a group armed with magical weapons and spells. But what if magic weapons were extremely rare and spellcasting didn't exist? Suddenly, a werewolf is an incredible challenge. Better find some silver fast.

**“One Wrong Move”** One of the things that makes zombie apocalypse stories so terrifying is that, while zom-

bies themselves are easy to kill, just one bite from a zombie is enough to infect and kill even the healthiest hero. Threats like these often stem from characters taking for granted the deadly nature of the threats they are trying to survive. Imagine the world being invaded by basilisks. The basilisk is tough, certainly, but killable. However, one bite from it is enough to turn most normal humans into stone statues.

**Natural Threat.** And who says that the threat even has to be a monster? Powerful storms, meteors, volcanoes, and earthquakes all make for great threats. Obviously, the characters can't kill a natural disaster. Instead, they must escape, find cover, and survive.

### 2 – Establish the Rules

Vampires can't enter a home unless they are invited. Werewolves are vulnerable to attacks made with silver. The alien-creature assimilates creatures, but if you apply a hot needle to any part of the creature—even its blood—it reacts. Establishing rules like these help your players know what they must do in order to survive. They can learn the rules through trial and error (or death), or they can even research it using the Monster Research rules from the previous section.

Once the rules are established, it's important that you don't break them often. Frequently changing the rules could make the survivor horror campaign unnecessarily difficult and frustrating for the players. On the rare occasions when the rules do change, be sure that they change for a good reason, ideally with plenty of foreshadowing.

### 3 – Determine the Modes of Survival

In the zombie apocalypse setting, characters hole up in fortified buildings, walled towns, or stay mobile to avoid being swarmed by the undead.

Horror stories set in space require the characters to flee via escape pods or jettison the threat via an airlock. In natural disaster films, characters must simply get away from the disaster and its after-effects.

Once you know the threat the characters face, determine their best mode of survival. Usually, the mode of survival exploits the creatures' weaknesses. For example, if the characters are in a world plagued by vampires, the characters can stay in daylight or find a camp near running water. If the world is being invaded by water elementals, the characters may flee to cold areas that the elementals can't reach.

### 4 – Identify Important Locations

An old warehouse converted into a safe house. The haunted castle on the hillside. The dimly-lit corridors of a drifting spaceship. Typically, survival horror takes place in intimidate and familiar settings. Often, these settings take on a “life” of their own, providing the campaign's atmosphere, and sometimes even the character's drive. The location can be as simple as a cabin in the woods, or it can be as expansive as a post-apocalyptic countryside.

Be sure to include locations that provide obvious utility to the characters. For example, in a zombie apocalypse setting, the characters might see a four-story hospital in the distance. Obviously, such a location is probably overrun with the dead and incredibly dangerous to even go near. But if they ever need medical supplies, they know where to find them.

### 5 – Plan Events

In survival horror, the main goal for the party is simple: survive. However, events can occur that force the characters to do more than just survive. Does the party have enough supplies to survive? Is the party being plagued



by an outside force like a deadly NPC or a hurricane? Do the characters need to change their base of operations? If you need inspiration, you can use the Survival Horror Events table to plan special events.

d10	Event
1	Food supplies are running low.
2	One of the characters falls ill; the party must find medical supplies.
3	A weapon or special item can protect the characters against the threat.
4	The characters receive a mysterious call for help.
5	The threat has increased and it is headed the characters' way.
6	A dangerous group of NPCs challenges the characters.
7	A disaster occurs, endangering the characters if they don't act.
8	New information regarding the threat has been discovered; the characters must learn if it is true or not.
9	The threat evolves; the characters must find a new way to survive.
10	It appears that the threat is gone... for now.

**6 – Weave in Different Adventure Types**

Overall, the survival horror campaign itself is a framing event that shapes the characters' goals and actions. But the overall campaign structure itself remains the same. Both location-based adventures and event-based adventures are plausible structures for the survival horror campaign. If the characters have to head into the hospital to find insulin, then you have yourself a location-based adventure. Likewise, if a villainous marauder seeks to push the characters from their safe house, then the characters will take part in an event-based adventure. Mysteries, intrigue, and complications all work within the framework of survival horror, as well.

d20	Survival Horror Prompts
1	<b>Ankheg Invasion.</b> Ankhegs rise from the earth in massive numbers, driven by a desire for humanoid flesh.
2	<b>Poison Cloud.</b> A colossal cloud of toxic gas similar to the cloudkill spell moves through the land. It seemingly targets populated areas.
3	<b>Living Forest.</b> The forests are growing out of control and seem to be alive. Those caught by the growth are turned into plant food.
4	<b>Dragon Plague.</b> Hundreds of powerful, adult dragons fly through the skies, laying waste to anything they come across. Within weeks, civilization collapses under their might.
5	<b>Mane Virus.</b> A strange virus turns ordinary people in blubbery, rotting fiends.
6	<b>Secret Doppelgangers.</b> All of the powerful people in the world are secretly doppelgangers. Those that know are hunted, then enslaved or killed.
7	<b>The Maze The Madness.</b> The characters are trapped in a seemingly endless maze, hunted by horrible creatures made of chaos and nightmare.
8	<b>Purple Worm Nest.</b> A desert town detached from most of civilization is under attack from horrors below the earth.
9	<b>The Island.</b> The characters wake up on a deserted island. Each night, ghostly suits of armor emerge from the jungle and attack.
10	<b>Stalkers.</b> Invisible creatures are killing the people of a city. There is no telling when they will strike or how to stop them.
11	<b>Lost at Sea.</b> Stranded on a boat in a storm, the characters face the might of a deadly Kraken.
12	<b>The Lizard King.</b> A tribe of deranged lizardfolk pursue the characters through a dangerous, primordial jungle.
13	<b>Town of Lycanthropes.</b> While traveling, the characters arrive in a strange town. Turns out that all of the townsfolk are werewolves. And they're hungry.
14	<b>Mephit Mayhem.</b> Thousands of mephits spill from tiny portals from the elemental planes. Their overwhelming numbers quickly overrun most armies.
15	<b>Animated Objects.</b> Something is bringing mundane items to life all over the world. Once animated, the objects attack their owners, slaughtering thousands over night.
16	<b>Slaves of the Myconids.</b> Armies of myconids invade the surface world, converting humanoids into spore servants.
17	<b>Night of the Ooze.</b> Black puddings, gelatinous cubes, gray oozes, and ochre jellies slime up from the dark places of the world, killing everything they touch.
18	<b>Revenge of the Ravens.</b> Something has driven ordinary ravens mad. Now, swarms of ravens attack any living creature they come across.
19	<b>Heaven is Falling.</b> The world's moon explodes. The characters have only a few months to prepare before the bollide fragments descent on the earth and destroy everything.
20	<b>Zombie Apocalypse.</b> The dead are returning as zombies. In addition, their bite causes an infection that kills the victim within 24 hours. Ω



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# QUARANTINE

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BY DAVE HAMRICK AND JUSTIN DAVID RUSSELL

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## 3rd-Level Survival Horror Adventure for Fifth Edition

Artwork by Jason Glover and Justin David Russell  
Cartography by Justin David Russell

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*Quarantine is an event-based adventure designed for four 3rd-level adventurers. The adventure is intended for good-aligned characters. A cleric in the party will be useful, as will any other character that can remove a curse or disease. Dwarves are particularly useful thanks to their immunity to the green-eyed virus.*

The adventure takes place in the small town of Rivertown. Rivertown can fit into any moderate-to-high magic campaign setting, and may even work as a base of operations for the characters in later adventures.

*Quarantine* employs literally hundreds of NPCs for the characters to interact with. The GM should familiarize themselves with the characters and settings before running this adventure. If the GM prefers, he or she can remove or change as many NPCs and locations as needed.

### Adventure Background

The popular trading town of Rivertown is the center for a cult of demon-worshippers known as the Emerald Seven. A week ago, the Seven met in the basement of Rivertown's Maple Creek Florist Shop and performed a powerful ritual to summon and bind a foul demon named Qua-Soko. The demon Qua-Soko possessed the body of a local autistic boy named Elmer Stoneberry. With a presence on the material plane, Qua-Soko began to put his insidious plan into action: he would create a dreadful disease that would turn those who contracted it into demons within eight hours.

Qua-Soko's first victim of the "green-eyed virus" was Elmer Stoneberry's dog, Rolf. Within four hours, Rolf became aggressive and dangerous. The dog ran from the Stoneberry manor on the western edge of town and bit the Stoneberry's neighbor Cabal Grayson. Then, Rolf escaped into the nearby woods.

### Attack at the Onyx Ox

Injured and needing help, Cabal walked to the Onyx Ox to wait for medical assistance. There, Jeremiah Locke, the local priest and town constable, tended to her wounds. Immediately after Cabal told everyone about the attack by the Stoneberrys' dog, Jeremiah's deputies Emmet Bronson and Jon Lowery headed into the woods to look for Rolf. Cabal and Jeremiah waited at the Ox.

Four hours after being bitten, Cabal's eyes started to glow green. Then, she snapped, throwing herself at the Ox's owner, Matin Gregor. The bar's patrons tried to calm Cabal, but nothing could stop her. Just as she was about to tear out the throat of Jon the Lowly, a regular at the Ox, Jeremiah ran her through with a dagger.

A disciple of the Goddess of Rebirth, Jeremiah was horrified. Of course, that wasn't the worst of it. Jeremiah and five other Rivertownfolk in the bar were infected with the green-eyed virus just like Cabal.

After Jeremiah treated the others' wounds he then returned to his temple to pray to his Goddess for guidance. Unfortunately, an answer came.

### The Prophet

Almost two hours after Cabal's attack and Jeremiah's prayers, Meska Noonan, the town's young, attractive undertaker collapsed in the middle of the busy town square. When she finally came to a moment later, her eyes were blank and her voice was not her own.

"The demon Qua-Soko is here and he brings with him pestilence," Meska says in an eerie, booming voice. "Already, his plague spreads. This town is quarantined until Qua-Soko is stopped and the virus and all its victims destroyed."

Dozens of Rivertownfolk heard her speak. The implications of what Meska said were not immediately clear. That is until the dome came down.

### The Dome

The Rivertownfolk gasped as twelve angels descended from the heavens in a neat circle surrounding the town. Raising their arms, they began a divine incantation. Suddenly, Maple Creek stopped flowing through the town. Trees in the Slumbering Wood were cut in half. Birds flying overhead smacked against some unseen force in the sky, sliding down to the ground just outside the town. The angels put an invisible dome over River

Just over 1,250 feet in diameter, the dome stretched from the Cracked Crown Inn all the way to the Grayson's tobacco fields. All of the Rivertownfolk and any other creatures inside the dome's area were trapped.

Rivertown's most powerful wizards attempted to dispel the dome: it was of no use. The entire dome was like a colossal forcecage. Teleportation and gate spells didn't work inside the dome either.

Meska, the prophet spoke again.

"You have twenty-four hours to discover the source of the virus. After twenty-four hours, we will cleanse this town of all its evil."

She then screamed and collapsed once more.

### Quarantined

Horror set in as the Rivertownfolk realized the implications of the angels' mouthpiece. With the dome in place, no one could escape. And if the demon Qua-Soko wasn't discovered and the virus cured soon, the angels would "cleanse" the place.

### Adventure Synopsis

The characters should be in Rivertown when the dome comes down, preferably within earshot of Meska Noonan when she reveals the angels' intentions. With the help of some of Rivertown's prominent figures, the characters have twenty-four hours to discover who the

demon Qua-Soko is, who has been infected by the green-eyed virus, and how they can stop the angels from cleansing the town.

Clues will point the characters towards the virus' origin, specifically, the dog Rolf who bit Cabal Grayson. From there, they can trace the origin of the virus to the Stoneberry manor on the western side of town and Elmer Stoneberry. Clues at the Stoneberry Manor point towards the Maple Creek Florist where the characters will confront Noah Sander and the other members of the Emerald Seven.

Meanwhile, the virus continues to spread through the town. First, the virus turns the infected insane. Then, it changes them into horrible creatures.

Once the characters have rid Rivertown of the demon Qua-Soko, the demon's cult, and cured or destroyed everyone infected by the green-eyed virus, the angels will lift the dome.

### Adventure Goals

The adventure has two main goals: find and defeat the demon Qua-Soko and discover a cure for the green-eyed virus. There is also a third option: escaping Rivertown altogether.

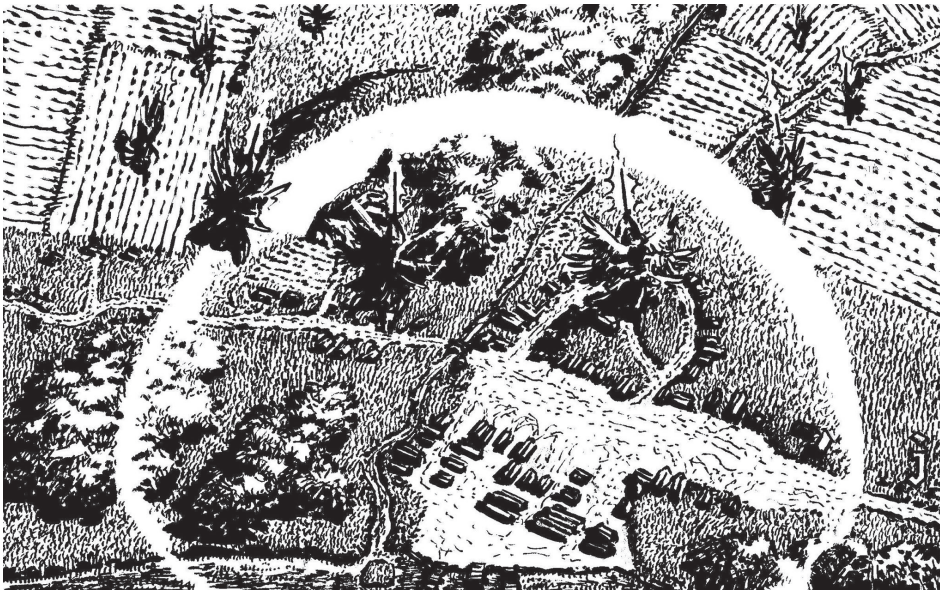
### Defeating Qua-Soko

Clues and rumors in town should eventually lead the characters to Qua-Soko's host, Elmer Stoneberry. Since Qua-Soko possessed the boy, he has been hiding in his home, Stoneberry Manor. Qua-Soko is an extremely powerful demon. The characters should have a good understanding of what they are up against before they fight the demon, as the demon could easily overpower and kill the party.

If the characters learn about the true nature of Qua-Soko from Franken (area S2) or Bobb Talker (area S7), they can find weapons and learn spells that can assist them in their battle with the demon.

Once Qua-Soko is destroyed, Elmer's





blood can be used as one of the ingredients of the cure to the green-eyed virus.

### Finding a Cure

Of course, defeating the demon Qua-Soko isn't enough to free the Rivertownfolk from the angel's dome. The characters must discover a cure to the green-eyed virus and cure the infected. Once the characters meet Franken, the mage suspects that a cure can be created once they know more about the demon that they're up against. Specifically, Franken requests a sample of the demon's host's blood. Once analyzed, Franken can concoct a cure and save the town.

If the characters are unable to find or defeat Qua-Soko, they can also formulate a cure by finding and killing the dog Rolf at the creature's cave in the Slumbering Wood.

The third option is to discover the Emerald Seven's lair (area C5) and steal Noah Sander's ritual book. The book contains notes on Qua-Soko's origins in addition to the green-eyed virus. Moreover, the book will help Franken concoct a cure.

It takes Franken four hours to concoct a cure. For each additional element he possesses (Elmer's blood, Rolf's body, and/or Noah Sanders' ritual book) that

time is cut in half to a minimum of one hour. Once the cure is created, Franken and his associates create non-lethal crossbow bolts which can quickly administer the cure to those in stage two or three, as well as potable solutions for those still in the first stage. Furthermore, the cure works like a vaccine, as well, protecting creatures from contracting the virus.

### Finding and Killing the Infected

A darker solution involves rounding up the infected and killing them. Of course, knowing who is infected and who is not is exceedingly difficult. The only symptoms that show up within the first four hours of infection are light green eyes and a mild headache. It isn't until the madness of the virus' second stage sets in that it's obvious who has the virus, and by then, it may already be too late.

### Escaping Rivertown

One of the first thoughts many characters might have in this situation is to dig a tunnel out of the town. Of course, the angels have prepared a contingency for this. If the angels see anyone attempting to leave the town, they will use a *disintegrate* spell to destroy whoever tries to escape (see the 2nd hour

on the Quarantine Twists table).

However, in the cellar of the old Diamond Estate (area N6), there is a secret tunnel that leads to Sam Tett's barn (area N8) on the other side of the dome. Should the characters choose to abandon the Rivertownfolk—either the virus takes a turn for the worst, or they simply don't wish to be involved—rumors point to the existence of the escape route. Of course, the angels won't be too happy about that.

### Roleplaying the Angels

The angels should act as a plot device for the story and should not be directly confronted by the characters. Also, the angels do not speak unless they do so through Meska Noonan. They remain silent, quietly hovering over the dome while the seconds tick by.

If the GM feels it is necessary for the angels to get involved, the angels can be represented with any of the angel stat blocks from the *MM*.

### Complications

If the characters are quickly solving the mystery of Qua-Soko and the green-eyed virus, the GM should consider slowing them down with complications by putting a complication in their path.

### Moral Quandaries

Most of the villains involved in this adventure are regular people who are either cult members, possessed by a demon, or involved in shady dealings in town. Plus, the disease drives its victims mad, turning them into crazed killers. Of course, when cured, they return to normal. False leads and red herrings could cause the characters to confront innocents as well.

### Opposition

Qua-Soko and the Emerald Seven are at the heart of the mystery. But they

Quarantine Twists	
Trigger	Events
1st hour	Jeremiah Locke hosts a meeting at Rivertown moot hall (area C1).
2nd hour	Two of the farmhands at the Grayson Homestead dig a tunnel below the dome. When one escapes to the otherside, he is immediately vaporized by one of the angels. The angels then seal the dome.
3rd hour	Unless cured, contained, or killed, the six who contracted the virus from Cabal Grayson at the Onyx Ox enter stage two and start attacking others.
5th hour	Fearing for her life, Graele Cropper tracks down the characters and offers them 1,000 gp to help her and her family escape. She believes that there may be an old smugglers tunnel on the north part of town, but isn't sure where it is exactly.
6th hour	The Resistance starts attacking suspected virus-carriers in the street.
10th hour	Rivertown becomes a ghost town as survivors lock themselves in their homes, fearful for their lives.
11th hour (Nightfall)	Angered that she and her crew are trapped, Elendra and her ghouls dismember from the <i>River Dog</i> (area S28) and begin to tear apart the town looking for the Emerald Seven.
12th hour	Meska Noonan, if she is still alive and uninfected, awakes from her coma. She claims she had a vision of blue river lilies at the top of a tall hill.
13th hour	The Resistance attacks the Temple of Rebirth, hoping to kill any who are inside.
15th hour	Any members of the Emerald Seven that are still alive and have yet to enter stage 2 or 3 of the virus, join together at the center of town. They invoke Qua-Soko's name, begging the demon to protect them. Naturally, Qua-Soko refuses.
17th hour	If the members of the Emerald Seven are still alive, they seek the help of the characters and explain the mistakes they made. They direct the characters to Elmer Stoneberry. At the same time, Qua-Soko, in Elmer's body, calls upon all of the green-eyed demons in Rivertown to defend him.
20th hour	Franken finds another way of stopping the virus. Unfortunately, it cannot cure those who've entered Stage 2 or 3. It will take him nearly four hours to create the cure.
23rd hour	The angels began their ritual to cleanse Rivertown. Meanwhile, Franken is almost done creating the cure.
24th hour	Just before the angels can destroy the town, Franken uses a spell to spread the cure through town. All stage 1 victims of the virus are cured, but stage 2 and 3 victims die instantly.
25th hour	As long as the virus is cured, the angels will see the efforts of those in Rivertown as good enough and remove the dome.
3+ infected enter stage 2	A mob of fearful NPCs vandalizes the Wanderer's Herbalist (C20) in hopes to find a cure or preventative measure.
1+ infected enter stage 3	Any survivors or those who have yet to enter the late stages of the virus start to join the Resistance. The diseased and more reasonable townfolk retreat to the Temple of Rebirth.
20+ infected enter stage 3	The infected meet in the Slumbering Wood at the same cave where Rolf is hiding (if still alive). They merge their bodies into the form of a <b>soul devourer</b> (see Appendix C).

aren't the only ones causing trouble in Rivertown. The obvious opposition in this adventure are the infected themselves. With each hour that passes, more and more Rivertownfolk contract the virus and go mad. Also, the Resistance actively seeks the infected, looking to kill anyone that has the vi-

rus and anyone that tries to stop them. The acolytes of the Temple of Rebirth act as law enforcement in town and may complicate the characters' investigation, especially if the characters are particularly chaotic. Other individuals may act out and get in the characters' way, as well.

**Red Herrings**

The majority of the clues and rumors lead the characters along the right path. However, the GM might change the information given to lead characters astray. There are plenty of suspicious NPCs in town, any of which the Rivertown could suspect as

the cause for the disease. Rucker, the green-skinned tiefling merchant, is an easy target. Many of the Rivertownfolk dislike Graele Cropper, a criminal mastermind in town. The orc living in the basement of the Sabba Ale House may be the one to blame. And who is that Franken fellow at the center of town? He seems to know a lot about black magic.

### Twists

In addition to complications, certain twists and events happen throughout the course of the adventure triggered by specific times and events. The GM is free to use all, some, or none of the twists presented on the Quarantine Twists table (overleaf), modifying any as needed for the adventure.

### Rivertown

Rivertown is an unfortified fishing town. It lies at a crossroads between another domain to the west, a fortress village to the north, and a large town to the east. The region this town inhabits practices a nature religion, much like druids. The priests at the local Temple of Rebirth serve as lawmen, chroniclers, and intermediaries between the normal citizenry and a powerful goddess of rebirth. The region's original founder, Olian Stoneberry promised the goddess that his people would respect the land in exchange for bountiful harvests and game. The region is still dangerous, in places, but there are hardly any bad harvests.

A small manor house owned by the prominent Stoneberry family sits on a limestone hillock, and a moot hall used for gatherings and festivities overlooks the place from a central location on another hill. A toll bridge is used to tax and keep tabs on exports and imports. Fish and crops are sent east and north. Little trade happens from the west. The people in that region are isolationist and ill-regarded by the land's other lords.



### Important Rivertownfolk

While all of the NPCs involved in this adventure are detailed below, the ones that the characters are most likely to interact with throughout the course of the adventure are detailed here.

#### The Infected

The following NPCs contracted the green-eyed virus during the scuffle with Cabal Grayson.

- **Jeremiah Locke** is the head of the Temple of Rebirth (area C6). He was infected with the green-eyed virus during the fight with Cabal Grayson. Until the madness takes over, Jeremiah is a valuable resource to the characters. He knows that the virus originally came from Cabal Gregor.
- **Matin Gregor** is a member of the wealthy Gregor family and owner-operator of the Onyx Ox (area W5). During Cabal's attack at the Ox, Matin was infected. After the harrowing events, he closes the Ox for regular business but keeps it open for his staff members who are unable to get home due to the dome. He then goes home to his family (area N2).
- **Gordon Bromley** is a busser and kitchen assistant at the Onyx Ox. He helped Jeremiah and Matin in the brawl with Cabal Grayson. Unfortunately, contracting the green-eyed virus was his reward.
- **Jon the Lowly** is a kind, friendly homeless man that frequents the

Onyx Ox whenever he has enough coin for an ale. He, too, was infected by Cabal Grayson. After the fiasco, Jon went back to his favorite sleeping spot: the Rivertown Farmer's Market (area S9).

- **The Osters** are Jet and Mary, a middle-aged married couple with no children. Both were infected by Cabal Grayson. After the dome came down, the pair retreated to their home (area W9).

#### The Emerald Seven

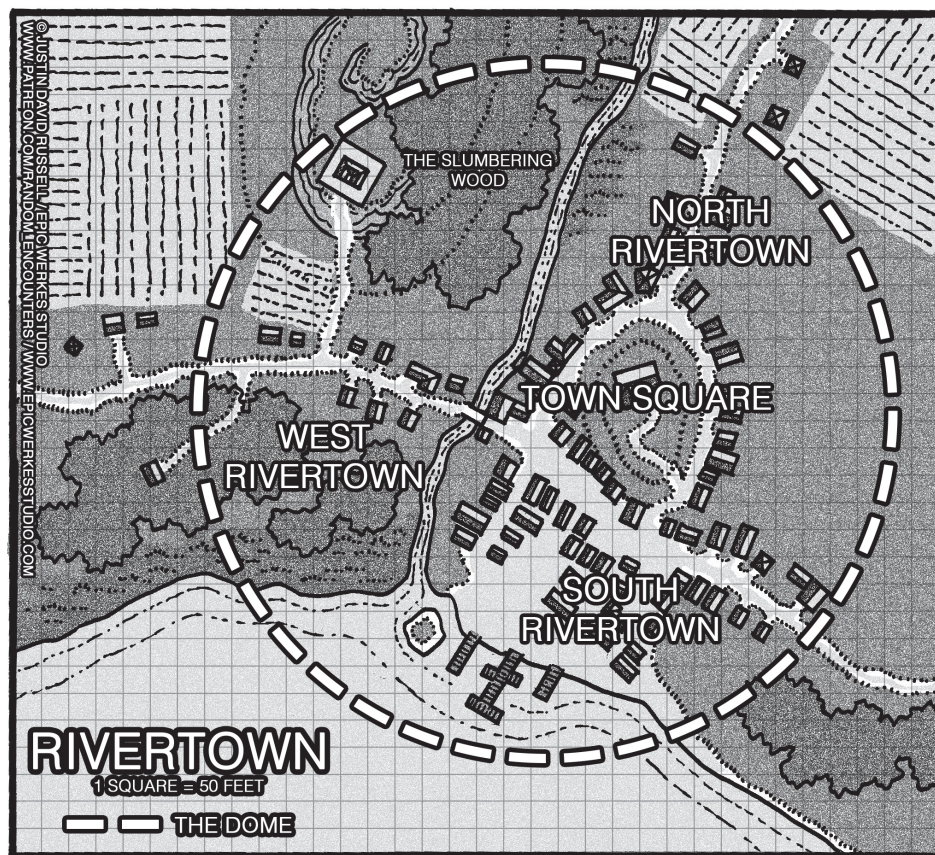
Unknown to the Rivertownfolk, a secret society of demon-worshippers operate out of the basement of the Maple Creek Florist Shop (area C5). They are the ones responsible for bringing Qua-Soko into the world.

- **Noah Sander** is the owner of the Maple Creek Florist and leader of the Emerald Seven. He seeks to bring chaos into the world, using Qua-Soko as a catalyst.
- **Moer and Sinka Relic** are an older married couple who live on the western side of town. Both joined the Emerald Seven together. They hope to use Qua-Soko's power to make themselves young again.
- **Jon Lowery** is one of Jeremiah Locke's deputies and a member of the Emerald Seven. He is responsible for the death of the Stoneberrys' servant, Gideon Horalt.
- **Captain Rikkets** is the owner of Rikkets' Chandler (area C31) and a member of the Emerald Seven. Rikkets sees the Seven as a means to an end; he hopes to use their combined power to wrest control of Rivertown away from the Croppers.
- **Renee Carver** lives near the Relics. She is in a relationship with Noah Sander. Her passion for the Seven is so strong, she murdered her husband Julius when he learned of her commitment to the group. As a "bonus", Julius' body was a necessary ingredient in summoning Qua-Soko.
- **Loretta Jaymichael** is an employee



of the Maple Creek Florist shop and a member of the Emerald Seven. Not even her husband Arno knows about her status in the cult. She brings her six-month-old baby, Arned to work with her.

- **Elmer Stoneberry/Qua-Soko** is a **greater demon** (see Appendix C) that has possessed the body of Elmer Stoneberry. Elmer is the autistic son of Elmer and Genieve Stoneberry. The boy would visit the Maple Creek Florist to purchase blue river lilies, bringing them home to his mother. It is there the Emerald Seven captured the boy, using him as the host for Qua-Soko. In disguise as Elmer, Qua-soko returned to Stoneberry Manor to begin collecting the pieces necessary to create the green-eyed virus, eventually infecting the Stoneberrys' family dog, Rolf. Qua-Soko is dangerous and driven; even if he can't find a way to escape the angels' cleansing, he's just as happy seeing the angels wipe Rivertown off the map.



### The Resistance

When the dome drops, a gang of Rivertownfolk known as The Resistance forms. Lead by the merchant Roman “The Red Dragon” Vance, The Resistance turns to violence to uncover the mystery and persecute anyone suspected of carrying the virus.

- **Roman “The Dragon” Vance** is a traveling merchant and retired mercenary who manages a booth in the market field (area N1). He is accompanied by two henchmen, Dender and Cobalt. Employing fearmongering and fingerprinting, Roman leads The Resistance.
- **Zaxa Gregor** is a member of the Gregor family. Fearful for her fellow townsfolk, she joins Roman and the others as part of The Resistance.

### Other Important Rivertownfolk

Here are some more NPCs that the characters are likely to come across.

- **Emmett Bronson** is one of Jeremiah’s deputies. He lives with his father at the western end of town. After Rolf attacked Cabal Grayson, he and Jon Lowery tracked the dog through the forest. However, Emmett and Jon were called back to town when Cabal Grayson lost her mind and attacked the patrons of the Onyx Ox. Emmet is a good man who hopes to help the characters anyway he can. He, Jeremiah, and Jon Lowery all have *sending stones* they use to communicate with each other.
- **Graele Cropper** is the influential co-owner of the Rivertown Counting House. She is also a loan shark and head of her own criminal organization, using her counting house’s power—and the assistance of a trio of thugs—to keep an iron grip on Rivertown. Many Rivertownfolk resent Graele’s status.
- **Franken** is the owner of Franken’s Little Magic Shoppe (area S2). Franken is a former adventurer and master of lore. He and the other former adventurers in town—Bobb Talker, Jack Quick, and Rob Catcher—immediately rush to solve the mystery of the demon Qua-Soko and the green-eyed virus.
- **Meska Noonan** was the undertaker whom the angels possessed to warn the Rivertownfolk of the demon Qua-Soko and the virus. She has been unconscious since the transmission, resting at the Temple of Rebirth (area C6). Her sister, Merry, watches over her.
- **The Stoneberry Brothers**, Goland and Rickard, are leaders of the town and respected by most of Rivertown’s citizens. In addition, it is Rickard’s son, Elmer, who is at the heart of the mystery, although Rickard is not aware of his son’s involvement.

## The Green-Eyed Virus

Created by the demon Qua-Soko, the green-eyed virus is a horrific, nearly incurable disease. The disease targets humanoids and beasts. Oddly, dwarves are completely immune to its effects. The disease gets its name from the victim's eyes turning green as the virus progresses through its three stages, detailed below.

### Stage One: Incubation

After contact with another infected creature, the disease incubates in the victim's body for four hours. The infected creature suffers from headaches and nausea, and the irises of their eyes begin to change a light shade of green. Detecting the disease at this stage requires a successful DC 13 Wisdom (Medicine) check.

While the major symptoms of the disease have not yet appeared, the virus is still contagious. Any creature that comes into physical contact with a victim even in the first stage must make a DC 13 Constitution saving throw or contract the disease. If the creature is bitten by a victim or exposed to the infected's bodily fluids, the saving throw is made with disadvantage. Dwarves are immune to the disease.

During this first stage, the disease can be removed with a lesser restoration spell or any other magic that removes diseases.

### Stage Two: The Madness

After the disease has progressed in the victim's body for four hours, the victim descends into madness. While affected by madness, the diseased target attacks the nearest creature it can see. If there are no creatures within range, the creature seeks out a target that has done wrong to them in the past.

During this second stage, no diagnosis is needed. The infected's eyes actually begin to glow green. And the creature begins to go through a vile transformation. The victim's teeth grow sharper and the skin around their fingertips shed, giving way to sharp, bony claws. Oozing pustules form all over the victim's skin. Eventually, the victim takes on a fiendish appearance, culminating in their complete transformation during the third stage.

A stage two victim uses the same stat line it normally would except that it also gains a bite attack if it doesn't already have one, which it uses to make unarmed strikes. If the creature hits with it, the creature deals 1 piercing damage instead of the bludgeoning damage normal for an unarmed strike. Also, if the target of the bite is a creature, it must succeed on a DC 13 Constitution saving throw or contract the disease. Dwarves are immune to the disease.

The disease is considerably more difficult to remove during the second stage. In

addition to a spell or effect that can remove the disease itself, the creature must have a remove curse or similar spell cast upon it within moments of removing the disease. Casting one or the other spells and not both temporarily halts the disease for 1 hour, after which time the creature experiences symptoms of the virus.

### Stage Three: Transformation

The final stage of the green-eyed virus occurs at the eight-hour mark. The infected creature transforms into a mindless **green-eyed demon** (see appendix C). At this point, the green-eyed virus is completely incurable. Green-eyed demons gather together in gangs to attack and devour creatures uninfected by the green-eyed virus. Only a *wish* spell or similar magic can return the creature to its original state. Franken's cure (the full version, not the rushed version described in the Quarantine Twists table) also removes the disease from stage three infected.



### Who has the green-eyed virus?

At the start of the adventure, there are six Rivertownfolk infected with the green-eyed virus: Jeremiah Locke, Matin Gregor, Jon the Lowly, Gordon Bromley, and the Osters. Each hour that passes without tracking down Qua-Soko and a cure, the virus continues to incubate in the bodies of the infected. At the same time, they infect others around them.

Each in-game hour, use the following steps to keep track of the infected in Rivertown.

#### 1 – Mark an infected's progression on the Quarantine NPC table.

Using the Quarantine NPCs table at the end of this adventure, mark an X in the next available box next to each infected NPC's name. For example, when the adventure begins, Jeremiah Locke's disease has been in the incubating stage for two hours (already marked on the table). Therefore, you would put an X in the third box. By the third hour of the adventure, five hours after he contracted the virus, Jeremiah will enter stage two of the virus.

#### 2 – Determine who else has been infected.

At the start of each game hour of the

adventure, roll on the Quarantine NPCs table at the end of this adventure to determine who is infected. Roll once for each creature and NPC already infected and mark the first box next to their name with an X. They have contracted the virus and entered stage one. If you roll a character that has already been infected, then assume that character infects the NPC closest to them on the chart. For example, during the first hour of the adventure, one of your rolls comes up with Jeremiah Locke who is already infected. Jon Lowery, who is the next name on the Quarantine NPCs table, is not yet infected, so he automatically becomes infected by Jeremiah.

#### 3 – Tally up the number of infected.

Once you've determined the new infections, tally up the total number of Rivertown folks infected by the virus divided by stages. Unless cures are found and administered, the entire town could conceivably become infected by the green-eyed virus in just six hours. Then, by the 10th hour, the entire town will go mad. And by the 14th hour, they will all turn into green-eyed demons. (Of course, it's likely that the characters will have prevented a few people from becoming infected before either of those things happen.)

#### 4 – Check the Quarantine Twists table to see if any special events have been triggered.

As time goes by or enough of Rivertown's citizens become infected, certain events can occur which can add complications and twists to the adventure. Reference the Quarantine Twists table for details.

### Special Considerations

The Quarantine NPC chart is a simple way of checking the progress of the virus. However, throughout the course of the adventure, the characters may protect certain NPCs from harm by separating them from the infected. On the other hand, NPCs may be attacked and exposed to the virus, expanding it beyond the random rolls. Feel free to use whatever method you feel is appropriate to track the progress of the green-eyed virus.

### What if the characters contract the virus?

It's possible that the characters could contract the virus themselves, especially if they fight one of the infected or are injured by one of the infected (see the rules for contracting the virus above). Even if the character isn't infected or passes its saving throws, be sure to torture your players with the everpresent fear that they could be next.



## Locations in Rivertown

Rivertown is divided into four main sections: north, south, west, and town square. All four sections are surrounded by the solar's force dome. A few farmsteads are cut off, but the angels were quick to discover that the inhabitants outside of the dome were not infected.

Each section is detailed below.

### North Rivertown

Seven miles to the north of Rivertown is the fortress village of Gongspire. Along the road past Rivertown Wainwright are numerous fields that decorate either side of Maple Creek. There are a few shops and homesteads, too.

