

# BROADSWORD

ADVENTURES FOR FIFTH EDITION

APRIL 2020

ISSUE NO. 5

\$25.00

*FEATURING*

3 NEW ADVENTURES IN OMERIA

30+ NEW MONSTERS FOR OMERIA

THE TITAN'S HEIR ADVENTURE PATH BEGINS!







# BROADSWORD

ADVENTURES FOR FIFTH EDITION

APRIL 2020 ISSUE 5 Monthly



**COVER:** Thanks to the combined efforts of Odonburg and Presson's Enclave, Zoerain and its forces are held at bay during the Battle of Qoy's Crossing, 623 AT. Art by Justin David Russell.



## The First Compendium is Coming!

As of this writing, the BroadSword Monthly team and I are having a successful Kickstarter to extend BroadSword Monthly subscriptions as well as the create our first BroadSword Monthly Compendium. The Compendium, if you didn't already know, will collect all of the adventures released in the first three books (minus The Secret of Forsaken Peak, unfortunately). The adventures will feature remastered art, new information structure for easier GM digestion, new maps, and new details that tie directly into the Omeria campaign setting. If you missed the Kickstarter, the book will be available on Amazon likely in May 2020.

-Dave Hamrick

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*Of all tyrannies, a tyranny exercised for the good of its victims may be the most oppressive. It may be better to live under robber barons than under omnipotent moral busybodies. The robber baron's cruelty may sometimes sleep, his cupidity may at some point be satiated; but those who torment us for our own good will torment us without end for they do so with the approval of their own conscience.*

C.S. Lewis



## HOW TO WRITE 5E ADVENTURES PART 1 - ELEMENTS OF AN ADVENTURE

BY DAVE HAMRICK

ART BY WILLIAM MCAUSLAND

In 2019, I decided that I would focus primarily on adventure creation. The biggest reason for this was because, frankly, not a lot of folks in the Fifth Edition space create adventures. So being an adventure creator gives me an incredible competitive advantage. And now I'm going to screw all that up by giving away my secrets. D'oh!

Whether you want to become a full-time adventure writer like me or you just want to improve your own adventures, here are the basics of Fifth Edition adventure creation.

### What are the elements of an adventure?

Every adventure should have the following elements:

#### Background

Background is the information that you or the GM running the adventure knows that the characters don't automatically know. In fact, they may never learn the background information. Background information concerns the motivations of the NPCs and any events that transpired before the adventure began.

#### Overview

An overview gives the basic flow of the adventure. Typically a good adventure comes in three parts: the Call to Action, the Body, and the Climax. The latter two parts have story objectives that the characters must meet in order to progress in the adventure. Many adventures also include Bonus Objectives. A bonus objective, while unnecessary to the overall flow of the story, can help expand the adventure.

#### Adventure Hook(s)

Adventure hooks provide possible ways for the characters to get in-

involved with the adventure. If you're writing a story just for your own players, then likely you already know how to get them involved.

#### Optional: Adventure Flowchart

An adventure flowchart can help give you or the reader a basic understanding of the flow of the adventure. It's also an outline of the different paths that the players may take while trying to reach their stated objectives.

#### Call to Action

The Call to Action is the first part of the story that introduces the characters to the story's major objectives as well as any conflicts that they must resolve. For example, the characters are traveling through a village and see that it's recently been attacked by orcs. The villagers ask the characters to help with the orcs and give them directions to the orcs' hideout in the forest.

#### Body

The Body of the story can be a single part or multiple parts. The Body introduces obstacles to the characters that they must overcome to reach the adventure's overall objective. Using the previous example, if the characters must track down the orcs who attacked the village, during the body of the adventure they must travel through a forest (part 1) and then make their way through the orcs' hideout (part 2).

#### Climax

The Climax resolves the adventure. The Climax can involve a fight with a big, bad evil or it can even be the characters saving someone in distress. Or it could be the characters learning a valuable piece of infor-

mation that introduces another call to action. Back to the orc hideout example, the climax of the story occurs when the characters face the orcs' chief.

#### Conclusion

Once the adventure resolves with the climax, the conclusion of the adventure introduces additional threads that the characters can follow. It also describes what happens to the important NPCs in the story and any events that might arise following the adventure.

#### Rewards

Finally, what's an adventure without some rewards? Rewards are often advancement for the characters in the form of experience or milestone levels and treasure such as gold and magic items. In addition, the adventure can reward the players by giving them interesting story hooks that help build on their characters' story.

*Next time: Outlining your adventure. Ω*





# USING THIS BOOK

## GETTING THE MOST FROM BROADSWORD MONTHLY

BY DAVE HAMRICK  
ART BY DYSON LOGOS

### Must-have Tomes

To run this adventure, you will need access to the Fifth Edition rules and associated rulebooks.

### Understanding the Format

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

In addition to the monsters included in the core rulebooks, you will also need to use the content found in the Appendices of this book.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core rulebooks. If a stat block appears as part of this book, the adventure's text tells you so.

*Spells* and equipment mentioned in the adventure are described in the core rulebooks. *Magic items* are also described in the core rulebooks unless the adventure's text directs you to an exclusive item that comes with this book.

### Abbreviations

The following abbreviations are used throughout this adventure:

hp = hit points  
AC = Armor Class  
DC = Difficult Class  
XP = experience points







































pp = platinum piece(s)  
gp = gold piece(s)  
ep = electrum piece(s)  
sp = silver piece(s)  
cp = copper piece(s)

NPC = nonplayer character  
PC = player character

LG = Lawful Good  
CG = Chaotic Good  
NG = Neutral Good

LN = Lawful Neutral  
N = Neutral  
CN = Chaotic Neutral  
LE = Lawful Evil  
CE = Chaotic evil  
NE = Neutral evil

# DELVING INTO DEEP DUNGEONS WITH DYSON

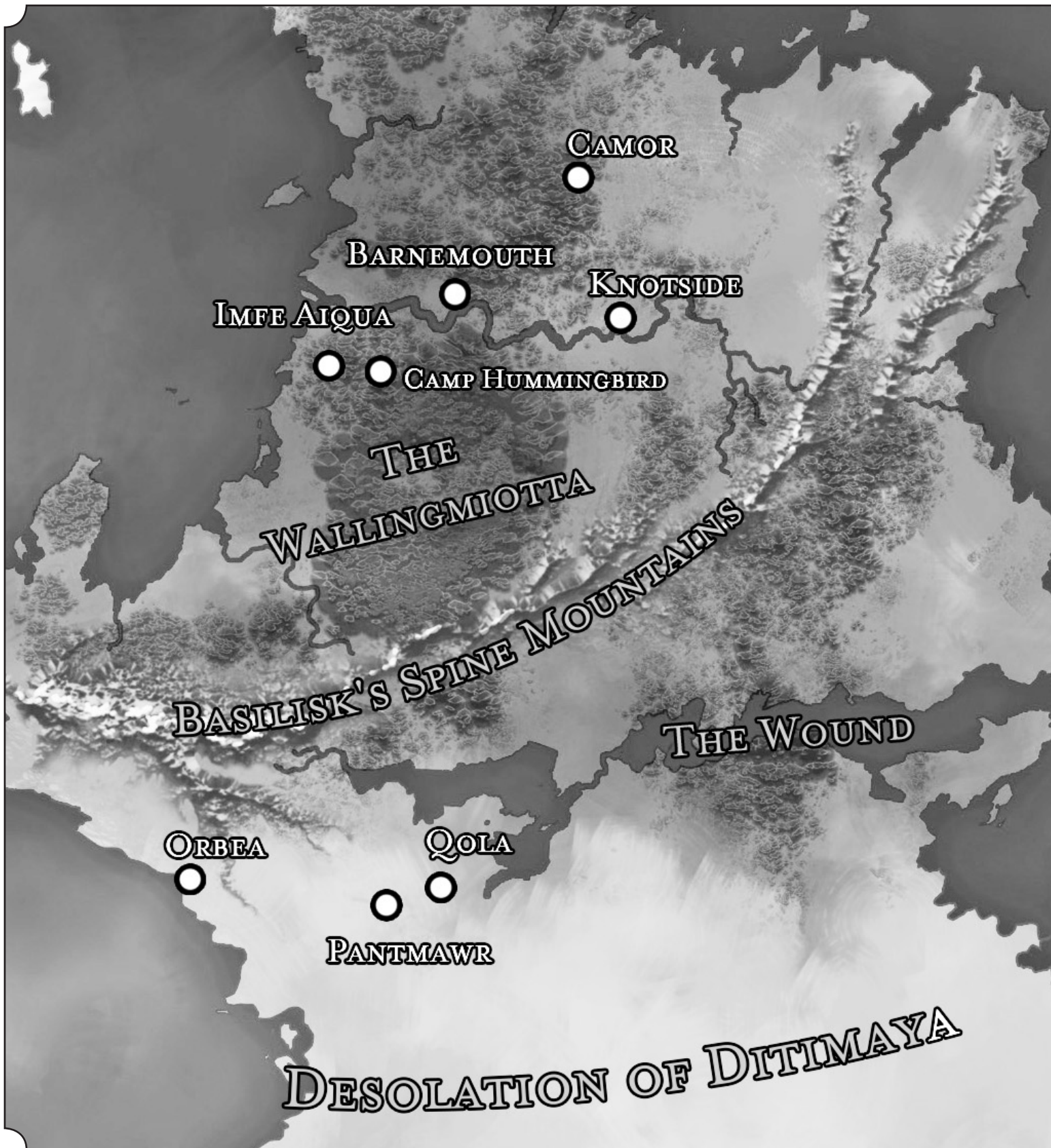
 Natural Wall	 Secret Trap Door	 Bars or Portcullis	 Stone Bridge
 Worked Wall	 Double Door	 Pit Trap	 Rope & Wood Bridge
 Archway	 Elevated Ledge	 Curtains or Tapestry	 Sloped Elevation
 Doorway	 Ledge with Ramp Down	 Trap or Trap Trigger	 Crypts
 Secret Door	 Ruined Wall	 Boxes and Barrels	 Sarcophagus
 Stairs	 Lake or Pool	 Bed or Cot	 Small Ledges
 Natural or Rough Stairs	 Battlements	 Table and Chairs	 Crevasse
 False Door	 Ladder	 Throne and Dais	 Cave Under Ledge
 Passage Underneath	 Statue	 Altar	 Debris, Rocks or Scree
 Trapdoor in Floor	 Pillars or Columns	<p>See all of these icons interacting with each other at <a href="http://rpgcharacters.wordpress.com/maps">http://rpgcharacters.wordpress.com/maps</a></p>	

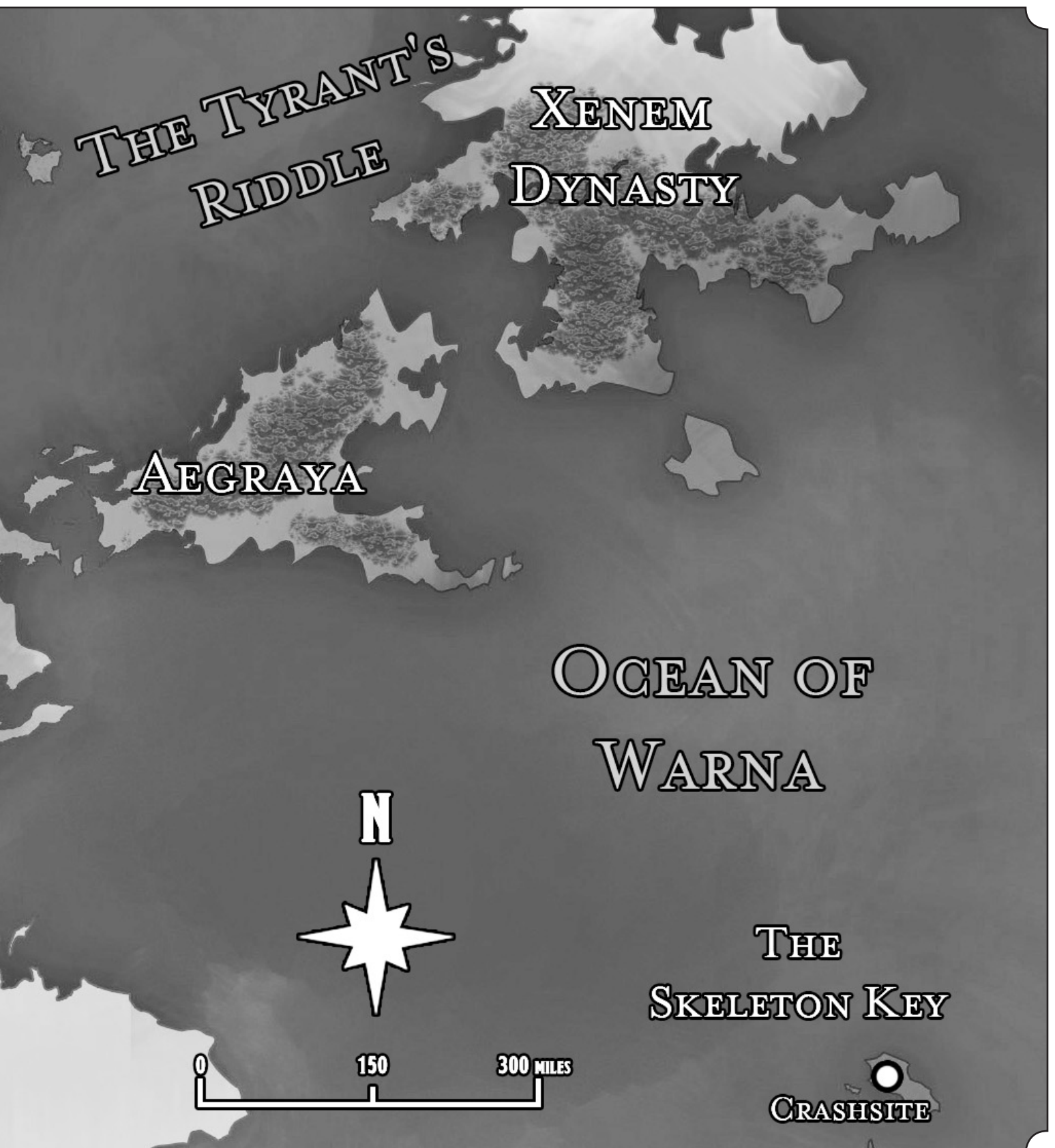


# NORTHERN OMERIA

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### Locations Featured in this Issue

Welcome to the long continent, Omeria, home to the majority of humanoid life on Casar. The following locations are featured in this issue. For your convenience, they have been grouped by the adventures in which they are featured.

### Titan's Heir Locations

**Orbea.** Also called the Maze of Orbea, this vast network of channels, canyons, caverns and natural bridges carved by the Orbean tributary is home to the enigmatic spider-humanoids, the krig, as well as a major crossroads for trade along the Weysevain Coast.

**Pantmawr.** Pantmawr is small, with barely 100 humanoids living in and around the fortress village. The village sits atop a mesa known as Pulvi's Arms.

**Qola.** Once a sprawling metropolis and trade center at the northern edge of the Desolation of Ditimaya, Qola, the City of Welcomes, now lies in ruin. This is mostly due to the infamous Hole at its center and the resulting evacuation.

**The Skeleton Key.** The Skeleton Key is a deserted island 300 miles off the coast of Omeria.

### Glaive of the Revenant King Locations

**Barnemouth.** Barnemouth is the largest town along the Fairknot River before it spills into the north end of the Omerian Ocean.

**Camp Hummingbird.** Camp Hummingbird is a fortification and research center located on the west end of the Wallingmiotta forest. The camp borders the haunted forest, Ayas Kelren.

**Imfe Aiqua.** Within the heart of Ayas Kelren, the haunted forest, the nightmarish elven ruins of Imfe Aiqua are overrun with the walking dead.

### Not playing in Omeria?

The adventures in this book assume that you are playing in the Omerian campaign setting. However, you are by no means restricted to this world. Many of the locations described above can easily be placed in any heroic or high fantasy Fifth Edition campaign setting that you like. Ω

If you would like to learn more about Omeria and its peoples, be sure to check out DMDave's Patreon:

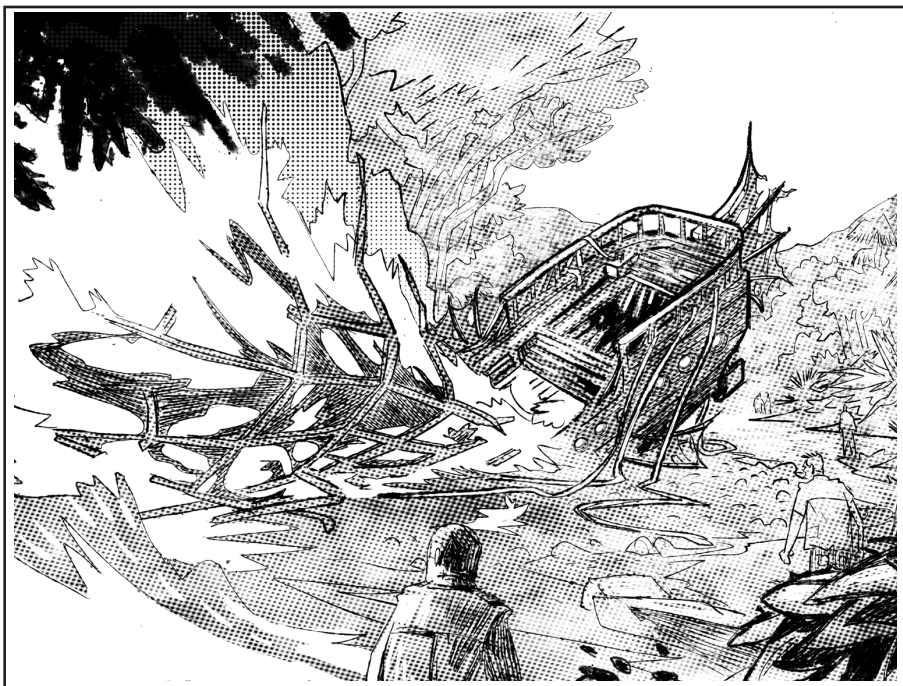
<https://www.patreon.com/dmdave>



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# TITAN'S HEIR





# CHAPTER 1: THE FLIGHT OF THE PREDATOR

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BY TEAM SUPERHYDRA

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## 1st-Level Adventure for Fifth Edition

Cartography by Watabou.itch.io and CZE/Peku

Art by Matias Lazaro, David L. Johnson, William McAusland, and Paper Forge

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*The Flight of The Predator* is a 1st-level Fifth Edition adventure for 3-5 characters. Characters who survive the adventure should reach the 2nd level by its conclusion. This is also the first chapter in the **Titan's Heir** adventure path by **Team Superhydra** (<https://www.patreon.com/teamsuperhydra>). It can be played as the kickoff for the larger adventure setting or as a one-shot adventure for your players. Furthermore, the adventure is intended to be set in the Team Superhydra campaign world of Omeria. However, it can just easily be inserted into any other setting.

### Introduction

Orner Wrerros, a demented gnome terrorist and serial bomber, has taken control of the Dinzer warblimp, the *Predator*. Hoping to strike back at the Dinzers who brainwashed him into working for them nearly one hundred years ago, Wrerros has equipped the ship's engine with a devastating bomb. Once detonated, the bomb has the power to tear a hole in reality, absorbing all matter into it. Such a bomb could lead to the end of the world. Only a band of dedicated heroes can stop Wrerros and his diabolical plan.

### Background

Once the crown jewel of the Odonburg Royal Navy, the albatross-class warblimp, *The Predator*, has been relegated to transportation. Its current mission is to retrieve a collection of unique and endangered animals from the village of Pantmawr in Odonburg.

*The Predator's* captain, Cage, is none-too-happy about the mission. In fact, Cage isn't even present—he's using a remote-controlled suit of animated armor to pilot the ship in his stead.

The endangered animal mission is simple enough. All Cage needs to do is retrieve the animals then deliver

them to the northern Omerian city of Knotside. Little do Cage and his crew know, the **Predator** plays a much more important part in the schemes of a fanatical terrorist and serial bomber named Orner Wreras (aka the Constructionist). Wreras, used as a tool by the government of Odonburg for nearly a century, has turned against his handlers. He's put a plan into motion to take control of *The Predator* and rig its power cell, a massive chunk of emerald Odonburgite, to explode. The explosion would create a tear in reality, capable of erasing an entire city from existence.

Wreros isn't alone in his endeavors. He's planted three of his minions to assist in the hijacking of the *Predator*. One of Wreras' minions is the ship's quartermaster, Ivoxar. Two more minions, Estar and Kilbin, are planted in the village of Pantmawr as helpers of the animal handlers.

If Wreras is successful in his mission, he will use the *Predator's* emerald Odonburgite core to destroy the capital city of Odonburg, also named Odonburg, killing millions in the process. Furthermore, the raw arcane energy released by the resulting tear in reality is enough to irreparably damage the world itself. Such an event could trigger the apocalypse, killing millions more.