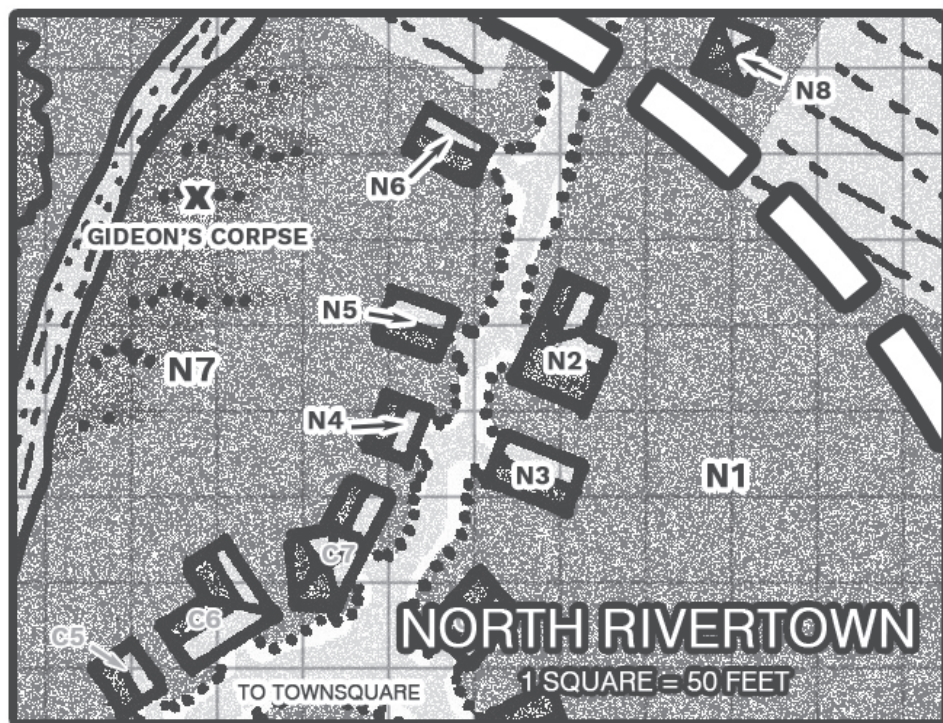
Since the quarantine, the farmers who live north of the main village have camped just outside the dome near Sam Tett's horse barn, although the angels have repeatedly told them to return to their homes.

#### N1 – Market Field

It's a bad stroke of luck that a few merchants were caught in the dome when it came down. Many were operating their stalls and tents in the popular market field at the eastern edge of Rivertown. While most have broken down their wares and retreated to the town's taverns to drink away their anxieties, a few optimistic (or crazy) merchants remain.

**Brenden Goatknuckle.** A seller of fancy umbrellas, Goatknuckle (CG male halfling **spy**) is a loud, braggadocious merchant from the lands to the far east. Once the dome came down, he saw it as an opportunity to ingratiate himself with the locals. For the most part, people like him, even if he is somewhat bawdy and crass.

**Sharon of Andauer.** Sharon (NG female half-elf **acolyte**) peddles healing potions from her humble tent in the market field. When the dome first came down, Sharon and her tent were



rushed by those fearful of catching the green-eyed virus. Of course, healing potions do nothing against the virus. She now assists with medicine from her tent free of charge until the dome comes disappears.

**Rucker.** Rucker (LE male tiefling **noble**), for lack of a better term, is a snake oil salesman. The moment word came out that there was a virus going around, he "mysteriously" had a solution: Rucker's Preventive Tonic. The tonic is nothing more than toad's blood and lacks any real magical properties. Rucker's green skin makes many of the Rivertownfolk suspicious that he's the actual cause for the virus. He's guarded by a masked **hobgoblin** named Exter.

**Roman "The Red Dragon" Vance.** Another wicked soul who saw an opportunity once the dome came down is Roman "The Red Dragon" Vance (LE male human **gladiator**). Roman is a sword-for-hire of some notoriety. He's used the threat of the green-eyed virus to offer his services to the Rivertownfolk. In fact, he's quickly formed a following calling itself The Resistance.

Two **thugs**, Dender and Cobalt, work alongside Roman.

**Rumors and Clues.** The merchants in the market field have been picking up a "strange vibe" from the Rivertownfolk lately. Supposedly, a few citizens have gone missing within the last few weeks.

**Green Herring.** right away, many of the Riverstownfolk suspect that Rucker is responsible for the virus. Of course, Rucker is innocent, and a bit of a coward. If the characters don't protect him, he will turn instead to the Temple of Rebirth.

**The Resistance.** As soon as the dome comes down, Roman Vance starts a violent mob that works to seek out the identities of those who are infected by the green-eyed virus. If an NPC or character is publically revealed to be infected by the green-eyed virus, The Resistance will attack with intent to kill. The mob consists of Vance, Cobalt, Dender, Zaxa Gregor, and at least five of the people staying at the Cracked Crown (the GM can roll randomly or choose those that they feel are appropriate).



**N2 – Gregor Estate**

Possibly wealthier than even the Stoneberries, the Gregor family is one of the town's original founders. They own no less than four shops in town: an armory, a weaver, the shipping yard, and the Onyx Ox Tavern. The old estate sits at the edge of town. That's where Lupo and Matilda live.

**Lupo Gregor.** The eldest member of the Gregors, Lupo (NG male human **veteran**) has retired from the hard work at Gregor's Armory, leaving the business to his more-than-capable daughter Lana. A few of the townsfolk know that Lana is not really Lupo's daughter, but adopted. Naturally, Lupo's oldest, Matin is frustrated that Lana's received the majority of his father's attention.

**Matin Gregor.** The proprietor and bartender of the Onyx Ox (area **W5**), Matin is seen by many as a reckless alcoholic. While not inherently evil, Matin (N male human **commoner**) desires to be the patriarch of the Gregor clan. He was one of the six infected by the green-eyed virus when Cabal Grayson snapped at the Ox. Following the attack, Matin went home to rest, leaving the Ox in the care of Rooster. The infection has amplified Matin's animosity towards his adopted sister, Lana.

**Matilda Gregor.** Matilda is Lupo's wife and matriarch of the Gregor clan. From her weaving shop (area **C23**), Matilda (N female human **commoner**) shares rumors and gossip with many of the women in town. She suspects that the disappearance of Julian Carver is somehow related to the virus.

**Agee Gregor.** The sailor and shipwright, Agee, is the youngest of Lupo's three children. Often, Agee (LN male human **commoner**) is found in the shipyard (area **S25**), sanding the hulls of ferries. Regene, Agee's fiance, died mysteriously a year ago. Since her death, many of the townfolk suspect foul play. Agee claims she drowned in the river and he was unable to recover her body (which is true).



**Zaxa Gregor.** Zaxa is Matin's teenage daughter and twin sister to Amor. She dreams of serving in the king's army but has been forbidden to do so by her family. Once Roman the Red Dragon starts the revolt, Zaxa (N female human **guard**) is one of the first to sign on, seeing it as her duty to the town.

**Amor Gregor.** A true believer in the druidic ways of the Temple of Rebirth, Amor (N female human **acolyte**) believes strongly in live and let live. When the dome comes down, she joins many of the townsfolk at the Temple. She is Matin's teenage daughter and Zaxa's twin sister.

**Rumors and Clues.** Amor Gregor overheard from the acolytes at the Temple of Rebirth that there is a dark presence in town. She believes that Samara and Derrin may have insights into the origins of the demon.

**Lockdown at the Gregors.** Once things start to get really bad (more attacks occur), the Gregors bring all of their kin into their estate and bar the doors. The Gregor home is more than just a place to live; the Gregors, all master craftsmen and women, turned the house into a veritable fortress.

**N3 – Watson Home**

The Watson sisters live in their family home at the north end of town. Both are widowers, and both are practitioners of illusion magic. Eunice (N female human **mage**) leads a book club

of sorts from the Rivertown Moothall where she and the other members practice magic. Meanwhile, Betha (N female human **mage**) watches the town's children from their home.

**Rumors and Clues.** Eunice Watson says that her club studies practical magic. A few months ago, two of the club's members, the Relics, seemed very interested in dark magic and necromancy. The pair quit after Eunice refused to teach them.

**Protecting the Children.** Many of the towns' children learn from the Watsons. Once trouble starts, the sisters use their magic to protect the children in town from the dangers outside.

**N4 – Loken's Home**

Loken (LG female dwarf **commoner**) is the town wainwright. She believes in honor above all things, and as the only surviving member of her family—her brother and parents perished in a fire when she was young—Loken takes honesty very seriously.

**Rumors and Clues.** Loken says she saw a large, sick-looking dog wandering in the woods across Maple Creek. She suspects it might be the dog that bit Cabal Grayson.

**Dwarven Immunity.** Early on, Loken notices that she is unaffected by the virus. This makes her a valuable asset for the characters.

**N5 – Cropper Home**

The Croppers live next door to Loken and across the street from the Gregor's. They own the Rivertown Counting House.

**Graele Cropper.** Graele (LE female human **noble**) is the wife of the town's moneylender. A portly and deceptively pleasant woman, Graele is secretly a criminal mastermind, too. With the help of a trio of **thugs** that hang around the shipyards (Merner, Rhoda, and Kong) it's rare that those the Croppers lend to go late on their installments. Unless they wish their legs to be broken, that is.

**Ufin Cropper.** Originally from a

wealthy city to the east, Ufin's (N male human **noble**) own fortune was the original source for the Counting House's loans. He knows of his wife's unethical practices but chooses to ignore it. Rumor has it that nearly every business owner in town has a note with Ufin's signature on it. Of course, that means that nearly every business in town is under Graele's thumb, too.

**Eska and Ufinson Cropper.** The croppers have two children, Eska and Ufinson. Eska shares her father's proclivity for numbers while Ufinson frequently demonstrates his mother's mean streak. Both are human children non-combatants. During the day, they receive education from the Widows Watson.

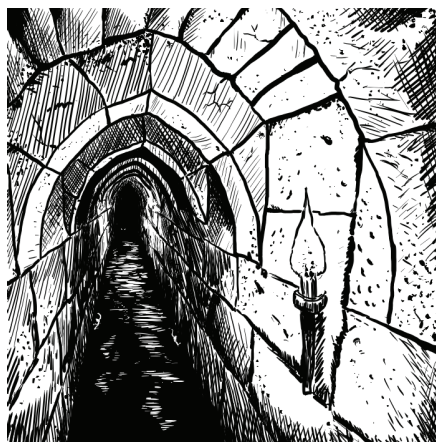
**Rumors and Clues.** Graele, if pressed, will mention that Captain Rikkets of Rikkets' Chandler has been threatening her. She won't reveal the reasons why. (In reality, Rikkets' wants to take control of Graele's criminal dealings in Rivertown, and she hopes the characters can take care of her little "problem.")

**Get Us Out of Here.** If the characters interact with Graele Cropper and her family, Graele will implore the characters to get them out of town by any means possible; the faster, the better. She promises a reward of 1000 gold pieces if her, Ufin, and her two children can get out.

#### N6 – The Diamond House

Once, this estate was home to Arrow Diamond, a shipwright in town. Six years ago, Reginald left on an expedition to the west and never returned. Regardless, his accounts kept his servants paid and employed, so the Diamond House continues to thrive as if its master could return home any day. Currently, the Diamond House is home to two gardeners, a coach, and a butler: Ebber, Roze, Maiyen, and Tantil, respectively (all N human **commoners**).

**Rumors and Clues.** The gardener, Maiyen, discovered a body in the tall grass by Maple Creek. Afraid of the



implications, she kept the discovery a secret.

**Smuggler's Tunnel.** In the cellar of the Diamond House is a secret tunnel that connects the Diamond House to Sam Tett's barn (area N8). It goes under the dome. Arrow had the foresight to magically ward the tunnel against scrying. This is the only thing that has kept it from the angels' notice.

#### N7 – Maple Creek Banks

Fed by mountain springs to the far north, the Maple Creek bleeds into the Great River. When the dome came down, the Maple was cut off from the Great River. The water within the dome stopped cascading to the south and went stagnant. A few minutes later, the creek turned to mud.

**What Gideon Knew.** The body of the Stoneberries' servant, Gideon, sunk at the bottom of the river by the Emerald Seven, appears on the muddy banks of where the creek once ran. After spending a week underwater, his face has been ravaged by nature, making his identity completely undeterminable. However, a *speak with dead* or similar spell will reveal his name.

After catching seven of the town's locals in the middle of a suspicious ceremony, Gideon discovered that a demon-worshipping cult was operating out of Marion's Florist Shop in the town square. He tried to contact Jeremiah of the Temple of Nature but was

stopped by Jeremiah's acolyte, Jon. Unfortunately, Jon was a secret member of the Emerald Seven. He killed Gideon and dragged his body to the Maple Creek. Jon hoped the current would pull Gideon into the Great River, but instead, Gideon's corpse got stuck under a downed log.

Gideon knows the identities of three of the seven members of the Emerald Seven: Jon, who killed him, and the Relics. There were four cultists more present, but he could not see their faces clearly. He believes that they were responsible for summoning a demon.

Even if the characters are unable or unwilling to cast *speak with dead*, they can determine that Gideon was killed with a dagger from the front, suggesting he may have known the attacker. Furthermore, his tattered clothing bears the mark of Stoneberry Manor (area W1).

#### N8 – Sam Tett's Barn

Looky-loos interested in the dome and the goings-on in Rivertown have made camp around Sam Tett's Barn just outside of the northern section of the dome. The angels have made it clear that they do not wish to have spectators, but have done little to discourage the crowd. Many of the town's family members caught outside the dome wait here, hoping and praying for the best.

**Smuggler's Tunnel.** Arrow Diamond, the errant lord of the Diamond House, came from a long line of criminals. His father, Prosper Diamond, kept a secret tunnel in the basement of the Diamond House leading into the old Tett Barn. With Diamond gone and Sam Tett unaware of his family's past relationship with the Diamonds, no one knows about the secret tunnel that connects the two houses. In fact, the tunnel goes deep enough that it completely avoids the dome altogether. The only challenge is escaping the notice of the angels who stand permanent **guard** around the dome.

## Rivertown Square

The heart of Rivertown is its square. Thanks to its prosperous position at the crossroads of two major roads and the Great River that flows to the south, Rivertown Square is a commercial powerhouse.

### C1 – Moothall

Rivertown’s Moothall acts as the town’s parliament building, meeting house, and recreation center. Jointly owned by the town’s elders and paid for by the tolls, the moothall is free of any specific ownership.

During times of trouble—such as the current one—the citizens of Rivertown meet at moothall to discuss the proper courses of action. Usually, the meetings are lead by Brother Jeremiah of the Temple of Nature. In his absence, one of the three elders—Lupo Gregor, Ufin Cropper, or Golan Stoneberry—lead the meetings. Golan comes off as a bit of a dictator, whereas Lupo is the passionate and calm intermediary. Considered the weakest by most, Ufin rarely speaks but will if pressed.

Jeremiah’s deputies, Jon Lowery, and Emmet Bronson keep the peace during the meetings.

**Rumors and Clues.** Since most of the citizens of Rivertown gather during the town meeting, it’s possible for the characters to meet and speak with just about everyone caught in the dome.

**Town Meeting.** The first hour of the quarantine, Jeremiah Locke gathers his deputies and rings the moothall bell. After a few minutes, a crowd of 100 or so Rivertownfolk gathers to hear Jeremiah explain the situation. Any questions that the characters might have missed early on in the investigation might be asked by a member of the crowd.

### C2 – The Ragged Mule Inn

Possibly the oldest building in Rivertown, the aptly named Ragged Mule sits on the eastern side of the Maple



Creek Bridge. The inn boasts a comfortable selection of rooms (only two are available after the dome drops), a decent tavern and kitchen, and stable.

The characters might choose to stay at the Mule. Food, drink, and inn stay are all of modest quality. It costs 1 gp per day to stay at the Mule, and that includes food and drink. It’s an additional 5 sp per mount.

Everett Lowery (N male human **commoner**) runs and lives in the inn with his two sons Kerit and Kong. Kerit is just a boy, usually found learning from the Widow Watson in the mornings. Kong (CN male human **thug**) is a teenager, but hard-headed and stubborn. He’s supposed to help his father and brother with the inn but is usually found hanging around his companions in the shipyards. Everett suspects that Kong is taking jobs from the town’s lender, Graele Cropper (area N3).

In addition to the Loweries, the inn is managed by a regular waitstaff of seven. When the dome came down, three of those staff members, Daev, Fros, and Melissa (N male and female human **commoners**), were caught inside. The three live outside of the town proper and are eager to return to their homes. The cook’s name is Grot (LG male half-orc **veteran**). Grot doubles as the tavern’s bouncer, as well. Found either drinking or tending to horses, the stablehand Laire (LG female human **commoner**) is in a relationship with Grot.

While the Mule doesn’t have the patronage that its two competing taverns do, there are a few regulars that frequent the bar. Graele Cropper (area N5) drinks wine at a small table in the back. Here, she makes deals with the citizens of the town. While she’s working, Kong isn’t allowed to approach her.

Locked in the dome, the merchant Brenden Goatknuckle (area N1) has made the inn his temporary home until the dome lifts. He showers the other patrons with drinks while telling loud, inappropriate stories to all who will listen.

Finally, Oscar the Tollman always grabs an ale after his shift ends at the Maple Creek toll.

**Rumors and Clues.** The same day each week for the last month around midnight, Oscar the Tollman has seen four individuals cross the bridge heading into the town square. Those people are Loretta Jaymichael (area W3), Moer and Sinka Relic (area W4), and Renee Carver (area A9). Then, three hours later, they each return to their homes. While they don’t travel together, he finds it odd that all would travel into town square at the roughly same time every week.

### C3 – Rivertown Miller

Barry Garren (LG male human **veteran**) is the town miller. Beyond the bakers and transporters in town, few ever see the old man. The only hint he’s there is the lone candlelight that flickers in the window of the mill every night.

Years ago, Garren had a spat with one of Grakken’s farriers. The farrier shoved Garren, calling the old soldier a cheat. Garren, prone to rage, replied with a stiff fist in the farrier’s nose. Despite his age, Garren still packed a lot of power in his punch; that one punch killed the farrier. Witnesses know that Garren was provoked and he wasn’t charged with a crime. That hasn’t made Garren feel better about what happened, hence his self-imposed seclusion.



Garren doesn't enjoy company nor does he associate with the other Rivertownfolk enough to have any useful rumors or clues. However, he will help the town once the trouble starts.

#### C4 – Bozan the Butcher

Originally from some unknown, far-away place, Bozan is the town's butcher. With a thick accent and hearty laugh, he welcomes everyone into his shop, providing the Rivertownfolk—along with others from afar who've heard of the famous butcher—with select cuts. Goat, cow, pig, chicken—if it's got meat, Bozen will turn it into a delicious work of art.

Secretly, Bozan is an enemy of the Croppers. He, like many of Rivertown's business owners, owes money to Graele. A year ago, Graele sent her thugs to work him over. Bozan (LG male human **gladiator**) easily handled the trio and sent them running with a message: "She'll get the money when she gets it." Graele, seeing the proud butcher's protests as audacious, sunk to her lowest level yet: she poisoned Bozan's daughter, Minera. Fortunately, Minera recovered but was left blind. He's been saving to hire a priest to restore Minera's vision. Minera now stays with Bozan's mother back home.

While Bozan has no proof Graele poisoned his daughter, he knows it in his heart it was her and actively seeks revenge against the crimelord.

**Rumors and Clues.** Bozan falsely believes that Graele is behind the troubles in Rivertown. When things get hairy (or if he becomes one of the infected) he heads straight for Graele wherever she is to confront and kill her.

#### C5 – Maple Creek Florist

If there's a Rivertown home with beautiful, blue river lilies in it, chances are those flowers came from Maple Creek Florist. The florist is managed and owned by **Noah Sander** (see Appendix C), a powerful warlock and demon-worshiper. During his time in Rivertown,



Sander gathered six other souls into a cult known as the Emerald Seven. The Seven meet in the basement of the florist, practicing their dark arts.

The top floor of the florist is dominated by a single room with a few shelves and a simple counter. Flowers are everywhere, especially the shop's signature blue river lilies. Sander sleeps in a sparsely-decorated room at the rear of the shop. The trap door to the basement is hidden under the trunk at the foot of his bed. Noah keeps it locked at all times. A successful DC 17 Dexterity check using proficiency in thieves tools unlocks the trap door. Alternatively, it can be pried open with a successful DC 15 Strength check.

No larger than the building above it, the basement is a cluttered mess of ancient tomes, spell components, ritual implements, and other dark relics (combined value of 500 gp). In addition, Noah keeps his ritual book in the basement. Noah's ritual book contains all the spells found on the Seeker spell list (see Appendix A) as well as details on Qua-Soko and the green-eyed virus. A successful DC 12 Intelligence (Arcana) reveals that the basement is the domain of a warlock and the summoning ground for evil.

Having kept a low profile since the dome dropped, chances are the characters will find Sander in his Florist Shop. He and the other members of the Emerald Seven have been waiting for

Qua-Soko's instructions at their own locations. If Sander suspects that the characters know his true identity and intentions, he attacks, hoping to frame the characters as robbers. He values his life and will run if reduced to 40 hit points or less, hiding in the Slumbering Wood.

**Rumors and Clues.** Beyond the presence of the warlock Sander, the characters may draw the conclusion that the blue river lilies the Stoneberries keep in their home can only be purchased at the Maple Creek Florist. Also, A successful DC 15 Intelligence (Investigation) check in the basement reveals charred human bones. (They are the bones of Julius Carver, who was immolated during Qua-Soko's summoning ceremony.)

#### C6 – Rivertown Temple of Rebirth

Rivertown's Temple of Rebirth serves as both the town's primary place of worship and its courthouse. The priests serve as lawmen, chroniclers, and intermediaries between the normal citizenry and the Goddess of Rebirth. Jeremiah Locke (LN male human **priest**) is the town's constable. Logical and slow-to-judge, it's rare that the Rivertownfolk disagree with Jeremiah's decisions. Unfortunately, Jeremiah's recent run-in with Cabal Grayson left him infected by the green-eyed virus.

Jeremiah has four deputies that work with him. Two of the deputies, Jon Lowery (NE male human **acolyte**), Everett's older brother, and Emmet Bronson (LN male human **guard**) keep the peace throughout Rivertown. The other two deputies, Samara and Derrin (CG female and male human **acolytes**) work in the temple. The two are lovers. Jeremiah and the three acolytes live in the temple while Emmet lives with his father on the western end of town.

The Temple of Rebirth holds service each night at dusk, and then a weekend mass that most of the Rivertownfolk attend.

Unbeknownst to Jeremiah and the others, Jon is a member of the Emerald

Seven. He murdered Gideon Horalt to cover up the cult's tracks. Jon stabbed Gideon with a dagger, then placed the servants' in the Maple Creek.

**Rumors and Clues.** While gardening around the temple, Derrin discovered blood on the side of the building. He isn't sure where it was from and showed it to Jeremiah (the blood was Gideon's).

**Confronting Jon.** If the characters discover that Jon is one of the Emerald Seven, he runs immediately, knowing he is no match for them. If caught or cornered, he reveals nothing. Instead, he chooses to kill himself, slashing his own throat with the same dagger he used to kill Gideon. Should the characters prevent him from killing himself, they may be able to coerce information about the demon Qua-Soko and the Emerald Seven out of him.

**Safety at the Temple.** When the virus begins to spread rapidly, many of Rivertown's citizens turn to the temple for protection.

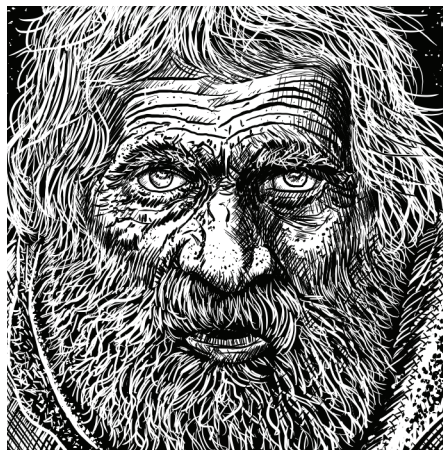
#### **C7 – Rivertown Wainwright**

Loken (area N4) is the town wainwright. Tough as nails and lacking any sort of sense of humor, she's a staple of the Rivertown community. Without any real competition, her shop stays busy. She is also one of the few people in town who don't owe money to Graele Cropper. Loken knows a snake when she sees one.

When the dome drops, Loken locks up her shop. "Ain't nobody needin' wagons if we can't get out of here," she replies to anyone who asks.

#### **C8 – Rivertown Counting House**

Ufin and Graele Cropper run the Rivertown Counting House. It's rare that Graele is present in the counting-house, preferring to do her "business" at the Mule, the shipyards, or anywhere else she can avoid the notice of Jeremiah and his deputies. She prefers to keep up the appearance of



an ordinary housewife (although, most Rivertownfolk know better).

The Croppers employ Dana Gem (LN female human **commoner**) as Ufin's assistant. Dana is unaware of Graele's true nature. She lives just outside of town and is one of the unfortunate few cut off from her home when the dome came down.

**Rumors and Clues.** The Croppers have files on nearly everyone in town locked in their records room. A character looking for details on a specific Rivertown citizen can spend ten minutes searching for a file. At the end of the ten minute period, if they pass a successful DC 12 Intelligence (Investigation) check they learn facts about the person in question.

If the characters come to the counting-house expecting to find evidence of demon-worshipping or the green-eyed virus, they will be severely disappointed. Not only is Graele not involved with the Emerald Seven, but she also is not even aware of their existence.

However, a successful DC 15 Wisdom (Perception) check reveals that Graele was currently working on a file titled: Captain Rikkets (who, in fact, is a member of the Emerald Seven). In the file, she notes that she doesn't trust Rikkets, thinking that he's at work with a secret organization to undermine her authority in town. However, she doesn't know exactly whom he's working with.

#### **C9 – Smalltown Home**

The Barkers are Sue and Mikel. They live in the town square with their two children, Mikelson and Remy. All of the Smalltowns NG human **commoners**. Mikel stays home with the children while Sue operates a ferry along the Great River. Sue was caught outside of the dome. She makes camp at Sam Tett's farm and hopes to be reunited with her husband and children.

**Rumors and Clues.** Mikel Smalltown overheard somewhere that there is a green-skinned demon man working a tent in the market field. People are already beginning to talk that the tiefling might be responsible for the virus. (While hardly the most trustworthy fellow in Rivertown, the tiefling, Rucker, of whom Mikel speaks, had nothing to do with the virus.)

#### **C10 – Raeger Home**

The Raegers are well known all over Rivertown as a red-headed, rowdy, rambunctious bunch. Eight Raegers live in the Raeger Household in Rivertown square.

**"Papa" Cohen Raeger.** Seen by many as a bully and a cheat, Papa Raeger (LN male human **veteran**) is the patriarch of the Raeger clan. He owns two of the warehouses in the southern end of town. It's not uncommon to find him lechering after one of Rivertown's women at one of the bars. Of course, his wife, Broma always finds out and whacks him with a cutting board as punishment.

**"Mama" Broma Raeger.** Broma is the matriarch of the Raegers and possibly one of the toughest citizens in all of Rivertown. A former pit fighter, Broma (LN female human **gladiator**) isn't afraid to fight when she needs to. Unfortunately, she's losing her sight as she gets older but doesn't want anyone to know.

**"Gram" Hilda Raeger.** She might be venerable, but Gram Rager is anything but calm. Cohen's mother, and just as every bit as tough as Broma, Hilda Raeger (NG female human **common-**



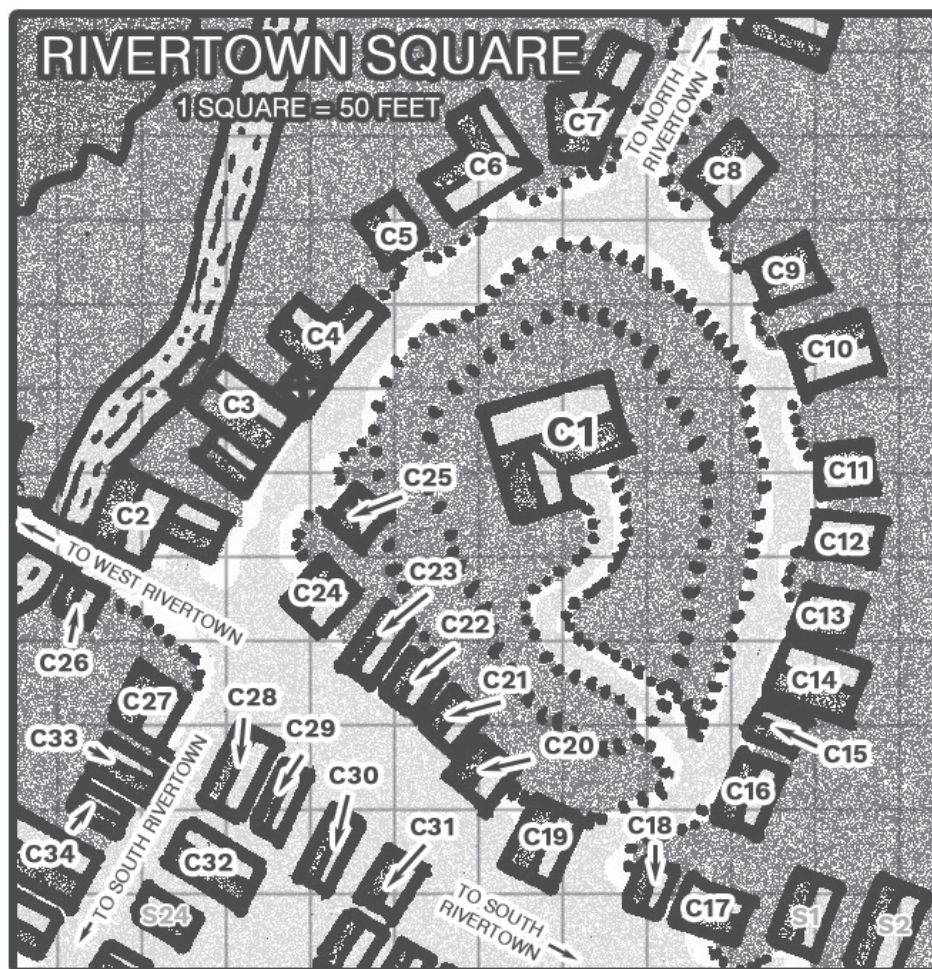
er) is 106-years old. Very little keeps her from speaking her mind. Her and Donnie have a close relationship.

**“Brother” Toman Raeger.** Cohen’s brother and uncle to Donnie, Owen, and Brutus. Toman (CG male human **guard**) fought in the military alongside his nephew, Donnie. After Donnie’s injury and mistreatment by the army, Toman was booted for punching an officer. Toman works at the warehouses alongside his brother and nephew, but spends half his time drinking and shooing away the trio of punks that hang around the shipyards.

**“Sister” Tenchi.** Tenchi (LG female elf **guard**) is the adopted daughter of Hilda Raeger. Despite her different heritage, Toman and Raeger have never doubted that Tenchi is their sister. Both brothers would die before someone dishonored their sister, and the two have stayed the night in the temple lockup on more than one occasion for handling racial slurs thrown Tenchi’s way. Tenchi is in love with Grot, the Ragged Mule’s cook. Sadly, Grot isn’t aware of Tenchi’s infatuation.

**“Soldier Boy” Donnie Raeger.** The Raeger’s oldest son, Donnie (NG male human **guard**), was a soldier who lost his arm in battle. Despite his hindrance, he helps Papa Raeger at the warehouses, stepping in when his father’s greed gets the best of him. During his time in the army, Donnie discovered a powerful dagger capable of slaying demons known as demon’s bane (see Appendix B). Although he keeps it hidden in his room, he once showed the dagger to Franken of Franken’s Little Magic Shoppe (area S2).

**“Pretty Boy” Owen Raeger.** Known for his athleticism and charm, Owen Raeger is a popular face around town. The most handsome of the Raeger clan, Owen (LN male human **noble**) is an apprentice at Gregor Arms. He’s had a crush on Lana Gregor for as long as he can remember, but Lana has no interest in Owen (she prefers women, anyways).



**“Good Boy” Brutus Raeger.** Ironically, Brutus is seen as the “good one,” although he’s anything but. During his formative years, Brutus (LE male human **thug**) tormented many of his peers. Even Kong Lowery, seen by many of the Rivertownfolk as the toughest boy around, fears Brutus. Brutus used to work with his family at the Raeger Warehouses but quit following an argument with Papa Raeger. Now he wastes time wandering the town looking for trouble. The allure of The Resistance attracts him instantly.

**Rumors and Clues.** The Raegers that work the docks note that a trio of unusual ships recently anchored just before the dome dropped. One of the ships is named the *Green Lady*. Another is manned by a cult of storm worshippers. And the third ship does

not appear to have any crew beyond its captain, which many of the dockworkers find odd considering the ship’s large size.

**C11 – Empty House**

Years ago, this old house was owned by the Breyerd family. However, the Breyerds moved from Rivertown seeking new opportunities in the west. Now, the Croppers own the house and sometimes rent it to passersby coming into town. However, anyone who’s stayed in the house for one night speaks of a ghost that haunts the halls. They haven’t been able to find a tenant—or buyer—in months.

**Rumors and Clues.** The ghost was actually a poltergeist of a powerful orc shaman who was buried beneath the house, and the real reason for the



Breyerd's evacuation. Just a few days ago, Qua-Soko devoured the shaman's spirit, using the shaman's hatred and curse as one of the ingredients of the green-eyed virus.

Now the house remains empty. However, the signs of Qua-Soko's battle with the poltergeist are clear. A successful DC 15 Intelligence (Arcana) reveals a fight took place between two otherworldly creatures—the undead spirit of the orc shaman and the demon Qua-Soko in its human vessel. When Qua-Soko destroyed the shaman, it left a scorch mark in the shape of an orc's shadow on the floor.

### **C12 – Lana Gregor's Home**

Lana (LN female human **noble**) is the stern heir-apparent of the Gregor clan. She runs the weapon shop, Gregor's Arms (area **C13**), and has followed closely in the footsteps of her father, Lupo. Lana is secretly adopted, although a number of townsfolk are aware of this and don't see it as an issue.

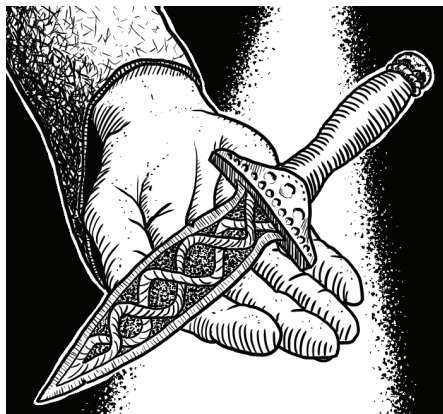
When Lana isn't working, she's often hosting soirees for the town's upper class.

She recently ended a relationship with Aza Baron of Baron Saddleworks. The two refuse to speak to each other.

**Rumors and Clues.** Lana is one of the last people to see Gideon Horalt alive. When walking home from the Ragged Mule a few weeks ago, she saw Gideon and Jon Lowery in the middle of a heated conversation. Both were walking towards the Temple of Re-birth.

### **C13 – Gregor's Arms**

Thanks to Rivertown's placement along a busy river and road, adventurers are a frequent sight in town. As such, Gregor's Arms, the number one spot to purchase weapons in town, always stays busy. Many of the weapons are purchased from local smiths, although, Lana, the shop's proprietor does offer basic repair services. An elf named Old Turkey (LE male elf **spy**) works for



Lana, keeping the shop clean. No one knows the old elf's real name, and he ain't tellin'. Truth be told, Old Turkey was sent by an out-of-town rival of Graele Cropper to collect information on the old woman and her comings and goings in Rivertown.

All weapons from the *PHB* can be purchased at Gregor's Arms. There is also a 20% chance that a common or uncommon magic weapon is available in the shop, as well. However, Lana ups the price on such items knowing the high demand of such wares.

**Rumors and Clues.** Old Turkey uses the situation to point the blame on the Croppers. He quickly spills the beans that Graele Cropper is a criminal mastermind and has leverage on nearly every person in town hidden in the Rivertown Counting House (this is true).