## Overview

The adventure starts in the town of Orbea on the Weysevain Coast. The characters are contacted by a recruiter named Gorved Icefall who hires them as bodyguards for a gnome scientist, Orner Wreras. The party and their client are to travel via airship to the town of Pantmawr, then to Knotside.

The characters meet Orner and the ship takes off. Just as they start to ascend, a massive explosion rocks Orbea—a popular casino in the town has been bombed.

After a few hours of travel, the blimp

stops at the village of Pantmawr to pick up important cargo: rare and unique animals from the ruined city of Qola. In addition, a doppelganger tracker named Pseudo catches a ride with the group. She is in disguise as a porter named Kilbin. From there, the ship travels to Knotside.

After some successful sleuthing, the characters learn that their employer, Orner Wreras, is a fanatical terrorist and serial bomber. Threatening to detonate a devastating bomb, Wreras takes control of the ship and sets a course for the Dinzer capital city of Odonburg. In the initial scuffle, the ship is damaged. Even once the characters put a halt to Wreras and his minions, the ship crash lands on the mysterious island known as The Skeleton Key.

Once on The Skeleton Key the characters must fight to survive. But soon they learn that they aren't alone: a race of enigmatic warrior women live on the island. And they don't take kindly to intruders.

## Adventure Hooks

There are two major ways to get into the adventure, both detailed below.

### 1. Gorved Icefall Has a Job for You

While the characters are traveling through Orbea, they are approached by a messenger seeking “adventurer-looking types.” The messenger (**commoner**) explains that Gorved Icefall, a recruiter, has a job that will pay 100 gold pieces. If the characters agree, they meet with Gorved as detailed in Part 1.

### 2. You Are the Hero

If you want the players' characters to be more than just random heroes who got looped into the adventure, you might inject them into the actual story. Many of the situations in this adventure assume that the NPCs lead the story. Using this adventure hook,

instead, the NPCs are removed and characters play the important parts. Keep in mind that introducing this hook requires a little more improvisation on your part as players can and will act unpredictably!

Before the players generate characters, give each player the option to either play a background of their choice, in which case they will follow the Gorved Icefall Has a Job for You adventure hook, or, they can play a randomly chosen You Are the Hero card.

Cut out the You Are the Hero cards from the appendix and shuffle them. Each player who requested the random hook is given a card. They must keep their card secret. Once they've had the opportunity to review the card, they must hand it back to you.

At regular instances throughout the adventure, text boxes will note where these backgrounds come into play and what changes to make to the story to incorporate the hooks.

**Bounty Hunter.** Prerequisite: proficiency in the Survival skill. You've just started your career as a tracker and you've been assigned to helping the Arruquetan police force, The Cords, in the town of Orbea. Your first day on the job, there's a terrorist attack atop Sevari Tower—someone has fireballed the Long Shadow casino, killing dozens of Orbean citizens. The Cords have reason to suspect that the terrorist escaped aboard the dinzer warblimp, *The Predator*, which just left the Orbea Airfield, headed west to the village of Pantmawr. Your mission, should you choose to accept it, is to intercept *The Predator* when it docks in Pantmawr and discover the one responsible for the attack at the Long Shadow.

**Special Gear.** You are given a *sending stone* that allows you to contact Captain Santxa Goytino, the leader of the Cords in Orbea. You can only use the stone once per day. She can help you obtain assets and provide you



with any important information you need for the case.

**Development.** Why have you agreed to take the job in Orbea? Are you someone who follows the letter of the law or do you let your own morals guide you?

**Predator Crewman.** Prerequisite: must be from Odonburg, Intelligence score 13 or higher, proficiency in Vehicles (air). You've taken a job as a crewman with the Odonburg Royal Navy and you've just gotten your first mission assisting a ship. The Predator, a royal-albatross-class warblimp is parked in the town of Orbea on the Weysevain Coast. You are to travel with the ship to the town of Pantmawr, pick up a special cargo of rare animals, then transport those animals to Knotside in northern Omeria.

You will be part of a crew of ten: the captain, four officers and five crewmen (counting yourself).

**Special Gear.** You have a *crewman's whistle*, which is a common magic item. While a crew member of a Dinzer ship, if you blow the whistle, all passengers and crewmen on the ship can hear the whistle, regardless of where they are. These whistles are commonly used only in case of emergencies.

**Development.** Why did you join the Odonburg Royal Navy? *The Predator* is seen as something as a joke with many of your peers—so why have you taken the job?

**Zoologist.** Prerequisite: proficiency in Animal Handling or Nature. The last few months have been difficult for you. A few months ago, you and your fellow zoologist, Halim, were tasked to deliver a collection of rare and unique animals to the Zoo in Knotside. The animals were trapped in the ruined city of Qola. There, a blimp from Odonburg was supposed to meet you. Unfortunately, a terrorist attack led by an orcish pirate complicated things and you, Halim, and all of the animals had to flee the city.



Since then you've all been staying in the neighboring village of Pantmawr for the last few weeks.

In just a few days, your contacts in Knotside are sending a new blimp to pick up your cargo. The blimp's name is *The Predator*.

**Special Gear.** While in Qola, you discovered a glowing green glass pebble. You aren't sure what it is but decided to pocket it anyways. You haven't shown it to anyone else yet, not even Halim.

**Development.** Why are you a zoologist? Despite all the hardships that you've been through, why have you continued on this mission to save the animals? You had bad luck with the last ship—why trust that this new ship will be any different?

### Part 1: Orbea

Also called the Maze of Orbea, this vast network of channels, canyons, caverns and natural bridges carved by the Orbean tributary is home to the enigmatic spider-humanoids, the krig. Orbea is a cosmopolitan town of a few thousand people and even more visitors. It straddles the banks of the Zheree River and is then hugged by a series of maze-like promontories, hence its nickname, The Maze. Orbea is also the home of the spider-human-

oids, the krig. All krig are born from the same progenitor-deity, the unseen Matriarch.

Orbea is a town of wonders. Thanks to the shade caused by its massive rock formations, much of lower Orbea is bathed in darkness throughout the day. Despite the desert heat that sweeps west from the Desolation of Ditimaya the town stays cool year-round. The many marketplaces, homes, and businesses that operate in Orbea are lit by permanent *continual flames* and *light* spells plus natural sources such as glowgem that decorates the canyon walls.

Nestled between Arruqueta, Castlegrasp, and Tadju, Orbea is a popular center of commerce in northern Central Omeria. Plus, its large Dinzer-fitted airfield makes it a common stopover point for Dinzer aircraft traveling throughout the long continent.

At any time, roughly 6,000 humanoids call Orbea home, and only a third of those are actually krig. Humans, dwarves, elves, goblinoids, Dinzer automatons, canids, orcs, and others live and operate in the Maze. The remainder of the 10,000 or so krig estimated to be in existence lives elsewhere in Omeria. A popular conspiracy theory suggests that those krigs are an extension of the krigs' progenitor-deity, the Matriarch.

## Random Encounters

The Maze of Orbea is loaded with mystery, intrigue, danger, and excitement. It should seem like everywhere the characters turn, there is a side quest or encounter waiting to happen. Roll a d20 three times per day of game time, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher. Roll a d20 and check the Orbea Encounters table on page 10 to determine what the encounter is, or simply choose an encounter you like.

## Important Locations

The map of Orbea reveals the most important locations in the city detailed below. Of course, Orbea is a mess of buildings, canals, streets, and sidewalks and is easy to get lost in. Assume that almost any time of building or business one would find in a large city also exists in Orbea. Furthermore, Orbea is crowded. While only 6,000 or so humanoids call the Maze their home, 8,000 to 10,000 more are visiting the city for business or pleasure or sometimes both.

**1 - Orbea Airfield.** The blimps currently stationed in Orbea are The Predator and Good Hope. The Predator is the focus of this adventure. Meanwhile, Good Hope brought important delegates from Odoburg to meet with the Krig Bairns (see **Area 3**).

The airfield itself is unguarded. The four towers not in use are locked up and the control modules for their levitating discs have been removed. The three towers currently in use are guarded by four Dinzer **guards** each. Each guard is equipped with a personal *levitating platform* (functionally the same as a *witch's broom*) and a *wand of magic missiles*. The guards for *The Predator* and *Good Hope* have instructions to only allow their respective blimps' pilots and crew members into the tower.

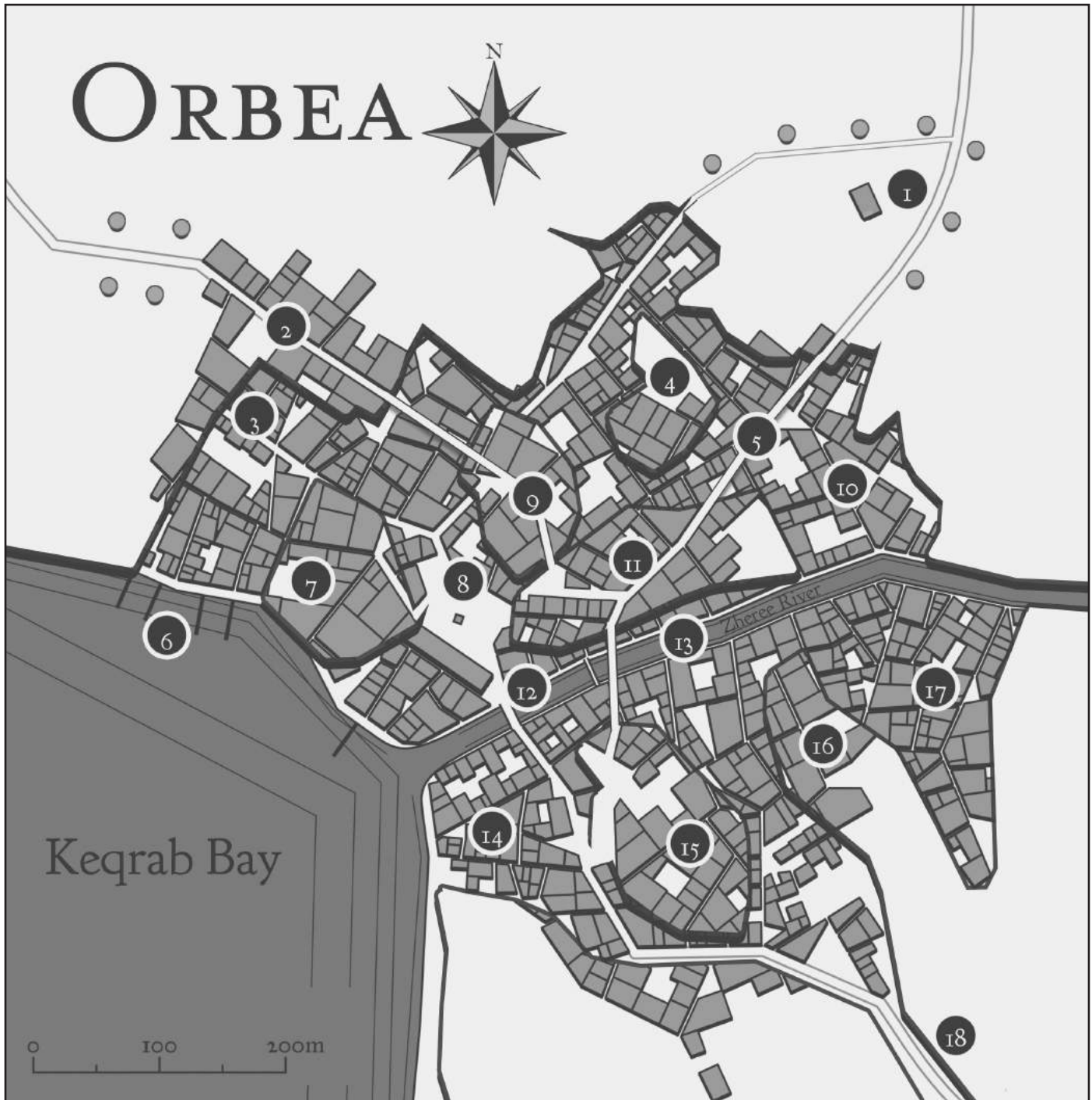
Orbea Encounters	
d10	Encounter
1	A <b>dust mephit</b> flies past the characters, sneezing as it goes. Each time it sneezes, it launches a cloud of dust into the air.
2	A <b>mage</b> strolls down the street pulling a treasure chest with legs (a <b>mimic</b> ) on a leash like it was a dog. The treasure chest snarls at the characters as they walk past it.
3	Two <b>thugs</b> shove a tiefling <b>commoner</b> into the mud and start kicking him. If the characters intervene, the tiefling becomes a valuable source of information about locations in Orbea.
4	A gnomish woman wearing Knotsider livery passes by. She mutters under her breath, "They killed him."
5	An old woman ( <b>commoner</b> ) hugs onto one of the characters. She smiles and whispers in his ear, "Tall and glowin' green, ain't they? Tall and glowing green." She then wanders off, muttering to herself.
6	A <b>commoner</b> merchant pushing a large cart accosts the characters. The cart has the heads of dead young dragons of all colors on it. "Dragon brains! Eat just a scoop and you'll become a sorcerer just like the great beasts! Only 1 sp a spoonful." He holds up a spoon for each character.
7	Three <b>water elementals</b> swim through one of the city's canals headed for the river. As they go, they leap like dolphins, splashing the characters as they go. The locals laugh.
8	A nude <b>krig</b> approaches the characters and asks in a demanding tone, "Have you seen Reverence?" The krig waits a few minutes for a reply, grunts, then pushes past the characters. A few seconds later, the krig stops another traveler asking if they've seen Reverence.
9	Two canid jugglers ( <b>bandits</b> ) begin performing tricks for the characters. Their trick is a distraction. Make Wisdom (Insight) checks for the characters contested by the canid's Charisma Performance checks (+3 to the roll). The character who fails the check and gets the worst result in the entire party has their entire coin pouch stolen by the jugglers' assistant (another <b>bandit</b> ). If all of the characters pass their checks, they notice the third man trying to rob them. When the jig is up, all three take off in different directions. For more information on canids, see the glossary.
10	The characters almost stumble into a suit of animated armor bearing the Golden Eye of Odonburg as it walks down the street. The suit is a <b>remote traveler</b> whose pilot is likely thousands of miles away.

**2 - Qiassith Cliff.** The industrial hub of Orbea hugs the northwestern cliff of the town. Not nearly as well lit as the other parts of the town, Qiassith is filled with flat, ugly buildings where mostly krig and kobold factory workers labor to build technological commodities. These goods are then carted to one of the four 200-foot-tall blimptowers along the road leading

northwest out of Orbea and then transported to its final destination.

**3 - Shirzosh Commons.** Although the krig call Orbea their home, they are not the rulers of the city. Or at least that's what the Tribunal of Orbea would have the populace believe. The Tribunal consists of three governors who make all of the decisions for the city and its people. The three gov-





ernors are Sress of Elsath (N female **lizardfolk**), Clurt Justclurt (LN male **goblin**), and Veronia Winterhunt (LG female **Knotsider knight**). The three reside within Shirzosh commons at their own governors' mansions. Once per week, the Tribunal meets at the House of Records, where they

parlay with guild lobbyists and vote on important issues. Of course, most Orbeans are hardly aware that the three even exist. Although they pass many laws, very few of them actually go into effect. And three almost never make public appearances. In fact, no one even remembers how the three

got the job in the first place.

The main road that pushes through the Commons becomes a tunnel that leads into the Undermaze, the true home of the krigs. While the tunnels are not off-limits to non-krigs, they are rumored to be dangerous. Furthermore, non-krigs who wander

too far into the tunnels eventually get lost within the maze. Dying of starvation and hunger, the trespasser is found by krigs and brought back to the surface where they are given over to one of the temples. This is the only warning the krigs ever give. The second time a non-krig gets lost within the maze, they are left to die.

If there are krig leaders in Orbea, those leaders are likely the 15-20 krig who the Orbeans have dubbed the Krig Bairns. On rare occasions, leaders from other nations come to Orbea to connect with the Matriarch. While the Matriarch's true location is never revealed by the krigs and those who try to find her inevitably become lost in the Undermaze, the Krig Bairns represent her interests and desires.

In addition to the government buildings in Shirzosh, the ward is home to many of the city's finest restaurants and taverns, including the Colossal Spider Tavern and Inn, a favorite stopping point for visiting dignitaries, ambassadors, and VIPs who wish to meet the governors or the Krig Bairns.

**4 - North Ward/Zatiketa.** North Ward has long been the middle-class residential section of Orbea. In recent years, however, the ward has turned into the home of separatists from Arruquetta, trying to avoid civil war and death at the hands of the Cord, Arruquetta's queen, Daria Emagavel's secret police force. As their numbers grew, the separatists began calling the region Zatiketa. Naturally, Orbea's acceptance of what Emagavel considers "war criminals" has harmed relations with Arruquetta to the north, but not even the Spear of Weysevain is willing to go against the krigs and their mother. Plus, the toll on Gadran's Plateau is one of her most profitable ventures.

Along with the separatists came the Boars, a clan of criminals led by a warlock named Hogan Zul (NE male Ditimayan human **warlock**). The Boars are recognized by the black

tusks they tattoo over their jaws and the thick pelts they wear over their shoulders. Hogan operates from his mother's house in a multi-tiered hovel built into the northern wall of the Yivu plateau. His mother treats visiting members of his gang like they were Hogan's childhood friends. They lovingly call her Mama Zul.

Despite their ready-to-rumble appearance, the Boars prefer intrigue over direct confrontation with the other two gangs of Orbea. Still, when pressed, the Boars' aptitude for violence is rarely contested.

**5 - The Blinding Bridge.** Its name comes from its position relative to both the eastern and western horizon. Those traveling out of the maze in the morning catch the rising sun, then, in the evenings, as they return, they're met with the setting. Superstitious Central Omerians believe it was built as a playful offering to Naeyer. Others think it's lousy engineering.

A natural divider between Khikzux Ward and Zatiteka, the bridge acts as a border between the Boars and Crocodile Crews' turfs.

**6 - Salt Ward.** Salt Ward is home to Orbea's cluttered docks and warehouses. Despite its proximity to the Obrean militia's barracks to the north in Shirzosh, the Salt Ward is thick with crime. There is not a week that goes by where a body isn't found floating face down in the Keqrab Bay. Most of the warehouses in the Salt Ward are owned by wealthy smugglers and merchant houses from all over Central Omeria. They use Orbea as a place to store illegal wares. As such, the warehouses are heavily guarded by well-paid professionals. So brazen are the landlords, they put their clan and tribe symbols on the doors of the buildings they own as a warning to those who would dare enter: "you steal from here, you steal from me."

A narrow flight of steps climbs 500-feet up to Sevari Tower (**Area**

**7**). Other than ramp leading into the Zik'thath market (**Area 8**), the steps—dubbed the Killer—is the only way up the plateau. Unlike the other plateaus in Orbea, there does not seem to be any tunnels leading through or even into the base of the tower.

**7 - Sevari Tower.** The plateau that divides the docks and overlooks the harbor is called Sevari Tower. Once upon a time, the tower was not decorated with the red beacons lining its walls today. As such, the Tower had another nickname—ship smasher. Divers into the Bay would likely find the remains of dozens of destroyed ships.

The Tower itself is one of the few plateaus in Orbea that isn't hollowed out and littered with dark tunnels. It is also isolated from much of Orbea. There are only two footpaths onto the tower's surface. First, there is the 500-foot climb of steps from the Salt Ward. Lacking any sort of railing, the exhausting staircase has been nicknamed The Killer by the locals. The second way up is the unnamed ramp that descends at a steep angle into the rear of Zik'thath Market (**Area 8**). Both make travel and transportation enormously difficult for anyone who lacks a mode of flight. Because of its natural exclusivity, Sevari Tower is a paradise of high-dollar casinos, inns, restaurants, and high-end shops.

Its most famous casino is the Long Shadow, a four-story building that hangs over the tower's western edge. The minimum deposit at the Long Shadow is 1,000 gold pieces. Plus, most games have a minimum buy-in of 100 gold pieces. Like most of Orbea's casinos, the Long Shadow's most popular game is Banzo. Its current Banzo champion is a Knotsider gnome named Felgim Trumda. The casino's owner, a devilkin (tiefing) named Prayer in the Morning is loved and celebrated (and feared) by all who enter the casino's pitch black doors.



She also offers a house specialty which she extends to anyone short on luck. "1,000 gp loan. Due in one hour with ten points on top. Or? You get the drop!"

In other words, Prayer loans the sap 1,000 gold pieces. The loan is to be repaid with a 10% interest on the principle in one hour. If the borrower can't pay up, Prayer's pit bosses open up a hole in the showroom floor and drop the borrower over 500-feet into the Bay below. If the borrower survives, they're debt-free. So far, no one has survived.

Recently, a rogue remote traveler attacked the casino's owner and a group of her friends. For details, check out the adventure *The Secret of the Book*.

### 8 - Zik'thath Market.

Alive!—there is seriously no better word to describe the place you're looking at other than "alive." Stacks upon stacks of shops, stalls, street vendors, and hustlers crowd the intersecting streets. The three largest natural columns of the town surround the bustling market on all sides, casting it in perpetual shadow. Regardless, the entire place is incredibly well-lit. At every turn, perpetual *light* spells have been cast upon the signs, posts, strands of bulbs, and even the railings throughout the area. Each tower of rock is wrapped in a web of scaffolding, then, haphazardly interconnected with natural and manmade

bridges. Huge crowds of humanoids of all sorts haggle for goods and services all over. Stray dogs, cats, and infantile grick roam under the feet of shoppers and into stalls. Meanwhile, massive carts pulled by ornery-looking red-striped thornfoots shove their way past the people as their riders shout at passersby in strange dialects. You smell roasting meat and the sweet smoke of hashish pipes. You hear the squawks of rare birds and jingle of traded coins. What a place!

From run-of-the-mill weapons, armor, and equipment to curiosities from afar, anything and everything can be purchased at Zik'thath Market. The characters can expect to find any magic item of common or uncommon value here, as well as the occasional rare magic item, too. Plus, most of the vendors are willing to haggle. On the same token, street vendors can be incredibly pushy. And with all the commotion, theft is common.

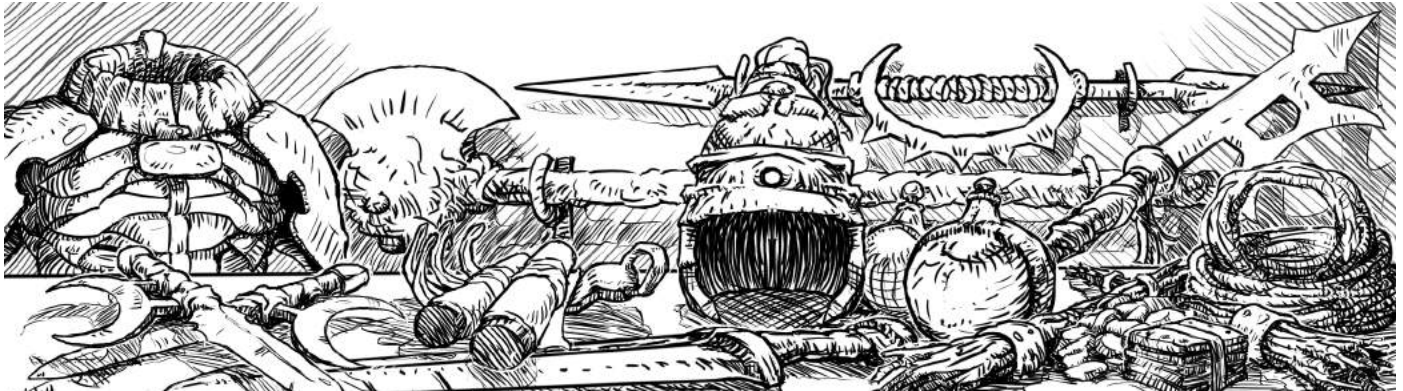
Like much of Orbea, the presence of law enforcement in the market is low. If any is here, they only work if it looks like they can collect a "reward" from those they save (aka a shake-down).

**9 - Yaqut Heights.** Because it's a popular stopover for travelers on the Leash, Yaqut Heights is crowded with shops, bars, and hostels. In fact, it's home to the most popular inn in all of Orbea, The Married

Couple, a pair of buildings connected by an underground tunnel. The western half of the Married Couple is the Restless Groom, a tavern and restaurant known for its spicy Arruquetan cuisine. The eastern half of the Married Couple is the Sleeping Bride, a reasonably priced inn with plenty of space. The Married Couple's owners, a married couple by the name of Ixaka and Ezker Arroquy (LN male Ditimayan **commoners**) are faithful supporters of Queen Dariah Emagavel. As such, no separatists are allowed at either end of the establishment. Cords looking for information on separatists often turn to the Arroquys. Both Arroquys have received numerous death threats, many considering the pair turncoats and traitors to Arruqueta's freedom.

**10 - Khikzux Ward.** The easternmost ward north of Zheree River is Khikzux Ward. Many of the locals give it the insulting nickname, Demi-human Town. It is home to lizardfolk, orcs, and frogfolk. Because the river is at its strongest point where it emerges from Zheree Canyon, the ward easily floods. Mold and biting insects are common. To account for the conditions, canals have been built into the streets. Some of the residents own gondolas, but most choose to walk along the narrow walkways or on the rooftops of the ward.

Khikzux is ruled by the Crocodile Crew, a tribe of lizardfolk led by an albino lizardfolk **druid** named Old Rat. Old Rat is worshipped by the



Khikzuk as their prophet and savior. The glass-eyed leader often speaks before the members of the Crew—whom he labels “disciples”—with vaguely-worded predictions, which he later uses to prove his value as a diviner.

Currently, the Crocodile Crew is at war with the Salvation.

**11 - Lenoro's Wall.** Pressed tightly against its sister plateau, Yaqut Heights, Lenoro's Wall is the largest and shortest natural rock formation in the Maze of Orbea. Similar to the Heights, Lenoro's is a stopover for travelers entering Orbea from the west and North. Those who hope to avoid the toll to the south also hang a left to take the circuitous route around the town's borders. For this reason, many of the shops, inns, and taverns on Lenoro's Wall have names that play on the convention: the Go Left Inn, The Shop-Lifter, and Left Arms & Armor just to name a few.

A small park overlooks the east end of the Wall, a favorite spot for Orbean youths to gather and watch the Dinzer blimps as they enter the town. Meanwhile, the constant churn of the Zheree rages below.

**12 - The Autumn Bridge.** Near the mouth of the river, 50-feet above Zheree Falls, the Autumn Bridge connects the wealthy Eight Gems Ward to the thriving Zik'thath Market. The Autumn Bridge is carved to look like one hundred Ditimayan slaves holding themselves above the Zheree. Supposedly the design comes from a legend of ancient Ditimayan nomads who used each other's limbs to create a chain so they could ford the angry river. The view of the sun setting over the Omerian from the bridge is particularly enticing. It's on this bridge that many travelers passing through Orbea fall in love with the town.

**13 - Zhalruvox Channel.** The Zhalruvox Channel clings to either side of the Zheree. The shops, restaurants,

and inns here are a little tamer than those found in the Zik'thath Market. That said, the Channel's shops and services are not what one would normally expect to find in any other town, village, or city. Free from the prying eyes of the town's militia and the Arruquetan garrison, a black market culture thrives in the Channel. Illegal weapons, magic items, rare animals, mercenary services, and more can be bought in the Channel, usually at a steep price.

Ref Gregaz (NE male Knotsider human **veteran**) is the mastermind behind Zhalruvox. Unlike the gangs that infest the northern wards, Ref keeps his business quiet. Nearly everyone is on his payroll and he doesn't cause a stir. And thanks to contracts with powerful people all over Central Omeria, he is well-protected. Of course, you'll never actually find Ref in Zhalruvox Channel. Ref lives in a quiet mansion overlooking the Omerian in the Eight Gems Ward where he tends to his garden and spends time with his grandchildren.

**14 - Eight Gems Ward.** The well-to-do of Orbea live in the Eight Gems Ward overlooking the Omerian Ocean. As the pinnacle of wealth, the Eight Gems is one of the only wards that has its own standing militia. Some of the guards work for the town and are paid in taxes. Others are former soldiers hired as mercenaries. Although Eight Gems is unwallled, anyone that “doesn't fit in” is quickly accosted by the ward's defenders. A non-resident better have a good excuse or better bribe. Otherwise, they may find themselves bloodied and dragged out onto Market Road, or worse (tossed into the Omerian).

Like most people with too much money, the residents of Eight Gems spend most of their time trying to one-up their neighbors. Every year, the houses get taller and more elaborate. The parties grow more lavish and over-the-top. And the clothing is

simply outrageous. A popular trend among the Eight Gems' elite is to dress as a Signature Monster. For example, a dilettante whose chosen monster was a Chimera might wear a golden lion mask, and wear golden epaulets designed to look like a ram and a dragon. Or someone whose monster was a harpy might wear an elaborate cloak made of pink and yellow feathers and not much else. The more risque the better, darling.

**15 - Gadran's Plateau.** Queen Daria Emagavel of Arruqueta made a deal with Orbea: you let me collect tolls from the people traveling through the Leash and through Orbea, and you can do as you please. The Tribunal agreed and the Arruquetan Toll was built along the ramp leading off the plateau. The toll charges 1 sp for two-legs, 4 sp for four-legs, plus 1 sp per wheel. With nearly 1,200 travelers passing through the toll each day, Gadran's Toll has helped fund Emagavel's continued political and military interests.

As the toll has expanded, so has Arruqueta's presence in Orbea. East of the toll, Arruqueta maintains two huge barracks with 100 trained soldiers (**guards**) each. In addition, they have equipped the plateau with mangonels and ballistas. Plus, the Arruquetans maintain a stable of 20 **griffons** whose riders can have them saddled and in the air in less than a minute.

Overseeing the operation in Orbea is one of Emagavel's most trusted officers, Captain Santxa Goytino (LN female Ditimayan human **knight**). Goytino also oversees a unit of 10 Cords (**guards**), the secret police of Arruqueta, who sniff out separatist forces in Orbea.

**16 - Laris Ledge.** Also called “the Thumb” Laris Ledge is the second-highest point in Orbea, second only to Sevari. Originally, it was intended to be an area of expansion for the town. Many of the Maze's



greatest developers pitched it as the new Eight Gems. A few months after residents moved into Laris, an earthquake shook Orbea. The shockwaves knocked a massive chunk off the east cliff, toppling three buildings and killing not only the families within but also twenty people in Azen'qod Ward below. Since then, the project was abandoned. A few of the homes are still occupied, but overall, Laris is a ghost town, which is strange considering the congested nature of Orbea.

**17 - Azen'qod Ward.** There are shrines and small temples all throughout Orbea, each dedicated to a different, unique god or goddess. But if there was one spiritual center of Orbea, it would definitely have to be Azen'qod Ward. The three largest temples in Azen'qod are the Temple of Yrena, Goddess of Destruction; the Temple of Zuton, God of Good Luck (which, let's face it, is more of a casino than a temple); and Usteus, God of Judgment.

Like all temples of Yrena, her temple in Azen'qod is maintained by eight blind seers known as Yrena's Witnesses. For the most part, the seers keep to themselves. Oddly, they don't have the same freedom to perform sacrifices in honor of Yrena as other temples do. That's thanks mostly to the halfling worshippers of Usteus who've made it clear that as long as Usteus' temple stood in Orbea, there would be no unsanctioned murders (aka murders done by anyone but the halflings themselves).

Thirty percent of Azen'qod's population are wanderer halflings and most are devout worshippers of Usteus. The temple is governed by Meros Scarletfoot (LE male wanderer halfling **spy**). But Meros is more than just a holy man. He is also a criminal mastermind. By manipulating the faith of his fellow halflings, he sends them forward to commit "acts of Salvation" on behalf of Usteus. His grip on the halfling culture of Orbea has

made him very wealthy. Over the last few months, the Salvation has started a bitter rivalry with the lizardfolk gang of neighboring Khikzux Ward. Since the first incident, fresh bodies from both sides have turned up in the Zheree and Kenqrud Bay every week. The militia originally tried to get involved but was explicitly told to stay out of it by both gangs. With few resources and fewer options, the militia had no choice but to comply.

### **Orner Wreos Needs Protection**

While the characters are traveling through Orbea, particularly near Zhalruvox Channel (**Area 13**), they are stopped by a young man looking for help. Read the following:

"Excuse me?" comes a voice behind you. You turn to see a young man with a black eye. "Sorry, but correct me if I'm wrong: you're adventurers, right? My name is Briyan. My employer is looking for a group of adventurers to help him out. The job pays 100 gold pieces if you're interested. If you're interested in the job, he says that you can meet him at the Mystique."

Briyan doesn't know any more details but can give detailed directions to the Mystique. The Mystique is a popular casino in Zhalruvox Channel. Although the Channel itself has a seedy reputation, the Mystique is considered a safe environment; well, unless you're loose with your gold, of course.

If the characters accept, Briyan leads them to the Mystique.

The Mystique itself is dim, dusty, and filled with all sorts of roguish types. Still, the presence of few Aruquetan Cords gives you hope that there's at least some form of law in these parts. Briyan gives you a seat at a squeaky booth and motions for a wuhlo waitress to bring you drinks. He then exits, presumably to fetch his employer.

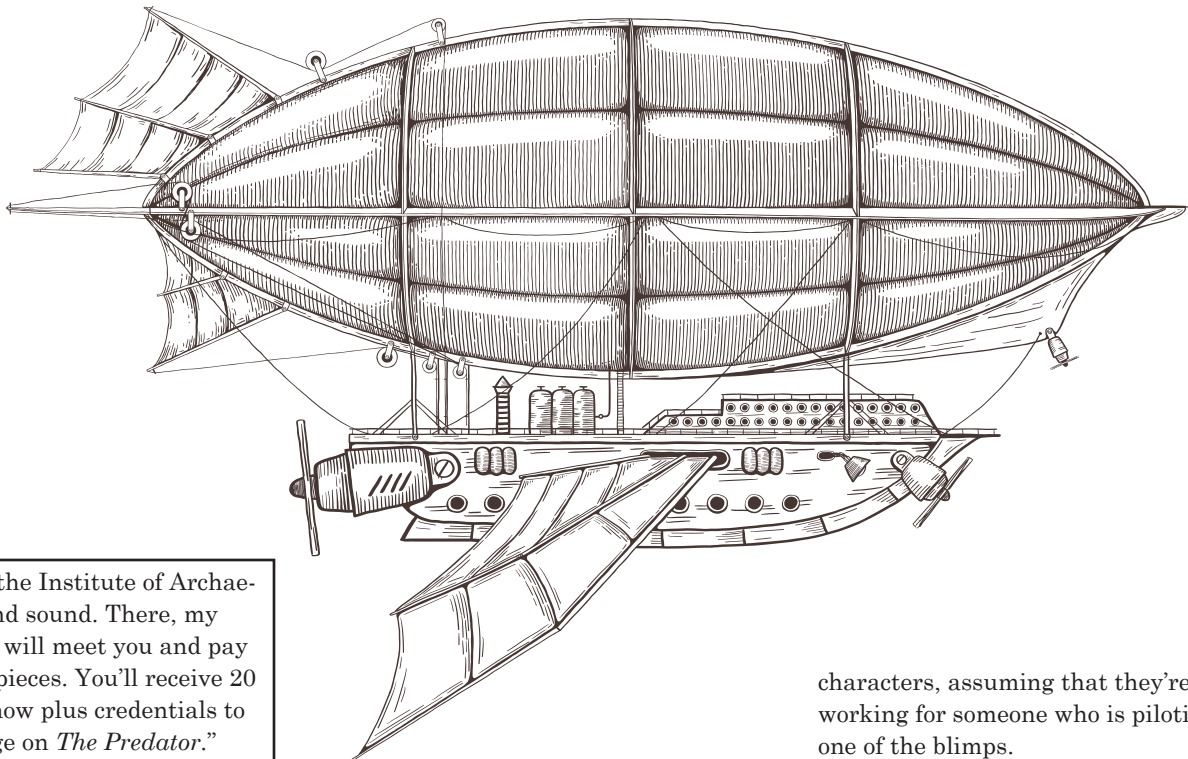
Briyan disappears for about ten minutes. He then returns and explains that Gorved will meet them in just a few minutes. The characters are free to do as they like in the casino while they wait. After fifteen minutes, Gorved meets them.

Briyan reemerges at the far side of the bar and points you out to a bald, human man with multiple face tattoos and crimson-colored eyes. The man nods and approaches, "I apologize for my tardiness, travelers. I was in a heated game of Banzo which, I am afraid to admit, I lost. I am Gorved Icefall of Ushoyla. Welcome to the Mystique."

Gorved takes a moment to get to know each of the characters. Overall, Gorved Icefall (LE male Rasgax human **ranger**) is friendly, polite, and listens well. As a Rasgaxian, his appearance can be offputting. His face is covered in thick black, tattooed lines and the irises of his eyes have a reddish glint which changes depending on the conditions of light; this trait gives Rasgaxians their ability to see in the dark.

"I know that you're new to town and likely this entire situation seems unusual. In my line of work, however, places like this are easier to work out of as there are often fewer stray eyes and ears.

"This is what I need from you. I have an important client who needs escorts to Knotside. He fears for his life and believes that there are dangerous people looking for him. I've booked him passage on a Dinzer airship, *The Predator*, which is currently docked here in Orbea. It leaves tomorrow morning just a few hours after sunset. It has a 24-hour layover in a town not too far from here named Pantmawr and then will head north over the Elegant Valley and arrive in Knotside in a little under two days. Once in Knotside, you'll make sure that the cli-



ent reaches the Institute of Archaeology safe and sound. There, my man, Kibble will meet you and pay you 80 gold pieces. You'll receive 20 gold pieces now plus credentials to allow passage on *The Predator*."

He places a small, jingling pouch on the table.

"If all of this is agreeable, this is your payment. Accomplish this task without any issues and Kibble will have more work for you once you reach Knotside."

The pouch contains 20gp, as promised. He also gives each character a bronze token stamped with the eye of Odonburg on one side and a warblimp on the other. Each token has a different number. "These are your credentials to get on board *The Predator*," he tells the characters.

The blimp leaves the following day at sun-up. They are to meet the client one hour before.

"He will know what you look like and will wave you down. He will then ask you the following question, 'Have you climbed the tallest mountain?' to which you must reply, 'Yes, and I have seen the green land below.'"

From there, the characters are free to do what they like in Orbea.

### The Client

When the characters reach the airfield (**Area 1**) at sun-up the following morning, read the following:

Seven 200-foot-tall blimptowers organized in a triangle line either side of the main roads heading west out of Orbea. The towers are spaced roughly 250 feet apart. The main control tower is at the center of the towers; through the use of illusory magic, a loud, echoing voice issues commands to the blimps' pilots and porters. Bright, red lights tip each of the towers, no doubt used to help guide blimps entering Orbea's airspace to their docks. Currently, there are two blimps docked in Orbea, all bearing the blue and red colors of Odonburg. At the center of the tower's framework, you see levitating platform discs lifting cargo up to the blimp's catwalks.

Other than early morning workers, there doesn't appear to be anybody there. The porters (**commoners**) and guards pay little attention to the

characters, assuming that they're working for someone who is piloting one of the blimps.

Thirty minutes pass before the characters catch sight of someone.

From the west end of the airfield, a diminutive figure wearing a long, black overcoat with a hood pulled tight over his head approaches. He moves as if he's in a dreadful hurry.

Once he's within 30 feet he pauses. After he takes a moment to catch his breath, in a gnomish accent he calls over, "Good morning!"

Before he's willing to give the password, Orner Wrerros wants to get a bead on whether or not the characters are who they are supposed to be.

Finally, after a little nervous small talk, he asks the big question:

"Odd question, but, um: have you climbed the tallest mountain?"

So long as the characters respond with, "Yes, and I have seen the green land below," Orner will feel safe with them. He has his own credentials and he's ready to board *The Predator*.

The gnome introduces himself as Orner Wrerros, a scientist for Odonburg. Orner is detailed in Appendix C.



"My life is in grave danger. I don't know who exactly be after me, but I know they want me dead." The gnome pulls down his hood. An older gnome, Orner is probably between 250 and 270 years old. He has a gentle, happy face, with rosy cheeks and a bright red nose.

### Part 2: The Predator

Once, the AZ 129 *Predator* (Airship Zeppelin #129; Registration: D-LZ 129) was a large Odonburg war-blimp, the lead ship of the Royal Albatross-class, the longest class of flying machine and until the recent introduction of the AZ 730 Roc, the largest airship by envelope volume. It was designed and built by the aircraft company, Shadow Honour artificer guild of Charidge for use by the Imperial Navy of Odonburg in 973 AT. The ship was used heavily during the Attack of Regrets of 1025 AT where its canons leveled the village of Viota near Cabal.

Starting to show signs of the age, the ship has been reconfigured as a heavy-duty cargo vessel. The ship is piloted by Captain Cage, a rare remote traveler (see Appendix C.) pilot and crewed by a twenty, including Cage.

### General Features

Unless stated otherwise, *The Predator* has the following features:

**Ceilings.** The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.

**Doors.** Many of the ship's doors are locked. Only the officers have keys to open the doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

**Envelope.** The envelope itself is 246-feet long and 425,000 cubic feet. It contains over 8 million lightless *driftglobes*. Through use of the Shadow Honour DG-7 technology integrated into the ship's steering column and lift controls, it is able to rise into the sky.