### **C14 – Baron Saddleworks**

Aza Baron (LG female half-elf **commoner**) runs Baron Saddleworks. Like many of the businesses in Rivertown's Town Square, the saddleworks benefits from its strategic location along the Western Road. Baron Saddleworks specializes in high-end saddles. Aza even keeps barding on hand for adventurers with deep pockets.

Until recently, Aza had been staying with her ex-lover, Lana Gregor. The two split, and now Aza sleeps in her shop. Aza hasn't taken the break-up well. Some days, she refuses to open the shop. This is unfortunate, of course,

because she owes a great deal of money to Graele Cropper. Already, Graele's thugs have come knocking.

**Rumors and Clues.** Aza spends most of the quarantine drunk and depressed pining after Lana Gregor. However, if pressed, she suggests that Graele may be behind the recent troubles in Rivertown.

### **C15 – Saw and Beam Carpentry**

Pork Westfeather (LG male halfling **commoner**) and his wife Lilypad (LN female halfling **commoner**) own Saw and Beam Carpentry. "If it can be made from wood, we can make it." Both are expert craftspeople. They've built houses, furniture, and even the odd weapon. Their wood-crafting skills are visible all over town and their talents are sought after throughout the region.

When the dome came down, Pork was traveling with the couple's infant son, Bongbong. Like many of the Rivertown exiles, he waits in the field north of town until the dome comes up.

**Rumors and Clues.** The Westfeathers aren't big on gossip. But like many in town, they believe that many of Rivertown's problems usually come one of two places: the travelers who stay at the Cracked Crown and the Cropper Counting House.

### **C16 – Mayerson Armory**

Lana Gregor's biggest competitor is Omo Mayerson (LN male human **commoner**), owner of Mayerson Armory. Having made a great deal of money in another city, Omo purchased the building for quite a bit from the Croppers. However, it was worth it, as Mayerson stays perpetually busy thanks to its strategic location. Mayerson employs two assistants, Gaurud and Nice (N male human **commoners**). Both were working at the armory when the dome came down.

**Rumors and Clues.** Omo suspects that the green-skinned tiefling selling "magic remedies" in the market field may have something to do with the virus. (He doesn't.)

**C17 – Jojo’s Fruit Stand**

When Rivertownfolks want fresh fruit, they go to Jojo’s. Jojo, a transplant from a faraway land, trades in exotic fruit and vegetables. That’s the first thing he’s known for. The second thing he’s known for is his frequent arrest record. A self-proclaimed “anarchist”, Jojo (CN male human **veteran**) has difficulty following the Temple of Rebirth’s laws. Similarly, he’s angered Graele Cropper on a number of occasions, as well as some of the elders. Still, you’ll be hard-pressed to find mangoes as good as his.

**Rumors and Clues.** Jojo used to be visited by Rickard Stoneberry’s son, Elmer, nearly every day right up until a week ago. He wonders why the boy hasn’t come around and whether or not it has anything to do with the troubles in Rivertown.

**C18 – Mayerson Home**

Omo Mayerson lives in a small, converted home on the Western Road with his wife, Gayle, and daughter Patrice.

**Omo Mayerson.** Omo is the owner of Mayerson Armory just down the street from the Mayerson’s home. Omo is a relatively new addition to Rivertown. Despite his wealth, Omo is a salt-of-the-earth type, with calloused hands and a perpetually sunburnt nose.

**Gayle Mayerson.** Since the death of their young son Omar a year ago, Gayle (N female human **commoner**) rarely leaves from the Mayerson home. However, while Omo works, Jon Lowery of the Temple of Rebirth has been by to visit. Unknown to anyone except the Mayerson’s daughter, Patrice, Jon and Gayle are having an affair.

**Patrice Mayerson.** The Mayerson’s teenage daughter Patrice (CG female **commoner**) is considered by many of the Rivertownfolk to be a menace. She sneaks drinks, starts fights, and has even been tossed in the Temple lock-up on a few occasions. As the only person who knows of her mother’s affair, Patrice despises Jon Lowery.



**Rumors and Clues.** Patrice doesn’t trust Jon Lowery at all. The last time Jon came by the house, she noticed a spot of blood on the cuffs of Jon’s robes. (The blood was Gideon Horalt’s from when Jon killed him. Jon went to Patrice’s shortly afterward to clean his robes. The acolyte claims he had to kill a badger near the temple, but Patrice doesn’t believe him.)

**C19 – Stoneberry Jewelers**

Golan and Rickard Stoneberry manage the jewelry shop at the corner of the Western Road and Main Street. As one of the oldest establishments in Rivertown, the extraordinarily lucrative jewelry shop is a destination for the province’s wealthy.

In addition to the brothers, the jewelers have an assistant named Sunny (CG female human **commoner**). She was caught in Rivertown when the dome came down; her parents wait for her in the field north of town. Sunny is best friends with Patrice Mayerson.

**Rumors and Clues.** Sunny explains that Rickard’s son, Elmer, has been sick for about a week.

**C20 – The Wanderer’s Herbalist**

The herbalist shop was closed when the dome came down, its owner Harrell Harper on a sabbatical with his family. They were fortunate enough to be spared imprisonment with the other Rivertownfolk.

**Desperate Times.** Unfortunately, the shop is a popular target for vandalism as the citizens of Rivertown believe the preventative herbs can protect them from the green-eyed virus. Unfortunately, the green-eyed virus can only be cured by magical means.

**C21 – The Goliath**

Passersthrough looking for a quick bite to eat often stop at The Goliath, a small restaurant on the Western Road. There, Chef Goober (N male halfling **commoner**) and his partner Unk (N male half-orc **commoner**) serve up tasty eats at a premium price. Most Rivertownfolk recommend the potato and leek soup. Despite the huge volume of business the restaurant sees, Goober and Unk are both luckless gamblers; the two owe quite a bit of money to Graele Cropper. Unk’s faced a thrashing from Graele’s thugs and Goober once had his leg broken by Graele herself. When deputies Lowery and Bronson investigated, Unk and Goober kept the identity of their attackers a secret.

**Rumors and Clues.** A regular of the Goliath, Gideon Horalt, the servant of the Stoneberries, stopped visiting about three weeks ago. Rumor has it that Gideon suddenly left town and no one knows why.

**C22 – Potter Jim’s**

The widower Potter Jim—potter by name and trade—spends most days working the kiln in this pottery shop along the western road. Jim (N male human **commoner**) is not as fast as he used to be but mainly keeps the shop running to keep his mind sharp.

Jim’s wife, Lorna, died five years ago. He still brings blue river lilies to her grave once a week.

**Rumors and Clues.** Potter Jim purchased blue river lilies from the Maple Creek Florist the same day the dome dropped. As far as Jim knows, the blue river lilies can only be purchased from the Maple Creek Florist.

**C23 – Gregor Weaving**

There's a saying in Rivertown: "if you can't find your wife, check Gregor Weaving on the Western Road." The weaving shop, run by Gregor matriarch Matilda, is a popular destination for gossip and rumor. Plus, Matilda is a genius on the loom. Her dynamic creations are popular all over Rivertown.

When the dome comes down, many of the ladies who frequent Matilda's shop desert. Matilda stays for a little while to help anyone who needs it.

**Rumors and Clues.** Matilda's son, Matin, was at the Onyx Ox when Cabal Grayson had her breakdown. He hasn't been feeling well since the incident.

**C24 – Selene the Baker**

Following a tough divorce, Selene (LG female human **veteran**) moved to Rivertown six months ago with her son Daniel. The previous baker had just retired and the price was right for the shop—with a small loan from Graele Cropper, of course. Selene is young and energetic, but the long hours at the bakery are starting to get to her. While Selene works, Daniel learns from the Widows Watson at the north end of town.

**Rumors and Clues.** Selene is still new in town, so she doesn't know all the rumors and gossip just yet. However, she did notice a group of six people leaving one of the shops down the street from her bakery a few nights ago, just three hours past midnight. She isn't sure which shop they were at but knows it was one of the five buildings on the main street: Needle and Ed's, the Ragged Mule, the Rivertown Miller, Maple Creek Florist, or the Temple of Rebirth. (The group was the Emerald Seven leaving the florist shop).

**C25 – Needle and Ed Tailor**

Ed Heggel (N male half-elf **commoner**) is the town's tailor. Not the savviest of businessmen, Heggel's shop is a bit of a mess. He had an assistant but couldn't afford to keep paying him.



Somehow, he's managed to stay away from a Cropper Loan, but he's getting close to saying "yes" to Graele's constant insistence. Ed is in a relationship with the chandler, Rikket. Rikket's offered to help Ed with his finances, but Ed, stubborn and full of pride, refuses.

**Rumors and Clues.** Ed isn't the sharpest needle in the pin-cushion, but he does reveal that he's seen people hanging around the florist late at night.

**C26 – Toll House**

Rivertown doesn't require its citizens to pay taxes. This is thanks to the busy toll bridge over Maple Creek. Anyone looking to cross must pay 1 cp per four-legged animal or go around the long way through Gongspire to the north. On an average day, the toll house collects 5 to 10 gp worth of tolls. The bridge is managed by Oscar the Tollman (LG male human **commoner**) who's at his post every day, rain or shine. While Oscar has a small home to the west of Rivertown, it's not uncommon to find him asleep at either the Ragged Mule or even in the toll house.

When the dome drops, Oscar closes the toll and heads to the Ragged Mule to drink.

**C27 – Menkin Smithy**

Menkin Smithy has been around since Rivertown's founding. Jerome Menkin (LG male human **commoner**), the shop's current proprietor, took over

ownership from his father, Edgar, following his passing a decade ago. Now an old man himself, Jerome keeps the business going with help from his son Lionel (LN male human **commoner**). Jerome is tough but fair, and his prices are reasonable. While he may not have the selection that Mayerson or Gregor does, he does offer plenty of non-weapons and armor such as barrel hoops, tools, wagon parts, and horseshoes.

**Rumors and Clues.** Jerome Menkin finds it odd that only one week after Renee Carver's husband, Julius, went missing, she's been seen hanging around Noah Sander at the Maple Creek Florist. In fact, he's even seen the two leaving together on occasion.

**C28 – Grakken Farrier**

Sheila Grakken (LE female dwarf **commoner**) owns Grakken Farrier. Most Rivertownfolks dislike Grakken, knowing her to be a shrewd, callous woman. Her three sons, Merner, Tope, and Garvin (LE male dwarf **commoners**) are known all around town as punks. Tope and Garvin work at the farrier while Merner spends his days with Rhoda Errol and Kong Lowery in the shipyards.

Sheila's had it out for the miller Barry Garren ever since he killed one of her apprentices a few years ago. She was suspected of a fire at the mill a year ago, but the Temple deputies couldn't find any proof that it was her doing.

**Rumors and Gossip.** Lying through her teeth, Sheila tells anyone that will listen that the miller, Barry Garren has been practicing the dark arts. A successful Wisdom (Insight) check contested by her Charisma (Deception) quickly sees through her lies. She still harbors a personal grudge for Garren and hopes to turn the town against him.

**Dwarven Immunity.** Sheila and her sons are dwarves and are therefore immune to the green-eyed virus.

**C29 – Rivertown Mason**

The mason went out of business last



year and no one has yet to take its place. Like many of the properties on the Western Road, the Croppers own this storefront. The steep asking price for rent has turned away quite a few prospects. As such, Rivertown has had to purchase its masonry services from out of town. Other than chalky dust from the stone and bricks that were stored in the building, the Rivertown Mason is completely empty.

### C30 – Ebard’s Dried Cuts

Farmer Gum Ebard (NG male human **veteran**) sells dried meats in the small shop facing the Western Road. The property was Gum’s father’s and beyond a little upkeep here and there, has no real costs tied to it. Graele Cropper’s been trying to get Ebard to sell it, but the stubborn old coot won’t budge. She even once sent her trio of thugs to convince the man otherwise; all three returned to Graele with broken noses and busted lips. When the dome came down, Ebard was at Bozan’s. Despite being competitors, the two are best friends thanks to their mutual hatred of the Croppers.

**Rumors and Clues.** Like Bozan the Butcher, Ebard immediately suspects that Graele Cropper has a hand in the dark dealings that plague the town.

### C31 – Rikkets’ Chandler

Captain Rikkets (LE male human **spy**) is a retired ferryman and the loud-speaking owner of Rikkets Chandler where he makes his money selling supplies for boats. Rikkets is one of the members of the Emerald Seven.

Rikkets’ is in love with Ed Heggel the tailor and will do anything to protect Ed.

**Devious Ally.** Rikkets’ is one of the most dangerous people in town. If he suspects that the characters are on to him or the other members of the Emerald Seven, he will attempt to ingratiate himself with them, offering false assistance. From there, he will find an opportunity to poison the characters using a needle he keeps in his



cuff. When the moment is right, have Rikkets make a Dexterity (Sleight of Hand) check contested by a character’s passive Perception score. If Rikkets fails the check, the character avoids being pricked and catches Rikkets in the act. Otherwise, Rikkets pricks the character and poisons them without them noticing.

Rikkets is smart, and would rather flee than fight. If cornered, he will first try to lie, telling the characters that he is in league with a group outside of town and has nothing to do with the virus. If the characters see through his lies, they can coerce him to reveal what he knows about the virus and the Emerald Seven in exchange for his freedom.

**Rikkets’ Poison (Injury).** Rikkets created this poison using an extract from river coral. A creature subjected to this poison must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage and be poisoned for 1 hour on a failed saving throw, or half as much damage on a successful saving throw and not be poisoned.

### C32 – Distant Journeys

Anyone looking to book a journey down the Great River usually does so at the Distant Journeys travel agency on River Street. Fortunately for the shop’s owner, Azaka Mordell, the shop was closed when the dome came down; Mordell lives outside of town proper.

### C33 – Sabba Ale House

A popular spot with sailors and porters, Sabba Ale House is a tavern and eatery on River Street. The shop is owned by the Sabba brothers, Lorm and Jum. Lorm (CG male dwarf **commoner**) is a former ferryman who works the stoves. Jum (LN male dwarf **veteran**) is a retired soldier who tends bar.

Lorm harbors a dark secret: an **orc** named Yarg lives in the cellar. Narrowly escaping a raid, Yarg swam the Maple Creek where Lorm discovered him three days ago. Kindhearted and dullwitted Lorm has been nursing Yarg back to health. Little does he know that Yarg is a chaotic evil creature who plans on killing and robbing the Sabbas once fully healed. Jum has yet to discover the orc. Due to his injuries, Yarg has only 6 hit points.

**Rumors and Clues.** Anyone who enters Sabba Ale House smells a strong musk. Lorm claims it’s something one of the sailors tracked in with their boots. However, a successful DC 13 Intelligence (Nature) check reveals it to be the scent given off by orcs. If pressed, Lorm is quick to cave, revealing Yarg in the cellar. Yarg is too injured to fight, but also too proud to speak. If he is given proper healing (and a fair amount of intimidation), he might assist the characters in Rivertown.

**Dwarven Immunity.** The Sabba brothers are dwarves and are therefore immune to the green-eyed virus.

### C34 – Sabba Home

The Sabba brothers live next door to the alehouse with their father Moz (N male dwarf **commoner**). Moz is mostly paralyzed from a massive stroke he suffered years ago. He now sits in a chair by the window all day, tended to by a local farm girl named Prilla (NG female human **commoner**) while the boys work.

**Rumors and Clues.** Moz has seen his son Lorm with the orc, Yarg. Unable to speak or communicate in any meaningful way, there is nothing he can do to

get help. However, he can use his hand to write out the word “orc.”

**Dwarven Immunity.** Moz is a dwarf and therefore immune to the green-eyed virus.

## South Rivertown

Rivertown’s docks and shipyard along the Great River dominate the southern end of town. It is the heart of Rivertown’s industry and trade, full of hardbacks, shipwrights, and surly sailors.

### S1 – Ino’s Garden Vegetable Stand

Next door to Jojo’s fruit stand is Ino’s Garden, the town’s vegetable stand. While the majority of Rivertown’s vegetables are purchased at the farmer’s market, Ino (N female elf **commoner**) sells exotic vegetables and herbs imported by Great River ferrymen. Growing up on a sailing ship, Ino, an elf, has been independent her entire life. While some Rivertownfolk stay suspicious of her, she’s friendly with the majority of the business owners on the western road.

**Rumors and Gossip.** Ino and Jojo are huge gossips. Both incorrectly suspect that the green-skinned tiefling, Rucker, in the market field (area N1) is responsible for the virus.

### S2 – Franken’s Little Magic Shoppe

A former monster hunter, Franken (NG male gnome **mage**) traded a rare book to Graele Cropper in exchange for the deed to the shop. All manner of strange, rare, and occult objects clutter the shelves of Franken’s shop. Of course, Franken isn’t interested in selling any of his wares and scares away most who enter.

Franken keeps his ear to the ground for strange goings-on in the region. Then, when monster hunters blow through, he assigns them tasks. Jeremiah Koons knows of Franken’s operation but lets it slide. After all, monster attacks have dropped considerably since Franken moved in.

One of Franken’s monster-hunting



friends, Rob Catcher (LG male human knight) was passing through when the dome dropped.

**Franken the Occultist.** Franken has forgotten more about outsiders than most will ever know. When the dome drops and the name Qua-Soko comes out, he immediately turns to his books. If the characters speak with him, he reveals what he knows about Qua-Soko.

- Qua-Soko is a greater demon of pestilence.
- As a greater demon, it is likely that Qua-Soko has possessed one of the townsfolk and now hides in the body. However, the air around Qua-Soko is unnaturally cold.
- Qua-Soko will be immune to most mortal weapons. Only weapons made of cold iron or divine weapons that can harm fiends will work on Qua-Soko.
- “Soldier Boy” Donnie Raegar once brought such a weapon into the shop so Franken could look at it. The characters might ask for his help.
- The plague that Qua-Soko is often associated with is known as the “green-eyed virus.”
- Only an evil spellcaster of great power would be able to summon Qua-Soko, and it is unlikely that they did it alone. Franken suspects there may be a secret cult at work in town.
- Furthermore, the summoning ritual would require a sacrifice in addition to a host. Franken suggests that the

characters look for recent disappearances or murders in town.

- It’s likely that there was a “patient zero”, a creature that had the virus before anyone else. He heard that Cabal Grayson was the first person to show signs of a strange virus, her eyes glowing green before she was killed. She might be patient zero, but there have been another before her.
- If Franken can gather the following ingredients, he may be able to find a cure to the green-eyed virus: the blood of Qua-Soko’s host, the full-body or part of the body of the virus’ “patient zero”, and the ritual book that summoned Qua-Soko. He believes he can create the cure with only one element if he has to but would prefer all three.
- Bobb Talker at the Pen and Ink owns a book that contains a ritual called “outsider’s trap.” Franken suggests the characters learn it and use it on Qua-Soko.

Franken prefers to remain in the shop. As the only one that can create the cure, he wishes to stay safe and let the characters find the elements to create the cure. However, he will suggest the help of his old allies, Rob Catcher and Jack Quick (area S3).

**Suspicious Assistant.** Franken has one assistant named Gvolg. A secret to only Franken, Gvolg is a neutral **green hag** in disguise as an attractive dwarven woman. The two were once enemies, then lovers, and now just co-workers. Thanks to her fey nature, Gvolg is immune to the green-eyed virus.

### S3 – The Curly Kobold Barber

Jack Quick, a former (mostly unsuccessful) adventurer runs the Curly Kobold, a barbershop and dentistry. Quick’s neighbor, Franken invited Quick (CN male human **assassin**) to work in the town, hoping the retired assassin would help if things ever got out of hand. Of course, Quick creates more issues than he fixes. If he isn’t chasing after the wife of a Rivertown-

folk, stealing from the farmer's market, or picking fights at the Upstream, chances are he's passed out drunk in one of the back alleys.

**Jack to the Rescue.** Cutting hair and pulling teeth bores Jack. He's quick to help the characters out any way he can. He also suggests that they speak with Franken if they haven't already.

#### S4 – The Cracked Crown Inn

A conservative inn in every sense, the Cracked Crown rarely sees an empty room. Travelers on the Western Road as well as sailors on the Great River with a little more coin stay at the Crown. There, they can expect warm meals, clean sheets, and friendly staff.

The Crown isn't as wide open as the Onyx Ox or Ragged Mule. Instead, it has one main room with a bar and a few booths, then a number of private meeting rooms. Upstairs, there are ten rooms for rent. The owners' own living quarters are at the rear of the bar. A stablehouse attached to the Inn can hold up to twenty mounts. The stablehand Mezza was down the road purchasing feed when the dome dropped.

An older couple owns the inn, Raven and Corgin Hafner (NG human **commoners**). Raven works the bar while Corgin tends the stoves. They have three staff members: Rebecca, Marnie, and Tarron (LN human **commoners**). Rebecca and Marnie serve the tables while Tarron assists Corgin in the kitchen. The Hafner's daughter, Jude, is away at wizarding school.

Fourteen out-of-towners were caught within the inn when the dome dropped.

**Grick Peel.** A mercenary by trade, Grick (LE male human **bandit captain**) and his men were passing through Rivertown when the dome dropped. Grick's got a bag of valuables from a recent caravan robbery. He'd hoped to escape town on a ferry. Paranoid and over-anxious, Grick doesn't sit idle when things turn bad in Rivertown.

**"Goblet" Chalmers.** Grick's right-hand woman is a half-hobgoblin nick-



named "Goblet." Goblet's (NE female **hobgoblin**) sadistic side is a cause for fear among the others in Grick's gang.

**Rubbel Oakaxe.** The muscle of Grick's gang is a scar-faced dwarf named Rubbel (LE male dwarf **gladiator**). Despite his impressive physique, Rubbel is a bit of coward, and not afraid to share his fears with the others. "Shut up, Rubbel!" is the frequent response to the dwarf's whimpers.

**Locket Rhoads.** Grick's cutpurse and lockpick, Locket (NE female half-elf **spy**) says little but notices everything. Since her arrival in town with the rest of Grick's gang, Locket's had her eye on the Strawberry Jewelry shop and the safe tucked away behind the gnomes' counter.

**Juniper.** The fifth member of Grick's gang is the strangest of them all. Juniper (CE female halfling **mage**) is probably the most dangerous of the bunch. Soft-spoken and small, she offers magical resources to the group and is paid well by Grick for her services. But the money isn't why she does it. Juniper is a serial killer and uses Grick's schemes as a way to feed her darkest desires.

**Dran Gioni.** Dran Gioni (CE **drow mage**) is a traveling minstrel who delights in sowing chaos. When he isn't singing forlorn songs in Undercommon, he is engaging those around him in empathetic conversation solely with the intent of pitting them against each other. Recently, he's taken an interest in Sir Galleon of Nost.

**Sir Galleon of Nost.** A paladin headed home to see his family, Galleon (LG male human **knight**), like many, did not expect to find himself trapped in the Rivertown when the dome dropped. He works alongside the Hafners to calm the others caught in the fiasco.

**Guardian.** The one they call Guardian (N male half-orc **gladiator**) is intimidating as he is kind. With unkempt hair and a few squirrels hiding in his robes, many assume he comes from a druidic background.

**Roberto Miguel de'Seville.** A very cheerful and talkative young man, Roberto (CG male human **spy**) will charm the pants off of you. And, if you aren't careful, will get you into bed.

**The Great Khan.** Khan (CN male **archmage**) is hedonism made flesh, a merchant and trader who has everything and anything you need; for the right price of course, darling. Khan keeps his power a secret unless provoked. Even when the dome comes down, he's less concerned with being trapped (he estimates that he can easily escape), but more interested in what happens to the people within.

**Jambya.** Bound to be the guard for The Great Khan forever, Jambaya (LN male human **gladiator**) is large and usually very quiet. Occasionally he mutters, "I am so glad I hitched my wagon to his star."

**Sire Terrowin Barrelborn.** Tall by dwarven standards, this blonde-haired fellow is a proud knight of the Kingdom, albeit a bit zealous at times. Terrowin (LG male dwarf **knight**) hopes to slay a mighty dragon one day.

**Slug Townchild.** Slug (CN male tiefling **commoner**) is an optimistic 12-year old boy who was raised by local farmers. He loves sneaking around and performing harmless pranks. He's also known to learn a few secrets here and there. Recently, Slug's taken an interest in Scarlet Vierata since she's one of the only other tieflings he's ever seen.

**Scarlet Vierata.** Scarlet (CG female tiefling **bandit**) has her own laws in which she believes in absolute justice.



Cheeky, kind, but can be quite strict, Scarlet often wonders what she's getting out of life.

**Rumors and Clues.** The majority of the Crown's inhabitants are out-of-towners. However, the staff of the Crown have heard a few things.

- Julius Carver disappeared a week ago. No one has seen him and his wife, Renee Carver doesn't seem to be looking for him.
- Most of the Rivertownfolk have it out for Graele Cropper, the wife of the town's accountant and lender. People believe she's a criminal mastermind of some sort.
- A strange boat appeared at the docks (area **S28**) a few days ago, just before the virus broke out. The ship's name is the *River Dog*. Its captain, a sour-faced woman, has not left the ship except to gather supplies.
- A green-skinned tiewing merchant named Rucker rolled into town a week ago. As soon as the virus broke out, he claimed to have a cure to the disease. Automatically, everyone suspects that this merchant is the culprit.

Rumor has it that six people were in the fight with Cabal Grayson at the Onyx Ox (area **W5**). Apparently, Cabal went crazy and attacked the bartender, Matin Gregor, biting him.

#### **S5 – Rivertown Guard Post**

Only used during times of war, the western guard post has been empty for a few years. Locked within the small building are a few short swords, crossbows with bolts, and a couple pairs of leather armor.

#### **S6 – Undertaker**

Meska Noonan (LN female human **commoner**) is the town's young undertaker. While the stigma of being an undertaker hangs over Meska's head, she can be somewhat pleasant to be around.

Just before the dome fell, Meska was standing at the center of town in a trance. Possessed by the angels and



used as their mouthpiece, she warned the people of Rivertown of the virus and the dome (see "The Prophet.")

Unfortunately, the psychic torment left her comatose. She was taken to the Temple of Rebirth for healing.

**Rumors and Clues.** Searching Meska's shop reveals that she was a devout follower of the Goddess of Rebirth. Not even Jeremiah Locke and the acolytes of the temple were aware of her devotion.

#### **S7 – The Compass Rose Mapmaker**

Gunner Bjorn, the owner of the Compass Rose, is a humble man from a faraway land (he won't say which). These days, Gunner (NG human **tribal warrior**) works as a mapmaker, although he spends more money purchasing interesting maps than he does making them.

**Rumors and Clues.** Golan Stoneberry stopped by the Compass Rose two weeks ago asking if Gideon Horalt had come by to purchase a map. Gunner said no. Golan explained that, at the time, their servant had been missing for a week, which was unusual.

#### **S8 – Pen and Ink**

Bobb Talker (NG male human **vet-eran**) was a soldier and a good one at that. Nowadays, he prefers to trade information, helping young adventurers with what they need. Similar to Franken, Bobb's got a strong background in hunting monsters. Oddly, the two have

never spoken, despite their shops being across the street from each other. They both know that they come from the same background, and every morning they nod their head towards the other, but that's it.

Bobb's Pen and Ink shop sells books and writing supplies. He prefers not to trade in spellbooks and scrolls but can secure a copy of a specific tome if given a week or two to find it.

**Outsider's Trap.** Bobb owns an ancient book named *Liber Daemonom* with details on demons and how to defeat them. If asked, Bobb will offer the book to the characters. Within the book is the ritual *outsider's trap* (see Appendix B).

**Rumors and Gossip.** Bobb has a strong hunch that a demon-worshipping cult is to blame for the trouble in Rivertown. He points the characters to Franken for more information, explaining that Franken is their best source in town for education on outsiders.

#### **S9 – Farmer's Market**

Farmers, herdsman, and fishers from all around come to sell their goods at the Rivertown farmer's market. Every weekend, the vendors fill the open air space hawking their wares to the citizens of Rivertown and those passing through. Fortunately, the market was closed when the dome came down. Still, a few non-locals were caught.

**Twiggy Tumblebottom.** Twiggy (N male gnome **mage**) used to be an illusionist of some importance. These days, his mind is slipping. He gets lost from time to time. Jittery and seemingly confused, Twigger is taken to flights of fancy and enjoys using his illusions to add excitement to his tales of adventure.

**Callendral Esslindel.** Always a cause for suspicion, Callendral (CG male high elf cult **fanatic**) is always involved in some local zealotry, although most of it is laughable. When the dome comes down and word of demon cults start to spread through the town, many of the townsfolk turn

to Callendral as the source.

**Bartholomew Reede.** A close friend of Callendral's, Bartholomew (CN male halfling **spy**) is a small unassuming fellow who is always on the lookout for an opportunity to profit. He plays the part of a drunk, but it's rare he actually drinks; the alcoholism is all part of his cover.

**Jon the Lowly.** Homeless, Jon (LG male human **commoner**) has lived in and around Rivertown for years. He was at the Onyx Ox when Cabal had her break down and has contracted the green-eyed virus as a result. When word goes out that there is a virus in town, he quickly turns himself in to the Temple of Rebirth, offering his help in any way that he can.

**Rumors and Clues.** Jon the Lowly was attacked by Cabal Grayson at the Onyx Ox (area **W5**). If the characters meet him early enough, he explains that he saw Cabal when she entered the Onyx Ox. She was bitten by a dog while working in her field west of town. Emmett Bronson and Jon Lowery went to look for the dog, but before they could come back, Cabal snapped and attacked Matin Gregor and then Jon before Jeremiah Locke killed her.

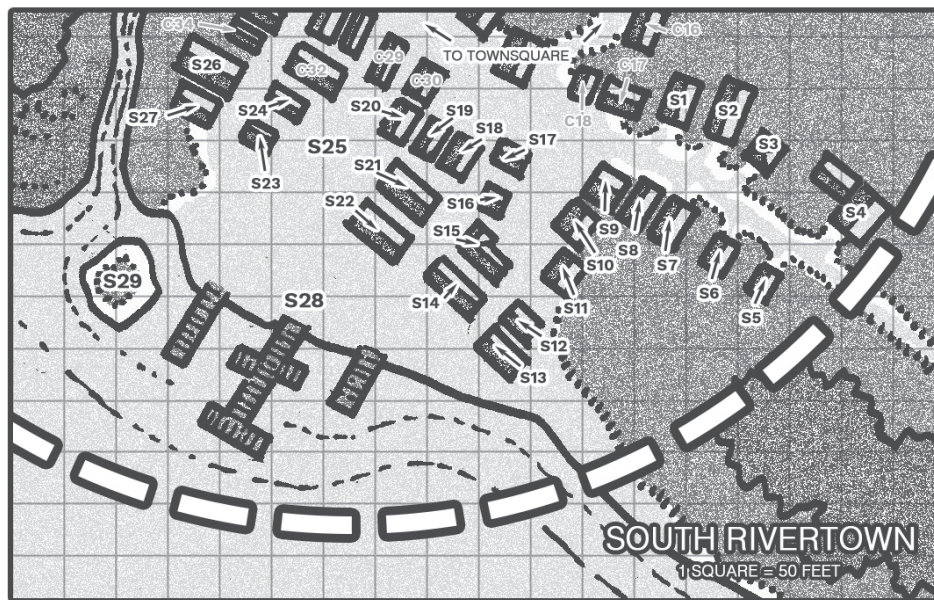
**S10 – Auction House**

The Rivertown Auction house is where farmers bring their livestock to sell. Like the farmer's market, the auction house was closed the day the dome dropped.

**S11 – Errol Shipwright**

Gaffigan Errol is one of three shipbuilders in town. Gaffigan (LN male human **spy**) prefers simple ships to elaborate ones and has the lowest rates around. When a ship is commissioned, he hires local help to assist. Currently, he has no projects going but isn't in a rush to pick up a new contract. Years of success have kept his coffers full.

Despite a falling out a few years ago, Gaffigan is extremely protective of his daughter, Rhoda (NE female human **commoner**), who hangs around the



shipyard with her companions, Kong and Merner.

**Rumors and Clues.** A captain by the name of Yancy came to the shipwright with designs of a new ship. Something that stuck out as odd to Gaffigan was the captain's request for a secret compartment in the bowel of the ship. Of course, this isn't unusual for smugglers, but the size of the compartment was roughly 8 feet long by 3 feet wide by 2 feet tall, or roughly the size of a coffin.

**S12 – Rivertown Storage**

The Rivertownfolk who need to store their possessions can do so at the Rivertown Storage facility for the cost of 1 gp per month. The Croppers own the storage facility, so many assume it's where Graele keeps her "dirty, little secrets." Of course, she keeps nothing of the sort there; just old clothes.

The storage has three levels: two above ground and one below. There is a single access point into the entire building, protected by the guard who lives on the premises, Marius Bente (LN male human **veteran**). Marius is a diehard patriot, always putting the glory of the kingdom above all. Sit with him long enough and he will rattle on and on about "what this kingdom needs!"

**Rumors and Gossip.** Marius is incredibly racist when it comes to orcs and half-orcs. He swears up and down he smelled "one of those dirty war pigs" when he stopped by the Sabba Ale House a few days ago.

**S13 – Upstream Tavern**

The Upstream is one of the few spots in Rivertown where it's rare to see the same face twice. Catering mostly to sailors heading down the Great River, the Upstream is a rowdy place full of salty dogs, pirates, smugglers, traders, ferrymen, and soldiers. Emmet Bronson spends the majority of his on-duty evenings hanging around the Upstream. On more than one occasion he's been on the receiving end of a stray punch, tossed mug, or shirt full of vomit from the Upstream's patrons.

A popular place at night, the Upstream was relatively calm when the dome came down. In addition to the tavern's staff of seven, there were six patrons caught when the dome came down.

**Darla Winter.** Darla's been the manager of the Upstream for as long as anyone in Rivertown can remember. Originally a smuggler on the Great River, Darla (CG female human **scout**) was given an offer she can't refuse



from the Upstream's mysterious owner. While numbers and managing aren't her strong suit, she's well respected by the Upstream's regulars and can break up a fight when needed.

**Grekkko "The Gecko" Walsh.**

Grekkko (CN male tiefling **veteran**) is the Upstream's surly, drunk tiefling bartender. While many tieflings exude an aura of charisma, Grekkko lacks any sort of charm. Still, he manages to make good tips. And like most of the staff of the Upstream, he can toss out the drunks when required to.

**Belle Winter.** A cousin of Darla's, Belle (N female human **commoner**) has helped Darla with the Upstream since she took it over. As the Upstream's busiest server, Belle's the face sailors all over come to see. However, she claims she has a lover who lives two towns over.

**Jacques Boeden.** Jacques (NE male human **spy**) is the singing, dancing busboy of the Upstream. Originally from a distant location, like many who frequent the Upstream, he came to Upstream by boat. Trouble is, he hasn't left since.

**Ama Wrencatcher.** Ama is another displaced wood elf. While she doesn't have the comfortable "family" arrangement that many of the other in-town elves experience, Ama (LN female wood elf **commoner**) is extremely loyal to Darla and the crew of the Upstream. Ama works as the bar's waitress alongside Belle. Her son, Marion, also works in the bar.

**Marion Wrencatcher.** Marion is one of the few male wood elves that escaped the persecution of the northern orcs. Like his mother, Marion (LN male wood elf **commoner**) works in the Upstream as Ilo's kitchen helper.

**Ilo Rockworm.** Ilo is a rare sight in the lands; a dark dwarf. The chaotic neutral **duergar** cook of the Upstream stays out of sight most days, only coming out when a nasty fight breaks out. Usually, his presence alone is enough to bring order. When things get really



bad, he doubles in size and bellows for everyone to leave.

**Steven "The Fist" Lairehorn.** Steven (LG male human **guard**) fancies himself as something of a vigilante. Of course, most of those who frequent the Upstream see Steven as a joke. When the dome dropped, Steven was sleeping off a hangover in one of the booths at the Upstream.

**Nathaniel Sims.** A ferryman on the Great River, Nathaniel is unassuming and fairly plain (CG male human **commoner**). When he's not working, he's at the Upstream drinking to avoid going home to his nagging wife.

**Cervanka.** A traveling fortune teller (well, con artist), Cervanka (CN female human **spy**) moves from town to town earning quick coin from gullible marks. She'd spent the night at the Cracked Crown with one of its patrons (Grick) before tumbling back over to the Upstream to look for another easy mark.

**Grimwoll.** Good-natured and talkative, Grimwoll (CG male dwarf **berserker**) made a mistake years ago that he's since regretted. An ex-pirate, Grimwoll works closely with many of the sailors, picking up work where he can.