**Footlockers.** Footlockers on the ship are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

**Light.** Hanging lanterns cast bright light throughout the ship. Most have *continual flame* cast within, meaning they are never extinguished.

**Rigging.** Rigging on the ship can be climbed without an ability check.

### Keyed Locations

The following areas are keyed to the maps of *The Predator* found on page 21 and 23. "The Missing Crewman" descriptions refer to the mystery that occurs after *The Predator* leaves Pantmawr. See Part 3 for details.

### Main Deck

The main deck of *The Predator* has the following areas.

**1 - Main Deck.** The main deck of *The Predator* is exposed to the elements, although it is shielded by the massive envelope above it. While in flight, any creature who falls from the deck will surely die as the drop will be many thousands of feet.

The deck has the following features.

**Animal Cages.** In addition to the more dangerous animals kept in the hold, mundane beasts and critters are kept in wooden cages. Choose any of the nonmagical beasts with Intelligence scores of 3 or less found in the *MM's* Appendix to populate the cages. All of the cages have manual locks that can be opened by intelligent creatures. Once freed, the beasts try to escape. There is a chance that the beasts may become frantic and attack out of fear. Flying creatures will launch from the deck and escape.

**Doors.** The doors leading into Areas 3, 4, and 6 are kept locked at all times. See General Features for details.

**Hatches.** There are three hatches that lead down to the lower deck. Two of the hatches closer to the stern lead into the crew quarters. The larger hatch is for storing cargo. The large hatch has a platform that can be lowered and raised with ropes and pulleys. The platform can hold up to one ton worth of cargo or creatures.

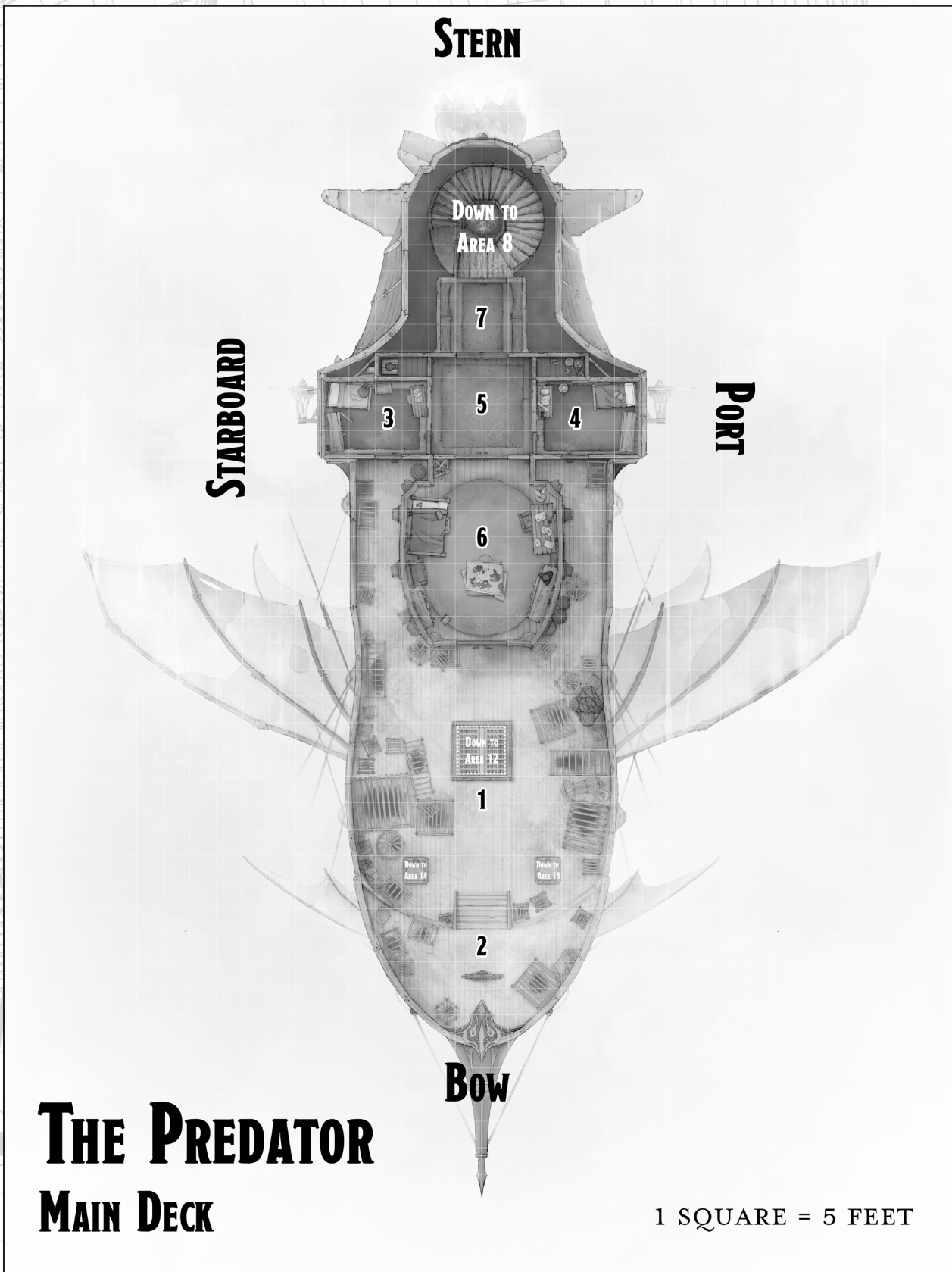
**Working Crew.** At any given time, there are 1d4 crewmen and/or officers working on the deck. Tohaku (see below) is almost always found on the deck. Lacking his own quarters, he prefers to sleep up top.

**2 - Forecastle.** At the bow of the ship is the forecastle. The ship's rudders are controlled by the wheel. At almost all times, Captain Cage is found here. There is only a 20% chance that Cage is mentally present. More often than not he's set his remote traveler to autopilot.

**3 - Ivoxar's Quarters.** The ship's quartermaster, Ivoxar, keeps his quarters in the port quarter room. Like the other rooms, the the doors in and out of his chambers are locked, even when Wreros inevitably rests there (see Part 3).

**Treasure.** Ivoxar keeps an unlocked trunk that contains the contents of an explorer's pack, two sets of traveler's clothing, a short sword, a *rope caster*, and 30gp.

**The Missing Crewman.** Ivoxar has hidden *Orner's venomous crossbow*, two vials of antivenom (at least one of which has been used), and Wreros' goggles in a hidden compartment in the floor. Finding the compartment requires a DC 12 Intelligence (Investigation) check. See Appendix B. supplement for details on the *rope caster* and *venomous crossbow*. Should the characters find these items, they may make a connection between Ivoxar and the missing crewman. The char-





acters may also draw the conclusion that Wreeros was somehow involved.

**4 - Kizahr's Quarters.** The ship's bosun, Kizahr, keeps his quarters at starboard quarter. His doors are locked whenever he is not in his quarters.

**Treasure.** Kizahr keeps a trunk that contains the contents of a diplomat's pack, two sets of traveler's clothing, his rapier, and 20gp. The trunk is usually unlocked.

**5 - Captain's Drawing Room.** Normally, the room situated between the officers' quarters would act as a room of entertaining. However, Cage opted to remove the tables and chairs in the room. Now it's just a well-decorated thoroughfare to the stairway.

**The Missing Crewman.** As Wreeros was returning to Ivoxar's room, a drop of venom from his crossbow hit the rug just in front of the door leading to **Area 3**, Ivoxar's quarters. Noticing the drop requires a DC 16 Wisdom (Perception) check. Identifying the poison requires a DC 13 Intelligence check using proficiency in Alchemy or Poisoner's kit.

**6 - Captain's Quarters.** Cage rarely uses his quarters. As such, it's dusty and a bit of a cluttered mess. The trunk at the far end is empty, and beyond a few books, maps, and charts, there is nothing of value. Regardless, the room's two exits are always kept locked.

During the crash, this is the safest room on the ship. Not only does the room provide advantage on saving throws made during the crash, but whenever a creature in the room is subjected to an effect of the crash that would allow it to make a saving throw to take only half damage, the creature instead takes no damage if it succeeds on its saving throw, and only half damage if it fails.

**7 - Passageway.** This area connects the captain's drawing-room to the stairs that lead down to the lower deck.

**The Missing Crewman.** As Wreeros was returning to Ivoxar's room, multiple drops of venom from his crossbow hit the rug. Noticing the drop requires a DC 13 Wisdom (Perception) check. Identifying the poison requires a DC 13 Intelligence check using proficiency in Alchemy or Poisoner's kit.

### Lower Deck

The lower deck of *The Predator* has the following areas:

**8 - Workshop.** Although this area is relatively bare, various tools hang on both the port and starboard walls.

**Heavy Doors.** The double doors leading into the engine room is heavier than the other doors throughout the ship. The door has AC 17, 25 hp, and is immune to poison and psychic damage. The locks can be picked with a successful DC 17 check made using thieves' tools, or the door can be forced open with a successful DC 23 Strength (Athletics) check. Once opened, the workshop is filled with dull green light from the emerald Odonburgite.

**The Missing Crewman.** In his hurry, Wreeros forgot to close the door double-doors leading into the Engine Room all the way. This is immediately suspicious to anyone who is familiar with the purpose of the engine room.

**9 - Engine Room.** The first time the characters enter this chamber, read the following:

Dull, green light floods the room. The source of the light is a massive, green stone wired into a pedestal at the center of the room. Tubes and pipes litter the ground all around it. This must be what powers *The Predator's* magical implements.

The stone is emerald Odonburgite, a magical gem that supplies Dinzers with evocation energy. This stone is particular has been in service for centuries and most of its power is drained. Even still, it has more than

enough power left in it to keep *The Predator* flying for another half-millennium.

**The Missing Crewman.** If the characters enter this chamber after Wreeros installs the device, the device is immediately noticeable to anyone who is proficient in Arcana or the inner workings of *The Predator*. Read:

You see a strange, almost-spider-like device attached to the top of the glowing, green gem. Various wires—of newer make than the ones coming from the gem's pedestal—surround it. If you didn't know any better, you'd say that someone placed this device onto the emerald just recently.

This is a necrotic-overchannel device, invented by Orner Wreeros. Nothing like it has ever existed in Omeria before. It is designed to release high levels of necrotic energy into the emerald Odonburgite. Once released, the Odonburgite destabilizes and folds in on itself. It then creates a tear in reality capable of devouring the entirety of *The Predator* and all matter in a 10-mile radius leaving only a massive hole in space.

The moment this device is discovered, Wreeros and his minions reveal his intentions to the crew. Details on how to disable the device can be found in Part 4 of this adventure.

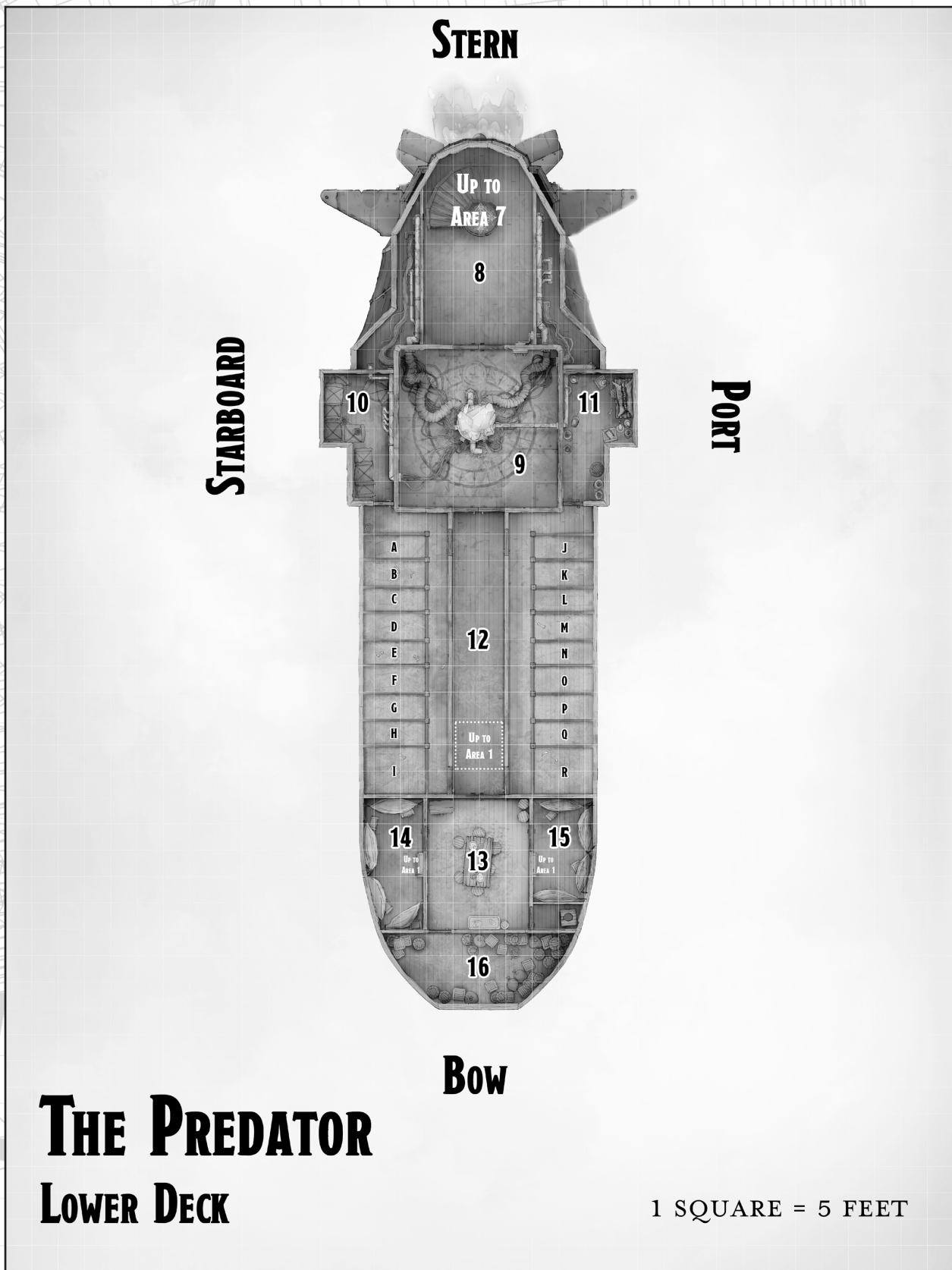
**10 - Supplies.** The port quarter supply room holds enough food and water to feed the crew and animals for five days.

**11 - Galley.** Efune (see below) prepares meals for both the crew and the animals in this small galley kitchen.

**12 - Hold.** The ship's hold has been converted to pens for the more dangerous creatures aboard *The Predator*.

**Animal Pens.** Each of the animal pens are detailed in the Animal Pens Contents table below.

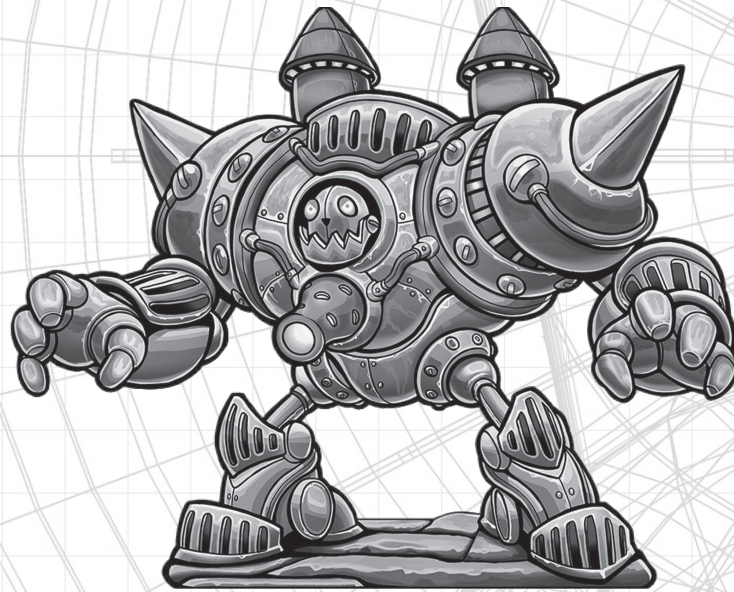
**Heavy Doors.** The stern doors leading into the engine room are heavier





Animal Pen Contents	
Pen	Contents
A	There are two <b>harpies</b> in this pen. The harpies' wings are clipped, preventing them from flying. They are muzzled.
B	1 <b>ankheg</b>
C	1 <b>hippogriff</b> (its wings have been clipped)
D	1 <b>axe beak</b>
E	1 <b>axe beak</b>
F	This pen is empty.
G	1 <b>grick</b>
H	The <b>manticore</b> , Gan, resides in this pen. Gan's spikes are removed daily by the zoologists and his wings have been clipped, preventing him from flying.
I	1 <b>bulette</b>
J	1 <b>hippogriff</b> (its wings have been clipped)
K	1 <b>black pudding</b> (in an acid-proof glass cage)
L	1 female <b>owlbear</b>
M	1 male <b>owlbear</b>
N	2 owlbear cubs (treat as <b>black bears</b> )
O	1 <b>hook horror</b>
P	1 <b>otyugh</b>
Q	Gan's mate, Shahri, also a <b>manticore</b> , is in this pen. Like Gan, her wings have been clipped and her tail spikes are removed daily.
R	1 <b>triceratops</b>

than normal. The door has AC 17, 25 hp, and is immune to poison and psychic damage. The locks can be picked with a successful DC 17 check made using thieves' tools, or the door can be forced open with a successful DC 23 Strength (Athletics) check. Once opened, the hold's hallway is filled with a dull green light cast



by emerald Odonburgite within the engine room.

**The Missing Crewman.** After his tussle with the crewman, Wre-ros dragged the body back through the crew dining room and into the hold. He then disposed of the body by feeding it to the bulette in Pen I. A character who finds the signs of the struggle in **Area 13** can easily find the trail leading to the bulette's cage. Inside the bulette's cage are the discarded bones of the crewman and shredded clothing. Because the crewman had poison in his veins when he was eaten, the bulette contracted food poison (treat it as poisoned for the next 24 hours). A successful DC 10 Medicine check recognizes that the bulette is poisoned. A character who noticed drops of poison throughout the main deck may immediately draw the conclusion that the same poison found on the floor is the poison affecting the bulette.

Gan, the manticore in Pen H, witnessed Orner feeding the crewman to the bulette but kept quiet. When the characters inspect the bulette's cage, the crafty manticore announces that he knows who the killer was and offers the identity in exchange for release. Gan is clever and not easily tricked. The manticore has advantage

on Wisdom (Insight) checks to tell if a creature is lying to him about being released. Otherwise, no amount of non-magical coercion will get Gan to reveal the identity.

**13 - Crew Dining.** The ship's crew dines in this room. Some even hide here to get away from the mundane work bestowed upon them by Ivoxar.

**The Missing Crewman.** Wre-ros' was caught moving through the ship by the crewman in the dining area. Without hesitating, Wre-ros quickly dispatched the crewman with his venomous crossbow. A successful DC 16 Wisdom (Perception) check reveals the signs of a struggle and that a body was drug through the stern doors into the hold and to the starboard beam pens.

**14 - Crew Quarters, Starboard Bow.** Half of the crew sleeps in this room.

**15 - Crew Quarters, Port Bow.** The other half of the crew sleeps in this room. There are enough hammocks and cots for the characters to stay either in **Area 14** or **Area 15**. Likewise, the zoologists and porters stay in these rooms.

**16 - Lower Port Storage.** The single door leading into the lower storage is locked. All of The Predator's old



automatons are kept in here. Unless Orner Wreos has already modified the constructs, the characters find an inactive and rusty mechanical golem, two bomb automatons, and three rocket automatons.

**The Missing Crewman.** If the characters enter this area between the time Wreos snuck in but before he brought them to life, they may discover the remote control devices he's installed on each of the constructs. Realizing the function of the devices requires a successful DC 16 Intelligence (Arcana) check. A character can spend 10 minutes attempting to remove one of the devices from a single construct. At the end of the 10 minutes, have the character make two DC 15 checks: Intelligence (Arcana) and Dexterity (Sleight of Hand). If both checks pass the device is removed. Otherwise, removing the device fails and telepathically alerts Wreos to the characters' tampering attempt.

### Passengers & Crew of The Predator

The following NPCs make up the passengers and crew of *The Predator*. You are free to substitute any of the NPCs listed below with the characters, as detailed in the Adventure Hook section in the introduction.