**Skroetym Sam.** Sam's (CG male halfling **berserker**) always looking for a good scrap. Just about any comment gives Sam a reason to fight, even if he's not really offended (but he won't tell you that). However, he has been known

to accept ale as a peace-offering on occasion.

**Jeff, Son of Jeff.** Jeff (LG male human **guard**) is about the nicest guy most folks will ever meet. He would give you the tunic off his back in the middle of winter if you needed it. Oh, and he occasionally talks in rhymes.

**Rumors and Clues.** More than a few folks have thrown a suspicious eye at Grekkko, the tiefling bartender. After all, he's descended from demons. Or was it devils? Grekkko believes that if anyone is going to blame a tiefling, they should look towards the green-skinned tiefling merchant that's been selling snake oil in the market field (area N1).

**Dwarven Immunities.** All of the dwarves at the Upstream are immune to the effects of the green-eyed virus, including the dark dwarf Ilo.

#### **S14 – Cropper Warehouse**

Another questionable location on the south side of town, the Cropper warehouse, like their storage facility, is rumored to hide all manner of contraband, weapons, and other curiosities. And like the storage facility, there is nothing inside other than an old boat and a few crates. The Graele's rent space in their warehouse, as well, mostly to sailors looking to store cargo when they overhaul. Storage space at the warehouse costs 1 sp per cubic foot per month.

The warehouse is guarded by Beaver Tesson (LE male human **spy**). Beaver's real job for the Graeles is to keep an eye on the shipyards. He also frequents the Upstream where he picks up gossip from sailors and other passersby.

**Rumors and Clues.** Beaver saw the florist's assistant, Loretta Jaymichael, meet with the captain of the *River Dog*, Yancy Hedron. Loretta waited on the docks (area S28) while Yancy went below deck. When Yancy returned, she had a jar filled with soil. (Captain Yancy sold Loretta Jaymichael a jar of grave dirt from her vampire master's coffin).



**S15 – Boarding House**

For the Rivertownfolk that can't afford their own homestead or a spot at an inn, there's the South Rivertown Boarding House. The boarding house hosts 30 beds each with its own lockable, bolted-down trunk at the foot. It costs 1 sp per month to stay at the boarding house, although, the boarding house's caretakers Merle and Dune will take payment in the form of labor.

Merle and Dune (NG male human **commoners**) live in separate houses outside of town, each with their own wives and families. They were caught at the boarding house when the dome dropped. Now their families are camping in the fields to the north, waiting for the dome to raise.

Currently, the boarding house has eight tenants using its beds.

**Chances Gumdrip.** A sailor and gambler, Chances (N male halfling **commoner**) is a porter working the Great River. Work's been slow for Chances and he's been sick, so he's stayed in Rivertown until he can recover and pay off some of his debts.

**Miser Krew.** Miser is one of Rivertown's few homeless. Prone to mumbling to himself, Miser (CN male human **commoner**) is mostly harmless. If he's not at the boarding house, he's begging for coin outside one of the town's taverns, usually Sabba's.

**Leelee Wratch.** Leelee is another one of Rivertown's homeless. An elderly but sweet woman, Leelee (N female human **commoner**) spends her days picking flowers around the banks of Maple Creek, then selling them for a copper around the farmer's market. She and Jon the Lowly are good friends.

**Gimble Heartshield.** Gimble (NG male dwarf **guard**) has lived at the boarding house since the passing of his wife a few years back. These days, he picks up odd jobs around the shipyards and on the farms.

**Stap Lightstep.** Sadly, Stap (CN male wood elf **tribal warrior**) was one of the few survivors of the elven persecution in the north. He watched



his wife and children slaughtered by the orcs, which drove him to the brink of madness. Merle and Dune feel for the elven warrior but are concerned by his frequent violent outbursts.

**Charley Grounds.** Charley is a cheapskate sailor that uses the boarding house versus paying for a spot at one of the towns' inns. Ol' Charley (NE male human **spy**) doesn't cause trouble when he's in Rivertown, but Merle and Dune often feel Charley's bed could be put to better use.

**Schmidty "Smitty" Vanders.** Smitty (N male human **commoner**) is Charley Grounds' underpaid bodyguard. However, Smitty isn't the most effective fighter (don't let the mace and leather armor fool you), but as they say around Rivertown square, "Pay a gold piece, get a gold piece's worth of help. Pay a silver piece, and get a copper piece's worth of help." Smitty is definitely a "copper piece" bodyguard.

**Brother Ofiev.** Ofiev stowed away on a smuggler ship headed downriver. Once discovered, the pirates tossed him from the ship and were close to beating him before Emmet Bronson intervened. That was three months ago. Ofiev (N male human **acolyte**) has been at the boarding house ever since, spending what little coin he begs for (or steals) to spend on cheap ale at the Sabbas'.

**Rumors and Clues.** Many of the people who sleep in the boarding house are liars, madmen, or both. Should the characters look for clues here, this

makes for a wonderful opportunity to mix in truth with insanity.

**S16 – Grumble Talley's Shack**

Grumble Talley is a surly, one-legged, one-eyed salty dog that lives in a run-down shack in the center of Southern Rivertown. Usually heard yelling at the teens in the shipyard, Grumble (N male human **commoner**) lives with his two **cats** Bert and Chester.

**Rumors and Clues.** Grumble Talley don't care for no gossip and don't care for no people who wanna hear it either! However, his cats Bert and Chester can be quite talkative if charmed with a speak with animals spell or similar effect.

Chester knows that there are many humans that meet at the place with all the nice flowers during the dark hours.

Bert saw a man in robes talking to a fancy man. The man in robes stabbed the fancy man. Then, the man in robes placed the fancy man in the fast water.

Chester misses the little quiet boy who had pretty blue flowers and wonders where he went.

Bert thinks a mean evil monster lives in the belly of a big, wooden, floating thing by the big water.

Chester saw a monster dog on the other side of the fast water in the big tree place.

Bert saw flashing lights at the haunted house near the human gathering place.

**S17 – Grayson Tobacco Shop**

The Grayson family owns a tobacco shop at the corner of Farmer's Square and the Western Road. The store is run by Lucius Marko (NG male human **veteran**) who claims to know "everyone's gossip in town." And he'll tell you it, too, for a price, of course.

When the dome came down, one of Lucius' regulars, Beau Lockwood (CG male human **commoner**) was smoking in the shop. Beau has a young son who was outside of the dome at a friends house.

**Rumors and Clues.** Lucius' boss's daughter died after she went crazy at the Onyx Ox a few hours ago. Nobody knows what got into her, but people are saying that her eyes were glowing green when she jumped up and bit the bartender, Matin Gregor.

### S18 – Rivertown Fabric Shop

Three weavers, Renee Carver, Helen Rund and Gavin Geskerson (LN human **commoners**), work the Rivertown Fabric shop between the Grayson Tobacco Shop and Rambeaux's. Originally, Rund and Geskerson were just business partners, but their relationship has taken on a more romantic slant in recent months. Whereas Matilda Gregor specializes in fancy weaves at her shop down the street, the Rivertown Fabric Shop's owners are happy with necessities. Thanks to Ed Heggel's recent distractions, they've also picked up a considerable amount of tailoring business, too.

**Rumors and Clues.** Helen saw Captain Rikkets of Rikkets' Chandler talking to their partner, Renee Carver a day after Renee's husband Julius disappeared. While she looked upset when speaking with everyone else in town, she was laughing and joking with Rikkets.

### S19 – Rambeaux Wine Shop

Rivertown and its surrounding farms aren't known for its vineyards. Fortunately, Kaila Rambeaux (LE female human **commoner**) has done a terrific job purchasing a breathtaking collection of wines from all over. Her impressive shop carries everything from Northern Berry Wine to Southern Whites. Rambeaux's note is held by the Croppers, but she's made great headway into paying them back. Furthermore, she's taken interest in working closely with Graele with ideas on how to expand Graele's criminal empire.

**Rumors and Clues.** Like Graele, Kaila suspects that Captain Rikkets is hiding a dark secret. She's heard that Rikkets speaks at great lengths with



the Relics, an old retired couple that lives on the west end of town.

### S20 – Port Master's Office

Those who dock in Rivertown must come through the Port Master's office at the north end of the shipyard. Here, dock fees are collected. In addition, the Port Master, Owen McCarthy (LN male human **noble**) records the names of the captains and crews, their ships, and their inventory. Until recently, McCarthy was lax on inspections. When a gang of smugglers brought knights from the east to Rivertown, McCarthy's since upped his standards.

**Rumors and Clues.** McCarthy has difficult trusting Yancy Hedron and her ship the *River Dog*. Recently, he saw Loretta Jaymichael, an employee of the Maple Creek Florist shop, purchase a jar of soil from Hedron. He thought that was odd.

### S21 – Raeger Warehouse North

The proud Raeger family owns this warehouse. Currently, it's packed from floor to ceiling with storage from passing sailors. Sailors are expected to pay in advance for storage. If merchandise stays even a day past the paid amount, the Raegers auction off the goods to the highest bidders. Naturally, this is a point of frustration for sailors who arrive only a day or two late. But even the toughest Great River sailors find Papa Raeger and his boys a tough match in fisticuffs. It costs 1 sp per cu-

bic foot per month to store merchandise at this warehouse.

### S22 – Raeger Warehouse South

The second Raeger warehouse is a little better protected. The walls are reinforced and the doors have strong locks. Three shifts of well-paid, paired guards watch the warehouse for the Raegers. The pair caught when the dome dropped were Chauncey and William (N male human **guards**), the "day guys". Despite the lousy situation with the dome, Chauncey and William continue to watch over the warehouse.

Currently, the Raegers are keeping an eye on a crate of magic weapons inside. The weapons were stolen from a castle to the west and stored at the Raeger warehouse until the one who stole them could find a way to sell them without drawing heat. There are six *+1 daggers*, three *+2 handaxes*, and one *+1 longsword*.

The cost to store merchandise in this warehouse is 1 gp per cubic foot per month.

**Rumors and Clues.** Chauncey was walking home one night when he heard a scream from the Temple of Rebirth. He turned to look but didn't see anyone. At the time, he didn't think anything of it. (Chauncey heard Gideon Horalt scream when Jon Lowery stabbed him with his dagger.)

### S23 – Bobo's Fishing Supplies

Bobo (N male gnome **spy**) is a one-eyed scoundrel and ex-pirate. However, he's got the best fishing supplies in town and everyone knows it. Comically, Bobo has never known the definition of "customer service." He'll cuss you when you enter his shop and cuss you as you leave. Give him a weird look? And he'll prevent you from making a purchase, even if it's a big one. The other problem is catching the shop when it's actually open. Bobo opens and closes the place on a whim.

Bobo is a tough nut to crack. He doesn't seem to have any gossip on any

of his fellow townfolk and swears he wouldn't share it if he had any to give.

**S24 – Tristan the Boatswain**

One of the three shipbuilders in town, young Tristan Garrison (NG male human **commoner**) focuses on smaller vessels: rowboats, ferries, and the like. The majority of his business comes from repairs, usually those related to ship carpentry. Tristan's fiance, Merry Noonan (LG female human **commoner**) helps with the counter while Tristan does the repairs outback. Both recently moving out of their respective homes, the pair live in the back of the shop. Their dog, Boatpup, sits with Tristan while he works. Merry is Meska Noonan's sister.

**Rumors and Clues.** Merry had no idea that her sister, Meska was such a devout follower of the Goddess of Rebirth. Now, she waits for her sister to wake from her coma at the Temple of Rebirth. In the weeks leading up to Meska's possession by the angels, she told Merry she had a vision of a great, glass dome, much like the one covering the town. And within the dome was a huge fireball, consuming everything.

**S25 – Shipyard**

All of Rivertown's boatswains, captains, crew, and anyone else with an investment in the industry provided by the Great River can usually be found in the shipyard during the day. It's certainly a place to get work done, but it's also a hub for communication, gossip, and camaraderie among the salty dogs of Rivertown.

Graele Cropper's trio of thugs, Rhoda, Kong, and Merner hang around the shipyards. Agee Gregor also works at the shipyard from a booth where he takes orders. He focuses on ship repair but has been known to build a ship from scratch before. Agee's family owns the shipyard.

**Rumors and Clues.** Despite the troubles, it's business as usual at the shipyard. However, anxiety creates loose lips for the shipbuilders and



porters. They're quick to share what they know.

While the three ships at the docks are strange, the *River Dog* is the one that's piqued the most interest. It's a rather large ship to lack a crew.

Quite a few people saw Loretta Jaymichael purchase a jar of dirt from the captain of the *River Dog*.

Everyone in the shipyard believes that Grumble Talley's cats, Bert and Chester are magical. The two cats spend their nights wandering the town.

Most of the dockworkers like Deputy Emmett Bronson, Emil Bronson's son. However, they believe that Deputy Jon Lowery has a dark, malicious side to him.

Everyone's gossiping about the fight that broke out at the Onyx Ox. Supposedly, Cabal Grayson went crazy and bit the bartender.

**S26 – Town Garrison**

In times of war or threat of conflict, the town garrison hosts armies coming into town. Once the conflict between the wood elves and orcs in the north ended eight years ago, the garrison has remained empty. Still, it holds enough arms, armor, and ammunition to equip an entire unit of soldiers if need be.

**S27 – Marko Home**

Six Markos live in the Marko home. Lucius, the manager of the Grayson's Tobacco Shop, is the patriarch. He lives with his sister, Gabby (NG female hu-

man **commoner**) who watches Lucius' four children, Nathan, Kelvin, Tomas, and Natalie while he works.

Lucius' wife and the mother of his children left four years ago and hasn't returned since. Part of Lucius suspects she's dead, but another part of him thinks she simply left, moving on from him and the children. Either way, he keeps the family in positive spirits.

**Rumors and Clues.** Gabby Marko says she can talk to animals, and that the cats that live over at Grumble Talley's shack always have the wildest stories to tell.

**S28 – Docks**

The docks are the center of Rivertown's commerce. Any ship that docks in Rivertown must pay a 1 sp per day port fee, owed to the town itself, although, many of the wealthy family in town have fought for the privatization of the dock fees.

When the dome came down, the waters surrounding the docks receded. The boats there sank and collapsed in the mud. In fact, some of the boats spilled their possessions overboard. Many frustrated sailors now work to pull their merchandise from the muddy pits surrounding Rivertown's banks. Naturally, they all want a refund (and reparations) from the town.

There were three captains in port when the dome came down.

**Captain Paco Newman.** Paco was bringing leather from the west when his ship was cut off. Fortunately, he had already unloaded the majority of his wares, selling them to Aza Baron. Paco (NE male human **veteran**) hates the situation that he is in and has no problem letting his opinion be known. Paco's ship is called the *Green Lady* and has two crew members, Gene and Guff (N male human **commoners**).

**Captain Ben Torrent.** Torrent (N male human priest) is a pilgrim and disciple of a water diety. He and his acolytes, Arabelle, Nicole, and Lucretia (all lawful neutral) sail the Great River



spreading the word of their lord. Their ship is named *Praise*.

**The River Dog.** Captain Yancy Hedron (CE female human **spy**) has a secret: she the servant of a **vampire spawn** named Elendra who hides within the bowels of her ship, the *River Dog*. A gang of four **ghouls**, Locan, Roja, Violeta, and Pip, protect Elendra while she sleeps. None of the undead emerge unless it's night.

If the characters attack the ship, Hedron and the ghouls defend Elendra to the death. Elendra will not rise during the day, no matter the danger. At night, however, she will rise and fight trespassers on the ship.

While getting information out of Hedron and the ghouls is nearly impossible, Elendra has a better-developed sense of self-preservation. In exchange for her safety, she will tell the characters that she was invited to Rivertown by a demon-worshipping cult known as the Emerald Seven. The Seven wished to purchased grave dirt recently slept upon by a vampire. The cultists (represented by Loretta Jaymichael) paid the vampire and her crew back with the promise of a favor from the demon Qua-Soko. Other than Loretta, Elendra and Yancy do not know who the other members of the Emerald Seven are.

### S29 – Lover's Island

A popular spot reachable by rowboat (or at least it was only reachable by rowboat until the waters receded thanks to the dome), Lover's Island is exactly what its name suggests: a popular spot for young lovers to hide and smooch.

### West Rivertown

#### W1 – Stoneberry Manor

The Stoneberry brothers live in Stoneberry manor (area 1) with their family and servants. The pair own and operate Stoneberry Jewelers on Main Street, and both are active members in the community.



**Golan Stoneberry.** Golan (LN male gnome **commoner**) is the eldest brother. A perpetual bachelor, Golan is nearly 300 years old and his age is starting to show. He believes in fairness above all else and is extraordinarily protective of his fellow business members. As such, he loathes Graele Cropper.

**Rickard Stoneberry.** Rickard (LG male gnome **commoner**) is Golan's younger brother. Many see Golan as the rational and friendly—although somewhat unwise—of the two Stoneberry brothers. He is the face of the business, whereas Golan has the mind for numbers. There isn't much Rickard wouldn't do for others, and when things turn bad, he's extremely helpful even when his brother is not. Rickard is married to Geneive and has one son, Elmer.

**Geneive Stoneberry.** Geneive (LG female gnome **commoner**) is Rickard's wife, his love since they were in school together. Unlike Rickard, however, she believes in the greater good and understands the angels' reasoning for putting Rivertown in Quarantine.

**Elmer Stoneberry.** Unknown to anyone, the Stoneberry's autistic son, Elmer Stoneberry (male gnome **commoner**) is possessed by the demon Qua-Soko.

**Gideon Horalt (deceased).** Gideon was the Stoneberrys' trusted servant. Three weeks ago, he learned that the Emerald Seven, a demon-worshipping cult, was performing dark rituals out of

the Maple Creek Florist Shop. Gideon died trying to bring the knowledge public. His body is lying in the mud on the eastern bank of Maple Creek.

**Rolf.** The Stoneberrys had a dog named Rolf. Rolf was "patient zero" for the green-eyed virus, given the virus by Elmer (as Qua-Soko). After the incubation period, Rolf escaped and bit Cabal Grayson in the field south of the Stoneberry estate. From there, Rolf ran off into the Slumbering Wood where he continues to hide and evolve.

The Stoneberrys keep five more servants on the property. Two of the servants were present when the dome came down, Asher and Quill (LN male human **commoners**).

**Rumors and Clues.** A number of clues point towards Elmer Stoneberry being Qua-Soko's host.

The Stoneberry manor is decorated with blue river lilies which are only available for purchase at Maple Creek Florist.

Also, the Stoneberry Manor is curiously cold, a sign that a demonic force is present. It gets colder the closer anyone gets to Elmer's room.

Geneive Stoneberry and the servants act unusual, almost as if in a trance. The three try to prevent the characters from entering the home, explaining that if they want to enter, they will need to speak either Jeremiah Locke or her husband, Rickard who is at work.

Signs that the Stoneberrys have a dog are all around. However, the dog is nowhere to be seen. (The dog, Rolf, was the first infected with the virus. It's now hiding in the Slumbering Wood to the east of the manor.)

**Rolf's Cave.** At some point, the characters may realize that the Stoneberrys' dog, Rolf, is a strong lead to follow up on. After Rolf bit Cabal Grayson, the dog fled to the Slumbering Wood. A successful DC 15 Wisdom (Survival) check tracks Rolf to a cave in the side of a hill. By the time the characters confront Rolf, Rolf has entered stage 3 of the green-eyed virus and become a **green-eyed hellhound** (see Appendix

C). The mutated dog hides in the cave. Anyone who enters must succeed on a DC 15 Wisdom (Perception) check or be surprised. Rolf fights to the death. Rolf's body is one of the key ingredients Franken (area S2) needs to create a cure for the green-eyed virus.

**Confronting Qua-Soko.** Since his possession, Elmer Stoneberry has stayed in his room. He has charmed his mother, Genieve to protect him all costs. Unless the charm is broken, Genieve will fight to the death to stop the characters from reaching Elmer.

When the characters go to confront Qua-Soko, they should have learned information about the demon and its weaknesses from Franken. Furthermore, the characters should acquire a few items to help them in the fight, specifically Donnie Raegar's *demon's bane* dagger and the *outsider's trap* spell from Bobb Talker (area S8).

Qua-Soko, a **greater demon** (see Appendix C), is a deadly opponent. He uses his full array of powers to resist his attackers. If his host body is injured, he will depart and attempt to enter another candidate, preferably a one strong with a low Charisma score. If he fails that, he will turn ethereal and escape, seeking a new host elsewhere.

Qua-Soko has no fear of destruction. No amount of threats or torture will cause him to reveal the nature of the green-eyed virus and how to cure it.

### W2 – Grayson Homestead

Like the Stoneberries to the north, the Graysons exert considerable influence over Rivertown. Their humble homestead at the south end of town harvests some of the best smoking weed in the region.

**Bret Grayson.** The patriarch of the Graysons, Bret (NG male human **veteran**) while wise, tends to be quiet. He prefers not to speak often thanks to a horrible stammer. Instead, his sister, Mattea does the negotiating while he focuses on the maintenance of the farm. Bret's been in mourning since Cabal's death.



**Cabal Grayson (deceased).** Bret's wife was a hard-working farmhand (NG female half-elf **veteran**) named Cabal. She was one of the first to come down with the green-eyed virus, infected by the Stoneberrys' dog, Rolf. When the symptoms manifested, Cabal attacked locals at the Onyx Ox, infecting six more citizens including the Ox's owner, Matin Gregor. One of those infected, Jeremiah Locke put her down before she could spread the virus further.

**Mattea Grayson.** While Bret rules the roost thanks to family tradition, Mattea (NG female human **noble**), Bret's sister, is the real mind behind the Grayson business. She's excellent with people and very charismatic. Many suitors have tried winning her hand in marriage, but so far she's denied them all. Since her sister-in-law's death, Mattea's been looking for answers on why Cabal suddenly went insane.

In addition to the Grayson family, the family employs three farmhands: Arno Jaemichael, Beck Zune, and Tyra Kish. Arno lives nearby, whereas Zune and Tyra live on the farm. All are LN human **commoners**.

**Rumors and Clues.** If the characters search the tobacco field where Cabal was bitten by Rolf, a successful DC 10 Wisdom (Survival) check reveals that the dog's prints came from Stoneberry Manor on the hill to the north of the Grayson's field.

### W3 – Jaymichael Home

The Jaemichaels live in a small home on the west side of town. Arno Jaemichael works on the Grayson Homestead as a farmhand. His wife, Loretta (NE female human cult **fanatic**) is a member of the Emerald Seven. She works at the florist shop where the Seven meet and perform their rituals. Arno is unaware of Loretta's devious nature. The two have a baby, Arned.

**Confronting Loretta.** When the dome comes down, Loretta retreats to her home to await further instruction from Noah Sander. The situation with the angels has Loretta nervous and easily rattled. Any line of questioning causes her to panic. Arno, who has no idea that his wife is a member of the Emerald Seven, defends Loretta unless given a reason to believe she is a member of the cult. Loretta fights using her home to her advantage. She is armed with alchemist's fire which she throws at anyone who attempts to grab her.

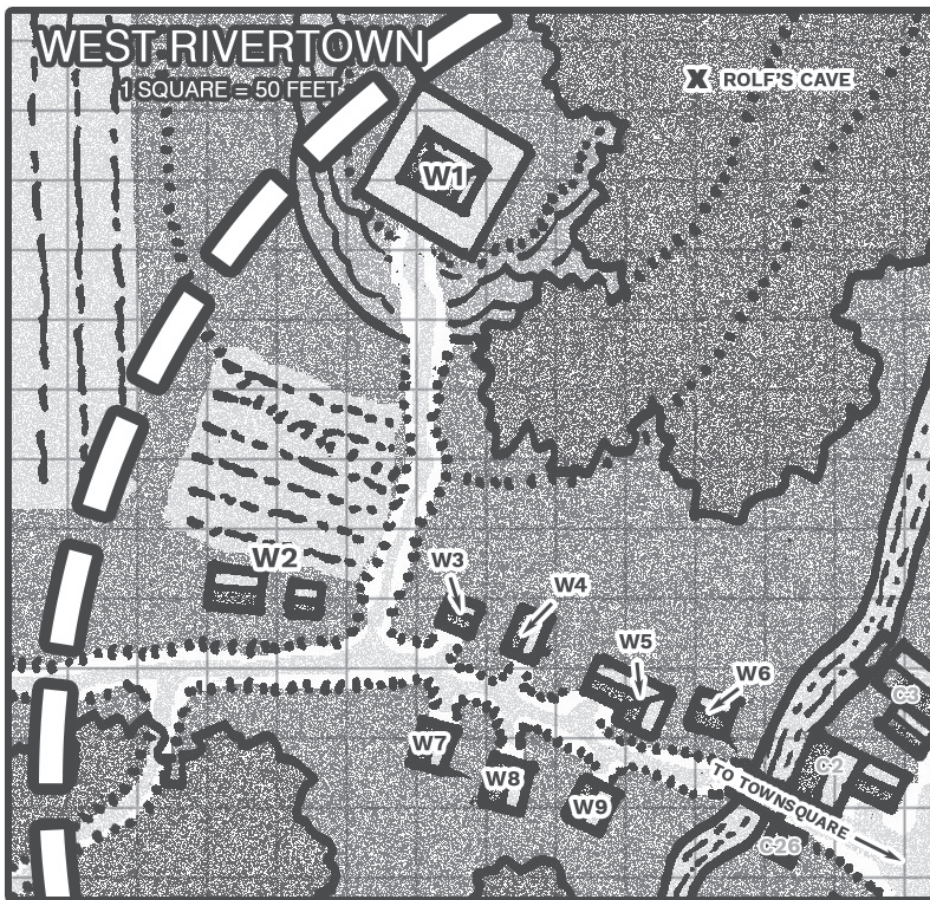
Loretta's dark devotion makes her difficult to interrogate.

### W4 – Relic Home

Moer and Sinka Relic are a retired elderly couple who live on the west end of Rivertown. Both are LE human cult fanatics and members of the Emerald Seven. They hope that their dedication to the demon Qua-soko will bring them might, and hopefully, immortality.

**Confronting the Relics.** Moer and Sinka are unflappable in the face of questioning thanks to their dark devotion. Unlike the other members of the Emerald Seven, they've done very little to draw attention to themselves. Most Rivertownfolk believe they are nothing more than a friendly, older couple. Of course, both are exceptionally dangerous and expertly trained in the dark arts. If Loretta is attacked, the Relics will watch from their home and study Loretta's attackers. Should the characters try to interrogate Loretta, the Relics will intervene, appearing as friendly helpers.





No matter where the characters confront the Relics, the Relics fight dirty and fast, using hit and run tactics and targeting weak-willed characters with command and hold person.

**W5 – The Onyx Ox**

For those who want a drink just outside Rivertown proper, the Onyx Ox is the best destination. Managed by Matin Gregor, the Ox offers a relaxed atmosphere, good food, and usually entertainment provided by minstrels, storytellers, and other travelers low on coin but big on talent.

The majority of the first floor is the main room and tap house. A large hearth burns through most of the seasons, extinguished only in the summer. Westerners who don't stick their noses up at the Rivertownfolk enjoy the establishment, as well as many of the sailors who've grown weary of the Up-

stream's rowdy crowd. There are three rooms upstairs: an office where Matin works, and two bedrooms.

The Ox is the least profitable of the Gregor ventures, but it keeps Matin busy (and drunk). He prefers to hide in the back, crunching numbers and placing orders. Along with Matin, the Ox employs six others. As fate would have it, all six were present when the dome came down.

**Rooster Gill.** The Ox's chef will tell you that he can cook three things well, but he'd forgotten how to cook all three. Regardless, Rooster's food isn't terrible (although, the Ox isn't winning five-star reviews anytime soon) and he's well-loved by the Ox's regulars. Rooster (NG male halfling **commoner**) lives on the second floor of the Ox with his fat **cat**, Maestro.

**Zip Timmons.** Zip (LN male human **commoner**) is the Ox's inhouse

entertainment. He tells jokes, juggles, dances, tells stories, and can even play the lute.

**Gordon Bromley.** Busser, porter, assistant cook—you name it. Gordon Bromley (LN male human **guard**) has been helping Matin since the place opened. When the Temple needs help, Gordon's also one of the first to raise arms to assist Jeremiah and the deputies. Like Matin, Gordon was infected by Cabal Grayson and now carries the green-eyed virus.

**Jana Ripple.** Jana (LG female human **commoner**) is the fast-talking, hard-drinking bartender and assistant manager of the Ox. She loves spreading rumors both at the Ox and at Matin's mother's shop when she's not working.

**Lulu Creekwater.** The other person who lives in the Ox is Rooster's on-and-off-again lover, Lulu Riverdance (LG female wood elf **scout**). Lulu, like many of the Rivertown elves, was "adopted." When the elves were chased away from their lands to the north by orcs, they spread out to the various villages. Lulu, her family dead, was taken in by Matin and the rest.

**Bronze.** Another rare sight in these lands, Bronze (NG female **dragon-born commoner**) is the kind and gentle server of the Onyx Ox. She lives with Jana at Jana's family farm to the north. On more than one occasion, Jana has had to stand up for her friend against the suspicious Rivertownfolk who see Bronze as a monster. Along with Matin and Zip, Bronze was infected by the green-eyed virus when Cabal broke down in the bar.

**Rumors and Clues.** While the Onyx Ox is closed following Cabal's outburst and death, the employees are eager to discuss what happened. Gordon Bromley explains:

"Cabal entered the bar seeking medical attention for a dog bite she received in her field. Jeremiah Locke, Emmett Bronson, and Jon Lowery arrived and helped. Then, Emmett and Jon went north into the Slum



bering Wood to look for the dog. Martin served Cabal lunch and Cabal had a few drinks.

“She seemed fine for the most part, but after a few hours, something happened. She began to complain about her head. Suddenly, her eyes started to grow bright green and she started screaming. From there, Cabal lept across the bar, grabbed Martin by the collar and bit him on the shoulder. Gordon, Jeremiah, Jon the Lowly, and the Osters pulled Cabal off Martin, but she continued to thrash about. She jumped on top of Jon and started choking the man. Finally, Brother Jeremiah pulled a dagger from his belt and stabbed her in the back of the head.

“It was the craziest thing I’ve ever seen.”

A character with a passive Perception score of 15 or higher may notice that Gordon’s eyes are unusually green. Once it’s mentioned by the characters, Gordon and the other patrons comment on how Gordon’s eyes are normally brown.

#### W6 – Menkin Home

Jerome Menkin and his son, Lionel live in this modest house just over the Maple Creek Bridge. The two manage Menkin Smithy in the town square. They have a dog named Clover who watches the home while they are away.

#### W7 – Bronson Home

Emil Bronson and his son Emmet live in the house south of the Grayson Homestead. Emil (N male human **gladiator**) is a retired soldier. He spends his twilight years pouring through old history books while drinking away his nightmares of the battlefield. Emmet (LN male human **guard**) works alongside Jeremiah Locke as the deputy constable. He is very focused on his responsibilities to Rivertown.

**Rumors and Clues.** While Emil doesn’t know much about what’s



happening around town, he does know quite a bit about history. He believes that he once saw the name Qua-Soko mentioned in an old book sold out of Franken’s Little Magic Shoppe (area S8) in town. Emil also notes that he’s seen many of his neighbors leave their homes late at night and walk across the bridge into the town square, usually the same day each week near midnight. He specifically names the Relics, Jaymichaels, and Carvers.

#### W8 – Carver Home

Renee Carver, the co-owner of the town fabric shop, lives alone in this small home. Renee’s husband, Julius, has been missing for a week. Turns out that he learned of the Emerald Seven. Renee (CE female human cult **fanatic**) was tasked by the others with killing her own husband. Julius’ sacrifice is what originally summoned Qua-soko. Like Loretta, she is waiting for Noah’s signal.

**Confronting Renee Carver.** There is no member of the Emerald Seven more dangerous or reckless than Renee Carver. If she sees the characters approaching and their intentions are obvious, she slips into the back of her home and drinks a *potion of fire resistance*. Then, she sets fire to her home and begins screaming for help. If the characters fall for the ruse, she attacks, using her spells to stop them. Even though the *potion of fire resistance* slows the damage she receives from the

fire, eventually, she will succumb to the flames, cackling madly as she burns.

#### W9 – Oster Home

Both Osters, Jet and Mary (NG male and female human **commoners**), were infected with the green-eyed virus during Cabal Grayson’s meltdown at the Onyx Ox. When the symptoms started to show, the two locked themselves in their home at the western edge of town.

Fearing that they’ve contracted the same disease that possessed Cabal, the Osters will not allow anyone into their home.

#### Concluding the Adventure

If the characters defeat Qua-Soko and cure the green-eyed virus, the angels lift the dome and return to the skies without a word. Not even Meska Noonan says anything further.

Should the characters escape or fail to stop the virus before the 24-hours is up, the angels do exactly as they promised and cleanse the dome by incinerating everything within. Nothing survives the purge. All that is left is dark, black ash where Rivertown once stood.