#### The Crew of the Predator

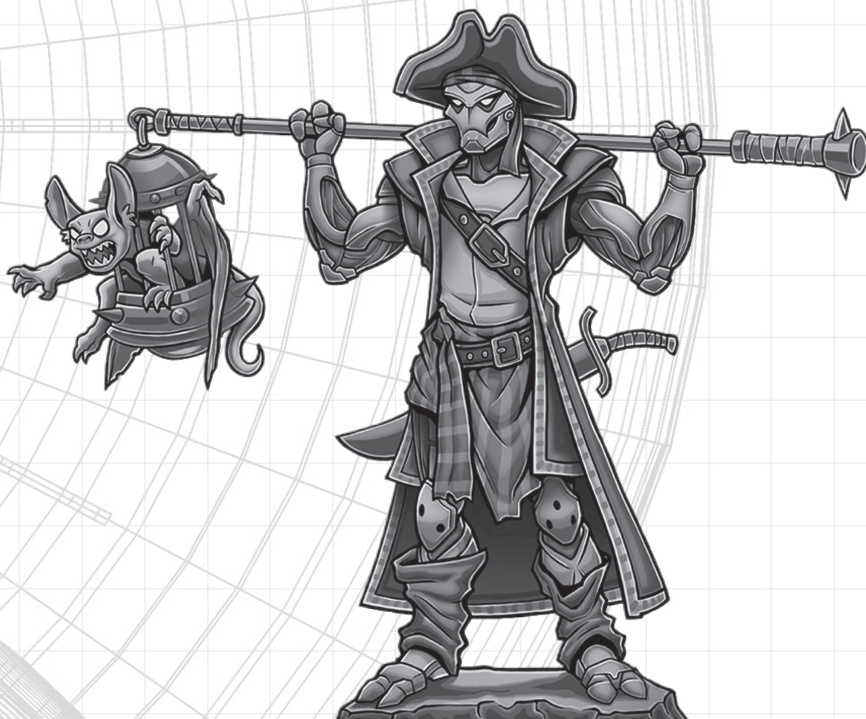
The following NPCs run the day-to-day operations of The Predator. They are listed in order of rank.

**Captain Cage.** Irritable leader of The Predator.

A decorated soldier and veteran of the Attack of Regrets, Captain Cage is not happy with his current task. To him, the transport of rare animals is far beneath him.

However, since he received an injury during the crash of his last ship, he's been relegated to remote piloting via a traveler suit.

A remote traveler is an animated



suit of armor whose operator pilots it from hundreds and sometimes thousands of miles away. In this case, Cage pilots his remote traveler from Odonburg's naval base. Most of the time, Cage puts his suit on auto-pilot while the suit itself puts the ship on

autopilot. It's not uncommon for a crewman to ask the captain a question to have no reply come back.

Captain Cage's stats can be found under the **remote traveler** listing in Appendix C..





**Tohaku.** Overeager first mate of *The Predator*.

Tohaku is a shungmo (pandafolk) from the distant nation of Meiyō-ken. Rare on this side of the Omerian Ocean, Tohaku is often met with odd

looks, especially considering his huge size. What surprises most, however, is how friendly and eager to please he is. Tohaku rose to the rank of first mate within the royal navy thanks to his combat skills and attention to

detail. But his inability to say “no” has constantly kept him back from captaining his own ship.

Overall, Tohaku is a foil to Cage’s negativity. He welcomes the passengers—including the characters—with large, fuzzy arms.

Tohaku is 7-feet tall and weighs 400 pounds. As a shungmo, he is covered from head to toe in thick fur that alternates between black and white. For Tohaku, use the **werebear** stat block except without its Shapechanger feature (always in hybrid form) and remove its lycanthropy curse.

**Kizahr.** Quiet, intelligent bosun of *The Predator*.

Kizahr of Odonburg is a fiercely patriotic third-generation navy man from the Dinzer province of Boscōs. He says very little, almost never smiles, and prefers to keep to himself. When he’s not getting the crew into shape, he can be found in the ship’s workshop or engine room, making any necessary repairs and tune-ups.

Typical for a Boscōsi Dinzer, Kizahr is short. He stands only 5 feet and 2 inches tall and weighs 140 pounds. Kizahr is a LN male Dinzer human **noble**, except he prefers to fight with a pair of daggers named Red and Blue.

**Ivoxar.** Nervous quartermaster of *The Predator*.

Sometimes called Blinky by the rest of the crew, Ivoxar is the dim-witted officer of *The Predator* in charge of the crew and passengers. He’s known for two things. First, whenever he’s talking to another person he constantly blinks; hence the nickname. Second, he has an exceptionally low voice. As a Dinzer from Tothijan, the northernmost province of Odonburg, more than a few have suspected he may have devilkin or even *danaavrakt* blood running through his veins (untrue on both accounts).

Many in the Navy dislike Ivoxar, seeing him as a greedy and petty officer who is prone to power trips. On



more than one occasion, he's asked for crewmen to steal from passengers on his behalf. And when in port, he spends most of his income on gambling and other decadent pleasures. Unusually, Ivoxar put in a request to transfer to *The Predator* claiming he hoped to visit friends in Orbea. Tired of his antics, his commanding officer agreed and had the man teleported to Orbea.

Ivoxar stands 6 feet tall and weighs a little over 200 pounds. He is a LE human Dinzer **thug**.

**Efune.** Joyful, always-singing cook of *The Predator*.

If you've ever eaten a meal on *The Predator*, chances are Efune cooked it. Known for her love of spice, Efune hails from the small province of Uwhyae in Odonburg. Uwhyae is best known as the original home of the founding brothers of Odonburg Odon and Oxon. Uwhyae Dinzers love to wear their hair up and often dress in gold jewelry and decorative armor, especially hip guards, bracers, and epaulets. Mostly, Efune removes such items while she cooks, but when out on the ship, she dresses to the nines.

Moreso than most Dinzers—who often come off as cold and logical—Efune is exceptionally superstitious. She wears a pendant in the shape of the Amazing Clock of Castlegrasp and always toasts “Until the Eighth” before every meal. Like many who revere the Amazing Clock, Efune is strongly octophobic. If she enters a room and there are already seven people present she exits. If she opens a bag of onions and eight onions fall out, she will command someone to toss them out before she cooks; she won't even touch them. Once, she met a man whose name was Eight—she screamed and ran from him, to which he replied with a shrug, “I'm used to it.”

Efune is 5-foot 5-inches and weighs 125 pounds. She is a LG human Dinzer **noble**.



#### **The Other Crew of The Predator.**

In addition to the captain and his four officers, *The Predator* has five other sailors on board. All are LN Dinzer human commoners. You're free to give these crewpersons any names and personalities that you like. Ultimately, they are “red shirts” destined to be killed during the hijacking or crash.

#### **Passengers of The Predator**

The following NPCs are riding on *The Predator*. They either caught a ride when *The Predator* was docked in Orbea, or they were picked up in Pantmawr. They are listed in alphabetical order.

#### **Buman Zenor and Halim Saleem.**

Courageous animal caretakers. Halim Saleem was the caretaker of the zoo in the city of Qola. Following a magical disaster decades ago, the majority of Qola's population evacuated. Dedicated to his animals, Salim decided to stay. Three years passed and finally, Saleem had to make the tough choice to leave. Just as he was about to abandon it, a Knotsider zoologist

#### **Who are the Dinzers?**

Odonburg, the largest and most populated nation in all of Omeria, is home to the Dinzers. The Dinzers were originally a tribe of magically sensitive warriors who lived south of the lands that are now known as the Desolation of Ditimaya. The chief nation of the Dinzers, Odonburg, is the capital city of southern Omeria and home to thousands of magical scholars. For this reason, the Dinzers are the most technologically advanced people on Omeria.

Dinzers stand a little taller than most of their northern counterparts, typically 6 feet or more for men and over 5 1/2 feet for women. They have lean builds with dark skin and curly, dark hair, typically shaven or kept short. Their eye colors range from deep brown to pale green.

Most Dinzers dress in red and blue, the colors of Odonburg, highlighted with gold jewelry. They may incorporate additional motifs determined by their originating province. The Eye of Odon, the national symbol of Odonburg, is often incorporated into the design of their clothing and jewelry.

**Dinzer Names:** (Male) Ador, Azurick, Cruqiohr, Elore, Egostrum, Erostrum, Ezin, Inamorn, Ugrekalis, Urokalis; (female) Enuphaen, Ditiye, Illakey, Lenydae, Ophephaen, Phithall, Umnoffaeh, Uqiohne, Uxone, Vizith

Dinzers do not take surnames. If two or more Dinzers in the same social group share the same name, they order themselves by age and give themselves an appropriate ordinal. For example, an Ador born in 1001 AT and an Ador born in 1013 would call themselves Ador Primus and Ador Secundus. Were another Ador to enter the social group, the Adors would rearrange themselves accordingly. The emperor of Odonburg, Evadimus, is always referred to as Evadimus Primus, despite his relative age.

It is seen as a cultural faux pas for a non-Dinzer to use or take a Dinzer name.



named Buman Zenor approached Saleem, offering to help. Together, the two made arrangements to have the zoo carefully evacuated and the animals transported over the Spine to Knotside. Zenor connected with an air transport company in Odonburg who provided a specially equipped ship for their needs.

Unfortunately, the first ship, the Postboy, was destroyed following a terrorist attack in Qola. The collateral damage from the destruction forced Saleem and Zenor to escape south. Using only red-striped thornfoots to pull the cages on wagons, the caretakers eventually stopped in the town of Pantmawr. There, Zenor got back in contact with his colleagues and Odonburg who arranged for a second transport ship to meet them.

Halim Saleem is 6 feet tall and weighs 160 pounds. He has a crooked, gapped smile, but overall is quite friendly. When meeting someone new, he always cups the other's hands in his large, calloused hands and bows his turbaned head. Saleem is a LG male Ditimayan human **veteran**.

Buman Zenor is 5-feet and 8-inches tall and weighs 170 pounds. He wears a pair of thick spectacles that make his eyes seem larger than they are. The spectacles are broken in the middle and held together by a large, bluish glob of glue. Buman often talks about animals more than he should, but he's a good soul and a faithful companion to Saleem. Zenor is a LG male Knotsider human **noble**.

Both Saleem and Zenor have proficiency in the Animal Handling and Nature skills.

**Estar and Kilbin.** Orner's thugs Estar and Kilbin were hired by Orner to meet him in the village of Pawnmawer. The two posed as porters to assist Zenor and Saleem with the animals. Estar is a NE male Ditimayan **bandit**. Kilbin is actually a **doppelganger** tracker in disguise (see Pseudo below).

**Orner Wreos.** Serial bomber and religious fanatic.

As a young child, Orner was kidnapped by the notorious cult of the God Ollan, the Purification of the Valiant, and raised as one of their Hellbringer engineers. The Purification indoctrinated him with the cause of the Valiant, and he became a devout follower of the Purification's tenets. Orner built automatons and war machines for the Purification who in turn used his tools as weapons of mass destruction across all of Preson's Enclave.

In 995 AT, the Purification fortress in Gawshire was raided by a unit of Dinzer E-Blasters. Orner and a few others surrendered to the Dinzers and were arrested. But instead of being turned into the authorities in Preson's Enclave, the Dinzers declared all of the Purification dead. Orner and his companions were then transported to the Odonburg fortress known as The Edge. There, Dinzer enchanters worked to break the 150 years of brainwashing inflicted upon him by the Purification. In the end, they turned Orner's talents and knowledge into a weapon that they could use for their own clandestine interests for the next century.

Orner Wreos is crafty, dangerous, and deceptive. As a middle-aged gnome, he exudes a jolly, grandfatherly presence which allows him to go unnoticed. He's smart enough to avoid most lie-detecting magics and can answer questions so they don't seem like lies. Born and bred into a life of danger, Orner prepares for every contingency.

Wreos was tasked to destroy the Long Shadow casino, a task he completed without question. The explosion killed hundreds, resulting in one of the deadliest terrorist attacks in Omerian history.

**Orner Wreos** stands 3-feet and 1-inch tall and weighs 45 pounds. His stat block is included in Appendix C..

**Pseudo.** Arruquetan tracker.

Long have the Arruquetans suspected that Odonburg had a secret cadre of operatives. Through the adventuring organization known as the Tip of the Spear, the Arruquetan Minister of Opportunities, Likofron Areaga tasked one of the organization's greatest operatives, a **doppelganger** named Pseudo, to find out what she could.

Pseudo began her investigation over a decade ago. During her investigations, she started to notice a connection between various terrorist attacks all over the long continent. The attacks spanned for nearly one hundred years and seemed to share similarities. She saw it as two possibilities: either there was an organization that trained its members the same way or one long-lived person was responsible for the attacks. She dubbed the bomber (or bombers) the Constructist.

By happenstance, Pseudo was in Orbea when the Long Shadow was bombed. Immediately, she noticed the same signs as before. Quickly, she started to gather information and learned that a middle-aged gnome had been seen entering and leaving the Long Shadow before it was destroyed. Although she missed the departure of the airship the gnome caught a ride on, she was able to learn its first stop: the village of Pantmawr. With approval from Captain Santxa Goytino, the leader of the Arruquetan Cords in Orbea, she used a teleportation scroll to get her to Pantmawr before the blimp arrived. She uncovered both of Orner's thugs, Estar and Kilbin. She dispatched Kiblin then took his place. Now she anxiously awaits the arrival of *The Predator* and her quarry, the Constructist.

At any point in the adventure, you're free to reveal Pseudo's true identity. For the most part, Pseudo works best as a "wild card", especially if the characters find themselves in trouble or unable to stop Wreos. She can free



the characters from the pens, team up with the characters during the fight on the forecastle, or even help disable the bomb (all detailed in Chapter 4). And if you like, Pseudo may not even be present, especially if the characters are doing well. Instead, treat Kilbin as an ordinary **thug**.

### Part 3: Pantmawr

*The Predator's* first stop is the small, Ditimayan village of Pantmawr. Pantmawr is small, barely 100 humanoids living in and around the fortress village. The village sits atop a mesa known as Pulvi's Arms. A single road connects it to the lands to the west. Two more roads branch north and west into the Dreadfields and Tribal Confederacy of Might Tradju respectively.

During the Hand of the Third and the Unlimited Eruption, it acted as a supply point for armies marching south to battle the Burning Hordes of Vividus. Largely forgotten by the other Central Omerian city-states and neighboring Tradjuuni states, it is now home to goat herders and wanderers.

#### The Journey to Pantmawr

The flight from Orbea to Pantmawr takes roughly three hours. In that time, the characters are free to explore the ship, meet the crew, and experience flight aboard a Dinzer warblimp—a converted one at least.

To further enrich the journey and get the characters involved with the NPCs on *The Predator*, introduce some or all of the situations described on Predator Dressing table to the right.

#### Arrival in Pantmawr

As the Eye of Naeyer starts to pull itself over the Basilisk's Spine Mountains, the ship starts to make its descent toward a series of mesas at the northern edge of the Desolation of Ditimaya. At first, the village of Pantmawr isn't noticeable. But once

Predator Dressing	
<b>d10 Dressing</b>	
1	Efune serves a delicious meal to all of the crew and passengers. Anyone who refuses to finish their meal gets an odd look from her—and potentially smacked upside the head with a serving ladle.
2	Kizahr sits against rigging on the main deck. He quietly sharpens his daggers all-the-while never breaking his stare with one or more of the characters. There is noticeable grease under his finger nails.
3	Captain Cage sings an old war song. In the middle of a refrain, he stops and stares blankly in the distance. One minute later, he starts again. "Sorry," he says, "I had to excuse myself to the rest room. Where was I?"
4	Ivoxar retrieves a bottle of wine from below deck and starts pouring everyone a cup. "To safe travels!" he exclaims. He mentions that this is his first flight with <i>The Predator</i> and he has a good feeling about it.
5	After eating Efune's food, Orner claims that he doesn't feel well. See below for details on Orner's "sickness."
6	While flying at the edge of the Dreadfields, crewmen point out the strange 200-foot-tall Dinzer pylons that delineate the wasteland and the desert. They cast long shadows in the morning sun. A goat herder walks a few hundred feet in front of them with his flock.
7	Tohaku trips, dropping a bag of supplies. The other crewmen laugh. Despite his enormous size, the shungmo joins in on the fun, embracing his companions.
8	A formation of <b>giant vultures</b> fly past the ship. The crewmen shoo them off with long, hooked spears. The vultures make sounds that sound like they are mocking the crew.
9	One of the crewmen (your choice) slinks into the animal pens. He seems suspicious. If confronted, it turns out that he's snuck a homunculos on board.
10	A strange whistling sound sweeps over the deck. The crewmen claim it's the djinn that live above the clouds.

the blimp comes within 2,000 feet of landing, the walls and hilltop keep slide into view.

Read:

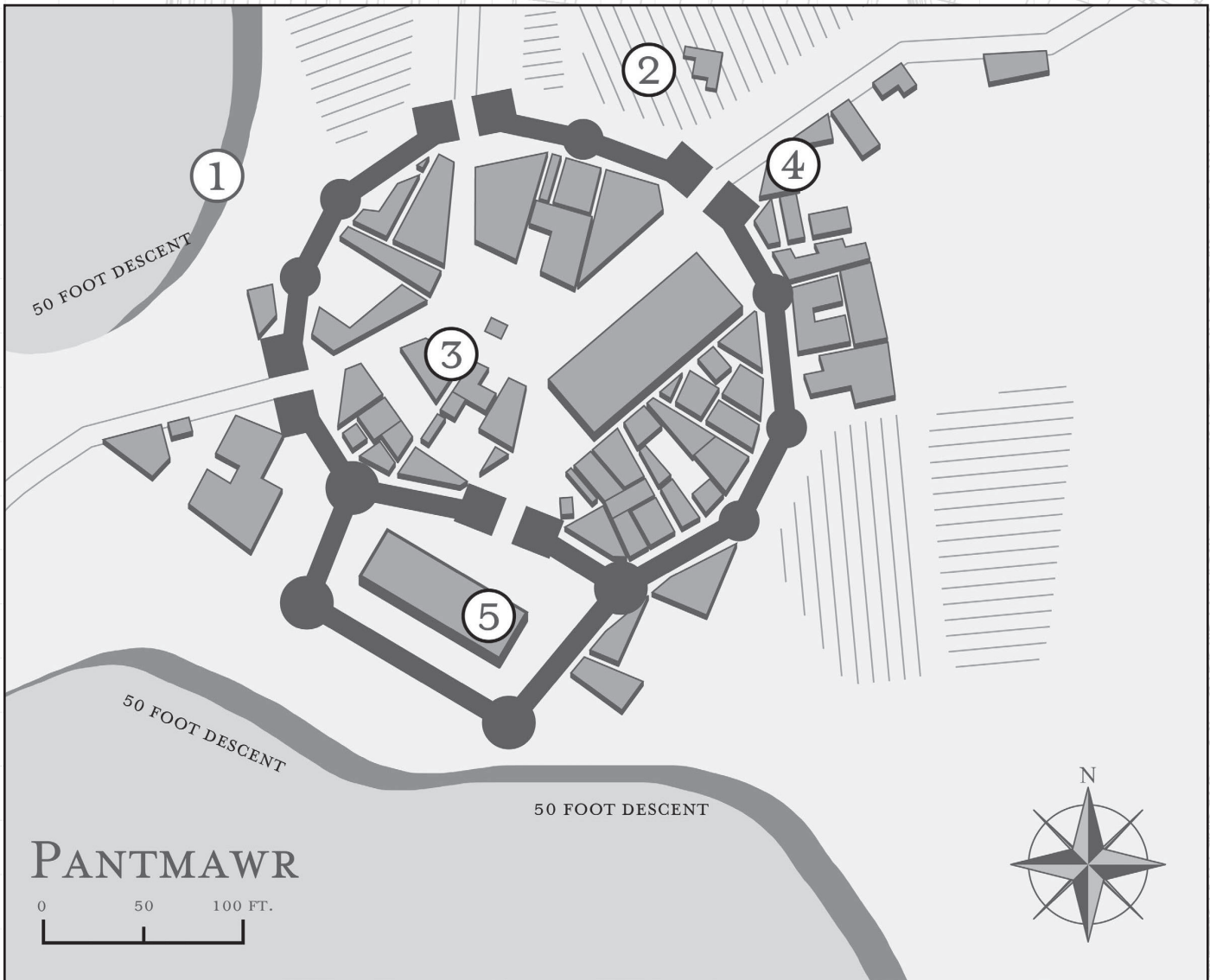
You watch as *The Predator* makes its descent, headed directly for a large, wooden dock jutting out from the mesa's cliffside. About 100-feet from the dock you see a walled village the color of the sand surrounding it. Goat herders motivate their livestock back from the edge, watching through the sand kicked up by the ship's propellers. *The Predator* then sounds its land-

ing a horn, a thunderous blast that would rival the largest ocean-borne warship's.

Inevitably, the ship reaches the dock. Two of the crewmen leap down from the deck of the ship. Using 10-foot long hooked spears, they guide the bow of the ship into the dock. Once it fits, they bind the ship into place.