It’s highly likely that Qua-Soko escapes. As a demon, he can easily come back at any time. And if the characters disrupted his plans in Rivertown, chances are the greater demon develops a grudge with the adventurers. Ω

# QUARANTINE

## Quarantine Non Player Character Table

d100	Location/Character	Stage 1: Incubation				Stage 2: Madness				Stage 3	
01	<i>N1 - Market Field (d6)</i>										
	1	Brenden Goatknuckle									
	2	Sharon of Andauer									
	3	Rucker									
	4	Roman "The Red Dragon" Vance									
	5	Cobalt									
	6	Dender									
02-06	<i>N2 - Gregor Manor (d10)</i>										
	1	Lupo Gregor									
	3-6	Matin Gregor	X	X							
	7	Matilda Gregor									
	8	Zaxa Gregor									
	9	Amor Gregor									
	10	Agee Gregor									
07	<i>N3 - Watson Home (d6)</i>										
	1-4	Eunice Watson									
	5-6	Betha Watson									
08	<i>N5 - Cropper Home (d6)</i>										
	1-3	Graele Cropper									
	4	Ufin Cropper									
	5	Eska Cropper									
	6	Ufinson Cropper									
09	<i>N6 - Diamond House (d4)</i>										
	1	Ebber									
	2	Roze									
	3	Maiyen									
	4	Tantil									
10-12	<i>C2 - The Ragged Mule Inn (d10)</i>										
	1	Everett Lowery									
	2	Kerit Lowery									
	3-5	Kong Lowery									
	6	Daev									
	7	Fros									
	8	Melissa									
	9	Grot									
	10	Laire									
13	C3 - Barry Garren										
14	C4 - Bozen the Butcher										
16-17	C5 - Noah Sander										
18-23	<i>C6 - Rivertown Temple of Rebirth (d6)</i>										
	1-3	Jeremiah Locke	X	X							

d100	Location/Character		Stage 1: Incubation				Stage 2: Madness				Stage 3	
	4	Jon Lowery										
	5	Samara										
	6	Derrin										
24	C8 - Dana Gem											
25	<i>C9 - Smalltown Home (d6)</i>											
	1-2	Mikel Smalltown										
	3-4	Mikelson Smalltown										
	5-6	Remy Smalltown										
26-27	<i>C10 - Raeger Home</i>											
	1-2	"Papa" Cohen Raeger										
	3	"Mama" Bromia Raeger										
	4	"Gram" Hilda Raeger										
	5	"Sister" Tenchi										
	6-7	"Brother" Toman Raeger										
	8-9	"Soldier Boy" Donnie Raeger										
	10-11	"Pretty Boy" Owen Raeger										
	12	"Good Boy" Brutus Raeger										
28	C12 - Lana Gregor											
29	C13 - Old Turkey											
30	C14 - Aza Baron											
31	C15 - Lilypad Westfeather											
32	<i>C16 - Mayerson Armory (d4)</i>											
	1-2	Omo Mayerson										
	3	Gaurud										
	4	Nice										
33	C17 - Jojo											
34	<i>C18 - Mayerson Home (d6)</i>											
	1-3	Gayle Mayerson										
	5-6	Patrice Mayerson										
35	<i>C19 - Stoneberry Jewelers (d10)</i>											
	1-4	Golan Stoneberry										
	5-8	Rickard Stoneberry										
	9-10	Sunny										
36-37	<i>C21 - The Goliath (d6)</i>											
	1-3	Goober										
	4-6	Unk										
38	C22 - Potter Jim											
39	<i>C24 - Selene the Baker (d6)</i>											
	1-5	Selene										
	6	Daniel										
40	C25 - Ed Heggel											
41-42	C26 - Oscar the Tollman											



# QUARANTINE

d100	Location/Character		Stage 1: Incubation				Stage 2: Madness				Stage 3	
43	<i>C27 - Menkin Smithy (d6)</i>											
	1-3	Jerome Menkin										
	4-6	Lionel Menkin										
44	<i>C28 - Grakken Farrier (d6)</i>											
	1	Shelia Grakken										
	2-4	Merner Grakken										
	5	Tope Grakken										
	6	Garvin Grakken										
45	C30 - Farmer Gum Ebard											
46	C31 - Captain Rikkets											
47	C33 - Yarg											
48	C34 - Prilla											
49	S1 - Ino											
50	<i>S2 - Franken's Little Magic Shoppe (d6)</i>											
	1-2	Franken										
	3-6	Rob Catcher										
51	S3 - Jack Quick											
52-54	<i>S4 - The Cracked Crown Inn (d20)</i>											
	1	Raven Hafner										
	2	Corgin Hafner										
	3	Rebecca										
	4	Marnie										
	5	Tarron										
	6	Grick Peel										
	7	Goblet Chalmers										
	8	Locket Rhoads										
	9	Juniper										
	10	Dran Gioni										
	11	Sir Galleon of Nost										
	12	Guardian										
	13	Robert Miguel de'Seville										
	14	The Great Khan										
	15-16	Jambya										
	17-18	Slug Townchild										
	19-20	Scarlet Vierata										
55	S7 - Gunner Bjorn											
56	S8 - Bobb Talker											
57-60	<i>S9 - Farmer's Market (d6)</i>											
	1	Twiggy Tumblebottom										
	2	Callendral Esslindel										
	3	Bartholomew Reede										
	4-6	Jon the Lowly	X	X								

d100	Location/Character		Stage 1: Incubation				Stage 2: Madness				Stage 3	
61	<i>S10 - Errol Shipwright</i>											
	1-2	Gaffigan Errol										
	3-6	Rhoda Errol										
62	S11 - Marius Bentle											
63-65	<i>S13 - The Upstream Tavern (d20)</i>											
	1	Darla Winter										
	2-4	Grekko "The Gecko" Walsh										
	5-6	Belle Winter										
	7-9	Jacques Boeden										
	10-11	Ama Wrencatcher										
	12	Marion Wrencatcher										
	13-14	Steven "The Fist" Lairehorn										
	15-16	Nathaniel Sims										
	17-18	Skroetym Sam										
	19-20	Jeff, Son of Jeff										
66	S14 - Beaver Tesson											
67-71	<i>S15 - Rivertown Boarding House (d12)</i>											
	1	Merle										
	2	Dune										
	3	Chances Gumdrop										
	4	Leelee Wretch										
	5-6	Miser Karew										
	7-8	Stap Lightstep										
	9-10	Charlie Grounds										
	11	Schmidt "Smitty" Vanders										
	12	Brother Ofiev										
72	S16 - Grumble Talley											
73	<i>S17 - Grayson Tobacco Shop (d6)</i>											
	1-4	Lucius Marko										
	5-6	Beau Lockwood										
74	<i>S18 - Rivertown Fabric Shop</i>											
	1-3	Helen Rund										
	4-6	Gavin Geskerson										
75	S19 - Kaila Rambeaux											
76	S20 - Owen McCarthy											
77	<i>S22 - Raeger Warehouse South (d6)</i>											
	1-3	Chauncey										
	4-6	William										
78	S23 - Bobo											
79	<i>S24 - Tristan the Boatswain</i>											
	1-2	Tristan Garrison										
	3-6	Merry Noonan										

# QUARANTINE

d100	Location/Character	Stage 1: Incubation		Stage 2: Madness				Stage 3	
80	<i>S27 - Marko Home (d6)</i>								
	1-2	Gabby Marko							
	3	Nathan Marko							
	4	Kelvin Marko							
	5	Tomas Marko							
	6	Natalie Marko							
81	<i>S28 - The Docks (d10)</i>								
	1-2	Captain Paco Newman							
	3	Gene							
	4	Guff							
	5-6	Captain Ben Torrent							
	7	Abigail							
	8	Nicole							
	9	Lucretia							
	10	Captain Yancy Hedron							
82	<i>W1 - Stoneberry Manor (d6)</i>								
	1-2	Genieve Stoneberry							
	3-4	Asher							
	5-6	Quill							
83-84	<i>W2 - Grayson Homestead (d4)</i>								
	1	Bret Grayson							
	2	Mattea Grayson							
	3	Beck Zune							
	4	Tyra Kish							
85	<i>W3 - Jaymichael Home (d8)</i>								
	1-5	Arno Jaymichael							
	6-7	Lorretta Jaymichael							
	8	Arned Jaymichael							
86	<i>W4 - Relic Home (d6)</i>								
	1-3	Moer Relic							
	4-6	Sinka Relic							
87-94	<i>W5 - The Onyx Ox (d6)</i>								
	1	Rooster Gill							
	2	Zip Timmons							
	3	Gordon Bromley	X	X					
	4	Jana Ripple							
	5	Lulu Creekwater							
	6	Bronze							
95	<i>W7 - The Bronson Home (d8)</i>								
	1-7	Everett Bronson							
	8	Emil Bronson							
96	<i>W8 - Renee Carver</i>								



d100	Location/Character	Stage 1: Incubation			Stage 2: Madness			Stage 3		
97-00	<i>W9 - Oster Home (d6)</i>									
	1-3	Jet Oster	X	X						
	4-6	Mary Oster	X	X						

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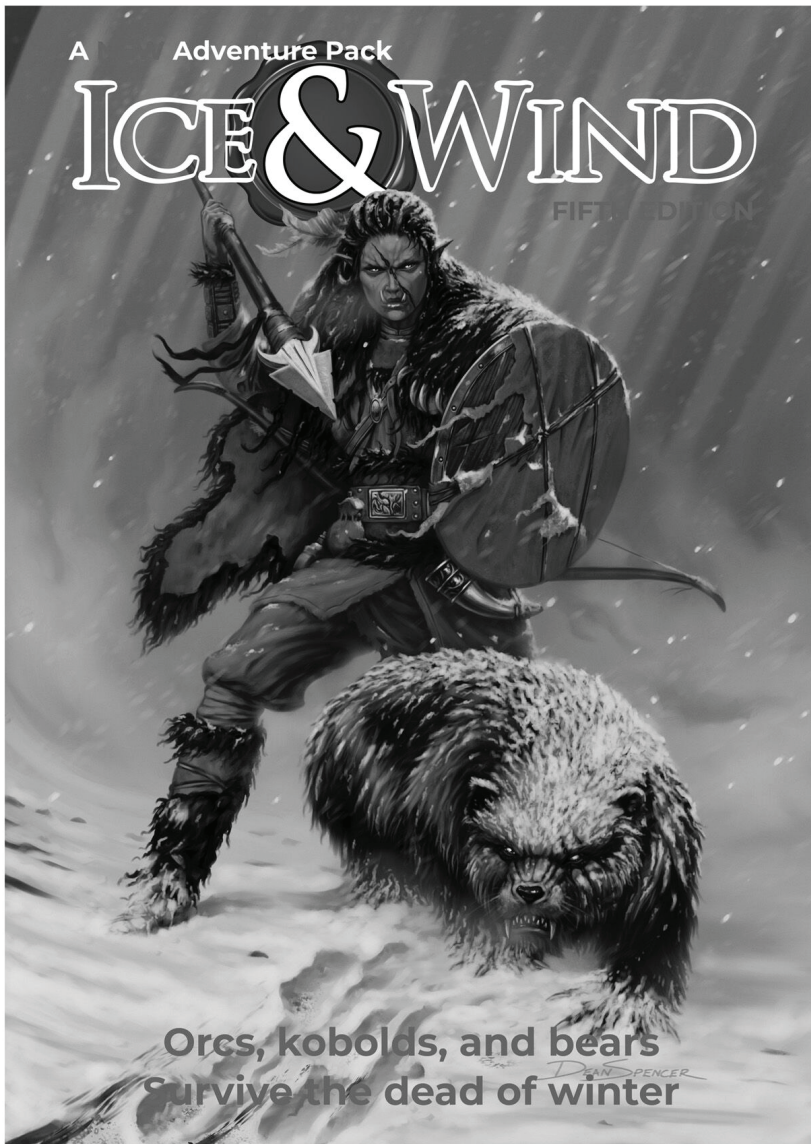
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# PART III

# DREAD





# THE TERROR AT PRIOR'S HILL

BY DAVE HAMRICK AND DYSON LOGOS

## 5th-Level Adventure for Fifth Edition

Artwork by Justin David Russell

Cartography by Justin David Russell and Dyson Logos

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*The Terror at Prior's Hill is a location-based adventure designed for four 5th-level adventurers. This side quest adventure features undead, so a cleric in the party will be useful. There are also traps present, so a rogue that can detect traps easily will also help save the party from more than a few dangers. Characters with proficiency in Arcana and Survival are also useful.*

Although this adventure can be inserted into any campaign setting, it officially takes place in the Eastern Borderlands featured in *BroadSword Monthly #1*.

### Adventure Background

Eight massive standing stones loom around Prior's Hill. Grasses never grow tall here, and according to those willing to track their travels through the forest, the druids' paths all eventually lead to this one place.

On the right nights, with the right rituals, one can open the portal on Prior's Hill and climb down the stairs to the black dungeons below.

Recently, homesteaders living at the eastern edge of the Eastern Borderlands have reported sightings of vicious undead creatures lingering in the foothills. A month ago, an expedition of gold-hungry adventurers set out for the old to discover and slay the source of the undead. They have not been seen since. That is, until, one of them stumbled back to Lantern Falls warning others that the "terror of Prior's Hill has risen" before collapsing.

The adventurers discovered the dungeons below Prior's Hill and accidentally woke an evil, undead druid named Zoradin. Now Zoradin hopes to regain the power he had in life by devouring the souls of the living creatures his undead minions claim.

### Adventure Synopsis

The characters are tasked by Bez-zwic Greencloak of Lantern Falls (see

*BroadSword Monthly #1*) to investigate Prior's Hill. Along the way, they encounter undead creatures and other dangers in the foothills of the Towering Mountains. When they finally discover the standing stones at Prior's Hill, they must head down into the ancient basement and thwart the undead druid, Zoradin and Zoradin's minions.

## Adventure Hooks

If the characters are following *The Secret of Forsaken Peak* adventure path, then they should already be familiar with Greencloak. While they are in town, Greencloak approaches them.

"Adventurers, it would appear that more trouble has sprung up in the east. Just a few days ago, Omar Feathercap, a dungeon delver of some notoriety stumbled into Lantern Falls. Before collapsing, he warned us of the 'terror at Prior's Hill.' Apparently, he and a group of three others were searching for a circle of druid stones in the foothills of the Towering Mountains. Until Feathercap reappeared, the party hadn't been seen or heard of for at least a month.

"Will you set out to investigate Prior's Hill and learn more about this 'terror' Feathercap spoke of?"

Greencloak will show the characters where Prior's Hill is rumored to be on the map (see the map of the Eastern Borderlands above). He warns, too, that he's heard tale of undead creatures haunting the forests and hills in the area.

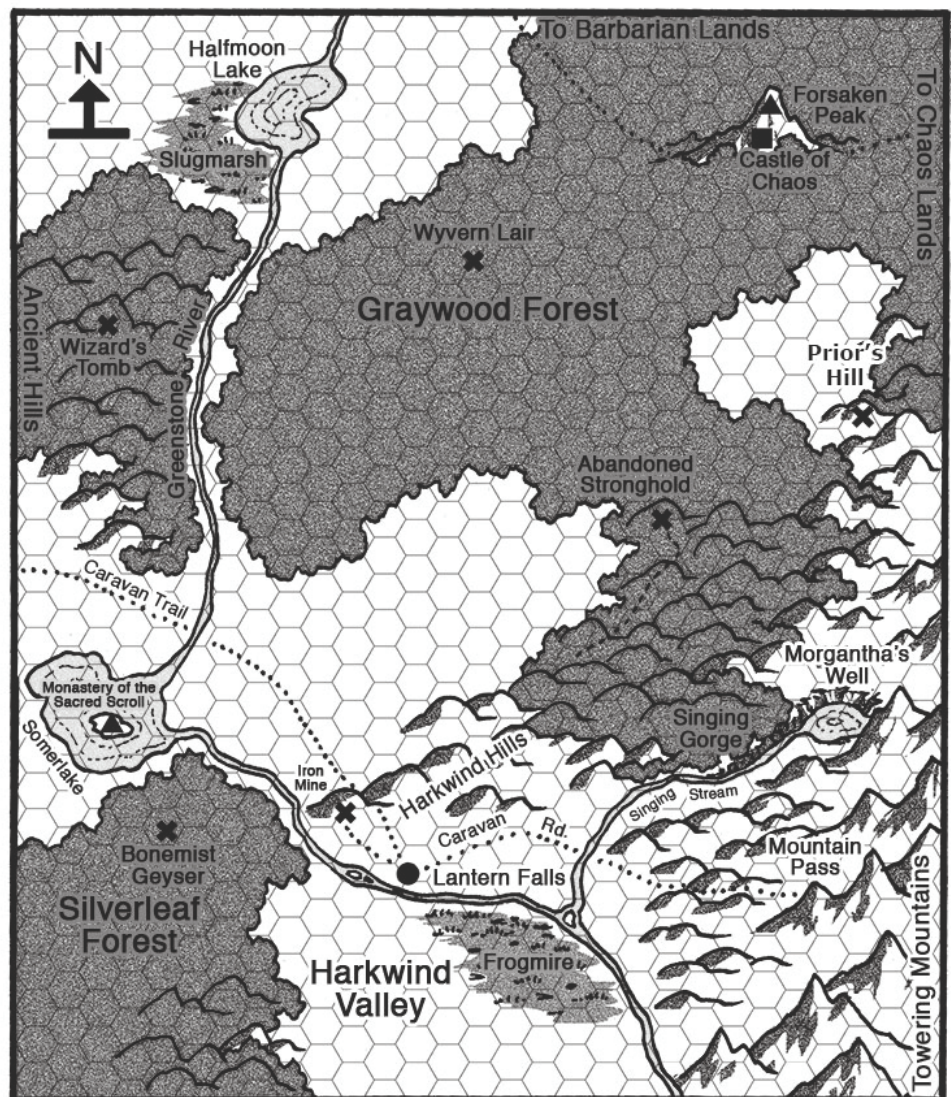
This time, Greencloak offers only 100 gp per adventurer to return with whatever information they can on Prior's Hill. Of course, the adventurers are likely to find additional treasures within the dungeons of Prior's Hill.

## Additional Adventure Hooks

The GM chooses not setting this adventure in the Eastern Borderlands

## Eastern Borderlands

1 Square = 1 Mile



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campaign setting, they are free to substitute a similar mage of notoriety for Greencloak in a small frontier town.

The characters may already be familiar with the adventurers that disappeared. Omar Feathercap, the rogue who stumbled back to Lantern Falls, could be an old ally of the adventurers or even a family member or friend.

Finally, the characters could be wandering through the wilderness and stumble upon the standing stones and the hole leading into the dungeons, then decide to explore on their own.

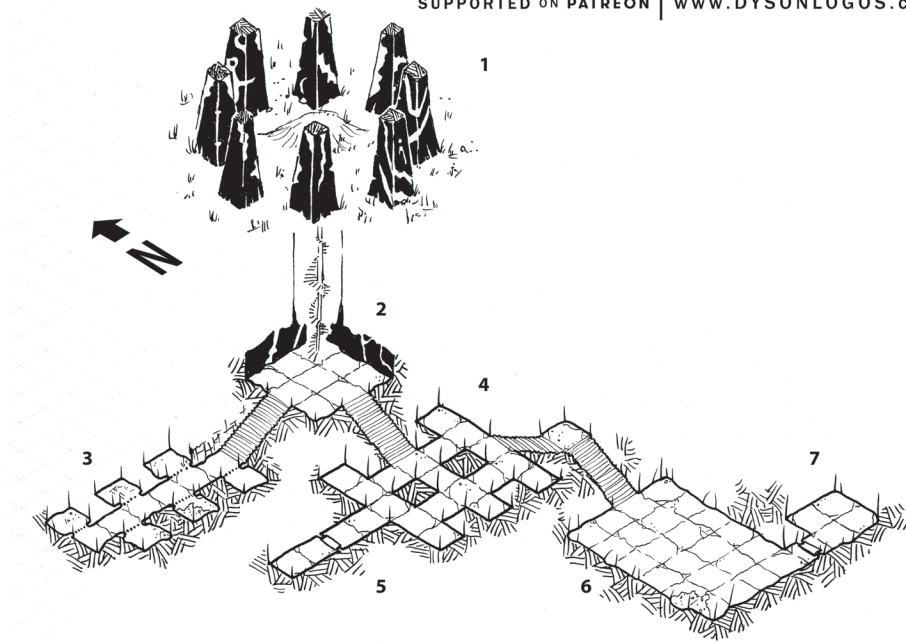
## Traveling to Prior's Hill

Unfortunately, Greencloak's map doesn't show the exact location of Prior's Hill. As the characters get closer to the location marked on Greencloak's map, the party's designated navigator will need to make a DC 15 Wisdom (Survival) check. If the check fails, the party is lost for 1d4 + 1 hours and must make another check.

If the check succeeds, the navigator is able to pinpoint the exact location of the standing stones at Prior's Hill.



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**Attack of the Undead**

As the party gets closer to Prior's Hill, the GM may wish to foreshadow the undead that inhabit Prior's Hill's dungeon with a surprise attack. The attack can occur at any time of day, although, an attack on the party's camp at night is most effective. Even if the characters use a spell such as tiny hut to protect themselves as they sleep, the undead are smart enough to wait just out of sight, waiting until the end of the hut's duration.

The undead that attack are 3d6 **zombies** and 1 **ogre zombie**. They fight until destroyed.

**Prior's Hill**

When the characters arrive at Prior's Hill, read the following.

Eight black stones set in a circle rise from the ground at the top of the old hill. Each stone is nearly 20 feet tall and made out of some sort of opaque black glass. At the center of the circle of stones is a neatly dug hole where a staircase made of old stone descends into darkness.

Claw marks blemish the ground surrounding the hole, as if something—or *someone*—was dragged in against its will.

Omar and the other adventurers who discovered the stones performed a ritual to reopen the dungeon below. When they did, undead that had lied dormant for decades climbed out of the hole and immediately attacked, catching the party off guard. Omar escaped as did another one of his companions, but the other two were pulled into the dungeon.

**Features.** The dungeons chambers and corridors lack any real source of light. The descriptions assume that the characters have torches, dark vision, or other methods of seeing in the dark. The walls, ceilings, and floors are made of hard stone unless stated otherwise.

**1 – The Descent**

The ancient staircase descends into darkness. Dropped trinkets, can- teens, and other discard and dropped possessions clutter the old, stone steps.

There are more signs of a struggle here such as additional claw marks and spots of dried blood.

**2 – Dungeon Landing**

You finally reach the base of the ancient spiral staircase, entering a 15 by 15-foot room. To the south and east of you are wide sets of stairs that descend even further into the black dungeon.  
The walls are hewn stone decorated with the same black glass that the standing stones were made of. Macabre imagery marks the walls: skulls, skeletons, sorcerers, and strange arcane symbols.

**Encounter.** As soon as the characters enter this chamber, a **wraith** accompanied by three **specters** emerges from the shadows and attacks. These undead were tasked by Zoradin to guard the entrance. The wraith has specific instructions to convert all living creatures into specters and will fight until destroyed.

**Disarmed Trap.** The stairs leading down into area 4 was originally guarded by a trap at the center of the steps. When Zoradin's minions rose from their slumber, they disarmed the trap by damaging the black glass runes on the wall.

Noticing the runes requires a successful DC 15 Wisdom (Perception) made with advantage if the character is proficient in Arcana. Replacing the runes requires a successful DC 10 Intelligence (Arcana) check. However, if a character passes the check by 5 or more, they realize that replacing the runes arms a magical trap. When triggered, the trap creates a blinding flash of holy energy meant to disable tomb robbers and destroy undead.

Should the characters fail to realize the nature of the trap and reset the runes, when triggered, each creature standing on the stairs must make a DC 12 Constitution saving throw. On a failed saving throw, a creature takes 11



(2d10) radiant damage and is blinded for 1 minute. On a successful saving throw, a creature takes half as much damage and isn't blinded. Undead take an additional 11 (2d10) damage from the trap.

### 3 – Prison of the Damned

The hallway stretching thirty feet in front of you looks like it used to be a prison. On either side of you are three cells sealed with barred doors. All but one of the doors are open.

A weary voice calls out from the last cell on your left. "Help me," it begs.

When the druids sealed the dungeon below Prior's Hill, they imprisoned all six of Zoradin's minions as well, leaving them to starve and rot in their cells.

Three of Zoradin's minions are still here: Anker, Jomath, and Reems. Anker is in the last cell on the left torturing one of the two captured adventurers, Maynerd. Jomath and Reems are in their cell looking through the tomes they stole from the wizard Voran the Bold (see **area 6**). All three attack when they see the characters.

**Rescuing Maynerd.** Maynerd (NG male human **knight**) has only 1 hit point remaining. All of his equipment and weapons can be found in an adjacent cell. Also, Voza's gear can be found in this area, as well, including his spellbook and weapons. Award the characters inspiration if they help Maynerd escape the dungeon alive.

### 4 – Dark Halls

Before you even reach the bottom of the stairs you can hear moaning and shuffling in the darkness.

10 **zombies** and 10 **skeletons** shuffle mindlessly through this maze of alcoves and narrow passages (the ceilings are only 6 feet high here). They attack whenever a creature comes close, and move towards any sounds they hear.

### Zoradin's Minions

Zoradin has five minions: Anker, Jomath, Lokai, Reems, and Uvarian.

The five minions are **wights**, except they are all 3rd-level spellcasters, too. Their spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).

They can cast the following druid spells:

- Cantrips (at will): *poison spray*, *thorn whip*
- 1st Level (4 slots): *charm person*, *entangle*
- 2nd Level (2 slots): *flaming sphere*, *heat metal*

The minions wield scimitars instead of longswords.

**Trap.** The door to area 5 is trapped. Discovering the trap requires a successful DC 18 Intelligence (Investigation) check. Disarming the trap is relatively simple; a successful DC 12 Dexterity check using proficiency in thieves tools removes the mechanism. If any creature touches the door before disarming the trap, they must make a DC 17 Constitution saving throw, taking 21 (6d6) radiant damage on a failed saving throw or half as much damage on a successful one.

### 5 – Zoradin's Claw

Floating in mid air at the center of this small room is a tall wooden staff topped with the withered claw of some long-dead bird of prey.

The walls are decorated with skeletal sorcerers with outstretched hands carved from black stone. Its almost as if these reliefs were trying to reach the staff.

The druids who sealed Zoradin separated the druid from his magical staff, Zoradin's Claw (see **Appendix B** for details). The claw floats in suspended animation in the center of the room.

**Trap.** If a creature touches the staff before disarming the magic holding it in place, all creatures in the room must make a DC 17 Constitution saving throw, taking 21 (6d6) radiant damage on a failed saving throw or half as much damage on a successful one. The creature that actually touched the Claw makes its saving throw with disadvantage.

A 6th-level abjuration spell holds the Claw in place. The trap can be disarmed and the staff removed if a successful *dispel magic* is cast against the spell holding it in its place.

### 6 – The Bleak Pit

The staircase opens up into a large room with 30-foot high ceilings. Whereas the other chambers walls and ceilings were crafted from stone with black glass worked into it, this entire room is made from black glass with the exception of the floors.

At the far end of the room stands a tall figure wearing a black hat and dark red robes. In his clutches is a bearded human in purple. You watch in horror as the life drains from the human's face until it is nothing more than a withered, hollow skull. The dark-robed creature drops the limp human and sighs with content.

"That... was delicious," the creature remarks.

The figure is none other than **Zoradin** (see **Appendix C**). He is joined by two of his minions, Lokai and Uvarian (read the "Zoradin's Minions" sidebar for details on their stats).

Zoradin just woke from a century-long slumber and is in no mood to be put back down. He will attempt to destroy the characters but if he is reduced to half his hit points or fewer, he will attempt to escape the dungeon using his gaseous form spell.

The human whose life Zoradin drained was Voza the Bold (LN male human **mage**). All of Voza's possessions were taken by the wights in **area 3**.

### 7 – Zoradin's Sarcophagus

A large, stone sarcophagus resting against the far wall dominates this 10-foot by 10-foot chamber. The lid of the sarcophagus lies on the floor, broken in two pieces. The sarcophagus itself is empty.

On stone ledges all around the room are eight ivory jars carefully carved into the shape of a different animal: badger, bat, deer, eagle, fish, snake, toad, and wolf.

This room is where Zoradin slept for a century. When he woke, his servants tore off the lid of his sarcophagus, smashing it upon the floor.

**Treasure.** The eight ivory jars contain the remains of Zoradin's organs. A character that removes a jar from its perch is automatically cursed with Zoradin's Curse (see below). Each jar is worth 500 gp.

**Zoradin's Curse.** Unless a *remove curse* spell or similar magic is cast upon an ivory jar, a creature that removes the jar from its ledge contracts Zoradin's Curse. While cursed, the creature has disadvantage on all saving throws against the spells and magical effects of undead creatures. In addition, any undead creature with the Life Drain action can make the attack against the cursed creature with advantage. The curse can be removed with a *remove curse* spell or if the jar is returned to its original place.

### Adventure Conclusion

When the characters return to Lantern Falls, Bezzwic Greencloak awards them with the promised gold, paying 10 gp extra if they managed to save any of the lost adventurers (Maynerd and Voza).

Should the characters defeat Zoradin, it is likely that the evil druid will rejuvenate and return. The only way to truly defeat Zoradin is to destroy the eight ivory jars that contain his remains.

Any creature that possesses one of the jars or carries Zoradin's Curse becomes an instant target for Zoradin. Zoradin

is patient, though; he'll wait to gather his strength, then attack with even stronger allies than before. Ω





# THE SECRET OF FORSAKEN PEAK PART 2

BY DAVE HAMRICK

## The Eyries

Primary Art and Cartography by Justin David Russell

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*The second installment of the ongoing Secret of Forsaken Peak series is intended for a party of 4-6 6th-level characters who should reach 7th-level by the adventure's end. The adventure is set in the Eastern Borderlands setting detailed in the first issue of BroadSword Monthly but can be easily inserted into any existing campaign setting. Certain sections of the dungeon map may lead to areas not yet published. You are free to change the dynamics of these locations to better suit your campaign, or remove them entirely.*

### Adventure Background

North of the Castle of Chaos, on the other side of Forsaken Peak, are the Eyries, a group of caves that house a variety of nasty creatures. Chaosmen do not venture into these caves unless they are in the southernmost chamber that bridges the eastern and western areas of the Castle. The larger caverns in the northwest belong to a fell, wicked monster, known to the chaosmen as the Master of the Peak. Occasionally, offerings are made to it to keep it placated while excavations are performed on the eastern arm of the mountain.

For years, the Eyries has been the center of necromantic energy within The Forsaken Peak. Since the arrival of the Master of the Peak, humanoids and other creatures that attempt to venture into the network of caves find themselves killed, cursed, maddened, or worse. The Chaos Magi believe that if the Master of the Peak can be destroyed, the curse of the Eyries will lift with it. This would be beneficial to the chaosmen as it would allow them to continue their excavations without issue.

### Adventure Hook

There are various ways that the characters can arrive at the Eyries. If you are running the Secret of Forsaken Peak adventure path from BroadSword Monthly #1, then it's possible that the characters entered the Eyries via the



stairs up from the Goblin Mine. Or the characters read Tuuk's notes in his chambers in the Goblin Mine and discovered another way in. Finally, if the characters saved Alzon of the Chaos Magi, Alzon will introduce the characters to Aliq at the Castle of Chaos.

If the characters need a different motivation or you are running this portion of The Forsaken Peak separate from the first part, then have the characters invited to the Castle of Chaos by Aliq the Arch-magi of the Chaos Magi. When they arrive, they are asked to wait in front of the eastern portion of the fortress.

Read or paraphrase the following:

A chill air sweeps over you. It was an arduous hike up the trail leading to the Castle of Chaos on the Forsaken Peak. Now, standing before you is the massive, black fortress of the chaosmen, the aptly named Castle of Chaos. The chaosmen's unruly, grim soldiers are everywhere. Many of them throw a curious look your way. Others sneer.

After waiting a while, a man wearing red and black robes with a matching skull cap walks your way. He looks to be in his fifties, with deeply tanned skin and a close-cropped mustache and goatee.

"Well met, travelers. I am Aliq, Lord of the Chaos Magi. Thank you for coming. Before you stands the Forsaken Peak, an ancient, lonely mountain. It has cast a long, dark shadow over the Borderlands since before the Age of Man. Within this impenetrable mount of rock lies many unsolved mysteries. Many who have tried to learn the ways of the mountain have either gone mad or died.

"Recently, I sent an expedition into the northern side of the mountain, into an unsettled region of the Mountain called the Eyries. That was two weeks ago. Only one man returned; he was both maimed and left insane. But in his rambling, he told us that there is a source for the dark power

### General Features of The Eyries

- 1. Ceilings.** Being a natural cavern, the tunnels and larger caverns are of variable height. Any place where the ceiling height isn't listed, assume it is 10 feet high.
- 2. Floors.** All of the floors in the eyries are rough and covered in gravel, mud, and sometimes bones.
- 3. Walls.** The walls are rough and uneven.
- 4. Light.** The majority of the eyries' tunnels and caverns are without light. Only the natural exits (areas **B5, B7, B9, B16, B17, and B18**) have natural light from outside during the midday hours and late afternoon. The room descriptions assume the characters have darkvision, torches, or some other way to see through the darkness.
- 5. Steep Climbs and Cliffs.** The Eyries is not a nice and neat system of caverns. Many of the

tunnels, passages, and chambers are at odd angles, have varying degrees of height and width, and are often difficult to traverse. Details on moving in and out of these areas and the dangers therein are detailed in each of the area descriptions.

- 6. The Whistle.** Because of the Eyries' layout, air travels through it creating an odd whistle. To add to the horror atmosphere of the setting, you might have the whistle play tricks on the characters' minds, making them think they can hear voices in the whistles or even screams.
- 7. Desecration.** The whole of the Eyries is desecrated ground. All undead within the Eyries have advantage on all saving throws.
- 8. Regional Effects.** As long as the Master of the Peak remains within the Eyries, its regional effects continue to function (see **Appendix C**).

that empowers the dark things that thrive within. We hope that you could find this source and rid The Eyries of it. Were you to complete this task, The Chaos Magi would forever be in your debt."

Aliq is also prepared to pay the characters a sum of 500 gp each to destroy the dark source known as The Master of the Peak, whatever it might be. He also tells the characters that they may keep anything they find within the Eyries so long as they report anything that may be of historical importance or related to an ancient temple at the eastern portion of the Castle of Chaos.

Aliq (NE male human **archmage**) is not a friendly person and any line of questioning makes him visibly impatient. Should the characters start questioning, he will agree to up the payment to as much as 750 gp per

adventurer if they promise to ask no further questions. Otherwise, he calls the deal off.

### Entering the Eyries

There are three main ways to enter the Eyries.

- The first path is through the Goblin Mine. If the characters cleared the goblin mine (see **BroadSword Monthly #1**), they may already be familiar with the tunnel that leads from area **A15** to **B14**.
- The second path is through the rear of the Castle of Chaos. Aliq and a retinue of chaosmen soldiers (NE male human **guards**) lead the characters through the underbelly of the castle itself through a series of dark corridors and poorly-lit chambers. Eventually, Aliq leads them to a dry, cold cave at the rear of the castle.

Roughly 50 feet to the north of the camp is a steep climb that leads into the Eyries (area **B1**).

- Finally, if the characters never speak with Aliq, or choose to go a different route, they can enter the Eyries through the north face of the mountain. Climbing the mountain on its northern side is extremely difficult and dangerous. From the highest point the characters can hike, it's a sheer 250-foot climb along the north side's face (lower in a few areas), requiring climber's kits. In addition, all manner of horrible creatures such as giant bats and insects, manticores, and other beasts hunt along the northern side, looking for an easy snack: a handful of adventurers hanging off the side of the mountain would do just fine. Climbing this way places the characters at any of the areas with portals on the northern side: areas **B6, B9, B10, B11, B19, or B18**.

**Eyries Random Encounters**

d6 Roll	Encounter
2	1d2 vampire spawn
3	1 banshee
4	1 ghost
5	2d6 zombies
6	1 wraith
7	The Master of the Peak*
8	2d4 specters
9	1d4 + 1 poltergiests
10	2d4 bloodless ones
11	1d8 + 3 shadows
12	1d4 mummies

**Random Encounters in the Eyries**

The Eyries are extraordinarily haunted by the literally hundreds of creatures that have died within its caverns over the last hundred years. Every hour that the characters are within the Eyries, roll a d20. On a roll of 18

or better, the characters encounter a creature. Roll a 2d6 and consult the Eyries Random Encounters table below to determine its nature.

**The Master of the Peak.** The Master of the Peak (see **Appendix C**) attacks the characters with the intent of draining one of its life, then dragging it back to its lair to consume. However, the Master will not fight the characters until it is destroyed, instead, it flees if it is reduced to 80% of its hit points or less or if it takes any amount of radiant damage. The Master of the Peak will only fight to its destruction if the characters use Rowan's summoning ritual (see area **B25**) or confront the Master of the Peak in its lair (area **B16**). Even if the Master is destroyed before its remains are consecrated, it rejuvenates, returning to its lair in 1 hour.

It is possible for the Master to attack the characters multiple times while they explore the Eyries, frequently checking for weaknesses, trying different strategies, and adapting.

**Area Descriptions**

All the encounters listed here are keyed to the map of the Eyries (above):

**B1 – The Climb**

If the players enter through the southern Castle of Chaos entry, read the following description:

Just looking at the climb before you all makes you feel tired. The steep descent rises at a nearly 45-degree angle along the edge of a chasm. As you peek over the edge of the rift, your boot punts a rock over the edge. Four seconds pass before you finally hear it hit water far below.

Turning your gaze back up to the journey ahead, a chill wind sweeps past you. Within this clinging draft, you feel as if you can hear a faint crying. Somewhere distant, maybe, suspended at the dark recesses of your mind.

This place is not natural.

**Falling During the Climb**

If a character fails their Strength (Athletics) check to climb up area **B2** into the Eyries, roll a d20 and consult the falling results table below.

d20 Roll	Result
1-10	The character catches themselves.
11-18	The character tumbles back down the trail.
19-20	The character falls over the edge of the rift.

**The character catches themselves.** The character has stopped themselves from falling, but their movement becomes 0 and they cannot perform any actions until the start of their next turn.

**The character tumbles back down the trail.** The character falls prone in their space and is pushed back 30 feet along the trail, taking 1d6 damage for every 15 feet they tumble. A creature standing behind the tumbling character can use its reaction to make a DC 15 Strength (Athletics) check to stop the tumbling creature. If the tumbling character is not stopped, then at the start of his or her next turn, they must make a DC 15 Dexterity saving throw to stop themselves or they will fall another 30 feet towards the chaosmen camp, taking another 1d6 damage for every 15 feet they tumble. This continues until they reach the bottom of the trail (just above the bottom of the map).

**The character falls over the edge of the rift.** The character falls prone in their space and is pushed 30 feet towards the rift. The character must then make a DC 15 Dexterity saving throw to catch themselves on the edge. On a failed saving throw, the creature falls over the edge and 300 feet down into the underground lake below (right in front of the Goblin Mine's area **A26**, detailed in *BroadSword Monthly #1*). The character can make a DC 20 Dexterity (Acrobatics) check to dive into the water, but makes this check at disadvantage. On a failed check, the character takes 17 (10d6) damage as the water breaks their fall and the character must immediately succeed on a DC 10 Constitution saving throw upon hitting the water, or they begin to drown. On a success, the character takes 7 (2d6) bludgeoning damage and does not start to drown.

A creature can willingly jump into the rift to save the character by making a DC 20 Dexterity (Acrobatics) check. On a success, the creature takes only 7 (2d6) damage and does not need to make a Constitution saving throw. Otherwise, the creature also takes 17 (5d6) bludgeoning damage and must make a DC 10 Constitution saving throw to avoid drowning.