Long ladders built for the occasion are then pushed up against the ship, allowing those on board to climb down. Between the boards of the newly built dock, you can see the floor of the desert 50-feet below.





### Spending Time in Pantmawr

It will take the animal's caretakers and crew of *The Predator* approximately 24 hours to load the ship with the animals, secure the cargo, and prepare for liftoff from the landing rig.

In the meantime, the characters are free to explore the small village of Pantmawr. Below are some ideas for side quests and items of interest in Pantmawr that shouldn't take up too much of the characters' time. The characters are under no obligation to fulfill any of the side quests. Howev-

er, these may help add bring to life the world of Omeria. Choose one of the following adventures or roll a d4 to choose randomly.

**1 - Little Thieves.** While traveling outside Pantmawr's walls, a group of kids surrounds the party and offers them flowers. The kids then run off into the dunes to the southeast of the town. Right away, one of the characters (ideally one with a passive (Wisdom) Perception score of 11 or lower) notices that an item of value, such as a coin purse, ornate dagger, or important trinket, has gone missing. The kids stole the item and are now

hiding in the dunes bragging about their snatch. The kids are rather mean and surprisingly well-armed. Treat them as kobolds, except they do not have darkvision or Sunlight Sensitivity. As soon as one of the kids take damage, they flee or surrender. Killing the kids could end up being bad, as most are related to local villagers and farmers.

**2 - The Collector.** A goblin named Klak wheels a small cart of detritus through town. Klak minds his own business for the most part, singing old goblin war songs as he goes. The Stonehouses (see Area 3), hoping to

use the goodwill of the adventurers' to their benefit, accuse Klak of stealing one of their porcelain serving dishes. "It's worth at least 2 gold pieces!" they claim. They offer to pay the characters 1 sp each if they rough up the goblin. Klak didn't steal it. Dim-witted, he does a poor job of defending himself, too. If the characters accost him, eventually, one of the locals mentions that the Stonehouses hate all goblins, and Klak is likely innocent.

**3 - The Blind Soothsayer.** Faatih el-Dib (N male Ditimayan commoner) is a blind soothsayer and purported mystic. He sits cross-legged outside of the Black Palm Inn (Area 3) in front of a small charcoal fire. Whenever someone donates 1 cp, he will read the donor's fortune. To do so, he requires a small piece of fabric or a trinket that the donor is carrying. He then tosses it into the fire. By listening to the sound of the fire crackling and inhaling the flames, he makes his forecast. Roll on the Soothsayer Fortune table below to determine the results of the fortune-telling.

#### Soothsayer Fortune

- |     |   |
|-----|---|
| 1-2 | There is one among you who is not who he says he is. Within his long shadow lie the bodies of hundreds of dead. Beware! |
| 3-4 | The mysteries of the world are locked away. To reveal them all, you must find the skeleton key.                         |
| 5-6 | One, two, three, four, five, six, seven—eight! Eight comes too soon and all is bathed in green.                         |

**4 - Flying Spiders!** One of the town's farmers (commoner) notices the characters right away and asks for help. The farmer explains that flying spiders from the desert have been stealing his goats at night. Although he doesn't have much to offer the

character, he can offer a night's stay in his barn plus dinner and breakfast. If the characters agree, three flying spiders attack the goats in the night. The spiders are easily scared off.

### Important Locations

The following locations in Pantmawr are places of interest the characters can visit during their short layover. Assume that the remaining buildings on the map of Pantmawr on page 30 are homes and businesses.

**1 - Landing Field.** In anticipation of The Predator's arrival, the villagers of Pantmawr fashioned an airdock off the edge of the northern cliff. It's a sheer 50-foot drop down to the rocks and cacti below.

**2 - Maadawi Farm.** Three years ago, the Maadawis' fields stopped yielding tomatoes. Unable to support themselves, they traveled east to Naqqad. Neglected, the farmhouse fell apart. However, the pens that once held the Maadawis' goats and horses were still in good shape when Zenor and Saleem arrived from Qola. They stored the animals and kept them fed. Something of an attraction, visitors came to the temporary zoo to see the unusual creatures.

**3 - The Black Palm Inn.** It's rare that the Black Palm Inn ever sees travelers come through, so the owners, a pair of Von Doral dwarves (commoners) named Lubek and Cecilia Stonehouse will be excited to see the characters. The place isn't the nicest inn in the world, but it's at least of modest condition. However, the laws of supply and demand dictate a high price: 8 sp per night per character. And that doesn't include food or drink.

However, the Stonehouses are more interested in unique collectibles. Any rare items or trinkets that the characters are willing to part with might be enough to cover the cost of stay overnight (GM's discretion).

**4 - Spoogum's General Store.** "Need something? Spoogum's got it!" At least that what Spoogum tells anyone who enters his shop. Unfortunately, that's far from the truth. Spoogum (LN male canid commoner) carries only items valued at 2gp or less from the PHB, and even then, there's only a 50% chance that he carries the requested item. He does, however, always have dried meats, fruits, and goat cheeses in his shop, as well as water tuns.

**5 - Pantmawr Keep.** The old keep hasn't seen a battle in almost a century. Still, a small militia of 1d4 + 1 commoners patrols the keep and walls at all hours of the day. They're led by the one Pantmawri citizen who's actually seen combat, the venerable Jafar al-Fousad (LN male Ditimayan guard).

### The Zoologists

When the characters arrive, the zoologists, Zenor and Saleem are at Maadawi farm with all of the animals. It's been a long, hard road for the pair and they are anxious to get the animals on board *The Predator* and to Knotside. It will take at least ten hours for the crew of *The Predator* to reconfigure the ship's hold and get the animals inside.

The animals are as follows: 2 **harpies** (muzzled), 1 **ankheg**, 2 **hippogriffs**, 2 **axe beaks**, 1 **hook horror**, 1 **bulette**, 1 **black pudding** (in an acid-proof glass cage), 2 **manticores**, 1 **grick**, 1 **triceratops**, 1 **otyugh**, and 4 **owlbears**.

The characters are free to help. While it won't speed up the process any, it may be worth experience for the group (no more than 50 XP each).

### Pseudo

The doppelganger Pseudo hopes to get close enough to Orner Wreos to capture him. Unfortunately, when *The Predator* docks in Pantmawr, Orner doesn't leave the ship. Until then, she



continues to keep up appearances as Orner's henchman, Kilbin.

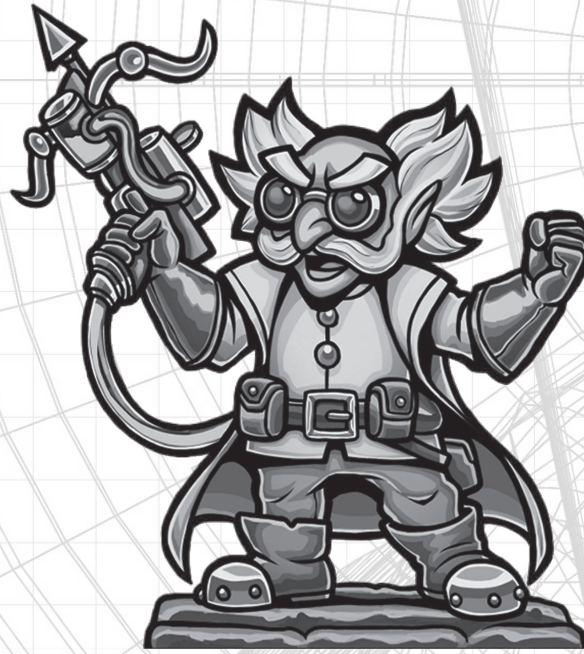
### Orner Wreras' Plot

During the flight, just before landing in Pantmawr, Orner ingested a weak version of the torpor poison (see the DMG) to give himself a sickly appearance during the flight, thus allowing him to feign sickness. While poisoned, he suffers from the poisoned condition but is not incapacitated. Identifying the poisoned condition requires a DC 15 Wisdom (Medicine) check. Once identified, the best remedy is bed rest as the condition wears off after 24 hours. To further sell his ailment, he asks if anyone has a vial of antitoxin or can cast the *lesser restoration* spell or similar magic.

If a character happens to have the ability to remove poison (such as a paladin with Lay on Hands), Orner continues to secretly ingest the poison, claiming that it might be some sort of curse or major disease. As a red herring, he might even point towards one of the crew members, suspecting that they "aren't who they seem to be." Ivoxar, playing his part, gives Orner his bed in his quarters, **Area 3**. He also gives Orner the master key, granting Orner access to all the rooms on the ship, including the bow storage and the engine room.

After everyone exits the ship to assist with the animals, Orner pulls antitoxin from Ivoxar's hiding place and drinks it, immediately removing the poisoned condition. He also takes up his *venomous crossbow* and goggles. Orner then slips out of the room and heads down to the engine room where he plants his device. Once the device is placed, he makes his way to the storage where he finds the stored automatons. After a few minutes, he retunes the machines to his goggles, giving him command over the creatures.

One of the crewmen (your choice) discovers Orner and is immediately suspicious. Orner kills the crewmen



and stashes the crewman's body in the bulette cage (**Area 12**, Pen I). However, the manticore, Gan (Pen H), witnesses the event.

After all of Orner's preparations have been made, he returns to Ivoxar's bed and continues his ruse.

### Part 4: Hijacked!

After the animals have been loaded onto *The Predator* and all of the crew and new passengers are on board, the ship takes off. It's approximately 600 miles to Knotside, requiring 10 hours of flight time. When Ivoxar performs the headcount, he skips the missing crewman that Wreras fed to the bulette.

### Where is the missing crewman?

The first person to notice the absence of the missing crewman is Efuné. She notices that he was not at dinner, which seems unusual. Checking Ivoxar's manifest, it shows that he was counted for (which, of course, is a ruse). Although generally irritable, Captain Cage doesn't want there to

be any mysteries during the short flight north. He requests that the characters work alongside the crew to find out what happened to the missing crewman. With supervision from Ivoxar, the characters are given free rein to search the ship and look for clues. If the characters come close to discovering who is responsible for the crewman's death or uncovering Wreras' plot, Ivoxar, Wreras, or Estar attack (see "Orner Takes Control" below).

The clues to the crewman's whereabouts are described in the "Missing Crewman" sections of the Key Encounters in Part 2.

### Orner Takes Control

Once the jig is up, Wreras puts his plan into motion. One or more of the following events occur:

The Automatons. The automatons in the ship's hold (**Area 16**) come to life under Wreras's command. If Wreras is far away from the machines when this happens, he feigns surrender until the machines are close enough to assist. It should take the machines no more than 2-3 rounds to reach Wreras



no matter where he is.

**The Bomb.** Wberos arms the device in the engine room. If the characters are close enough to hear Wberos, read:

Orner pulls open his shirt, revealing some sort of rune lit with black energy attached to his chest.

“This device is attached to the emerald Odonburgite in the engine room. At any time, I can activate it telepathically. And if my heart stops, it automatically activates. What does it do, you wonder? It is a device that automatically targets the gem with overchanneled negative energy—the exact same cause for the destruction of Qola. Except Qola’s explosion was barely one-fourth the size of the gem kept in this ship. Once this bomb goes off, a hole the size of Castlegrasp will open in reality, destroying everything for miles.”

Orner’s threat is not empty. If the device is triggered, the necrotic energy will disrupt the gem, creating a hole of pure negative energy 10-miles across. The hole will be powerful enough to absorb the atmosphere, disrupting weather patterns across all of Casar. A character with proficiency in Arcana should know enough about the reactive forces of emerald Odonburgite and necrotic energy to recognize the threat.

**The Dinzers Strike Back!** Captain Cage may not enjoy his job, but he’ll be damned if a gnome with a bomb is going to endanger the lives of millions. Without thinking twice, Cage, Kizahr, and Tohaku, along with any other loyal crewmen, attack.

The battle could go any number of ways. However, the focus of the combat should be strictly on the characters and Orner Wberos plus any enemies attacking the characters. To simplify the other NPCs involved in the scuffle, at the start of each round

### Dinzers Strike Back!

d20	Event
1-2	Captain Cage’s remote traveler is destroyed.
3-4	Tohaku is killed.
5-6	Kizahr is killed.
7-8	Efune is killed.
9-10	One of the zoologists are killed.
11	Pseudo is killed.
12-15	One of the other crewmen are killed.
16-17	One of the Small automatons are destroyed.
18	Estar is killed.
19	Ivoxar is killed.
20	Orner Wberos takes 1d4 damage.

of combat, roll three times on the Dinzers Attack table, rerolling any duplicate events or those that you feel are unlikely or don’t make sense.

**Damage to the Ship.** At some point during the Dinzer scuffle, a stray blast hits the engine, wing, or ship’s helm, resulting in irreparable damage. First, the ship goes off course. Instead of heading north, it’s stuck on a course east over the Ocean of Warna.

**The Offer.** Because the characters are not directly related to the Dinzers, Orner sees them as candidates for joining his movement. Should his group have the upper hand (especially if they defeat Cage and the other members of the crew during The Dinzers Strike Back! event), he makes an offer:

“There is already enough violence in the world. I do not wish to make more. I am not the villain here. The Dinzers of Odonburg have long worked behind a veil, deceiving the nations of Omeria. Join me and we can defeat them.”

If the characters ask Orner what he hopes to do, he explains that his first course of action would be to fly *The Predator* and its bomb to the capital city of Odonburg and detonate it. Doing such, of course, would result in the instant deaths of millions of innocents. Not to mention the long term effects may forever change the face of Omeria and Casar.

The characters may see this as an opportunity to earn Wberos’ trust, thus allowing them to take control of the ship. If the characters refuse, Wberos—disappointed, but not surprised—locks them in the hold in one of the empty cages. Their equipment is removed and stored in **Area 10**.

He makes a similar offer to any living NPCs that aren’t Dinzers, such as the zoologists, Zenor and Saleem.

“Take some time to think about it. I think you’ll see my way is the right way. And if not? Then you will die martyrs to the cause.”

Any Dinzers or crewmen that survived the scuffle are executed, made to walk the plank where they fall hundreds of feet to their death.

### How to Stop Orner Wberos

With a small army of automatons, able-bodied henchmen, and a bomb at his disposal, Wberos may seem impossible to stop. However, there are a few options that the characters have to help them overtake Wberos and his flunkies.

**Escaping the Pens.** If the characters disagreed to helping Orner, they are placed into the pens. Estar is left to watch the pens alone while Orner Wberos and the others try to repair the ship.

**The Manticores.** If the manticores Gan and Shahri are still alive, they see an opportunity to escape with the characters. Normally, the manticore’s tail spikes would be removed by the zoologists, but the pandemonium



on the ship has freed them from the routine. Using their spikes, they pick their own lock and disable Estar.

The two make an offer to the characters: they will free the characters and help them stop Wreros if they help them escape captivity. The manticores can't fly, so they are at the whims of whoever controls the ship. They recognize they have no choice but to rely on others to get them to safety.

### Upsetting the Other Animals.

Alternatively, the characters can try to aggravate the other animals in the pens to the point where they try to break free. The bulette, in particular, is easily triggered. To anger a creature to the point where it tries to break free of its cage, a character must make a Charisma (Animal Handling) check contested by the creature's Wisdom (Insight) check. On a successful check, the bulette becomes reckless—for 1 minute, or until it calms down, it makes attacks with advantage and all attacks made against it are made with advantage. The creature starts to attack its cage. Once free, it attacks Estar, then goes on a rampage. Note that the creature is not loyal to the character who angered it. If anything, it may target the creature directly.

Picking the Locks or Breaking the Door. Possibly the most obvious way to escape is by picking the locks. Of course, this is difficult since any rogue in the party will have had their lock picking tools removed. However, if the characters search the pen and make a DC 12 Wisdom (Perception) check notices steel fibers leftover from the automatons. A character with proficiency in lockpicking tools can use the steel fibers to pick the lock at a disadvantage. See the description of **Area 12** for details.

Keep in mind that Estar will be watching, so the characters may need to come up with a distraction to get past Estar.



### The Forecastle

Regardless of whether or not Wreros locked the characters in the pens or the characters agreed to work with the terrorist, Wreros is above deck attempting to fix the ship's controls. The controls suffered heavy damage and are permanently locked, keeping the ship on an eastern course. It will take Wreros at least 12 hours to fully repair the damaged controls.

Wreros is guarded by the mechanical golem, two bomb automatons, and three rocket automatons (minus any that were killed during the Dinzers Strike Back! event, of course). It should be pretty obvious that a direct assault is out of the question. Not without help at least.

**Helpful Animals.** One of the best ways to assault Wreros is with help from the beasts in the hold. While many of the beasts are wild and are driven by their own flight instincts, the chaos of freeing all of them—and most importantly, opening the hold's hatch up to the main deck—is enough to tie up the mechanical golem and Wreros' minions. If the characters use this method, the battle's focus should be only on the characters and any NPCs targeting the characters. Otherwise, at the start of a round (initiative count 20, losing initiative ties), roll three times on the Helpful Animals table to determine random events. Reroll or change any events that are not appropriate to the situation.

### Helpful Animals

#### d10 Event

- |     |  |
|-----|--|
| 1-5 | One of the automatons kills an animal (your choice).   |
| 6-8 | One of the animals destroys an automaton.  |
| 9   | One of the animals pushes the mechanical golem over the side of the deck. There is a 50% chance that the golem catch itself. On its turn, it can use half its movement to pull itself back up. |
| 10  | Orner Wreros takes 1d8 damage.   |

**Explosion.** At some point during the final fight with Orner Wreros and his minions, one of his bombs explodes or the mechanical golem lets loose a stray blast from its chest cannon. The blast damages the ship's envelope, releasing the driftglobes that give it its lift. The rate is slow, but enough so that if it isn't fixed within a few hours (adjust as needed) it will bring the entire ship down.

You can give the characters the chance to fix the damaged envelope. However, the adventure works better if the characters crash on the Skel-ton Key island. This will act as a direct lead into the second adventure in this series. See Part 5 for details.

**Orner Wreros's Detonator.** The biggest danger during the final battle is the detonator wired to Orner's chest. If he dies, the bomb in the



engine hold goes off and the entire ship is destroyed (plus, other horrible things).

Also, Wreos has a telepathic link to the device attached to the emerald Odonburgite. If things look bad—all of his minions or defeated, or he, himself, is reduced to less than half his hit points—he will trigger the device, sacrificing himself.

The best way to stop Wreos is by knocking him unconscious. This can be done a few ways. If the characters can separate him from the mob of creatures during the battle, they can cast a sleep spell or similar magic to knock him unconscious for 1 minute. This will give them enough time to try to disable the bomb itself. They can also knock him unconscious by dealing nonlethal damage. If the characters forget about the detonator, any character with proficiency in Medicine recalls the presence of the auto-detonator immediately.

Finally, a character can attempt to persuade Wreos from his mission. Have a character make a Wisdom (Persuasion) check contested by Wreos' Wisdom (Insight) check. Wreos is a fanatic and makes the check with advantage. On a success, the character convinces Wreos to stop. Wreos removes the detonator. However, he explains that the bomb isn't easily disabled. It took him years to create the necrotic-energy device. It works, but it is unstable, and not easily taken apart.

### Disabling the Bomb

The final piece of stopping Wreos involves disarming the necrotic-energy device attached to the emerald Odonburgite. The device is extremely complicated. A fanatic, Wreos did not create a way to easily disarm the weapon. To disable the bomb, the characters (or Wreos, if they convinced him to join their side) will need to make a series of checks.

### Removing the Device

Successes	Effect
0	The bomb starts to go off. Any creature within 10 feet of the bomb immediately takes 14 (4d6) necrotic damage. After the initial shockwave, a creature that starts its turn within 10 feet of the bomb takes 2 necrotic damage from its radiation. In 1 minute, the bomb will detonate (see What if the Bomb Explodes below). If a character attempts to remove the device, one success on this table is enough to revert it back to its default state.
1	The bomb remains in place and the character who attempted to remove the bomb takes 7 (2d6) necrotic damage.
2	The bomb remains in place, but the character gets a better understanding of how the bomb works. Each subsequent round that they try to remove the device, they can reroll a single failed roll.
3	The character successfully removes the device.

### Understanding the Device's

**Construction.** First, a character must spend at least one hour investigating the device. At the end of the hour, have the character make a DC 15 Intelligence (Investigation) check. If the character has proficiency in Arcana, they add +2 to the check. In addition, they receive an additional +1 for each additional hour they spend investigating the device (to a maximum of +3). On a success, the character understands how the device works and knows what they (or another character) must do in order to remove it. Otherwise, they must start the process again.

**Removing the Device.** Once a character understands how the device works, the character who successfully investigated the device can remove the device. No other character can attempt to remove it as they will not fully understand how it functions.

The character must use their action to make three checks: Dexterity (Sleight of Hand), Intelligence (Arcana), and Wisdom (Perception). The DC for each check is 15. Consult the Removing the Device Results table to see how the character did.