The Eyries is a despicably evil place. As the characters climb into it, be sure to remind them of the chill wind and harsh air; it's almost as if it's pushing them away from the entrance.

**The Climb Up.** The climb into the Eyries along the edge of the rift is one of the most difficult the characters will make. The chaosmen have tied a rope to a stalagmite at the top of the climb to make it easier. Even still, movement is slow and tedious and requires a DC 13 Strength (Athletics) check on each of their turns.

**The Climb Down.** Going back down is equally as taxing, but does not require Strength (Athletics) checks to perform. The characters need only repel backward using the rope at half their normal movement speed.

### B2 – The Offering

The ceilings in this cave are nearly 50-foot-high.

This muddy cave splits off in five different directions. To the south is the steep descent leading to the chaosmen camp; you can see the faint glow of their torchlights from where you stand. To the west is a narrow cave that disappears into the darkness. North, just around the huge rock outcropping that dominates this cave is a passage that ascends further upward, the wind violently pushing its way through. The rock outcropping itself is thirty feet high, but there appears to be a platform at the top. Along the side of the cliff is a simple rope and pulley with a worn wooden bucket attached to one end. Finally, to the east, sandwiched between the coarse cavern walls and the dark rift, is a twenty-foot drop leading to a ledge that vanishes into the dark.

All around the base of the rock outcropping, there are shattered skulls and bones. Some even look humanoid.

This is as far as the chaosmen ever go

into the cavern. Offerings are placed into the bucket and pulled up to the top of the cliff and left there. The chaosmen never stay around to see the creature arrive.

**Treasure.** Searching through the bones reveals a gold tooth in one of the skulls. It is worth 1 silver piece.

**Exits.** Depending on which passage the characters take, they may need to make climb checks. When characters fail climb checks, unless otherwise stated, they fall to the floor below and take 1d6 bludgeoning damage for every 10 feet that they fall. To determine the difficulty of the climb checks, reference the information below.

**To B3/B4.** The passage to the west tunnel does not require a check to climb through.

**To B10/B12.** Moving up the passage to areas B10 or B12 requires a DC 13 Strength (Athletics) check to move at the character's normal movement speed. On a failed check, the character slips but is able to catch themselves. However, their movement becomes 0 and they cannot take any actions until the start of their next turn. A character can avoid this check if they move at half their normal movement speed.

**To B15.** Climbing up the rock outcropping (into area B15) requires a DC 14 Strength (Athletics) check. On a failed check, a character falls and takes 1d6 bludgeoning damage for every 10 feet that they fall; its 30 feet to the top of the outcropping. A character can attempt to use the rope from the rope and pulley to assist them on their climb. The pulley can hold up to 200 lbs of weight. Any more than that and it snaps. If a character is in mid-climb when it snaps, they must succeed on a DC 16 Dexterity saving throw to catch themselves on the edge of the cliff or fall down to the cave floor below.

**To B24.** Climbing down to the ledge requires a DC 14 Strength (Athletics) check if done without a rope. With a rope, a character can simply repel down without a check. It is 20 feet down to area B24.

### B3 – Old Yeti Cave

Climbing up or down into this old cave requires a DC 14 Strength (Athletics) check.

Something lived here. Once. Now, there's nothing more here than broken bones.

Among the bones, the characters will find a dark, bluish skull with a slight simian cast and large, ram-like horns. It was a yeti.

Beyond that, there is nothing else here of interest. However, if the characters have not yet encountered the leaping mother (area B6) they might hear her weeping down the corridor.

### B4 – Slippery Cliff

This low-ceilinged cave splits off in four directions. To the south is a 10-foot drop into a natural mud-covered slide. Just at the edge of that drop, you think you can see something shiny sticking out of the mud.

A successful Intelligence (Investigation) check reveals that the shiny object is nothing more than a crystal-line rock. However, any character that makes or aids in the check without saying that they are trying to be careful must succeed on a Dexterity 10 saving throw or fall. The initial fall deals 1d6 bludgeoning damage, then they start to slide (see the description in area B5).

The crystalline rock is not worth anything.

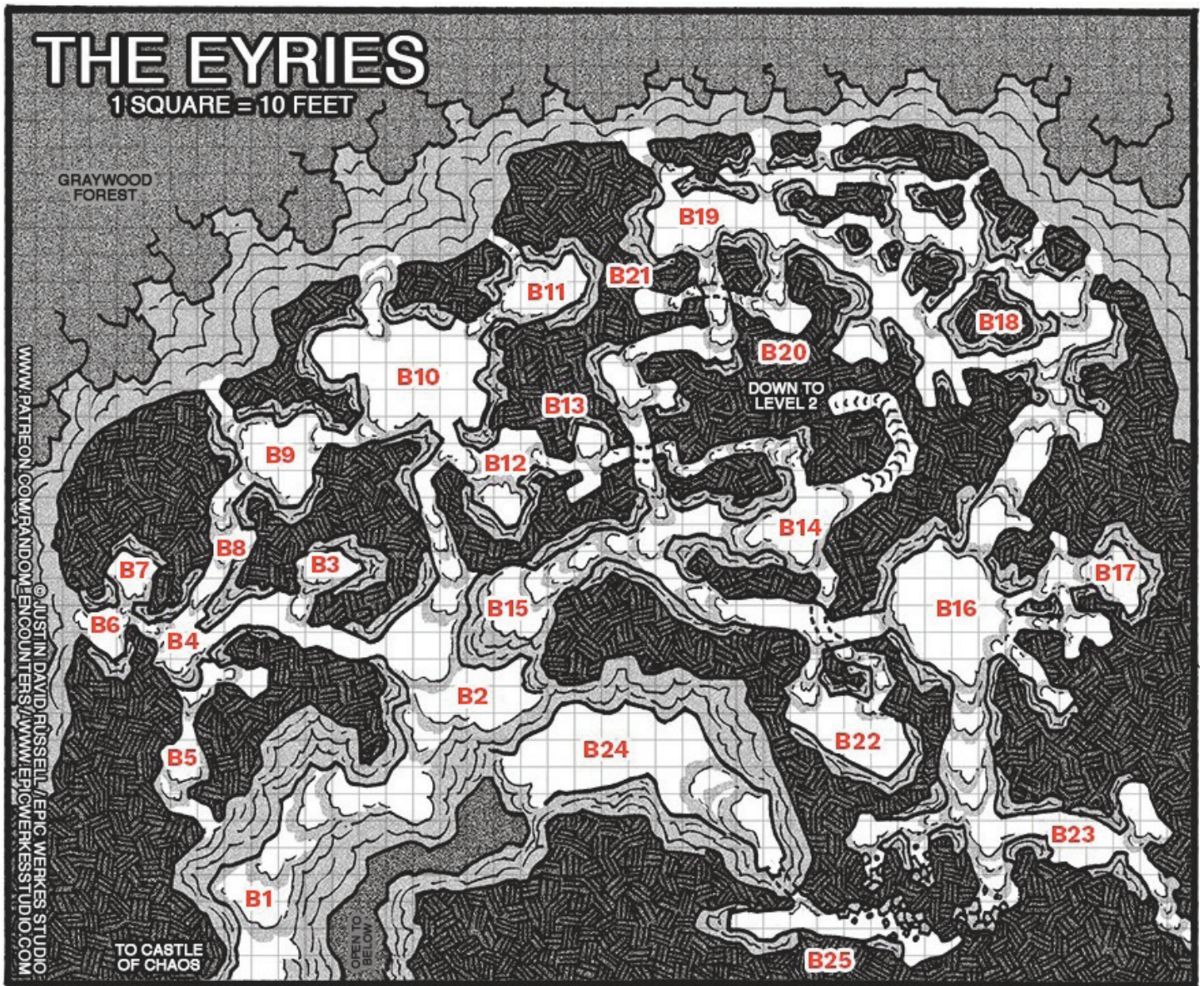
#### Exits.

**To B2/B3.** The tunnel to the east is relatively simple to walk through.

**To B5.** A character can climb down into area B5 with a successful DC 16 Strength (Athletics) check. If they fall, they land prone in area B5, take damage as normal, and begin to slide (see area B5).

**To B6.** When the characters first appear here, they hear a woman weeping and a baby cooing coming through the small passage to the west; it's the leaping mother (see area B6). The pas-





sage west is narrow and low, requiring the characters to crawl through to the other side.

**To B8.** The passage leading north is filled with tens of thousands of insects, some of which spill out into this cave (but not enough to attack). See area B8 for details on climbing through.

#### B5 – Natural Slide

If a character starts his or her turn in this area and did not fall in from area B4, they can move around normally. However, they must make a DC 10 Strength (Athletics) or Dexterity (Ac-

robatics) check to avoid falling prone and sliding down the natural slide. If they move half their normal movement speed, they do not need to make this check.

If a character fell in from area B4, they are automatically prone and begin to slide down the natural slide.

**Sliding.** If a character falls prone in this area, they immediately start to slide towards the bottom of the passage. A character slides 30 feet per turn, taking 1d6 bludgeoning damage per 30 feet they slide. At the start of the character's turn, they must make

a DC 15 Strength or Dexterity saving throw (character's choice) or continue to slide. If a character is unable to stop themselves before reaching the end of the passage, they fall out of the hole in the ceiling above area B1 and fall another 30 feet to the ground below, taking 1d6 damage per 10 feet fallen.

**Treasure.** There is a small cave just to the east of the drop. Inside this cave are the remains of an adventurer that broke his leg falling over the slide that was unable to get out. On his body, the characters will find 35 gp and a +1 mace.



### Exits.

**To B1.** If the characters slide down the mudslide, then they automatically exit via the hole in the ceiling in area **B1**, landing prone on the ground below. The characters can carefully reach the end of the slide and then lower themselves down into area **B1** with a rope or similar aid.

**To B4.** Climbing back into area **B4** requires a successful DC 16 Strength (Athletics) check. If they fall, they land prone, take damage as normal, and begin to slide.

### B6 – The Leaping Mother

When the characters first enter this cave, read the following description:

At the far end of this cave is a natural window leading to the outside. You can see the [day/night] sky beyond and the dark treetops of the Graywood Forest far below. A woman wearing a torn pink dress stands in front of the portal, her back to you. She heaves with sobs, then slowly turns to you, her face a mess of tears. In her arms is a babe wrapped in a blanket, cooing softly. She looks at you with terrified eyes, shaking her head.

“No,” she starts with a whisper that rises to a scream. “You won’t take us back. You won’t!”

If the characters try to approach her, she immediately turns and leaps out the cave and down onto the side of the mountain, screaming as she falls.

The woman is actually a **ghost** known as the leaping mother. Holding her infant child, she leapt from this very same exit nearly three decades prior. The two died instantly on the rocks below, and have haunted the Eyries ever since.

If a character steps to the edge of the portal to look down onto the rocks below to see where she landed, the leaping mother appears behind them in her true form: a blood-splattered specter holding the ghostly remains of

her child. If she surprises the characters, she first uses her Horrifying Visage feature. She then tries to shove the character over the edge. Have her make her Withering Touch attack against any character standing within 5 feet of the portal’s edge. If the attack hits, the character must make a DC 14 Strength saving throw or be pushed out of the hole and down the side of the mountain.

If the leaping mother is destroyed, she returns in 24 hours. The only way to permanently destroy her is to find her bones at the bottom of the cliff and burn or consecrate the remains.

**Falling Down the Mountain.** It is 150 feet down to the side of the mountain. If a character survives the 15d6 damage that they would suffer from the fall, it’s extremely difficult to climb back up, requiring a DC 18 Strength (Athletics) check for every turn they spend climbing.

### Exits.

**To B4.** The passage east is narrow and low, requiring the characters to crawl through to the other side.

**To B7.** It’s a steep 15-foot climb up into the abandoned cave. However, the climb is relatively easy. Any character with at least a Strength of 10 can easily jump up and pull themselves up into the cave.

### B7 – Empty Cave

The ceiling of this cave is only 5-feet-high. There is nothing of value here.

**Exit.** It’s a steep 15-foot drop into the cave below. A character can jump down with a successful DC 13 Dexterity (Athletics) check or easily climb down requiring no check.

### B8 – Insect Tunnel

Thousands of horrible, buzzing, crawling, squirming insects surround nearly every inch of this tunnel. It’s almost impossible to see through the mass.

The swarms of insects do not move towards the characters but will attack

if a character is in the swarm’s space at the start of the swarm’s turn. In addition, the swarm of insects counts as difficult terrain. The tunnel has a gradual rise, making it more difficult to get up, especially with the insects there. The characters must succeed on a DC 13 Strength (Athletics) check to climb upward through the tunnel, or risk falling prone (and into a pile of insects).

Should a spellcaster use a particularly destructive area of effect spell such as a *fireball* or *lightning bolt* to clear the insects out, it fries their guts, leaving behind a mass of boiling, stinking paste all over the interior of the cave, giving disadvantage to all Strength (Athletics) checks made to climb through the tunnel unless the characters wait 10 minutes or longer for the guts to cool.

### B9 – Bat Caves

The room reeks of the guano that covers the floor in large piles all around you.

Twenty **swarms of bats** fill the ceilings of this cave. In the day time, they sleep and won’t disturb the characters. At night, they swarm around the cave, still mostly avoiding the characters. Their focus is on the insects that escape through the tunnel in area **B8**.

### Exits.

**To B8.** Review area **B8**’s area description for details on the insect cavern.

**To B10.** The climb into area **B9** is mostly uphill but easy enough that it doesn’t require any checks.

**To Outside.** The passage out of the bat cave leading to the outside is slippery with bat guano. If a character moves more than half their movement on their turn, they must succeed on a DC 12 Strength (Athletics) check or fall prone in their space. A character that falls prone slides down to the edge of the portal leading to the outside, stopping just before they fall. The cliffside at this portal is 200 feet above the rocks below and very difficult to

climb up or down, requiring a DC 16 Strength (Athletics) check either way.

**B10 – Manticore Cave**

When the characters first enter the cave, read the following description:

This cavern is massive, with ceilings nearly 40 feet high. Floating among the stalactites you can make out a pair of insubstantial creatures. It's hard to make out exactly what they are: they look like ghosts of lions with humanoid skulls and shadowy, torn wings on their backs. One turns its awful face to you. Two points of light spark in its cold, empty eye sockets. "Life," it croaks as it descends toward you in an unearthly spiral.

This cave is home to a pair of manticore **specters** (use the specter stat block, except that the specters gain a Tail Spike attack, detailed below). They desire nothing more than to drain life from the living and will fight until destroyed.

**Tail Spike. Ranged Spell Attack:** +4 to hit, range 100 ft., one creature. **Hit:** 6 (1d8 + 2) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or be stunned until the end of the specter's next turn.

**Exits.**

**To B2.** Moving down this passage to areas B12 requires a DC 13 Strength (Athletics) check to move at the character's normal movement speed. On a failed check, the character slips but is able to catch themselves. However, their movement becomes 0 and they cannot take any actions until the start of their next turn. A character can avoid this check if they move at half their normal movement speed.

**To B9.** The climb into area B9 is mostly downhill, but easy enough that it doesn't require any checks.

**To B11.** The passage to B11 is via a hole in the ceiling. The lip of the hole is smooth; the characters will need magic or other special abilities to reach it.

**To B12.** The path to area B12 is relatively flat and wide enough that the characters won't need to duck or crawl. However, the floor is actually blood quicksand (see area B12 for details).

**To Outside.** The path leading to the portal outside is easy enough to traverse. However, once the characters reach the portal, the edge can be somewhat treacherous. Any character that stands next to the edge without trying to be careful, must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or slip on the rocks. When a character slips, they fall prone in their space and then slide 30 feet towards the cliffside. Once they reach the cliffside, they must make a DC 15 Dexterity saving throw to catch themselves or fall off the edge of the cliff, landing prone 200 feet on the rocks below.

**B11 – Manticore Hoard**

To your surprise, this cave is filled with gold coins, gems, and other treasures. Judging by the condition and dirty covering most of it, a lot of this stuff hasn't been touched in ages.

The manticores that used to live in the cave below this one stored their treasure here. When they died, the secret of their treasure died with them.

**Treasure.** The characters discover 311 cp, 5,980 sp, 3,105 gp, and 93 pp. In addition, there are 3 small gold bracelets each worth 25 gp and a potion of *greater healing* tucked in the mess.

**Exits.**

**To B10.** A hole at the far end of the cave drops 40-feet down into the manticore cavern below.

**To Outside.** The passage leading to the outside at the northwestern end of this cave is incredibly tight. Medium or larger creatures cannot fit through it. And Small creatures must squeeze to get through. The portal at the end of the tunnel pokes out of a cliff face some 200 feet above the rocks below.



**B12 – Bloodsand Pit**

If the characters have an actual light source for this room (and not just darkvision), read the following description:

The floors of this natural chamber are quite flat and oddly red, almost as if the stone, loose sand, and gravel had been painted that way.

Remember that if the characters are relying on solely darkvision to make their way through the cavern, they will not be able to notice the difference in color.

Should the characters avoid or pull themselves out of the bloodsand (see below), all of the exits are fairly easy to escape through. However, a chill air radiates from area B13 and ice covers the walls.

**Bloodsand.** The floors are a combination of quicksand and blood that covers the low areas of this cavern. The bloodsand works similar to quicksand (see chapter 5 of the *DMG*), however, in addition to sinking, the creature must make a DC 10 Constitution saving throw at the start of each of its turns or take 7 (2d6) necrotic damage on a failed saving throw or half as much damage on a successful one. A creature's hit point maximum is reduced by the amount of necrotic damage taken in this way. This reduction lasts until the creature finishes a short or long rest. The furthest a creature can sink into the bloodsand is 10 feet before hitting the bottom.



In addition to the bloodsand, there are four **skeletons** hiding in the bloodsand. The skeletons can move freely through the bloodsand including up and down and have full cover while submerged against creatures that are outside of the bloodsand.

Skeletons that are below sinking characters will use their action to make grapple attempts against partially submerged creatures. If the skeleton grapples the character, it can pull the character down to the bottom with its move.

### B13 – Doghead and the Cold Children

Once the characters step into this chamber, magical fog fills the area (as the fog cloud spell).

A chill fog sweeps over you, obscuring everything. Within the fog, you think you can hear the scrape of gravel and laughter. For a moment, you believe that you can see what looks like children moving through the fog. Suddenly, there comes a low growl.

At the center of this cavern is a severed dog's head on a pike. The head is an illusion. It can't move, but it can take lair actions (see the below). The dog's head is immune to most damage, but if holy water is splashed on it or it is hit by cold iron, it disappears for 1 minute. The only way to destroy the dog's head permanently is to destroy the bones of the cold children.

While the characters deal with the doghead, the cold children attack. There are eight cold children in all. They use the **shadow** stat block except that they are the size of children. If the children are destroyed, they rejuvenate within 1 hour, returning to this area. The only way to permanently destroy the cold children are to destroy their bones (see below).

**Doghead's Lair Actions.** Doghead is the vengeful spirit of an old mastiff that died defending these children from chaosmen five decades ago. Its

very essence saturates the cave itself. On initiative count 20 (losing initiative ties), doghead takes a lair action to cause one of the following effects; doghead can't use the same effect two rounds in a row.

- Each creature within 20 feet of doghead must make a DC 10 Constitution saving throw as the temperature in the lair plummets. A creature that fails its saving throw takes one level of exhaustion from the cold. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold-weather gear.
- Doghead casts *fog cloud*, except its duration is 1 hour; although it does not require doghead to concentrate, if doghead is destroyed, even temporarily, the cloud dissipates in 1 round. (Doghead uses this action before the characters enter.)
- Ghostly hands reach from the ground. Each creature within 20 feet of doghead must make a DC 13 Strength or Dexterity saving throw (target's choice), or become restrained by the hands. On a creature's turn, it can use its action to make another saving throw, freeing itself on a success. Alternatively, a creature can use its action to splash holy water on the hands, instantly dissolving them. If doghead is destroyed, even temporarily, the hands disappear.

**The Cold Children's Bones.** Tucked into the northern alcove some 10 feet above the rest of this cavern are the bones of the cold children, huddled together just like they were when they died. Noticing the alcove requires a DC 12 Wisdom (Perception) check. Climbing up is fairly simple. If the children's bones are buried away from the Eyries, destroyed with fire, or holy water is sprinkled upon them, both the cold children and the doghead are destroyed and do not return.

**Exits.** The exit to **B12** is simple. However, the path to **B14** may prove

difficult for two reasons. First, the tunnel narrows considerably, sometimes no larger than 2 1/2 feet in diameter. Second, it ascends sharply upward.

Small creatures climbing through the exit to **B14** must make a DC 13 Strength (Athletics) check to climb the shaft. A failed check means that the character's progress is momentarily halted.

Medium creatures make the same check but with disadvantage. If a Medium creature fails its check, it is stuck. A stuck creature is restrained and must succeed on a DC 10 Constitution saving throw at the start of each of its turns or it can't breathe and begins to suffocate. The creature can use its action to repeat its Strength (Athletics) check, freeing itself with a success.

Returning this way is just as difficult, requiring the same checks.

### B14 – Landing

It's cold here. Bones litter the ground. Some are animal. Many are humanoid. What is this place?

The ceilings in this cave are 70-feet high near the center. Sounds echo through all of the exits of the horrors that hide throughout the Eyries.

**Treasure.** Among the bones, there are some discarded items. The characters can find 33 gp, 18 sp, and 22 cp, and a gold ring set with a garnet (worth 150 gp). In addition, there is a silver dagger and a rusted flask containing holy water.

#### Exits.

**To B12.** There is a narrow shaft in the floor that leads down to area **B12**. Unless the characters climbed up through the shaft, noticing it requires a DC 11 Wisdom (Perception) check. Read the "Exits" description in area **B12** for details.

**To B15.** Other than a slick spot or two, the passage to and from **B15** offers no obstacles to the characters.

**To B22.** The passage to the south leading towards **B22** is easier to de-

scend than the one to the north, but still not simple. It requires a DC 12 Strength (Athletics) check to climb the shaft. Failure causes a character to slip and fall, taking 2d6 damage.

**To the Goblin Mine.** The natural stairs to the east lead down to area **A14** of the Goblin Mine (see *Broad-Sword Monthly #1* for details).

**B15 – Ledge**

This narrow cavern overlooks a large cavern 30 feet below you. At the lip of the ledge is a rope and pulley system, apparently used to pull a bucket to the ledge where you now stand. All around you are bones and animal remains.

This is where the offerings from area **B2** end up. There is nothing of value among the remains.

**Exits.**

**To B2.** The climb down works similar to the climb up (see “Area B2’s Exits”).

**To B14.** While it’s slightly uphill, the path to **B14** is relatively easy-going.

**B16 – The Lair of the Master**

This large chamber is nearly 40-foot squared, however, the ceilings are only 7 feet high. The air is so cold here it feels like ice is forming around your very soul. Literally thousands of bones cover nearly every inch of this cavern. The only area where bones don’t cover the cavern floor is at the cavern’s center where a 10-foot radius patch of unspoiled soil rests.

When the characters first enter the Master’s lair and every 1 minute afterward, roll a d10. On a result of 10, the **Master of the Peak** arrives and viciously attacks the characters, fighting until it is destroyed or it kills or incapacitates the characters.

**Rowan’s Ghost.** If the characters spend more than 1 minute in this area without confronting the Master, read the following:

To the south, you notice a faintly glowing figure: an apparition. The ghost appears to have once been an elven man wearing white and blue robes. It motions to you as if asking you to follow it. It then steps into the rock face at the southern portion of this cavern, vanishing into the wall.

The ghost is Rowan, an elven monk who died trying to destroy the Master of the Peak. Rowan escaped into the chamber to the south but was trapped when the Master brought down the cavern (see area **B25**). Now a **ghost**, Rowan hopes that the characters can finish what he started seventy years ago.

It’s impossible for the characters to remove the landslide blocking the way to area **B25**, but a spell or effect such as *etherealness* or *passwall* could help them see what is on the other side.

**The Master’s Bones.** At the center of the patch of soil at the center of the cave are the bones of the Master of the Peak. It takes at least four character actions to dig the soil (for example one character digging for 4 rounds, two characters digging for 2 rounds, four characters digging for 1 round, etc.) and discover the skeleton of the Master of the Peak.

In life, the Master was an elven monk, its bones reveal this. Similar to

Rowan’s ghost, its skeleton is dressed in tattered blue and white robes. To destroy the Master, the characters must burn the Master’s bones or consecrate the remains with holy water. Because the master is so deadly, it is recommended that some of the characters use Rowan’s summoning ritual (see area **B25**) to distract the Master while the remaining characters dig up its body. Once the Master detects that its body is being tampered with, it returns to its lair as fast as it possibly can, targeting the creature closest to its remains. If you’re unsure of how long it takes for the Master return, the master returns in 1d4 + 1 rounds.

Once the Master’s bones are destroyed, the curse of the Eyries lifts and all of the undead within can finally rest.

**Treasure.** The Master’s skeleton wears a *ring of mind shielding*.

**Exits.**

**To B15.** The path to **B15** is the simplest route out of this cavern.

**To B17.** It takes a little effort to climb up to the alcoves in **B17**. These paths count as difficult terrain.

**To B18.** A ledge overlooks the passage to **B18**. However, it’s only 5-feet above the passage. Treat the ledge as difficult terrain. Beyond that, the passage is easy to move through.



**To B23.** Loose rubble lines the descent leading to area **B23**. A creature moving up or down the passageway must succeed on a DC 10 Dexterity saving throw or fall prone, taking 1d4 damage as they fall. A creature moving through the passageway at half its moving speed doesn't need to make a save.

### B17 – Luzien's Camp

In this alcove, you find the remains of an old camp, probably decades old. An old tent lies in tatters. Just in front of it is an old fire pit, unlit for many years.

When Luzien died and returned as the Master of the Peak, he left his old camp exactly as it was. Only time has destroyed it. If the characters search the old campsite, they find some of Luzien's old possessions including the dry-rotted remains of his old notebook (written in the Elven script), a rusted mess kit, 10 torches, and 50 feet of usable hempen rope. Everything else is beyond repair.

A character that can read elven can read through Luzien's notebook. Luzien wrote in his notebook how he believed he could trap his soul in a *ring of mind shielding*. Then, once dead, he would re-emerge as an apparition with his mind would still be intact. As a conscious apparition, Luzien could then continue his work, further unlocking the secrets of deathlessness. The last thing he wrote: "The fools seek to stop me. Little do they know that they are only aiding me in my quest for immortality."

### B18 – The Stirge's Nest

This honeycomb of odd passageways, outside portals, and loose debris was once home to a nest of stirges that plagued the homesteads north of the Forsaken Peak. Growing tired of finding livestock drained of blood, a group of mountain climbers banded together to scale the Peak and clear out the stirges once and for all.

What the climbers didn't realize was that the stirges had become abnormally aggressive, their simple minds affected by the Eyries' desecration. When the climbers arrived, they were ambushed by the blood-suckers. Those that didn't die were drained to the point of near-death. Weak and unable to escape the mountain, the climbers eventually died of starvation.

Like any creature that dies in the Eyries, the climbers became undead creatures; they rose as bloodless ones. Bloodless ones are foul creatures that are too weak to stand. They drag themselves around on their arms and use a deathly gaze to weaken their prey. Then, when they can climb onto their victims, they drain them of their blood with a proboscis that extends from within their gaping maws.

There are 4d6 **bloodless ones** (see **Appendix C**) and 5d6 **stirges** hidden throughout this complex. The stirges typically attack first, swarming any living creature they come across. While distracted, the bloodless surround their prey, trying to cut off all escape. Slow-moving, the bloodless ones tend to attack in waves, eventually overwhelming creatures that stay in one place for too long.

#### Exits.

**To B16.** The only obstacle to **B16** is the 5-foot high ledge just before entering **B16**. It counts as difficult terrain, but no check is needed to climb it.

**To B20.** The passage to **B20** is wide but low. A character must drop prone and crawl on their belly in order to move through the tunnel into area **20**.

**To the Outside.** The portals to the outside look upon hundreds of acres of the Graywood Forest's treetops. It is a 250-foot sheer drop down the cliffside. See "Entering the Eyries" for details on climbing into and out of the north face of the Eyries.

### B19 – Signs of a Struggle

When the characters first arrive in this area, read the following:

Fresh bloodstains, broken arrows, and even gashes along the cavern walls—it looks like there was a combat here.

Aliq's men ran into the bloodless ones from area **B18** in this cavern. Half of the men were killed, drained of all their blood, later rising as new bloodless ones. One of his men escaped, leaping from one of the exits down into the forest below, somehow surviving the fall. Two more of his men crawled into the tunnels at area **B20**, eventually holing up in areas **B21** and **B22**.

#### Exits.

**To B14/B15/B22.** Beyond a few low-hanging stalactites, the passageway leading south to the four-way intersection between **B14**, **B15**, and **B22** is relatively easy-going.

**To the Outside.** Similar to area **B18**, it is a sheer drop down the north side of the mountain. See "Entering the Eyries" for details.

### B20 – Pinned Chaosman

As the chaosmen were escaping the bloodless ones from area **B18** and **B19**, rubble came crashing down along the passageway. A falling boulder crushed the legs of one of the two, leaving him pinned. The other chaosman, Weimer (see area **B21**) sat with his companion for three days, giving him food and water until the pinned chaosman finally succumbed to his wounds. A day later, much to Weimer's horror, his dead companion rose as a **zombie**, thrashing at the man who'd cared for him. Weimer then fled to area **B21**, leaving the undead chaosman behind.

When the characters arrive, the zombie is still pinned there. It is prone and restrained but will try to attack anyone that comes near it.

**Treasure.** If the characters remove the rock pinning the zombie, they will find that the chaosman's short sword is still intact. In addition, he carried a coin purse with 20 gp in it.

#### Exits.

**To B19.** It's a lot easier to get into



**B20** than it is to get out. To return to **B19**, characters must crawl on their stomachs up the narrow passageway. Small characters have no trouble, but Medium creatures—especially those wearing heavy armor—must make a DC 12 Strength (Athletics) check each time they move through the passageway to avoid becoming stuck. A stuck creature is restrained and can't move until it uses its action to make another Strength (Athletics) check to free itself.

**To B21.** The path to **B21** suffers from the same problem that the path to **B19** does; the path is wide but short. A character must crawl prone to get through the passage into **B21**.

**B21 – Lone Survivor**

As soon as a character enters this chamber, it's likely that the one surviving chaosman attacks. Unless the characters were cautious, the chaosman (use the **guard** stat block) catches them by surprise. However, the chaosman has been trapped here for nearly two weeks with very little food and water; he has 4 levels of exhaustion and only 3 hit points remaining.

If the characters avoid killing the chaosman, the chaosman reveals that his name is Weimer. He explains that he and the others were tasked by Aliq to explore the Eyries and discover the source of the evil within. Weimer believes that the rest of his party are dead (he is unaware that the one who lept from the mountain survived).

Weimer wishes to escape, but he's fearful for the dangers outside of the small cave. Before he leaves this area, the characters will need to convince him that they can protect him. He is easily spooked, too. If Weimer is traveling with the party and undead attack, have him make a DC 10 Wisdom saving throw at disadvantage. On a failure, he runs from the party, screaming in terror.

The only way out through this chamber is the way the characters came in.



**B22 – Rowan’s Sanctuary**

Right away you notice that the cool air that pervades the rest of the caverns does not seem to touch this large cavern. Strange, arcane markings cover the walls, painted there long ago. At the center of the cavern are the remains of an old camp, long abandoned.

With two clear passageways in and out of this chamber, this is one of the most defensible locations in the entire Eyries. It is also the location that Rowan hid while studying the Master of the Peak. Rowan protected the area with powerful protective runes that even now forbid evil creatures from entering. The characters can use this location as a place to rest and recuperate without fear of random encounters occurring, including the Master of the Peak.

**Treasure.** Among the remains of Rowan’s old camp are a usable mess kit, climber’s kit, 50 feet of hemp rope, two daggers carved with Elven runes that read “To my love, Rowan”, and two scrolls of *protection from evil and good*.

**B23 – Tunnel to the Temple**

This long lost tunnel has not had a living creature move through it in close

to 70 years. Characters traveling to the west eventually arrive at the opposite side of the cave-in in the northwestern section of the Lost Temple (to be detailed in a future installment of *BroadSword Monthly*).

There is nothing else of interest in this cavern.

**B24 – The Pit**

The floor of this pit is slick. You see a trickle of water pouring from the northern rock face, likely rainwater that collects at the top of the peak and makes it way here through the fissures in the mountain. Then, the water drops over the edge at the southwestern corner of the landing into the rift, landing somewhere far below.

If the characters stand in the pit for more than 1 minute, an apparition appears at the eastern side of the ledge. It appears to be an elven man wearing white and blue robes. It beckons for the characters to follow, then steps into the eastern wall and vanishes.

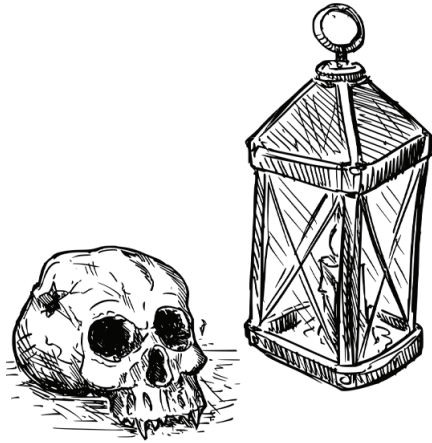
The **ghost** is Rowan, whose remains can be found in area **B25**.

**Exits.**

**To B2.** Climbing up the ledge to area **B2** requires a DC 14 Strength (Athlet-

ics) check if done without a rope. It is 20 feet up to area **B2**.

**To B25.** A natural chute measuring 3 feet in diameter descends 40-feet into area **B25**. Getting down is easy, requiring only a DC 10 Strength (Athletics) check to climb down without a rope. It's getting up that's the hard part.



### **B25 – Rowan’s Final Resting Place**

When the characters enter the chamber, read the following:

At the center of this long, narrow passageway is a skeleton wearing tattered blue and white robes. Its boney fingers clutch an old, leather-bound journal. Scrawled on a boulder a few feet from the skeleton are what-look-like Elven runes.

The runes read “Luzien”, an elven name.

After fighting the Master of the Peak, Rowan retreated to this cave. Then, the Master collapsed the passage leading into the room, trapping Rowan. Too weak to climb up the chute to area 24, Rowan instead spent his last living days writing notes in his journal, which his skeleton now clings onto.

Most of Rowan’s journal recounts how he’d been studying the undead forces of the Eyries. He believed that the haunting started after an elven monk was murdered somewhere within its caverns.

Read aloud Rowan’s final journal entry:

It is obvious now that I am trapped and will spend my last living moments in this cavern. Before I succumb to hunger and thirst, I will write to you, whoever you are that discovered this journal, what I learned before I met my doom.

The source of evil in this cave once had a name: Luzien. Luzien was betrayed by the brothers of the temple and buried here in the eyries. When his spirit rose, it grew in power, becoming the thing that terrorizes these caverns today.

Luzien is very protective of the soil in the room with all the bones, where we fought. I suspect Luzien is buried beneath the soft soil there. This, I predict, is his only weakness; destroy Luzien’s remains, and you destroy Luzien.

In addition, I discovered a way to summon Luzien and bind him temporarily. By writing the runes that make up his name and speaking it aloud with these caverns, his spirit will appear. It won’t attack initially, but will after a few moments. Perhaps it can give you enough time to dispose of Luzien’s remains, thereby freeing the mountain of his damned soul.

Good luck, whoever you are. May you succeed where I could not.

**Rowan’s Binding Ritual.** The process Rowan describes in the book is a way to bind Luzien. If Luzien’s name is written in Elven (similar to how it is written on the boulder) and his name spoken aloud, the Master of the Peak will appear. When the Master of the Peak arrives (typically in 1d4 + 1 rounds) it is charmed by the speaker for 1 minute or until the speaker or one of its allies attacks it, or its remains are disturbed (see area **B16**).

**Exits.** The only way out of **B25** is through the 40-foot long verticle chute leading to area **B24**. The chute is reachable from the ground but can be difficult to climb up without a rope. A character can make a DC 14 Strength (Athletics) check to climb up the chute.

### **Concluding the Adventure**

Once the characters destroy Luzien/ The Master of the Peak, all of the undead within are instantly destroyed, freed of their curse. Aliq is grateful to the characters for freeing the peak of the Master’s desecration and awards them the gold he promised. Should the characters have discovered the tunnel in area **B23** leading to the temple, he may have another mission for the characters.

Be sure to read future installments of *BroadSword Monthly* for further adventures under the Forsaken Peak. **Ω**



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# APPENDICES

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# APPENDIX A

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## CHARACTER OPTIONS

By Dave Hamrick

### Fighter Seeker Martial Archetype

At 3rd level, a fighter gains the Martial Archetype feature. The following Seeker option is available to a fighter, in addition to those normally offered.

#### Seeker

Seekers are warriors who've sworn to protect the world from supernatural threats, often those that most are ignorant to. Darkness, the occult, and black magic are the Seeker's allies in the fight against evil. The life of the Seeker is a punishing one. Often, the Seeker forfeits his or her own happiness and well-being for the greater good.

#### Seeker Magic

When you reach 3rd level, you learn potent ritual spells which help you in your fight against dark forces. See

chapter 10 of the *PHB* for the general rules of spellcasting and ritual spellcasting.

**Ritual Book.** At 3rd level, you have a ritual book containing three 1st-level seeker spells. Your ritual book is the repository of the seeker spells you know.

**Preparing and Casting Spells.** All of the spells that you know can only be cast as rituals, even if the spell lacks the ritual tag. You can cast any ritual spell that you have in your ritual book. You don't have to have the spell prepared in order to cast it.

**Learning Spells of 1st Level and Higher.** Each time you gain a fighter level, you can add one seeker spell of your choice to your ritual book for free. Each of these spells must be of a level no higher than what's shown in the Seeker table's Spell Level column for your level.

If you come across a spell in written form, such as a magical *spell scroll* or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the seeker spell list and can be no higher than what's shown in the Seeker table's Spell Level column for your level. The process of copying the spell into your ritual book takes 2 hours per level of the spell and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your seeker spells, since you learn your spells through study and practice. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a seeker spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

#### Mark of the Seeker

Also at 3rd level, as a bonus action, you can choose a creature that you can see within 90 feet of you. For 1 hour, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. This effect ends early if you are incapacitated or die, or if you use this feature to mark another creature.

The duration of this feature increases as you gain levels in this class, increasing to 8 hours when you reach 10th level, and 24 hours when you reach 15th level.

#### Force of Personality

Starting at 7th level, you have an unshakeable belief in your self-worth. You become proficient in the Intimidation skill and your proficiency bonus is

### THE SEEKER

Fighter Level	Spell Level	Features
3rd	1st	Ritual Magic, Mark of the Seeker (1 hour)
4th	2nd	-
5th	2nd	-
6th	3rd	-
7th	3rd	Force of Personality
8th	4th	-
9th	4th	-
10th	5th	Dedicated Seeker, Mark of the Seeker (8 hours)
11th	5th	-
12th	6th	-
13th	6th	-
14th	6th	-
15th	6th	Unseen Seeker, Mark of the Seeker (24 hours)
16th	6th	-
17th	6th	-
18th	6th	Seeker's Strike
19th	6th	-
20th	6th	-

doubled for any ability check you make that uses Intimidation.

Your strong sense of self also causes you to gain proficiency in Charisma saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Wisdom saving throws (your choice).

### Dedicated Seeker

Starting at 10th level, you can use your Mark of the Seeker feature even if you can't see the creature. The creature must still be familiar to you, and it must be within 1,000 feet of you. The feature can locate a specific creature known to you or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 60 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a *polymorph* spell, this feature doesn't locate the creature.

### Unseen Seeker

Starting at 15th level, creatures marked by your Mark of the Seeker feature have disadvantage on their Wisdom (Perception) rolls made to detect you while you are hiding.

Once per turn, you can deal an extra 1d6 damage to one creature you hit with a weapon attack that can't see you.

### Seeker's Strike

At 18th level, you can deliver a powerful blow capable of incapacitating a creature. As an action, you can make a single weapon attack against a creature marked by your Mark of the Seeker feature. If the attack hits, the creature is stunned for 1 minute. The target can make a Constitution saving throw against your spell save DC, ending the effect on itself with a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

### New Spells

The following spells are available to Seekers, Sorcerers, Warlocks, and Wizards.

### Seeker Spell List

The following spell list shows which spells can be learned and cast by Fighters who choose the Seeker Martial Archetype. All of the spells on the seeker's spell list can be cast as rituals, even if they do not normally possess the ritual tag.

#### 1st Level

- Alarm
- Comprehend Languages
- Detect Evil and Good\*
- Detect Magic
- Detect Poison and Disease
- Find Familiar
- Fog Cloud\*
- Identify
- Illusory Script
- Protection from Evil and Good\*
- Purify Food and Drink
- Speak With Animals

#### 2nd Level

- Animal Messenger
- Augury

#### • Beast Sense

- Continual Flame\*
- Detect Thoughts\*
- Enhance Ability\*
- Flame Blade\*
- Gentle Repose
- Locate Animals or Plants
- Magic Mouth
- Silence

#### 3rd Level

- Dispel Magic\*
- Elemental Weapon\*
- Feign Death
- Sending\*
- Speak With Dead\*
- Tiny Hut
- Water Breathing
- Water Walk

#### 4th Level

- Banishment\*
- Control Water\*
- Divine Arsenal
- Divination
- Outsider's Trap
- Private Sanctum

#### 5th Level

- Circle of Power\*
- Commune
- Commune With Nature
- Contact Other Plane
- Scrying\*
- Telepathic Bond
- 

#### 6th Level

- Instant Summons
- Find the Path\*
- Forbiddance

\*These spells are not normally ritual spells but can be cast by the Seeker as rituals. The casting time for these spells increases by 10 minutes.

### Divine Arsenal

*4th-level transmutation (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You touch up to 4 nonmagical weapons. Until the spell ends, the weapons become magic weapons with a +1 bonus to attack rolls and damage rolls. In addition, the weapon deals an additional 1d8 radiant damage if it hits an undead or fiend.

### Outsider's Trap

*4th-level abjuration (ritual)*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (chalk, a sprinkling of holy water, rare incense, and a powdered ruby worth at least 500 gp)

**Duration:** Until dispelled

Using chalk, you draw a 5-foot-radius circle on a surface that acts as a trap for a specific type of creature. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When the chosen creature enters the area or any area no more than 10 feet directly above or below the circle for the first time on a turn, the creature must succeed on

a Charisma saving throw or become trapped.

While within the trap, the creature has disadvantage on Intelligence, Wisdom, and Charisma saving throws against spells and magic effects. A creature inside the circle can't leave it by nonmagical means. A creature within the trap can still make weapon attacks as long as its target is within range. If a creature tries to cast a spell, it must first make a Charisma saving throw. On a successful saving throw, the creature casts the spell. This includes any magic used to exit the trap such as teleportation or interplanar travel. On a failed saving throw, the spell takes no effect and is wasted.

The spell's area can't overlap with another outsider's trap spell. The effect can penetrate nonmagical organic material such as leather, woven blankets, or rugs but no more than 1 inch thick. Any other material over the circle such as wood, dirt, stone, or metal blocks the spell's effect.

The spell remains until the circle is broken by any creature that is not trapped by the spell, or if the creature uses a spell or feature that damages the surface that the circle is drawn on, such as the earthquake spell. Ω

# APPENDIX B

## EQUIPMENT & MAGIC ITEMS

By Dave Hamrick

Art by Bodie Hartley

### Franken's Little Magic Shoppe

I've been wanting to work with Bodie Hartley for some time now and finally got a chance to with this installment of *BSM*. The result of our collaboration is this awesome image of Franken's Little Magic Shoppe in Rivertown with the hag Gvolg at the counter (see the "Quarantine" adventure for details).

Included are descriptions of some of the unique (and often cursed) magic items one can purchase at Franken's.

#### 1. Demon's Bane

*Weapon (dagger), uncommon*

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you are within 30 feet of a fiend or a creature possessed by a fiend, the blade glows a dull yellow color. Also, when you hit a fiend or a creature possessed by a fiend with this weapon, the fiend takes an extra 1d6 damage of the weapon's type. For the purpose of this weapon, "fiend" refers to any creature with the fiend type, including devils, demons, and rakshasas.

#### 2. Bodieh's Brushes

*Wondrous item (painter's supplies), common*

This magical brush set has the power to bring its creations to life. When you spend at least 1 hour creating a work of art on paper using these brushes then speak a command word, the creature leaps from the paper as if you had cast the *find familiar* spell, except that the familiar has the statistics of Bodieh's Creation (see **Appendix C**).

#### 3. Bag of Pure Salt

As an action, you can grab a handful of the bag's contents and throw it at a creature within 20 feet of you. Make a ranged attack against the target creature, treating the salt as an improvised weapon. If the target is a fiend or incorporeal undead (like a ghost or specter), it takes 2d6 acid damage on a hit. In addition, incorporeal undead must succeed on a DC 10 Constitution saving throw or be stunned until the end of the creature's next turn. The bag contains enough salt to make 10 attacks like this.

Alternatively, the salt can be used as a

substitute for the components for the spells *dispel evil and good* and *protection from evil and good*.

#### 4. The Eye and Hand of Larry

*Wondrous items, common (requires attunement)*

Often confused for a similar-looking pair of artifacts, the *Eye and Hand of Larry* are both common magical items which only work when combined. As an action, you present the Eye and Hand of Larry and shout the phrase "Look, it's Larry!" Each undead that can see or hear you within 30 feet of you must make a DC 13 Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes any damage.

**Curse.** The creature that is attuned to the *Eye and Hand of Larry* is always mistaken for Larry Everson, a human commoner from a distant land, even if the creature looks, sounds, or acts nothing like Larry.

#### 5. Gremlin Figurine

*Wondrous item, uncommon*

This statuette of a gremlin is small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living **gremlin**. If the space where the gremlin would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a gremlin.

The gremlin is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the gremlin defends itself but takes no other actions. (See the gremlin's statistics in **Appendix C**.)

The gremlin exists for up to 8 hours. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. Once it has been used, it can't be used again until 5 days have passed.

#### 6. Gem of Throwing

*Wondrous item, uncommon*

This oversized prism is actually a danger-

ous magical weapon. You can use your Intelligence modifier in place of your Strength or Dexterity modifier for attack and damage rolls made with the gem. The gem can be thrown with a 20/60 foot range. On a hit, it deals 1d10 magical bludgeoning damage. The gem automatically returns to your hand regardless if it hit its intended target or not.

#### 7. Wonk's Curious Runes

*Wondrous item, rare (requires attunement)*

As an action, you can throw these runes at a spot that you can see within 30 feet of you. Each creature within 5 feet of the runes that can see the runes must succeed on a DC 13 Wisdom saving throw or become charmed by the runes for 1 minute. The charmed creature's speed drops to 0, and it has disadvantage on Wisdom (Perception) checks made to notice anything other than the runes. The charmed effect ends on the creature if it or any of its allies take damage.

A charmed creature can use its action to make a DC 13 Intelligence check or another DC 13 Wisdom saving throw (the creature's choice), ending the effect on itself with a success. A creature that passes its saving throw is immune to the effects of this magic item for 24 hours.

**Curse.** The runes are cursed. A creature attuned to the curse that loses the runes or has the runes stolen from it begins to overthink everything. Until the curse is removed or the runes return to the creature's possession, the creature has disadvantage on Intelligence ability checks.

#### 8. Granny Knucklebones' Serving Platter

*Wondrous item, uncommon*

This magic item resembles a white porcelain serving platter decorated with red and blue flowers. When ordinary food is placed on the platter, the food becomes poisonous. Any creature that ingests food that has touched the platter must make a DC 10 Constitution saving throw. A creature that passes its saving throw becomes poisoned for 1 minute. At the end of each of the creature's turns, it can reroll its saving throw, ending the effect on itself with a success.

If a creature fails its initial saving throw, it becomes poisoned for 1 hour. As long





## APPENDIX B

as the creature remains poisoned, it is unconscious. Only a *remove curse* or *lesser restoration* spell can wake the creature from its magical slumber.

### 9. Feather of Heaviness

*Wondrous item, uncommon (requires attunement)*

When you are attuned to this feather, you are nearly impossible to move. Your weight is multiplied by sixteen and you cannot be knocked prone or moved by any nonmagical means.

**Curse.** The feather is cursed. While attuned to the feather, a creature's movement speed is reduced by half and it cannot take the Dash action.

### 10. Graveyard Dirt

As an action, you can toss a handful of the dirt onto a creature up to 20 feet from you. Make a ranged attack against the target creature, treating the dirt as an improvised weapon. If the target is a celestial or fey, it takes 2d6 necrotic damage. If the target is an undead whose challenge rating is 1 or lower, it must make a DC 10 Constitution saving throw or become incapacitated until the end of its next turn.

### 11. Rhubarb the Tinkler's Random Incense Sticks

*Wondrous item, uncommon*

This small ceramic bowl holds 2d10 + 3 identical incense sticks when discovered. You can use an action to pull one of the incense sticks from the bowl and speak a command word, causing the incense stick to light. When the stick is lit, it creates a random effect determined by rolling a d8 and consulting the Incense Sticks table.

The effect lasts for 1 minute or until you use an action to extinguish the flame.

### 12. Potion of Combustion

*Potion, uncommon*

When you drink this potion, there is no immediate effect. For up to 1 hour, if you or another creature within 60 feet of you speaks the command word "immobolatique" the liquid inside you combusts. You must make a DC 16 Constitution saving throw, taking 6d8 fire damage on a failed saving throw or half as much damage on a successful one.

If damage from this potion kills you, you explode. Each creature within 15 feet of you when you explode must make a DC

### Rhubarb the Tinkler's Random Incense Sticks

d8 Roll	Effect
2	<b>Sleep.</b> When you light this stick, it creates an effect similar to the <i>sleep</i> spell. As normal, creatures remain unconscious until the sleeper takes damage or someone uses an action to shake or the slap the sleeper awake, or the stick stops burning.
3	<b>Darkness.</b> When this stick is lit, it creates magical darkness that fills a 15-foot sphere centered on the stick that lasts as long as the stick is lit. This property otherwise works like the <i>darkness</i> spell.
4	<b>Absorb Elements.</b> While the stick is lit, all creatures within 20-feet of it gain resistance to cold, fire, and lightning damage.
5	<b>Cause Fear.</b> When this stick is lit, all creatures within 20-feet of you become frightened of you. A creature can use its action on its turn to make a DC 10 Wisdom saving throw to end the frightened effect on itself.
6	<b>Regeneration.</b> While this stick is lit, each creature within 20 feet of the stick regains 1 hit point at the start of each of its turns.
7	<b>Fog Cloud.</b> When this stick is lit, it creates a 20-foot radius sphere of magical fog centered on the stick. This property otherwise works like the <i>fog cloud</i> spell.
8	<b>Hex.</b> Each creature within 20 feet of the stick when it is first lit or comes within 20 feet of it while it is burning becomes cursed as long as the stick is burning. Creatures deal an extra 1d6 necrotic damage to a cursed target whenever it hits the cursed target with an attack. A <i>remove curse</i> spell cast on the target ends this effect early.

16 Dexterity saving throw, taking 4d6 fire damage on a failed saving throw or half as much damage on a successful one. The fire from the explosion ignites any flammable objects in the area that aren't being worn or carried.

This crimson liquid sizzles when shaken.

### 13. Big Key and Little Key

*Wondrous items, very rare (the set requires attunement)*

This pair of mundane looking keys are bound to a simple, steel ring. *Little key* looks like a small, brass key, whereas *big key* is a crudely, cut 3-inch long iron key.

When *little key* is placed and turned in a keyhole of a closed door, gate, chest, manacles, or another object that can be locked with a key, the object acts as if the arcane lock spell was cast upon it.

When the *big key* is placed into the keyhole of an object such as a door, box, chest, set of manacles, padlock, or another object that contains a mundane or magical means that prevents access, it opens it as if the *knock*

spell was cast upon it. In addition, it can open any object locked with *little key*.

Both keys fit into any keyhole, regardless of the comparative sizes. If the keys are ever separated from their key chain, both keys permanently lose their magical properties and become mundane keys.

Once either key is used three times, neither key can be used again until the next dawn.

**Curse.** The keys are cursed. A creature attuned to the set of keys has disadvantage on any ability check made to notice traps and hazards.

### 14. Scepter of Many Broken Things

*Weapon (club), rare*

This scepter can be wielded as a magical club that grants a +1 bonus to attack and damage rolls made with it.

When you hit a construct with this weapon, the construct takes an extra 3d6 damage of the weapon's type.

The scepter has 10 charges for the following properties. It regains 1d6 + 4 expended

charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the scepter loses its properties and becomes a nonmagical mace.

**Spells.** You can use an action to expend 2 or more of the scepter's charges to cast one of the following spells from it, using your spell save DC: *animate objects* (5 charges), *fabricate* (5 charges), *heat metal* (2 charges), or *knock* (2 charges).

**Dismantle.** As an action, you can spend 3 charges and touch a Large or smaller nonmagical constructed object with the end of this scepter. The object dismantles into its individual parts. For example, a wooden barrel touched with the scepter would collapse into the staves, hoops, and nails that hold the barrel together; the barrel's contents would also spill onto the ground. This property does not work on magical items.

#### 15. Chief Oubut's Talisman of Big Power

*Wondrous item, uncommon (requires attunement)*

This talisman is made of a small animal skull bound by a leather tether. Your Strength and Constitution scores are 16 while you wear the talisman. The talisman has no effect on you if your Strength or Constitution is 16 or higher without it.

**Curse.** The talisman is cursed. A creature attuned to the talisman becomes indefinitely insane and gains the following flaw: "I am the strongest person I know." A *greater restoration* spell is required to rid the creature of this indefinite madness.

#### 16. Tooth of Skeleton Creation

*Wondrous item, uncommon*

As an action, you can place this magical tooth into dirt or sand. At the start of your next turn, a Medium **skeleton** pulls itself out of the ground where you planted the tooth.

On each of your turns, you can use a bonus action to mentally command each skeleton that you made with the teeth if the skeleton is within 60 feet of you (if you control multiple skeletons through the planting of *teeth of skeleton creation*, you can command any or all of them at the same time, issuing the same command to each one).

You decide what action the skeleton will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the

skeleton only defends itself against hostile creatures. Once given an order, the skeleton continues to follow it until its task is complete.

The skeleton is under your control as long as you maintain concentration (as if concentrating on a spell), up to 24 hours. The DC of your Constitution saving throw to maintain concentration increases by +1 for each skeleton under your control. If your concentration is broken, the skeleton stops obeying you and instead becomes hostile toward you. The skeleton must use its action before moving on each of its turns to make a melee attack against you until it is destroyed or it has been in existence for 24 hours. Once a skeleton created via a *tooth of skeleton creation* has been in existence for 24 hours, it collapses and turns to dust. You can use your action to make another Constitution saving throw with a DC of 10 + the number of skeletons that you created to regain control of the skeletons.

Once a tooth is used to create a skeleton, it turns to dust and cannot be used again.

#### 17. Zirpal's Ring of Hubba-Hubba

*Ring, common (requires attunement)*

While wearing this ring, you can use an action to speak its command word. When you do, all nonmagical clothing that you can see appears invisible to you for 1 minute. To you, clothing within that radius appears transparent and doesn't prevent light from passing through them. This vision can't penetrate armor or any fabric with a thickness greater than 1 inch.

**Curse.** Whenever a creature uses the ring and its duration ends, the creature goes crosseyed for 24 hours. While crosseyed, the creature has disadvantage on Wisdom (Perception) checks that rely on sight. The crosseyed effect ends early if a *lesser restoration* or *remove curse* spell is cast upon the creature.

#### 18. Wand of Goblin Snot

*Wand, common (requires attunement)*

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a wavy, yellow ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 10 Constitution saving throw or the target contracts the goblin snot disease. Instantly, the creature's nose and mouth begin to unceasingly spew

putrid, green snot. A diseased creature has disadvantage on all Charisma ability checks against any creature that can see the snot. At the end of each long rest, an infected creature can make another DC 10 Constitution saving throw, recovering from the disease with a success.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into snot and is destroyed.

**Curse.** While a creature is attuned to the wand, the creature contracts the goblin snot disease detailed above except that it cannot recover from the disease after a long rest. Furthermore, a spell or effect that removes disease such as *lesser restoration* only removes the disease for 1 hour. Only a *remove curse* spell removes the disease.

#### 19. Uncle Skeleton's Chest

*Wondrous item, rare*

This object appears to be a small, wooden chest with brass hoops and a large brass skull that works as its clasp. As an action, you can open the chest. When you do, the upper torso of an illusory skeleton wearing a top hat emerges and remains until the end of your next turn. (The other half of the skeleton remains in the interdimensional space contained within the chest.)

Before the end of your next turn, you can use your bonus action to mentally command the skeleton to perform one of the following actions. Once the skeleton performs one of the actions or the duration ends, the skeleton returns to the box and the box cannot be opened again until the next dawn. The skeleton is an illusion; any spells and attacks targeting it pass directly through it.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage.

**Answer.** As part of the same bonus action, you ask the skeleton a single question concerning a specific goal, event, or activity that will occur within 7 days as if you had cast the *divination* spell. The skeleton offers a truthful reply to the best of its ability.

**Spell.** The skeleton is a 5th-level spellcaster. Charisma is its spellcasting ability (spell save DC is 14, +6 to hit with spell attacks). It casts one of the following bard spells, requiring no material components: *bestow curse*, *crown of madness*, *dispel magic*, *dissonant whispers*, *fear*, or *shatter*. **Ω**



# APPENDIX C

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## MONSTERS & NPCs

By Dave Hamrick  
Primary art by JD Russell

### Animated Bear Trap

*Patreon request by Jose P.*

An animated beartrap works similar to a real bear trap, waiting in hiding for creatures to step onto it. Once sprung, it attacks with animal-like ferocity.

<b>ANIMATED BEAR TRAP</b> <i>Small construct, unaligned</i>
<b>Armor Class</b> 19 (natural armor) <b>Hit Points</b> 27 (6d6 + 6) <b>Speed</b> 5 ft., fly 30 ft. (hover)
<b>STR</b> 16 (+3) <b>INT</b> 1 (-5) <b>DEX</b> 11 (+0) <b>WIS</b> 5 (-3) <b>CON</b> 13 (+1) <b>CHA</b> 1 (-5)
<b>Skills</b> Stealth +2 <b>Damage Immunities</b> poison, psychic <b>Condition Immunities</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned <b>Senses</b> blindsight 60 ft. (blind beyond this radius), passive Perception 7 <b>Languages</b> - <b>Challenge</b> 1/2 (100 XP)
<b>Antimagic Susceptibility.</b> The bear trap is incapacitated while in the area of an antimagic field. If targeted by <i>dispel magic</i> , the bear trap must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. <b>False Appearance.</b> While the bear trap remains motionless and isn't flying, it is indistinguishable from a normal bear trap.
<b>ACTIONS</b>
<b>Bite.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage, and the target is grappled (escape DC 13). Each time a creature fails its attempt to free itself the animated bear trap's grapple, it takes 1 piercing damage.

### Bodieh's Creation

*Franken's Little Magic Shoppe*

Brought to life by Bodies's Brushes.

<b>BODIEH'S CREATION</b> <i>Tiny construct, unaligned</i>
<b>Armor Class</b> 11 <b>Hit Points</b> 2 (1d4) <b>Speed</b> 20 ft.
<b>STR</b> 1 (-5) <b>INT</b> 5 (-3) <b>DEX</b> 13 (+1) <b>WIS</b> 10 (+0) <b>CON</b> 10 (+0) <b>CHA</b> 10 (+0)
<b>Skills</b> Perception +2, Stealth +5 <b>Damage Vulnerabilities</b> fire <b>Damage Immunities</b> poison, psychic <b>Condition Immunities</b> blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned <b>Senses</b> blindsight 30 ft. (blind beyond this radius), passive Perception 12 <b>Languages</b> understands the languages of its creator but cannot speak <b>Challenge</b> 0 (0 XP)
<b>Antimagic Susceptibility.</b> Bodieh's creation is incapacitated while in the area of an antimagic field. If targeted by <i>dispel magic</i> , the creation must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. <b>False Appearance.</b> While the creation remains motionless, it is indistinguishable from an ordinary piece of paper with a drawing on it. <b>Magic Resistance.</b> Bodieh's creation has advantage on saving throws against spells and magical effects. <b>Paper Made.</b> Bodieh's creation has disadvantage on Strength ability checks and saving throws.
<b>ACTIONS</b>
<b>Bodieh's creation</b> has no effective attacks.

### Bloodless Ones

*The Secret of Forsaken Peak part 2*

*"First came the sound of gravel shifting. Like something slithering its way towards us. And then a soft, cold moan snapped the darkness. That's when we saw it: some awful, withered thing, possibly once a man, unable to move its legs, crawling-crawling, damn it!-towards us. When Gregor locked eyes with it, he too lost feeling in his own*

*legs, and fell to the ground. Gregor screamed. I'll never forget his scream. Gregor begged us not to go, cursing us as we fled. Gods help us, we left him there. We left Gregor there..."*

There is a reason that no humanoid dares set foot in the Eyries at the north side of The Forsaken Peak. For any living thing that enters is sure to meet its doom. Of course, the infamous Creature is horrible enough. But it's hardly the only danger within the twisting, sloping labyrinth of old animal caves and monstrosity hidey-holes.

The Eyries' tunnels are supernaturally desecrated and no amount of hallowing can remove its evil from the coarse, angry walls. That which dies does not stay dead, but rises, often as a grim reflection of the horrific way it met its fate.

For example, those who die in the Eyries drained of blood from the winged horrors known as stirge return as bloodless ones. These pitiful corpses stagger to life, driven by a mindless compulsion to drink the blood of others. Sadly, the blood does not stay within their bodies long as it drips out from their dried, ruined carcasses, sending them into a frustrated rage. Unable to move their lower half, they crawl along the surface of the caverns, gravel dragging under them. Those who lock eyes with one of these bloodless ones may find his or herself unable to move their lower half as well, a victim of the terrible crawling sickness.



<b>BLOODLESS ONE</b> <i>Medium undead, chaotic evil</i>
<b>Armor Class</b> 7 <b>Hit Points</b> 26 (4d8 + 8) <b>Speed</b> 15 ft
<b>STR</b> 16 (+3) <b>INT</b> 3 (-4) <b>DEX</b> 5 (-3) <b>WIS</b> 10 (+0) <b>CON</b> 15 (+2) <b>CHA</b> 5 (-3)
<b>Saving Throws</b> Wis +2 <b>Damage Immunities</b> poison <b>Condition Immunities</b> exhaustion, poisoned, prone <b>Senses</b> darkvision 60 ft., passive Perception 10 <b>Languages</b> understands all languages it knew in life but can't speak Challenge 1/2 (100 XP)
<b>Crawler.</b> The bloodless one is permanently prone. <b>Immobilizing Gaze.</b> If a humanoid or giant starts its turn within 30 feet of the bloodless one and the two of them can see each other, the bloodless one can force the creature to make a DC 12 Wisdom saving throw if the bloodless one isn't incapacitated. On a failed save, the creature is cursed with the crawling sickness and loses function of its legs. The cursed target falls prone in its space and cannot stand from the prone position without assistance. While cursed, every foot of movement while crawling costs the cursed target 2 extra feet (instead of 1 as normal). If a creature has a flying speed, its flying speed is unaffected. However, burrowing, climbing, and swimming speeds are affected similarly by this condition. The curse lasts until the creature finishes a short or long rest. <b>Undead Fortitude.</b> If damage reduces the bloodless one 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 bloodless one drops to 1 hit point instead.
<b>ACTIONS</b>
<b>Blood Drain.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one creature. <i>Hit:</i> 5 (1d4 + 3) piercing damage, the creature is grappled (escape DC 13), and the bloodless one attaches to the target. While attached, the bloodless one doesn't attack. Instead, at the start of each of the bloodless one's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. A humanoid slain by this attack rises 24 hours later as a bloodless one. The bloodless one can detach itself by spending 5 feet of its movement. It does so after the target dies. A creature, including the target, can use its action to detach the bloodless one with a successful DC 13 Strength check.

## Cult Changed One

*Patreon request by Mauricio C.*

Cultists who worship horrible aberrations often undergo horrible transformations—sometimes willing, sometimes not so much—to better reflect their dark gods' whims. Almost always, the transformation drives the cultist mad.

<b>CULT CHANGED ONE</b> <i>Medium aberration, non-good alignment</i>
<b>Armor Class</b> 13 (natural armor) <b>Hit Points</b> 65 (10d8 + 20) <b>Speed</b> 30 ft., swim 30 ft.
<b>STR</b> 19 (+4) <b>INT</b> 5 (-3) <b>DEX</b> 14 (+2) <b>WIS</b> 6 (-2) <b>CON</b> 15 (+2) <b>CHA</b> 5 (-3)
<b>Saving Throws</b> Wis +0 <b>Damage Resistances</b> acid, poison <b>Condition Immunities</b> poisoned <b>Senses</b> darkvision 60 ft., passive Perception 8 <b>Languages</b> understands Common but can't speak Challenge 3 (700 XP)
<b>Aberrant Blood.</b> A creature that touches the changed one or hits it with a melee attack while within 5 feet of it must make a DC 12 Constitution saving throw or become diseased. The disease has no effect for 1 hour and can be removed by any magic that cures disease. After 1 hour, the diseased creature's Charisma and Wisdom scores are reduced by 1d4 as it becomes deformed and loses its sanity. The diseased creature must use its action before moving on each of its turns to make a melee attack against a creature other than itself. After the disease's effects set in, the disease can be removed only by a <i>lesser restoration</i> spell or similar magic. The creature's Charisma and Wisdom scores are restored after its disease is cured. <b>Amphibious.</b> The changed one can breathe air and water. <b>Reckless.</b> At the start of its turn, the changed one can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.
<b>ACTIONS</b>
<b>Multiattack.</b> The changed one makes two tentacle attacks. <b>Tentacle.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must make a DC 12 Constitution saving throw or be affected by the changed one's Aberrant Blood trait (described above).



## Demons

In some cosmologies, demons are malevolent spirits from Hell that act the direct opposites to angels. These demons are created from human souls (petitioners) that have endured extensive torture in Hell. In this process, they become corrupted, extremely evil, and also very powerful. Similar to angels, they require a vessel to walk the Earth, though they are able to roam in their smoke form.

### Demon, Common

The standard class of demons, common demons possess only basic powers, such as possession, super strength, and telekinesis.

### Demon, Crossroad

Crossroads Demons are one level higher than common demons and have more powerful abilities. Crossroad demons make deals with humans, granting them one wish in exchange for their soul. Generally, crossroad demons possess attractive females, presumably to attract men to make a deal. If favored by the Ruler of Hell, or another higher demon, crossroad demons can be promoted to a higher position.

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## APPENDIX C

<p><b>DEMON, COMMON</b> <i>Medium fiend (demon), neutral evil</i></p>
<p><b>Armor Class</b> 13 <b>Hit Points</b> 54 (12d8) <b>Speed</b> 0 ft., fly 60 ft. (hover)</p>
<p><b>STR</b> 7 (-2) <b>INT</b> 14 (+2) <b>DEX</b> 17 (+3) <b>WIS</b> 14 (+2) <b>CON</b> 10 (+0) <b>CHA</b> 19 (+4)</p>
<p><b>Skills</b> Deception +7, Persuasion +7 <b>Damage Vulnerabilities</b> radiant <b>Damage Resistances</b> cold, lightning <b>Damage Immunities</b> fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron <b>Condition Immunities</b> exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained <b>Senses</b> darkvision 60 ft., passive Perception 12 <b>Languages</b> Common, Abyssal <b>Challenge</b> 5 (1,800 XP)</p>
<p><b>Smoke Form.</b> The demon can occupy another creature's space and vice versa. In addition, if air can pass through a space, the demon can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The demon can't manipulate objects in any way that requires fingers or manual dexterity. <b>Harmed by Salt.</b> The demon cannot cross a line of pure salt. In addition, the demon takes 10 acid damage if it touches or is attacked with salt. <b>Innate Spellcasting.</b> The demon's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components: • At will: <i>mage hand</i> (the hand is invisible) • 3/day: <i>telekinesis</i></p>
<p><b>ACTIONS</b></p>
<p><b>Multiattack.</b> The demon makes two slam attacks. <b>Slam.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage. <b>Possession (Recharge 6).</b> One humanoid that the demon can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be possessed by the demon; the demon then disappears, and the target is incapacitated and loses control of its body. The demon now controls the body but doesn't deprive the target of awareness. The demon can't be targeted by any attack, spell, or other effects, except ones that affect fiends such as holy water, the hallow spell, or salt. It retains its alignment, Intelligence, Wisdom, Charisma, skills, darkvision, and slam attack, plus its Innate Spellcasting trait. In addition, the host's Strength score becomes 19 unless it is already higher. It otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies. While possessed, the body having 0 hit points doesn't knock the host or the demon unconscious. The body must still make death saving throws, and it suffers the normal effects of taking damage while at 0 hit points. However, if the body would die due to failing death saving throws, it doesn't die until the possession ends, and then dies then only if it still has 0 hit points. If the host takes radiant damage, both the host and the demon take damage from the attack, and the host can make another Charisma saving throw, ending the demon's Possession with a success. Otherwise, the possession lasts until the demon ends the possession as a bonus action, or the demon is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the demon reappears in an unoccupied space within 5 feet of the body. The target is immune to this demon's Possession for 24 hours after succeeding on the saving throw or after the possession ends.</p>

<p><b>DEMON, CROSSROADS</b> <i>Medium fiend (demon), lawful evil</i></p>
<p><b>Armor Class</b> 13 <b>Hit Points</b> 72 (16d8) <b>Speed</b> 0 ft., fly 60 ft. (hover)</p>
<p><b>STR</b> 7 (-2) <b>INT</b> 16 (+3) <b>DEX</b> 17 (+3) <b>WIS</b> 16 (+3) <b>CON</b> 10 (+0) <b>CHA</b> 20 (+5)</p>
<p><b>Saving Throws</b> Int +6, Wis +6, Cha +8 <b>Skills</b> Deception +8, Insight +6, Persuasion +8 <b>Damage Vulnerabilities</b> radiant <b>Damage Resistances</b> cold, lightning <b>Damage Immunities</b> fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron <b>Condition Immunities</b> exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained <b>Senses</b> darkvision 60 ft., passive Perception 13 <b>Languages</b> Common, Abyssal <b>Challenge</b> 6 (2,300 XP)</p>
<p><b>Smoke Form.</b> The demon can occupy another creature's space and vice versa. In addition, if air can pass through a space, the demon can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The demon can't manipulate objects in any way that requires fingers or manual dexterity. <b>Harmed by Salt.</b> The demon cannot cross a line of pure salt. In addition, the demon takes 10 acid damage if it touches or is attacked with salt. <b>Innate Spellcasting.</b> The demon's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components: • At will: <i>detect thoughts</i>, <i>mage hand</i> (the hand is invisible) • 3/day: <i>telekinesis</i>, <i>teleportation</i> (self only) <b>Wish Granting.</b> A crossroads demon can grant one wish to any creature that makes a deal with it. To be granted a wish, a creature within 60 feet of the crossroads demon states a desired effect to it. The demon can then cast the <i>wish</i> spell on the creature's behalf to bring about the effect. Often, the demon may try to pervert the intent of the wish by exploiting the wish's poor wording. The perversion of the wording is usually crafted to be to the demon's benefit.</p>
<p><b>ACTIONS</b></p>
<p><b>Multiattack.</b> The demon makes two slam attacks. <b>Slam.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage. <b>Possession (Recharge 6).</b> One humanoid that the demon can see within 5 feet of it must succeed on a DC 16 Charisma saving throw or be possessed by the demon; the demon then disappears, and the target is incapacitated and loses control of its body. The demon now controls the body but doesn't deprive the target of awareness. The demon can't be targeted by any attack, spell, or other effects, except ones that affect fiends such as holy water, the hallow spell, or salt. It retains its alignment, Intelligence, Wisdom, Charisma, skills, darkvision, and slam attack, plus its Innate Spellcasting and Wish Granting traits. In addition, the host's Strength score becomes 20 unless it is already higher. It otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies. While possessed, the body having 0 hit points doesn't knock the host or the demon unconscious. The body must still make death saving throws, and it suffers the normal effects of taking damage while at 0 hit points. However, if the body would die due to failing death saving throws, it doesn't die until the possession ends, and then dies then only if it still has 0 hit points. If the host takes radiant damage, both the host and the demon take damage from the attack, and the host can make another Charisma saving throw, ending the demon's Possession with a success. Otherwise, the possession lasts until the demon ends the possession as a bonus action, or the demon is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the demon reappears in an unoccupied space within 5 feet of the body. The target is immune to this demon's Possession for 24 hours after succeeding on the saving throw or after the possession ends. <b>Summon Hellhound (1/Day).</b> The demon summons a hellhound which appears in an unoccupied space within 60 feet of the demon, acts as an ally of the demon, and can't summon other fiends. The demon must task the hellhound with pursuing a quarry, typically a creature that's made a deal with the demon in exchange for a wish. The hellhound knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. To all creatures other than its quarry, the hellhound is invisible. The hellhound remains for 8 hours or until the demon, its quarry is dead, or the demon uses its bonus action to dismiss it.</p>



**DEMON, GREATER***Medium fiend (demon), neutral evil***Armor Class** 15**Hit Points** 99 (22d8)**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	10 (+0)	20 (+5)	20 (+5)	24 (+7)

**Saving Throws** Int +10, Wis +10, Cha +12**Skills** Arcana +10, Deception +12, Insight +10, Intimidation +12, Perception +10, Persuasion +12**Damage Resistances** cold, lightning**Damage Immunities** holy water, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** truesight 60 ft., passive Perception 20**Languages** all, telepathy 120 ft.**Challenge** 14 (11,500 XP)

**Smoke Form.** The demon can occupy another creature's space and vice versa. In addition, if air can pass through a space, the demon can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The demon can't manipulate objects in any way that requires fingers or manual dexterity.