**Using Brute Force.** Ironically, brute force also works to remove the device. The device has AC 19, 10 hp,

and is immune to poison and psychic damage. A creature that attacks or touches the device without making any of the checks noted above takes 7 (2d6) necrotic damage. Once the device's hit points are reduced to 0, it is rendered useless.

Similarly, a creature can use its action to make a DC 15 Strength (Athletics) check to tear the device from the gem. A successful check results in the character successfully removing the device—however, they take 7 (2d6) necrotic damage. On a failed check, the bomb starts to go off (same as the result of 0 successes on the Removing the Device table).

### What if the Bomb Detonates?

There is always a chance that the bomb will detonate. When it does, it immediately releases a blast of necrotic and radiant energy, immediately disintegrating everything within 500 feet of the emerald Odonburgite (sorry, no save). Then, a tear in reality appears. Anything within 100 feet of the tear is yanked inside and erased from reality. The tear continues to expand until it is 10-miles in diameter. Because the hole is so large, it continues to absorb all matter within 1 mile of it including the ocean, earth, and even the atmosphere. Each year, the hole continues



to widen until it eventually destabilizes Casar and the world explodes.

In other words, *do not let the bomb go off.*

### Repairing the Ship

As if worrying about Orner Wreos, his minions, and the bomb weren't enough, the ship is also heavily damaged. Its course continues east over the Ocean of Warna and it is rapidly losing *driftglobes*, sending it on a crash course for the waves below.

**Repairing the Rudder.** The controls are seemingly stuck in place, keeping The Predator on an eastward trajectory. A character with proficiency in vehicles (air) can make a DC 10 Intelligence check to recognize that the ship's rudders are locked. The only way to repair the rudder is to climb below the blimp. Doing so requires the character to have at least 100-feet of rope (easily found on the ship) handy. Then, they must make a successful DC 10 Strength (Athletics) check to maneuver to the spot where the stuck rudder is located. On a failed check, they can't reach the rudder and must try again. Once by the rudder, they must make a successful DC 20 Strength (Athletics) check to

unlock the rudder. Failing this check by 10 or more results in the character slipping. If they slip, the character must immediately make a successful DC 10 Dexterity saving throw to catch themselves on the rope. Otherwise, they lose their grip and plummet to the ground—The Predator is likely thousands of feet in the air when this happens; not even water will break their fall. The fall instantly kills the character.

**Repairing the Envelope.** The hole in the envelope is small but large enough for its *driftglobes* to escape. A character can easily climb the rigging to the area where the hole is, requiring no check to do so. Then, they must make a DC 15 Dexterity check using proficiency in leatherworker's or weaver's tools to patch the hole.

Unfortunately, even after the hole is repaired, the ship has lost too many of its *driftglobes* to maintain its altitude. Too far over the ocean to turn back, the characters must land the ship.

### Part 5: The Crash

You're free to exclude this chapter from the story and allow the characters to successfully repair *The Preda-*

*tor* and return to Knotside. However, if you would like to continue the adventure in Part 2 of this adventure path, make it so that no matter how hard the characters try to repair the damaged ship, it inevitably crashes on the island known as The Skeleton Key.

### Crash Course

The severity of the crash on the Skeleton Key depends on a number of factors as shown on the Crash Results table. The characters have a chance to earn three successes. The first two successes come from repairing the ship's rudder and its envelope respectively. The third success can be achieved by a character making a successful DC 18 Intelligence check using proficiency in vehicles (air).

Just before the ship crash lands, read or paraphrase the following:

Perhaps no more than ten miles from where you are, a tropical island rises into view. The island is small, perhaps no longer than 60 miles across. At the rate the ship is descending, you will probably crash into the island within the next 5 to 10 minutes.

## Crash Results

Successes	Effect
0	The ship comes down hard. All saving throws made during the crash are made with disadvantage. The ship is totally destroyed in the collision.
1	The ship comes down hard, but manages to avoid total destruction. Saving throws are made at normal.
2	The landing isn't perfect, but the ship lands. Follow the round-by-round results as normal.
3	The ship lands gently in the forest canopy. The ship takes only half damage and no saving throws are required by the creatures on board the ship.

The ship is pretty sturdy and will absorb the majority of the crash's damage. However, the characters will want to make sure that they are secure. The most secure room on the entire ship is the captain's quarters. Characters in the captain's quarters make their crash saving throws with advantage. Meanwhile, any creatures on the main deck (**Area 2**) exposed to the elements make their crash saving throws with disadvantage.

When the crash finally occurs, it takes 3 rounds for it to stop moving. During the time, the following events happen:

**Round 1.** The ship must make a DC 10 Constitution saving throw (its stat block is included in Appendix B). All of the ship's components take 70 (20d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. Any creature still inside the ship must also make a DC 10 Constitution saving throw. A creature takes 7 (2d6) bludgeoning damage on a failed saving throw or half as much damage on a successful one.

**Round 2.** The ship is tumbling through the trees now and must make

another DC 10 Constitution saving throw. All of the ship's components take 35 (10d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. If the ship's hull's hit points fall to 0, each creature within the ship is flung from the aircraft and must make a DC 10 Constitution saving throw. A creature takes the excess damage from the crash on a failed saving throw or half the excess damage from the crash on a successful one. If the ship's hull was destroyed, ignore round 3.

**Round 3.** So long as the ship's hull has hit points remaining, it must make another DC 10 Constitution saving throw. All of the ship's components take 17 (5d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. If the ship's hull's hit points fall to 0, each creature within the ship is flung from the aircraft and must make a DC 10 Constitution saving throw. A creature takes the excess damage from the crash on a failed saving throw or half the excess damage from the crash on a successful one.

**Kinda Rough, Ain't It?** Since this is a first level adventure and the setup to an ongoing Adventure Path series, instead of characters dying outright from the crash, they fall unconscious. In the second part of the story they find themselves alone in the forest.

## Welcome to the Skeleton Key

After the dust settles and the characters pick themselves up from the wreckage, they find themselves on the mysterious island known only as The Skeleton Key. Read:

Dense forest surrounds you. The buzz of insects and cries of wild animals are the only sounds you hear. Although you aren't entirely certain, you estimate that the island *The Predator* crash-landed on is easily 600 miles or more from civilization.

The adventure continues in part two of the *Titan's Heir* adventure path, *The Skeleton Key*, on the following pages. Ω





# CHAPTER 2: THE SKELETON KEY

BY TEAM SUPERHYDRA

## 2nd-Level Adventure for Fifth Edition

Cartography by CZE/Peku

Art by Matias Lazaro, Paper Forge, and William McAusland

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*The Skeleton Key* is a 2nd-level Fifth Edition adventure for three to five characters. The adventure is optimized for four characters with an average party level (APL) of 2. Characters outside this adventure range cannot participate in this adventure.

### Adventure Primer

This adventure occurs on the island of **The Skeleton Key** in the Omeria campaign setting. It can be played as the kickoff for the larger adventure setting or as a one-shot adventure for your players.

### Background

The Dinzer warblimp, *The Predator*, crashed landed in the jungles of a mysterious, seemingly uninhabited island 700 miles from civilization. The rare few from the mainland who know of the island have named it **The Skeleton Key**, although, it's unlikely the characters will learn the island's name this adventure. Those who survived the wreck must now face the reality that they could be stuck on the island for a very long time. Not only will the survivors need to find food, potable water, and shelter, but they will also be tested against the dangers of the wild terrain that surround them.

The island is home to a tribe of all-female warrior known as **The Serpent-Whisperers of Grihoo** who have long guarded the secrets of the temple that shares their name.

### Overview

The adventure's story is spread over three parts and takes approximately **two hours** to play. The adventure begins with a Call to Action scene. It also contains two optional bonus objectives—each taking one additional half-hour to play.

- **Call to Action: The Crash Site.**

The characters must recover from the wreckage of *The Predator* and take a survey of the other survivors,

supplies, and resources that they have.

- **Chapter 1: Island Survival.** The characters and other NPC survivors must survive on the island until they can find a way off. This is Story Objective A.
- **Chapter 2: The Serpent Whispers of Grihoo.** The characters meet the Grihoo and learn of their temple on the Southern End of the Island. This is Story Objective B.
- **Bonus Objective A: The Man and the Boy.** The characters meet a pair of mysterious figures who are holed up in an abandoned mine on the island. This bonus objective is found at the end of the adventure..
- **Bonus Objective B: The Ruined Monastery.** The characters discover an abandoned monastery in the middle of a ravine. This bonus objective is described at the end of the adventure..

## Adventure Hooks

The following plot hooks provide some possible ways for the characters to get involved in this adventure. Most of the adventure assumes that the characters survived the crash of *The Predator* from the first part of the *Titan's Heir* adventure path. However, there are two optional adventure hooks you can incorporate if this is not the case.

### *The Flight of the Predator.*

The adventurers were on board the Dinzer warblimp *The Predator* when it crashed. The details of this event were covered in *Titan's Heir Part 1: The Flight of the Predator*.

**Faction Agent (The Tip of the Spear).** The Tip has discovered the location of the island and believe it might contain lost treasure. While traveling to the island, the characters' ship was destroyed in a storm. The characters find themselves washed up on the beaches of The Skeleton Key.

**Faction Agent (Secrets of the Righteous).** The Dinzers have re-discovered a lost island in the center

### Emerald Odonburgite Core

The engine of *The Predator* was powered by a massive hunk of emerald Odonburgite, a magic gem that supplies power to Dinzer inventions. If *The Predator* was destroyed in the wreck, the core was tossed from the wreckage. Otherwise, it remains where it was. The 1-ton core itself is stable; only overchanneled negative energy can disrupt it. Still, it's important to note that it is there as it may be important later in the adventure.

of the Ocean of Warna. They believe that it may be where the infamous Dinzer mage, Odon, disappeared close to 450 years ago. While traveling to the island, the characters' ship was destroyed in a storm. The characters find themselves washed up onshore.

## The Crash Site

After *The Predator* crashes into the forests of The Skeleton Key, the characters must get their bearings, discover who else has survived the crash, and what resources they have to help them survive on the island.

A map of The Skeleton is on page 7.

## Area Information

The Skeleton Key has the following features.

**Dimensions & Terrain.** Overall, The Skeleton Key is a subtropical island. Palms, colossal banyans, and eucalyptus trees are common throughout the island. The forest floor is overgrown with creepers, flowers, and other dense foliage. At the center of the island, visible within 12 miles, stands a large nameless mountain range.

**The Crash.** The warblimp is in tatters. Bits of the large, blue envelope smother the trees, creating a secondary canopy.

Small fires are frequent but hardly spread thanks to the damp environment. The animals and monsters that survived the crash flee into the

darkness of the forest.

**Light.** It's the middle of the day when the characters start to pull themselves from the wreckage. However, the tall trees and deflated envelope blot out much of the sun. When they find the beach, they will get a better glimpse of the sun overhead.

**Sound & Smells.** Wood fires fill the air as the wrecked warblimp burns. The screams of fleeing animals and bewildered survivors are heard all around.

## Creature Information

The characters weren't the only ones who survived the crash of *The Predator*. A variety of NPCs from the first adventure, *The Flight of the Predator*, may also have survived. Each NPC has their own agenda and knowledge that they can offer the characters. These NPCs, from here on referred to as "survivors" are detailed at the end of this adventure.

**Development.** It's likely that many of the survivors will have wants/interests conflict with the characters. As the game plays out, focus on how these survivors will react to certain actions that the characters take.

## Call to Action: Survive the Island

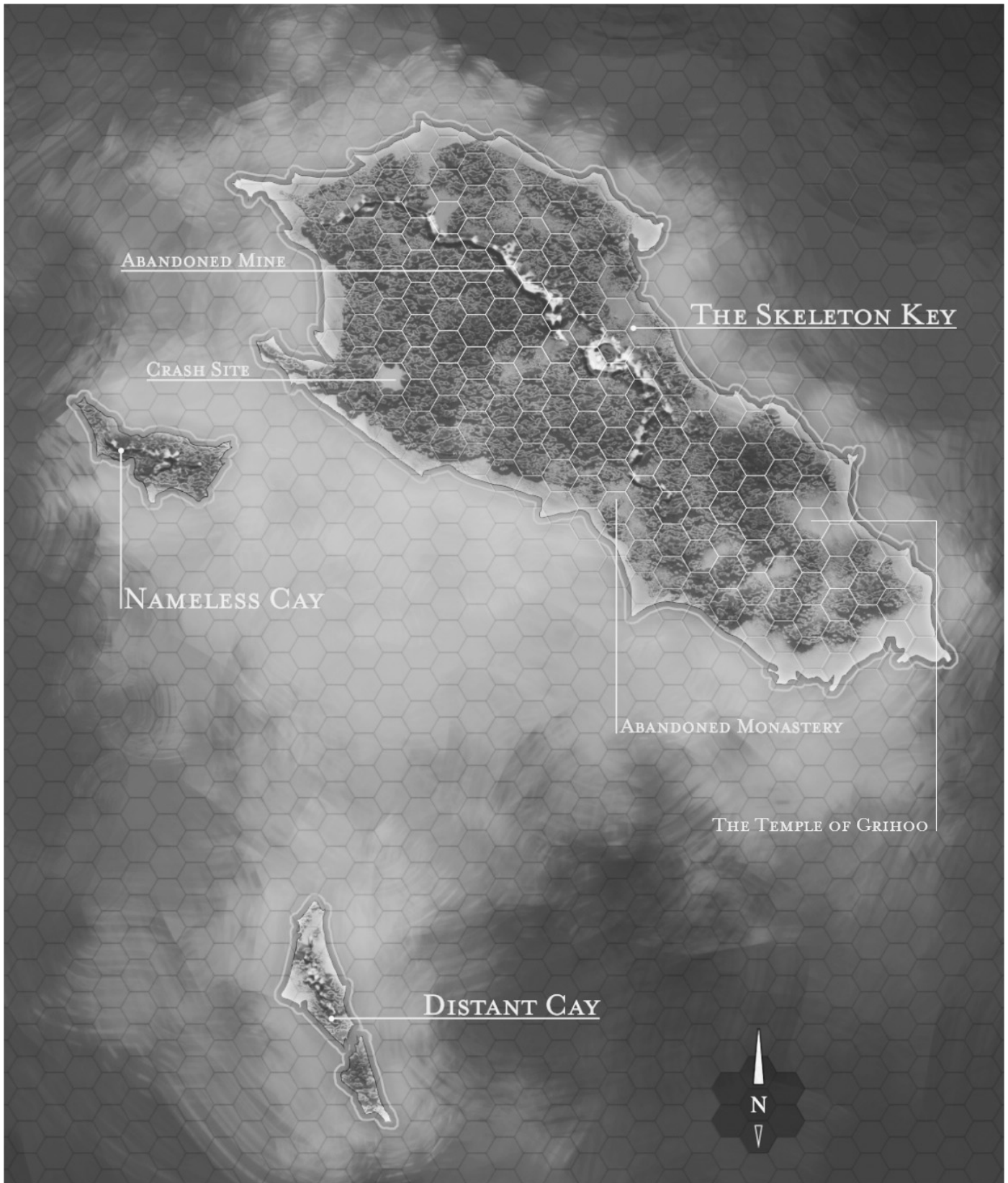
Once the characters get an idea of what has happened to them, they must make preparations to survive on the island while they seek a method to escape.

## Chapter 1: Island Survival

Until the characters start to unravel some of the mysteries of the island, this adventure is very much a game of survival for the characters. The following rules help adjudicate survival on the island. Each day on the island should play out as follows:

1. At the start of the day, check for any potential **hazards** that the characters must face.
2. Throughout the day, encourage **roleplaying and interaction** with the characters and surviving





One hex = 3 miles

NPCs. Use your discretion when deciding how the NPCs react to the characters, potentially using the optional loyalty rules described below.

3. The characters collect any **supplies and goods** produced or gathered by building improvements. See below for details.
4. The characters determine their **island survival tasks** for the day. See below for details.
5. At the end of the day, **deduct the food and water resources** from the camp's supplies. Then, all characters and survivors take a **long rest** (if possible).

### Story Objective A

Surviving on the island is **Story Objective A**.

### Hazards

Surviving on a remote island is no easy task. A subtropical island, The Skeleton Key can get crushed by powerful storms or a devastating disease could wreak havoc among the camp's survivors.

Some of the hazards require the characters and survivors to perform **group checks**. Group checks are detailed in Chapter 7 of the *PHB*. There are four levels of success. A success is if at least half of the survivors/characters making the check succeed. Inversely, a failure is if more than half of the survivors/character making the check fail. A total success occurs when all of the characters and survivors pass their check. And a total failure occurs when all of the survivors and characters fail.

To determine hazards at random, roll a d20 at the start of each day. On a 20, the camp faces a hazard that day. Use the following two tables to determine the nature of the hazard. After the table are descriptions of each hazard and what island survival tasks the characters and survivors will need to take in order to handle the threat.



#### Hazard Type.

d20	Hazard Type
1-3	Conflict
4-6	Fire
7-9	Monster Attack
10-12	Infestation
13-20	Storm

**Conflict.** The island life makes for tense situations. Resentments can grow strong and sometimes, the other survivors may need to step in to squelch bad feelings.

**Effect.** As long as a conflict is going on, NPCs cannot participate in island survival tasks.

**Resolution.** A character can end the conflict by spending a day raising morale. At the end of the day, the character must make a DC 13 Charisma (Intimidation or Persuasion) check. On a success, the conflict ends and things go back to normal.

**Fire.** Lightning strikes, mislaid torches, or just plain freak accidents can lead to fires in the camp. Fires are just as destructive at camp as they are anywhere else.

**Effect.** A fire has the potential of destroying the camp. In addition, it could draw the attention of monsters in the forest as well as the Serpent Whisperers.

**Resolution.** The characters and survivors all must make a group check. Roll a Strength (Athletics) check for each character and survivor at the camp, to a maximum of five rolls. The DC is 2d10 + 5. A survivor NPC can use their own ability check modifier to determine success. Alternatively, the survivor NPC can use the check modifier of a character overseeing the firefighting and giving the survivors direction.

#### Fire Check Results.

Result	Value
Total Success	The fire is extinguished with nothing beyond cosmetic damage.
Success	The fire is extinguished, but one random building project is destroyed.
Failure	One random building project is destroyed and the fire continues to burn. Make another set of checks but now against a DC of 3d10 + 5
Total Failure	The fire completely destroys the camp. In addition, each character and survivor must succeed on a Dexterity saving throw versus the fire DC. A character/survivor takes 7 (2d6) fire damage on a failed saving throw and half as much damage on a successful one. A survivor NPC whose hit points are reduced to 0 dies. A character whose hit points are reduced to 1 is considered to have succeeded on all of his or her death saves, but must spend the next day resting.

**Monster Attack.** One or more deadly creatures come from the forest and attack. Choose or roll randomly for a monster on the Random Encounters table below. All of the characters and survivors present at the camp can fight the monsters.

**Infestation.** Rats, creepy crawlers, or even a major illness—an infestation at camp is tough to deal with. Moreover, an infestation can last for more than one day, disabling a vulnerable camp for days on end.

**Effect.** Each day the infestation continues, each character and survivor must make a Constitution saving throw.



The DC for the saving throw is 2d6 + 1 for each character and survivor that is in the camp. On a failed saving throw, the character or survivor is poisoned for 24 hours. While poisoned, a character/survivor cannot perform island survival tasks.

**Resolution.** One or more characters or survivors can spend a day handling an infestation by making a group check. There are three different checks that must be made by a single character or survivor: Intelligence (Medicine), Intelligence (Nature), and Constitution using proficiency in cook's utensils. If no one can or will make one of the checks involved, a failure is contributed to the group check. Determine how many of the checks succeeded then consult the Infestation Check Results table.

**Infestation Check Results.**

Result	Value
Total Success	The infestation ends.
Success	Roll a d6. On a result of 1, the infestation continues. Otherwise, the infestation ends.
Failure	Roll a d10. On a result of 4 or less, the infestation continues. Otherwise, the infestation ends.
Total Failure	Roll a d12. On a result of 12, the infestation ends. Otherwise, the infestation continues.

**Storm.** A small island in the middle of the Ocean of Warna, a powerful storm can significantly batter The Skeleton Key and its inhabitants. Storms are the most difficult hazard for the survivors to deal with as it's likely they will be unequipped to handle its effects.

**Effect.** Overall, there is no way to deal with the effects of a storm; it's simply a matter of surviving until it passes. All ability checks to resolve hazards and perform island survival tasks are made with disadvantage. In

**The Skeleton Key**

The Skeleton Key is a 3,000- square foot island in the center of the Ocean of Warna. Although some old maps locked in ancient, dusty tomes kept in dark libraries reveal its location, overall, the location of the island has been long forgotten by the people of Omeria.

All manner of strange and dangerous fauna inhabit the island. In addition, a race of all-female warrior known as the Serpent Whisperers of Grihoo lives on the island. Within the bowels of their massive, pillar-like temple, they guard ancient secrets.