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

**Magic Resistance.** The demon has advantage on saving throws against spells and magic effects.

**Innate Spellcasting.** The demon's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no components:

- At will: *control fire*, *detect thoughts*, *mage hand* (the hand is invisible)
- 3/day: *telekinesis*, *teleportation* (self only)
- 1/day: *demonic glyph\**, *dream*

**ACTIONS**

**Multiattack.** The demon makes two slam attacks.

**Slam. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

**Telekinetic Thrust.** The demon targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the demon makes a Charisma check contested by the target's Strength check. If the demon wins the contest, the demon hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the demon hurls it up to 30 feet in any direction. The demon can use the object as a ranged weapon, attacking one creature along the object's path (+11 to hit) and dealing 9 (2d8) bludgeoning damage on a hit.

**Etherealness.** The demon 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, et it can't affect or be affected by anything on the other plane.

**Possession (Recharge 6).** One creature that the demon can see within 5 feet of it must succeed on a DC 20 Charisma saving throw or be possessed by the demon; the demon then disappears, and the target is incapacitated and loses control of its body. The demon now controls the body but doesn't deprive the target of awareness. The demon can't be targeted by any attack, spell, or other effects, except ones that affect fiends such as holy water, the *hallow* spell, or salt. It retains its alignment, Intelligence, Wisdom, Charisma, skills, truesight, telepathy, slam, and telekinetic thrust attacks, plus all of its traits except for its Smoke Form. In addition, the host's Strength score becomes 24 unless it is already higher. It otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies.

While possessed, the body having 0 hit points doesn't knock the host or the demon unconscious. The body must still make death saving throws, and it suffers the normal effects of taking damage while at 0 hit points. However, if the body would die due to failing death saving throws, it doesn't die until the possession ends, and then dies then only if it still has 0 hit points.

If the host takes radiant damage, both the host and the demon take damage from the attack, and the host can make another Charisma saving throw, ending the demon's Possession with a success.

Otherwise, the possession lasts until the demon ends the possession as a bonus action, or the demon is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the demon reappears in an unoccupied space within 5 feet of the body. The target is immune to this demon's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

**LEGENDARY ACTIONS**

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

**At-Will Spell.** The demon uses one of its at-will spells.

**Slam.** The demon makes a slam attack.

**Telekinetic Thrust (Costs 2 Actions).** The demon uses its telekinetic thrust ability.

**Demon, Greater**

Greater demons are the rightful rulers of hell. They are terrifyingly powerful and they rank the highest in the hierarchy of Hell. They inspire fear in their subordinates as all other demons seem to be terrified of them.

**Demon, Green-Eyed**

Qua-Soko's green-eyed virus has three stages. The first stage is nearly undiagnosable; the victim's eyes turn a light shade of green and they have a mild headache. When the victim reaches the second stage, their eyes begin to glow green and they turn savage, attacking everyone they see. Finally, when the victim reaches the third stage of the green-eyed virus, they transform into a horrible monster appropriately called a green-eyed demon.

Green-eyed demons are true horrors to behold. A green-eyed demon appears as its host did, except with mutated and exaggerated features, extra limbs, sharp teeth and claws, and rotting, fetid skin. The flesh around the green-eyed demon's eyes dissolves, revealing empty sockets. The eyes turn to green fire, burning in the victim's skull.

**Green-Eyed Hell Hound.** When a canine is infected with the green-eyed virus, it becomes a green-eyed hell hound during the third stage. The hell hound is a muscular, demonic dog, with fiery green eyes. Instead of breathing fire, the green-eyed hell hound sprays its victims with disease-carrying mucus.

**Soul Devourer.** Multiple green-eyed demons in the presence of each can merge their bodies to become a single, massive horror known as the soul devourer. The soul devourer is an agent of chaos and pestilence. It seeks to spread the green-eyed virus and assimilate creatures into itself.

**Demon, Infiltrator**

*Patron request by Darion N.*  
When a demon summoning attempt goes wrong, the blood component of the spell takes on partial sentience of the

demon, appearing as a small, red ooze. The ooze can possess the summoner, usually attacking while the summoner is asleep, entering through any available orifice. Once it takes over the summoner, the summoner undergoes a transformation.

**Infiltrator Demon Template.**

A humanoid can become an infiltrator demon. It keeps its statistics, except as explained on page 94.

**Infiltrator Demon Example.** The reader may find on page 94 the infiltrator demon template as applied to a cult fanatic.

**New Spell: Demonic Glyph**

The following demonic glyph spell is mentioned in the Greater Demon's stat block.

**Demonic Glyph**

*8th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Special

You target a creature that you can see within range. The target must make a Constitution saving throw. On a failed saving throw, the creature takes 8d10 necrotic damage. If this damage causes the creature to drop to 0 hit points, it dies and becomes implanted with a demonic glyph. The glyph acts as a *glyph of warding* (as if cast with a 3rd-level spell slot) except that the glyph is inscribed on the target's dead body. Until the *glyph* is triggered, the target cannot be moved even if it is defying gravity. A creature can use an action to make a DC 30 Strength check, moving the fixed body up to 10 feet on a success.

**GREEN-EYED DEMON**

*Medium fiend (demon), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 22 (3d8 + 9)

**Speed** 30 ft.

**STR** 17 (+3) **INT** 5 (-3)

**DEX** 11 (+0) **WIS** 7 (-2)

**CON** 16 (+3) **CHA** 5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons not made with cold iron

**Condition Immunities** poison

**Senses** darkvision 120 ft., passive Perception 8

**Languages** understands the languages it knew before its transformation but can't speak

**Challenge** 1 (200 XP)

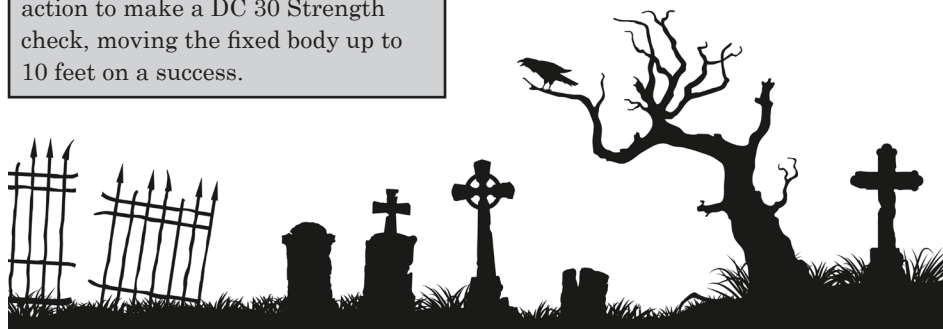
**Green-Eyed Virus.** Any creature that touches or makes a melee weapon attack while within 5 feet of the demon must succeed on a DC 13 Constitution saving throw or become infected with the green-eyed virus. See "The Green-Eyed Virus" section in Quarantine for details.

**Fiendish Endurance.** If damage reduces the demon to 0 hit points, the demon does not die or fall unconscious until the end of its next turn, unless the damage it took or any damage it takes before the end of its next turn is radiant or from a critical hit.

**ACTIONS**

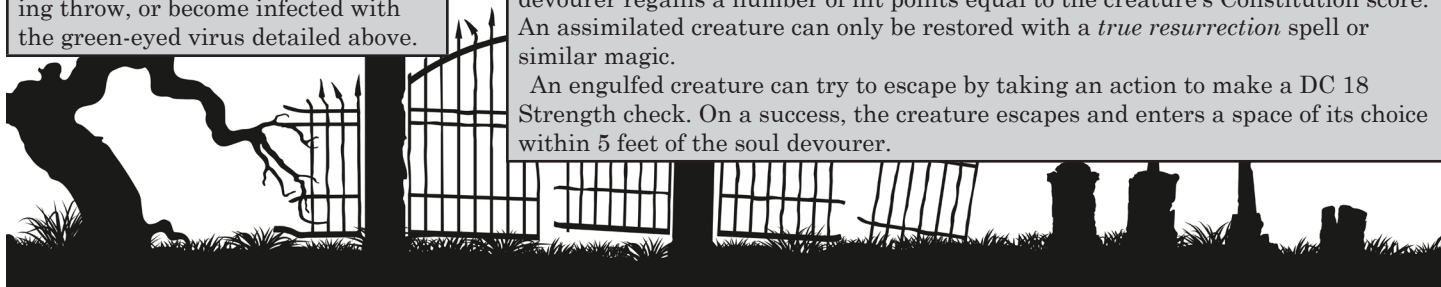
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become infected the green-eyed virus detailed above.

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



<b>GREEN-EYED HELL HOUND</b> <i>Medium fiend (demon), chaotic evil</i>
<b>Armor Class</b> 15 <b>Hit Points</b> 52 (7d8 + 21) <b>Speed</b> 50 ft.
<b>STR</b> 17 (+3) <b>INT</b> 3 (-4) <b>DEX</b> 11 (+0) <b>WIS</b> 7 (-2) <b>CON</b> 16 (+3) <b>CHA</b> 5 (-3)
<b>Saving Throws</b> Wis +0 <b>Skills</b> Perception +2 <b>Damage Immunities</b> poison <b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical weapons not made with cold iron <b>Condition Immunities</b> poison <b>Senses</b> darkvision 120 ft., passive Perception 12 <b>Languages</b> — <b>Challenge</b> 3 (700 XP)
<b>Green-Eyed Virus.</b> Any creature that touches or makes a melee weapon attack while within 5 feet of the hell hound must succeed on a DC 13 Constitution saving throw or become infected with the green-eyed virus. See “The Green-Eyed Virus” section in Quarantine for details. <b>Keen Hearing and Smell.</b> The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell. <b>Fiendish Endurance.</b> If damage reduces the hound to 0 hit points, the hound does not die or fall unconscious until the end of its next turn, unless the damage it took or any damage it takes before the end of its next turn is radiant or from a critical hit.
<b>ACTIONS</b>
<b>Bite. Melee Weapon Attack:</b> +5 to hit, reach 5 ft. one target. <i>Hit:</i> 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become infected the green-eyed virus detailed above. <b>Disease Spray (Recharge 5-6).</b> The hound exhales mucus in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, or become infected with the green-eyed virus detailed above.

<b>GREEN-EYED DEMON:</b> <b>SOUL DEVOURER</b> <i>Huge fiend (demon), chaotic evil</i>
<b>Armor Class</b> 16 (natural armor) <b>Hit Points</b> 126 (12d12 + 48) <b>Speed</b> 50 ft.
<b>STR</b> 23 (+6) <b>INT</b> 9 (-1) <b>DEX</b> 9 (-1) <b>WIS</b> 9 (-1) <b>CON</b> 19 (+4) <b>CHA</b> 5 (-3)
<b>Saving Throws</b> Con +8, Wis +3 <b>Skills</b> Perception +7 <b>Damage Immunities</b> poison <b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical weapons not made with cold iron <b>Condition Immunities</b> poison <b>Senses</b> darkvision 120 ft., passive Perception 17 <b>Languages</b> Abyssal
<b>Challenge</b> 9 (5,000 XP)
<b>Green-Eyed Virus.</b> Any creature that touches or makes a melee weapon attack while within 5 feet of the soul devourer must succeed on a DC 16 Constitution saving throw or become infected with the green-eyed virus. See “The Green-Eyed Virus” section in Quarantine for details. <b>Amalgam of Flesh.</b> The soul devourer is composed of multiple bodies working as one. It has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. It is also immune to critical hits. If the soul devourer is reduced to 0 hit points, six <b>green-eyed demons</b> rise from its remains. <b>Fiendish Endurance.</b> If damage reduces the soul devourer to 0 hit points, the soul devourer does not die or fall unconscious until the end of its next turn, unless the damage it took or any damage it takes before the end of its next turn is radiant or from a critical hit.
<b>ACTIONS</b>
<b>Multiattack.</b> The soul devourer makes two slam attacks. <b>Slam. Melee Weapon Attack:</b> +10 to hit, reach 10 ft. one target. <i>Hit:</i> 19 (3d8 + 6) bludgeoning damage. <b>Assimilate.</b> The soul devourer moves up to its speed. While doing so, it can enter a Large or smaller creatures’ spaces. Whenever the cube enters a creatures’ space, the creature must make a DC 16 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the soul devourer. a creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the soul devourer enters the creature’s space, and the creature takes 10 (3d6) bludgeoning damage and is engulfed. The engulfed creature is restrained and takes 10 (3d6) bludgeoning damage at the start of each of the creature’s turns. Also, while engulfed, a creature must make a DC 16 Constitution saving throw at the end of its turn. On a failed saving throw, the creature is assimilated into the soul devourer. An assimilated creature dies and the soul devourer regains a number of hit points equal to the creature’s Constitution score. An assimilated creature can only be restored with a <i>true resurrection</i> spell or similar magic. An engulfed creature can try to escape by taking an action to make a DC 18 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the soul devourer.





<p><b>DEMON, INFILTRATOR</b> <b>(CULT FANATIC)</b> <i>Medium fiend (demon, shapechanger), CE</i></p>
<p><b>Armor Class</b> 13 (leather armor), 15 (natural armor) in demon form <b>Hit Points</b> 39 (6d8 + 12) <b>Speed</b> 30 ft., (40 ft., climb 40 ft., in demon form)</p>
<p><b>STR</b> 14 (+2) <b>INT</b> 10 (+0) <b>DEX</b> 17 (+3) <b>WIS</b> 13 (+1) <b>CON</b> 15 (+2) <b>CHA</b> 17 (+3)</p>
<p><b>Skills</b> Deception +5, Perception +3, Persuasion +5, Religion +2 <b>Damage Resistances</b> cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks <b>Damage Immunities</b> poison, necrotic <b>Condition Immunities</b> poisoned <b>Senses</b> truesight 60 ft., passive Perception 13 <b>Challenge</b> 4 (1,100 XP)</p>
<p><b>Shapechanger.</b> The demon can use its action to polymorph into a Large demonic beast or back into its true form, which is humanoid. Its statistics, other than its AC and speed, 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. <b>Dark Devotion.</b> The demon has advantage on saving throws against being charmed or frightened. <b>Spider Climb (Demon Form Only).</b> The demon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. <b>Spellcasting.</b> The demon is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The demon has the following cleric spells prepared: • Cantrips (at will): <i>light, sacred flame, thaumaturgy</i> • 1st level (4 slots): <i>command, inflict wounds, shield of faith</i> • 2nd level (3 slots): <i>hold person, spiritual weapon</i></p>
<p><b>ACTIONS</b></p> <p><b>Multiattack.</b> The demon makes two melee attacks. <b>Claws (Demon Form Only).</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the demon hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target received magical healing. <b>Dagger.</b> <i>Melee or Ranged Weapon Attack:</i> +6 to hit, reach 5 ft., or range 20/60 ft., one creature. <i>Hit:</i> 5 (1d4 + 3) piercing damage.</p>

<p><b>Type.</b> The infiltrator demon's type is fiend (demon, shapechanger), and it loses any of its tags. <b>Alignment.</b> Alignment is chaotic evil. <b>Armor Class (Demon Form Only).</b> While in its demon form, the demon's AC is 15 (natural armor). <b>Speed (Demon Form Only).</b> The demon's speed is 40 ft. and it gains a climb speed of 40 ft. <b>Abilities Scores.</b> The demon's Strength, Dexterity, Constitution, and Charisma scores increase by 3. <b>Skills.</b> The demon gains proficiency with the Perception skill. <b>Damage Immunities and Resistances.</b> The demon gains resistance to cold, fire, and lightning, as well as to bludgeoning, piercing, and slashing from nonmagical attacks. The demon is immune to poison and the poisoned condition. <b>Senses.</b> Demon gains truesight 60 ft. <b>New Trait: Shapechanger.</b> The demon can use its action to polymorph into a Large demonic beast or back into its true form, which is humanoid. Its statistics, other than its AC and speed, 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. <b>New Trait: Spider Climb (Demon Form Only).</b> The demon can climb difficult surfaces, including upside down on ceilings, without needing an ability check. <b>Multiattack (Demon Form Only).</b> As an action, the demon makes two attacks with its claws. <b>Attacks (Demon Form Only).</b> In addition to its normal attacks, the demon can use its claws to make unarmed strikes. On a hit, an unarmed strike deals slashing damage equal to 2d6 + the demon's Strength or Dexterity modifier (demon's choice). If the target is a creature, it must succeed on a Constitution saving throw with a DC equal to 8 + the demon's proficiency bonus + the demon's Constitution modifier or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the demon hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target received magical healing.</p>
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**Desjardin**

*Patreon request by Nicholas D.*

The desjardin lives underground. Its slimy, dark exterior allows it to blend almost seamlessly into the darkness. The desjardin has no eyes. Instead, it relies on its powerful sense of smell. Once it finds its prey, it uses its long, mosquito-like proboscis to drain the organs and bones from its victims.

<p><b>DESJARDIN</b> <i>Large aberration, chaotic evil</i></p>
<p><b>Armor Class</b> 15 (natural armor) <b>Hit Points</b> 120 (16d10 + 32) <b>Speed</b> 15 ft., swim 40 ft.</p>
<p><b>STR</b> 18 (+4) <b>INT</b> 7 (-1) <b>DEX</b> 13 (+1) <b>WIS</b> 10 (+0) <b>CON</b> 15 (+2) <b>CHA</b> 5 (-3)</p>
<p><b>Skills</b> Perception +6, Stealth +7 <b>Conditioned Immunities</b> blinded <b>Senses</b> blindsight 60 ft., passive Perception 14 <b>Languages</b> Deep Speech <b>Challenge</b> 6 (2,300 XP)</p>
<p><b>Amphibious.</b> The desjardin can breathe air and water. <b>Blind Sense.</b> The desjardin can't use its blindsight while it is unable to smell. <b>Keen Smell.</b> The desjardin has advantage on Wisdom (Perception) checks that rely on smell. <b>Shadow Stealth.</b> While in dim light or darkness, the desjardin can take the Hide action as a bonus action.</p>
<p><b>ACTIONS</b></p> <p><b>Proboscis.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one creature. <i>Hit:</i> 13 (2d8 + 4) piercing damage, and the desjardin attaches to the target. While attached, the desjardin doesn't attack. Instead, at the start of each of the desjardin's turns, the target takes 36 (8d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken due to its organs being drained. The reduction lasts until a greater restoration spell or similar magic is cast on the target. The target dies if this effect reduces its hit point maximum to 0. The desjardin can detach itself by spending 5 feet of its movement. It does so after it reduces a creature's hit points to 0. A creature, including the target, can use its action to detach the desjardin.</p>

## Elemental, Apocalypse

*Patreon request by Nathaniel W.*

An Apocalypse Elemental is a living explosion. Highly radioactive, simply being in the presence of such a creature is extremely dangerous.

## Gremlin

*Franken's Little Magic Shoppe*

As conjured by the Gremlin Figurine.

<b>GREMLIN</b> <i>Size classification(type), alignment</i>
<b>Armor Class</b> 15 <b>Hit Points</b> 50 (10d10 + 10) <b>Speed</b> 30 ft.
<b>STR</b> 15 (+2) <b>INT</b> 12 (+1) <b>DEX</b> 14 (+2) <b>WIS</b> 12 (+1) <b>CON</b> 12 (+1) <b>CHA</b> 12 (+1)
<b>Saving Throws</b> Con +3, Int +3, Wis +3 <b>Skills</b> Insight +3 <b>Senses</b> passive Perception 11 <b>Languages</b> Common <b>Challenge</b> 3 (700 XP)
<b>Innate Spellcasting (Psionics).</b> The creature's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:  At will: mage hand 3/day each: jump, misty step, nondetection (self only), tongues 1/day each: plane shift, telekinesis  <b>Spellcasting.</b> The creature is a 9th level spellcaster (spell save DC 16, +7 to hit with spell attacks). The creature has the following spells prepared:  Cantrips (at will): <i>firebolt</i> 1st level (4 slots): <i>shield</i> 2nd level (3 slots): <i>scorching ray</i> 3rd level (2 slots): <i>haste</i> *  *The creature casts these spells on itself on the first round of combat.  <b>Another Ability.</b> Ability description.
<b>ACTIONS</b>
<b>Multiattack.</b> The creature makes two attacks with its weapon  <b>Greatsword.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. Hit: (2d6 + 2) slashing damage plus (1d4) fire damage.

<b>ELEMENTAL, APOCALYPSE</b> <i>Large elemental, neutral</i>					
<b>Armor Class</b> 14 <b>Hit Points</b> 152 (16d10 + 64) <b>Speed</b> 50 ft.					
<b>STR</b> 0 (+0)	<b>DEX</b> 0 (+0)	<b>CON</b> 0 (+0)	<b>INT</b> 0 (+0)	<b>WIS</b> 0 (+0)	<b>CHA</b> 0 (+0)
<b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical attacks <b>Damage Immunities</b> fire, poison, radiant <b>Condition Immunities</b> exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious <b>Senses</b> darkvision 60 ft., passive Perception 10 <b>Languages</b> Ignan <b>Challenge</b> 9 (5,000 XP)					
<b>Aura of Radiation.</b> Any creature that ends its turn within 60 feet of the elemental takes 5 radiant damage and must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. Elementals and celestials ignore this effect. <b>Blinding Illumination.</b> The elemental sheds bright light in a 60-foot radius and dim light in an additional 60-feet. If a creature starts its turns within 120-feet of the elemental and can see the elemental, it must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it has disadvantage on attack rolls against the elemental until the start of its next turn. If the creature looks at the elemental in the meantime, it must immediately make the saving throw. A creature blinded by this effect makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This trait dispels any darkness within 60 feet of the elemental that was created by a spell. <b>Fire Form.</b> The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage plus 5 (1d10) radiant damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage plus 5 (1d10) radiant damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.					
<b>ACTIONS</b>					
<b>Multiattack.</b> The elemental makes two touch attacks. <b>Touch.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) fire damage plus 14 (4d6) radiant damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.					

## The Master of the Peak (Luzien)

*The Secret of Forsaken Peak Part 2*

Nearly a century ago, an elven monk named Luzien worked in the Temple at the eastern side of the Forsaken Peak. Luzien was obsessed with the notion of immortality. Within the caverns of the Eyries, he studied dark rituals and necromantic rites, hoping to find a way to extend his life. When Luzien's brothers at the Temple learned of his dark devotion, they labeled him a heathen and slew him. They buried Luzien in a

soft patch of soil near the center of the Eyries.

Little did Luzien's brothers know that Luzien had indeed discovered a way to prolong his life. Shortly after his death, Luzien rose as a wraith, his mind still intact thanks to a *ring of mind shielding*. Having studied apparitions, Luzien could take control of his form and evolve. Eventually, his ghost form changed, leaving behind a humanoid shape and taking on a much more horrific and amorphous appearance.

The decades weren't kind to Luzien's

## APPENDIX C

mind. Eventually, he lost all memory of his past life, desiring only to drain the souls of any live creature that dared enter the Eyries. Now, Luzien is known by the current inhabitants of the Forsaken Peak as The Master of the Peak.

**Undead Nature.** The Master of the Peak doesn't require air, food, drink, or sleep.



### The Master of the Peak's Lair

Luzien's lair is at the center of The Forsaken Peak (see "The Secret of Forsaken Peak Part 2, Area B16). It is where his temple brothers buried his body.

When the Master of the Peak is encountered in its lair, it has a challenge rating of 16 (15,000 XP).

### Lair Actions

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

- Up to three **shadows** appear in unoccupied spaces within 30 feet of the Master and remain until destroyed. Shadows summoned in this way roll initiative and act on the next available turn. The Master can have up to three shadows summoned by this ability at a time.
- Until initiative count 20 on the next round, any creature that attempts to cast a spell of 3rd level or lower in the Master of the Peak's lair is wracked with pain. The creature can choose another action, but if it tries to cast the spell, it must make a DC

### MASTER OF THE PEAK (LUZIEN)

*Large undead, chaotic evil*

**Armor Class** 15

**Hit Points** 136 (13d10 + 65)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (+2)	20 (+5)	20 (+5)	18 (+4)	18 (+4)	20 (+5)

**Saving Throws** Int +9, Wis +9, Cha +10

**Damage Resistances** acid, fire, lightning, thunder

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 14

**Languages** Common, Elven

**Challenge** 13 (10,000 XP)

**Incorporeal Movement.** The Master 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 Master's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: bane, thaumaturgy
- 3/day each: dispel magic, dimension door
- 1/day: harm

**Magic Resistance.** The Master has advantage against spells and magical effects.

**Rejuvenation.** If the Master of the Peak is destroyed, it regains its form within 1 hour unless its remains are burned or holy water is sprinkled upon them. The new form appears within 5 feet of where its remains are buried.

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

### ACTIONS

**Multiattack.** The Master can use its Vile Whisper and makes one attack with its Life Drain.

**Life Drain. Melee Weapon Attack:** +10 to hit, reach 10 ft., one creature. **Hit:** 23 (4d8 + 5) necrotic 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 damages taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Vile Whisper.** The Master targets one creature it can see within 60 feet of it. If the target can hear the Master, it must succeed on a DC 18 Wisdom saving throw or become frightened until the end of the Master's next turn. If the target fails the saving throw by 5 or more, it is also stunned for the duration. A target that succeeds on its saving throw is immune to the Master's vile whisper for the next 24 hours.

**Create Shadow.** The Master targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a **shadow** in the space of its corpse or in the nearest unoccupied space. The shadow is under the Master's control. The Master can have no more than seven shadows under its control at one time (not counting those created by its lair actions).

### LEGENDARY ACTIONS

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

**Attack.** The Master makes one attack with its Life Drain or uses its Vile Whisper.

**Wind Blast.** The Master casts *gust of wind*.

**Icesoul (Costs 2 Actions).** Each creature in the Master's space must make a DC 18 Constitution saving throw. On a failure, a target takes 23 (4d8 + 5) cold damage and its movement is reduced by half until the end of its next turn. If the saving throw is successful, the target takes half as much cold damage.

**Telekinetic Thrust (Costs 2 Actions).** The Master targets a creature or unattended object within 60 feet of it. A creature must be Large or smaller to be affected by this magic, and an object can weigh up to 600 pounds.

If the target is a creature, the Master makes a Charisma check contested by the target's Strength check. If the Master wins the contest, the Master hurls the target up to 60 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the Master hurls it up to 60 feet in any direction. The Master can use the object as a ranged weapon, attacking one creature along the object's path (+10 to hit), and dealing 19 (3d12) bludgeoning damage on a hit.



18 Constitution saving throw. On a failed save, it takes 1d6 necrotic damage per level of the spell, and the spell has no effect and is wasted.

- The lair grows unnaturally cold. Each creature within 60 feet of the Master of the Peak must make a DC 16 Constitution saving throw. On a failed saving throw, the creature takes 4d6 cold damage and has disadvantage on its ability checks until initiative count 20 of the next round. On a successful saving throw, the creature takes half as much cold damage and no other negative effects.

### Regional Effects

The Forsaken Peak is home to all manner of powerful, godlike creatures. The Master is dangerous, certainly, but not nearly as strong as the others. As such, only the Eyries are affected by its presence.

- All creatures that die within the Eyries rise as either the same type of creature that killed them or specters within 24 hours.
- Divination spells cast in the Eyries often come back with terrifying results. A creature that casts a divination spell must make an Intelligence (Arcana) check with a DC of 10 + the spell's level. If the check fails, the creature is wracked with horrific visions of its own death; the spell has no effect and is wasted.
- A creature that enters the Eyries and leaves it alive is cursed. The creature suffers from debilitating nightmares every night. Until a *remove curse* spell is cast on the creature, it cannot gain the benefits of a long rest.

### Noah Sander

#### Quarantine

Noah Sander is the owner of Maple Creek Florist in Rivertown and the secret leader of the demon-worshipping cult, the Emerald Seven. Noah is a powerful warlock of Qua-Soko, unafraid to die for his cause.

<b>NOAH SANDER</b> <i>Medium humanoid (human), chaotic evil</i>
<b>Armor Class</b> 12 (15 with mage armor) <b>Hit Points</b> 60 (11d8 + 11) <b>Speed</b> 30 ft.
<b>STR</b> 10 (+0) <b>INT</b> 12 (+1) <b>DEX</b> 14 (+2) <b>WIS</b> 12 (+1) <b>CON</b> 13 (+1) <b>CHA</b> 18 (+4)
<b>Saving Throws</b> Wis +4, Cha +7 <b>Skills</b> Arcana +4, Deception +7, Persuasion +7, Religion +4 <b>Senses</b> darkvision 60 ft., passive Perception 11 <b>Languages</b> Common, Abyssal <b>Challenge</b> 6 (2,300 XP)
<b>Innate Spellcasting.</b> Sander's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 15), requiring no material components: • At will: <i>detect magic, false life, mage armor</i> • 1/Day: <i>confusion, mass suggestion</i> <b>Spellcasting.</b> Sander is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells: • Cantrips (at will): <i>eldritch blast, fire bolt, mage hand, minor illusion</i> • 1st-5th level (3 5th-level spell slots): <i>banishment, burning hands, contact other plane, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire</i> <b>Dark One's Own Luck (Recharges after a Short or Long Rest).</b> When Sander makes an ability check or saving throw, he can add a d10 to the roll. He can do this after the roll is made but before any of the roll's effects occur.
<b>ACTIONS</b>
<b>Dagger.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.

### Tulpa, Shadow

*Patron Request by Keith T.*

A shadow tulpa is an undead creature that projects the illusions of those that can see it with their greatest fear. It then feeds on the fears of its victims, absorbing their sentience.

**Undead Nature.** The shadow tulpa does not require air, food, drink, or water.

<b>TULPA, SHADOW</b> <i>Medium undead (shapechanger), CE</i>
<b>Armor Class</b> 13 <b>Hit Points</b> 55 (10d8 + 10) <b>Speed</b> 30 ft.
<b>STR</b> 1 (-5) <b>INT</b> 5 (-3) <b>DEX</b> 17 (+3) <b>WIS</b> 7 (-2) <b>CON</b> 12 (+1) <b>CHA</b> 16 (+3)
<b>Skills</b> Stealth +5 (+7 in dim light or darkness) <b>Damage Vulnerabilities</b> radiant <b>Damage Resistances</b> acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks <b>Damage Immunities</b> necrotic, poison <b>Condition Immunities</b> exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained <b>Senses</b> darkvision 60 ft., passive Perception 8 <b>Languages</b> – <b>Challenge</b> 3 (700 XP)
<b>Incorporeal Movement.</b> The tulpa 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. <b>Shadow Stealth.</b> While in dim light or darkness, the tulpa can take the Hide action as a bonus action. <b>Sunlight Weakness.</b> While in sunlight, the tulpa has disadvantage on attack rolls, ability checks, and saving throws.
<b>ACTIONS</b>
<b>Sentience Drain.</b> <i>Ranged Spell Attack:</i> +5 to hit, range 30 ft., one creature that is frightened of the tulpa. <i>Hit:</i> 17 (4d6 + 3) necrotic damage, and the target's Wisdom score is reduced by 1d4. The target becomes paralyzed and falls unconscious if this reduces its Wisdom score to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. <b>Fearful Form.</b> The shadow tulpa magically detects the fears of one creature within 30 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the tulpa can use its bonus action to assume the form of the creature's fear. If the target creature starts its turn within 30 feet of the tulpa in its fearful form and it can see the tulpa, it must make a DC 13 Wisdom saving throw. On a failed saving throw, the creature drops whatever it is holding and becomes frightened for the duration. While frightened by this tulpa's Fearful Form, a creature must take the Dash action and move away from the tulpa by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have a line of sight of the tulpa, the creature makes a Wisdom saving throw. On a successful save, the effect ends for a creature. A creature who succeeds on its saving throw or the effect ends for it is immune to the tulpa's Fearful Form for 24 hours.



## Zoradin the Deadcaller

*The Terror at Prior's Hill*

In life, Zoradin was a druid and member of the Circle of Towers. As the land grew cursed with the taint of Zogmoth in nearby Forsaken Peak, Zoradin's interests grew twisted with it. He began to see value in the cruel nature of the undead. Eventually, he and six other druids loyal to him performed a dark ritual that turned them all into undead abominations.

Immediately, the other druids in the Eastern Borderlands saw Zoradin as a danger. Working with a group of adventurers, the druids trapped Zoradin and the other six in a dungeon beneath Prior's Hill. Then, they set eight black standing stones made of enchanted black glass over the entrance. Unable to match the combined power of the other druids, Zoradin and his minions were trapped. Losing his connection to the undead of the land, Zoradin's power waned. Eventually, he succumbed to a great slumber.

Now, Zoradin has once again risen. The deathless druid seeks to reclaim his power over undead. He also seeks revenge against those who worked against him. Even if the adventurers and druids that trapped him are no longer alive, he will track down their descendants and destroy them.

**Undead Nature.** Zoradin does not require air, food, water, or sleep.

### ZORADIN THE DEADCALLER

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

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

**Saving Throws** Con +5, Int +5, Wis +7

**Skills** Arcana +5, History +5, Medicine +7, Nature +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison, necrotic

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Challenge** 6 (2,300 XP)

**Magic Resistance.** Zoradin has advantage on saving throws against spells and magical effects.

**Rejuvenation.** When Zoradin's body is destroyed, his soul lingers. After 10 days, his soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, if all eight of the ivory jars that contain his remains (see "Terror at Prior's Hill" for details) are destroyed, Zoradin's soul is forced to go to the afterlife and does not return.

**Spellcasting.** Zoradin is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Zoradin can cast the following druid spells:

- Cantrips (at will): *chill touch, druidcraft, spare the dying, thorn whip*
- 1st level (4 slots): *charm person, detect magic, entangle, inflict wounds, ray of sickness, thunderwave*
- 2nd level (3 slots): *flaming sphere, gentle repose, hold person, ray of enfeeblement*
- 3rd level (3 slots): *animate dead, call lightning, dispel magic, feign death, gaseous form, protection from energy*
- 4th level (3 slots): *blight, dominate beast, Evard's black tentacles, wall of fire*
- 5th level (2 slots): *antilife shell, awaken, contagion, raise dead*
- 6th level (1 slot): *wall of thorns*

**Turn Immunity.** Zoradin is immune to effects that turn undead.

### ACTIONS

**Multiattack.** Zoradin uses his Death Surge if he is able. Then, he makes two attacks with his scimitar. He can replace one of his scimitar attacks with his Life Drain attack.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

**Life Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. one creature. *Hit:* 9 (2d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

**Death Surge (Recharge 6).** Zoradin releases magical necrotic energy from his body. Each creature within 30 feet of Zoradin must make a DC 13 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed saving throw, or half as much damage on a successful one. This attack has no effect on undead or constructs. **Ω**



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