One of the most unusual encounters that the characters are likely to face on the island are the Grihoo serpents. The serpents rise from large holes in the ground, strike their prey, and then drag them underground. The tails of the serpents are never seen; even if they are killed, they retract back into the interior of the island.

addition, each day of the storm, roll a d20 for each building project. On a result of 7 or lower, the building project is destroyed.

**Resolution.** Unless a character can magically alter the weather, a storm continues for 1d4 days.

**Optional Rule: Loyalty and Survivors**

Survival on the island is a grueling dilemma that could stretch a survivor's patience to its limits. Certain events such as casualties, poor weather, a lack of food, or constantly being hunted by dangerous monsters could affect an NPC's loyalty to the characters.

Consider using the optional loyalty rule from the DMG, keeping track of the loyalty scores of all of the survivor NPCs. To determine an NPC's starting loyalty, roll 1d6 and add the Charisma modifier of the character with the highest Charisma score.

**Food and Water**

Each day, the characters and survivors must eat one pound of food per day and drink one gallon of water each. Certain strenuous island survival tasks such as Exploration and Hunting require more food and water.

Characters and survivors suffer levels of exhaustion as normal if they are unable to eat or drink their normal allotment of food and water. See Chapter 8 of the *PHB* for details on food and water requirements.

**Sleep**

The crash site itself is somewhat uncomfortable. If a character or survivor sleeps in a shelter, then they can sleep without issue. Otherwise, to enjoy the benefits of a long rest without a shelter, the character/survivor must succeed on a DC 10 Constitution saving throw. On a failed saving throw, the character/survivor is unable to finish a long rest and gains no benefits from their rest. Furthermore, they must make a second DC 10 Constitution saving throw. If the second Constitution saving throw fails, they suffer one level of exhaustion. After the first sleepless night, the DC increases by 5 for each night that the character/survivor goes without a long rest. The DC resets to 10 when the character/survivor finishes the long rest.

**Ending the Island Survival Phase**

The island survival phase can continue for as long as you and the characters like. However, it's recommended that once the characters discover the Serpent Whisperers of Grihoo, the adventure switches over from exploration and survival to conflict and traditional adventuring as detailed in Chapter 2 of this adventure.

Although the discovery of the Serpent Whisperers of Grihoo is added in as a random element of the game, if the players are not enjoying the island survival portion of the game,

feel free to introduce the hook much sooner. Likewise, you can extend the island survival phase as long as you like if the players enjoy it.

### Island Survival Tasks

When implementing the island survival task rules, each character can choose their own task (or assist with another character's task). Three is the maximum number of tasks that the NPCs following the characters' orders can take.

For each available island survival task slot, players can allocate one or more survivor NPC to a chosen island survival task. The tasks that they can take are described below.

NPCs allocated to an island survival task are no longer available for other needs, including other island survival tasks. Any costs or resources associated with an island survival task must be provided by the characters.

### Making Task Checks

When a survival task requires an ability check, a survivor NPC can use their own ability check modifier to determine success. Alternatively, the survivor NPC can use the check modifier of a character overseeing the task and giving the survivors direction. Ultimately, this helps encourage a stronger bond between the characters and the NPC survivors through roleplay.

**Island Survival Tasks as Narrative.** Although these rules are put into place to simplify the survival aspect of the game, overall these tasks help create a narrative for survival. Think of them as a "montage" of sorts. With the players, you can work to create distinct scenes. Before creating the scenes, first determine the goal of the characters. What do they hope to accomplish as an outcome of the island survival task? With those considerations in mind, start developing the scenes, typically in three parts: an opening scene, a performance scene, and a concluding scene. The open-

### Escaping the Island

Although the adventure assumes that the characters must fight to survive on the island until they discover the Serpent Whisperers of Grihoo, particularly clever characters may find a way to escape an island via a method for which you did not plan. When this occurs, pivot as necessary and be sure to reward creativity—even if it ends up derailing the entire adventure path.

ing scene describes the beginning of the task activity and sets the stage for survivor NPC actions. Next, the performance scene describes what's happening as the survivors use their ability checks to reach their goals. Finally, the concluding scene describes the end result of the task.

Be sure to weave the tasks into one another so they all gel. In fact, certain tasks might have ramifications on others. For example, if the survivors tasked with building a shelter fail their check, the successful group of hunting survivors may have nowhere to cook their fresh kill during the coming storm.

**Complications.** Sometimes, complications arise while survivors are performing a task. Complications may affect future tasks or present ongoing threats that the survivors have to deal with while they are trying to survive on the island. In almost all

situations, complications arise from a failed task. However, complications can come up even when a task is successful. You decide how to invoke complications as the adventure unfolds.

### Island Survival Tasks

The following island survival tasks are available for the characters and NPC survivors to undertake. Each activity takes 8 hours to complete and requires the survivor to spend that time engaged in that activity for the time to count toward the activity's completion. The one exception to this rule is that any costs for an island survival activity are paid for by the characters, even if survivor NPCs are executing the task.

**Explore the Island.** Much of the action in *The Skeleton Key* is driven by the characters and other survivors exploring the eponymous island.

**Resources.** Exploring the island requires a gallon of water and half a pound of food for each survivor participating in this task. The task takes 8 hours of effort.

**Resolution.** Exploration works a little differently than the other island survival tasks as it involves the characters hex-crawling over the island. When the characters take this task, refer to the rules outlined below.

**Hunting.** It should become obvious pretty quickly that food supplies will





run out unless the survivors make an effort to find more. See the rules for food and water earlier in this chapter for details. The best way to find food is through hunting. Of course, it is also one of the most dangerous island survival tasks as all manner of dangerous creatures live on the island.

**Resources.** Hunting requires a gallon of water for and half a pound of food for each survivor participating in this task. The task takes 8 hours of effort.

**Resolution.** Characters or survivors that are hunting make three ability checks. First, a character or survivor must succeed at either an Intelligence (Nature) check or a Wisdom (Survival) check. Then a character or survivor must make a Wisdom (Perception) check. Finally, a character or survivor must make an attack roll using the character or survivor's weapon.

The DC for each check is  $2d10 + 5$ ; generate a separate DC for each one. Each check gains a +1 bonus for each character or survivor beyond the first two participating in the task.

Consult the Hunting Results table to see how the survivors did.

**Hunting Results.**

Result	Value
0 successes	The hunters return with no bounty.
1 success	The hunters return with $1d6 + 1$ pounds of food and 1 hide.
2 successes	The hunters return with $2d6 + 2$ pounds of food and 2 hides.
3 successes	The hunters return with $4d6 + 4$ pounds of food and 4 hides.

**Complication.** A result of 0 successes indicates that the failed hunting trip resulted in a complication. At your discretion, even a successful outcome might have unexpected side effects. You can choose a complication or roll on the Hunting Complications table.

**Hunting Complications.**

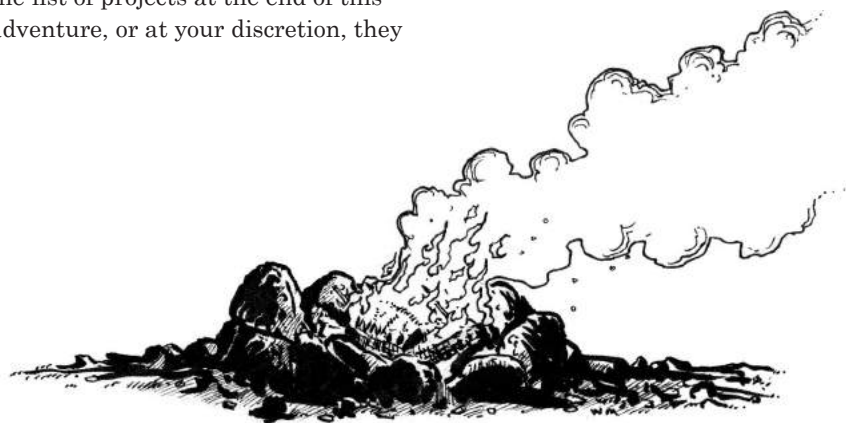
d6	Complication
1	An accident occurs. Have each task participant make a special DC 10 Constitution check with a bonus equal to the number of hit dice that they have. On a failed result, the participant takes $7 (2d6)$ damage from the accident. If a survivor NPC's hit points are reduced to 0 or less, the survivor dies. A character automatically passes his or her death saves.
2	The hunting party becomes lost and must stay the night in the jungle. One of the characters or survivors must make a DC 15 Wisdom (Survival) check. On a failed check, the hunters have an uncomfortable night in the jungle. Each participant gains one level of exhaustion.
3	The hunting party finds a rotten animal carcass that offers up $1d6 + 1$ pounds of food. One of the characters or survivors must make a DC 13 Wisdom (Survival) check. On a successful check, the character can preserve half the food. On a failed check, the food is unsalvageable. A creature that eats it must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours.
4	The hunting party scares off fauna in the immediate vicinity. All ability checks related to the hunting task are made with disadvantage for the next 1d4 days.
5	The hunting party attracts the attention of the Serpent Whisperers. See Chapter 2 for details.
6	The hunting party attracts a monster. Choose or roll a monster from the Skeleton Key Random Encounters table detailed below.

**Building.** It's likely that the survivors of the wreck will be stuck on the Skeleton Key for some time. In the meantime, the survivors will need to build a shelter plus other amenities to help them survive the long, hard days, and dangerous nights on the island.

When a group of characters and/or survivors takes the building task, they must choose what they plan on building. They can choose from the list of projects at the end of this adventure, or at your discretion, they

might be able to create something else.

**Resources.** Building requires a gallon of water and half a pound of food for each character and survivor participating in this task. In addition, each building project has its own building supplies cost of resources described below. Building supplies used to create a project that is successful are consumed at the end of the task. Pass or fail, the task takes 8 hours of effort.



**Resolution.** One character acts as the lead for the activity, making an Intelligence (History) check to plan the project. A character or survivor must then make two ability checks to complete the project, using either Strength (Athletics) or an Intelligence check using appropriate tools. With your approval, a different ability and skill appropriate for the project can be substituted for any of the checks.

The DC for each check is  $2d10 + 5$ ; generate a separate DC for each one. Each check receives a +1 bonus for every two characters or survivors participating beyond the first. The number of successes is compared to the Building Results table.

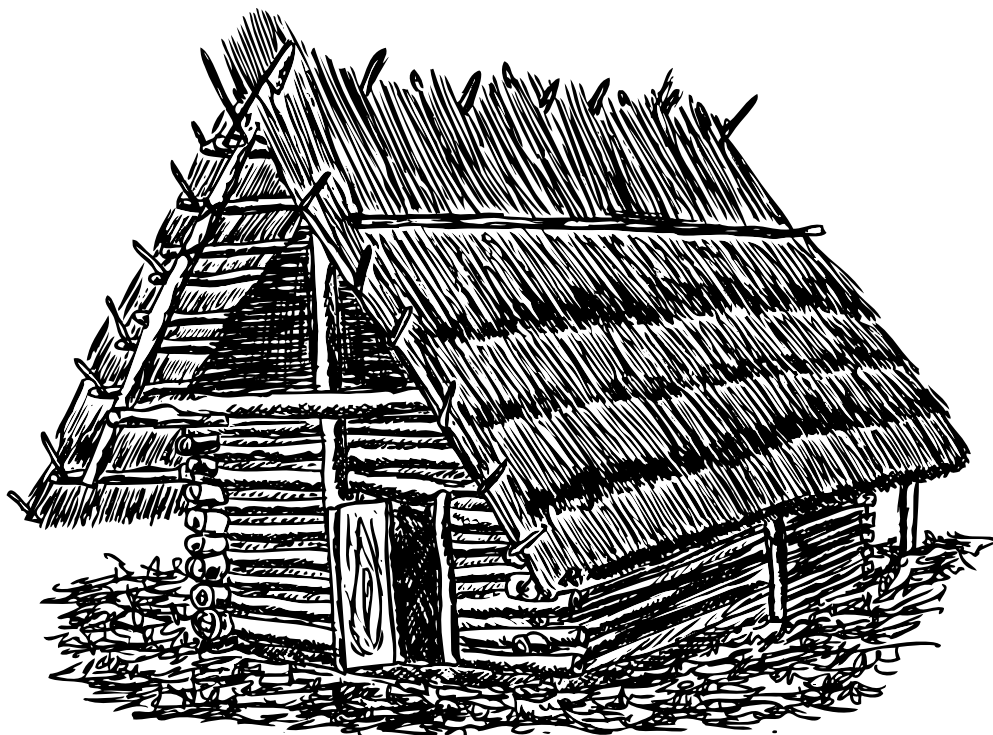
**Building Results.**

Result	Value
0 successes	The project is a total failure and all of the building supplies used in its development are ruined to the point where they cannot be used again.
1 success	The project fails and half of the building supplies used in the development are ruined to the point where they cannot be used again.
2 successes	Although the project was not successful, all subsequent checks made to build the same project are made with advantage. The building supplies can be reused.
3 successes	The project is successfully built.

**Complication.** A result of 0 successes or 1 success automatically creates a complication. At your discretion, even a successful outcome might have unexpected side effects. You can choose a complication or roll on the Building Complications table.

**Building Complications.**

d6	Complication
1	An accident occurs. Have each task participant make a special DC 10 Constitution check with a bonus equal to the number of hit dice that they have. On a failed result, the participant takes 1 (1d4) damage from the accident. If a survivor NPC's hit points are reduced to 0 or less, the survivor dies. A character automatically passes his or her death saves.
2	One of the builders grows frustrated with the project and refuses to work on it any further. If the builder is a survivor NPC, they refuse to take any island survival task other than Rest the next day, too.
3	Issues with the current project lead to issues with other building projects around the camp. Choose or randomly select a building project. Its benefits cease to function. The characters or survivors can use the build task to repair the damaged project, requiring no building supplies in order to do so; all skill and ability checks made to do so are made with advantage.
4	The work causes the camp to develop a quirk, such as strange noises, unwelcome smells, weird vibrations, etc. resolving. The effects of this quirk are up to you.
5	The builders attract the attention of the Serpent Whisperers. See Chapter 2 for details.
6	The builders attract a monster that attacks the camp. Choose or roll a monster from the Skeleton Key Random Encounters table later in this chapter.





**Gather Resources.** When all else fails, a survivor can turn to the bountiful supplies offered by the jungle to help improve the camp. This activity represents collecting goods, felling trees, picking edible fruits and berries, and even fishing.

**Resources.** Gathering resources requires 8 hours of effort.

**Resolution.** To determine the resources that the character or survivor finds, the character/survivor makes an ability check: Strength (Athletics), Intelligence (Nature), or Intelligence using a set of tools. In addition, the character or survivor must target a hex within 1 hex of the camp. The target hex determines the type of resources and supplies that the character or survivor finds. If a hex has more than one type of resource that the character can find, the Consult the Gather Resources Results table to see how many resources were generated according to the total of the check.

One food resource counts as 1 pound of food and one water resource counts as 1 gallon of water.

**Gather Resources Results.**

Check Total	Resources
9 or lower	No resources were found.
10-14	1 resource was found.
15-20	2 resources were found.
21+	4 resources were found

**Complication.** A result of 9 or lower automatically creates a complication. At your discretion, even a successful outcome might have unexpected side effects. You can choose a complication or roll on the Gather Resources Complications table.

**Gather Resources Complications.**

d6	Complication
1	The resources in that area are depleted. All future checks to gather resources in that hex are done so disadvantage.
2	The resources gathered are of poor quality (the gatherer finds at least 1 resource even if the check says otherwise). The gatherer must succeed on a DC 10 Intelligence (Nature) check to recognize the poor quality. On a failed check, the next time a group performs the build task, the skill and ability checks made to build the project are made at disadvantage.
3	The gatherer becomes lost and must stay the night in the jungle. The gatherer must make a DC 15 Wisdom (Survival) check. On a failed check, the gatherer experiences an uncomfortable night in the jungle and gains one level of exhaustion.
4	An accident occurs. Have the gatherer make a special DC 10 Constitution check with a bonus equal to the number of hit dice that they have. On a failed result, the gatherer takes 1 (1d4) damage from the accident. If a survivor NPC's hit points are reduced to 0 or less, the survivor dies. A character automatically passes his or her death saves.
5	The gatherer attracts the attention of the Serpent Whisperers. See Chapter 2 for details.
6	The gatherer attracts a monster. Choose or roll a monster from the Skeleton Key Random Encounters table later in this chapter.

**Rest.** Any characters or survivors that don't perform tasks are considered resting. A resting character or survivor only needs half of the normal food and water for the day without fear of suffering exhaustion.

**Exploring the Island**

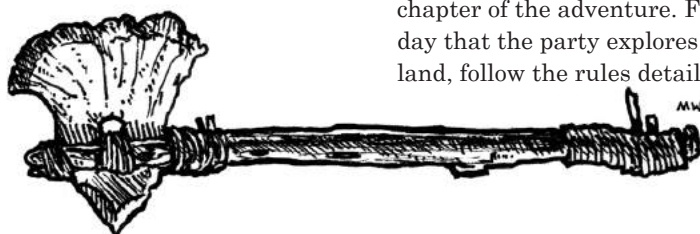
The Skeleton Key is an island of mystery that boasts all manner of adventure, intrigue, and yes, danger. While many of the encounters are tailored to characters of 2nd level, there are a few that may be more dangerous than others. Choosing to fight or flee can make the difference between life or death for the party. You can play the encounters as hardcore as you like, pulling no punches, or you can withdraw where needed.

Exploration is one of the island survival tasks detailed in later of this chapter of the adventure. For each day that the party explores the island, follow the rules detailed below.

**Exploring The Skeleton Key**

Follow these steps to explore the island.

- Using the player's map of The Skeleton Key in Appendix D, **identify the hex** in which the party is currently located (likely, they all start at the crash site). Don't share this information with the players if the party is lost. Otherwise, show the players the party's location by pointing to the appropriate hex on their map of The Skeleton Key.
- Let the players determine which **direction** the exploration party wants to go and whether the party plans to move at a **normal pace**, a **fast pace**, or a **slow pace**. One of the characters must be the navigator.
- Each day, make a Wisdom (Survival) check on the navigator's behalf to **determine if the party becomes lost**.
- Also, **roll for random encounters** throughout the day and check for food consumption.



- 5. Optional: The forest is relatively easy to **forage** in, requiring a DC 10 Wisdom (Survival) check to secure food and water (see chapter 5 of the *PHB* for details).

**Travel Distances**

On the map of the Skeleton Key, each hex measures 3 miles across and is considered difficult terrain.

**Normal Pace.** Characters moving at a normal pace can travel 4 hexes per day.

**Fast Pace.** If the characters move at a fast pace, you can increase the number of hexes they are able to move by 1 per day. Characters moving at a fast pace take a -5 penalty to their passive Wisdom (Perception) scores, making them more likely to miss clues and walk into ambushes.

**Slow Pace.** If characters set a slow pace, they can only travel 3 hexes per day. Characters moving at a slow pace can move stealthily. As long as they're in the open, they can try to surprise or sneak by other creatures they encounter.

**Tracking Miles.** If you prefer to track miles, you may do so. Travel times are then 18 miles per day at a normal pace, 24 miles per day at a fast pace, or 12 miles per day at a slow pace.

**Flying Speeds.** A character with a flying speed of 30 feet can travel 4 miles per hour.

**Navigation**

At the start of the task, the GM makes a Wisdom (Survival) check on behalf of the navigator. The result of the check determines whether or not the explorers become lost over the course of the day.

**Difficulty.** The DC of the check is based on the day's most common terrain:

- DC 10 for fields and coasts
- DC 15 for the forests and mountains
- Apply a +5 bonus to the check if the group sets a slow pace for the day

- Apply a -5 penalty if the group is moving at a fast pace.  
**Success.** If the check succeeds, the navigator knows exactly where the explorers are on the player's map of The Skeleton Key throughout the day.  
**Failure.** If the check fails, the party becomes lost.

- Each hex on the map is surrounded by six other hexes; whenever a lost party moves 1 hex, roll a d6 to randomly determine which neighboring hex the party enters, and do not divulge the party's location to the players.
- While the party is lost, players can't pinpoint the group's location on their map of The Skeleton Key.
- The next time a navigator succeeds on a Wisdom (Survival) check made to navigate, reveal the party's actual location to the players.

**Hex Resources**

All of the hexes on the map of The Skeleton Key provide some sort of resource depending on the type of terrain it is.

- **Coast** hexes provide **food, reeds, and water.**
- **Forest** hexes provide **wood,** and **reeds,** and up to one **water.**
- **Mountain** hexes provide **stones.**

**Returning to Camp**

Each day, the party will need to return to camp if they wish to gain the benefits of the camp such as food supplies, building materials, shelters, and defenses. If the explorers do not return to camp, they must commit themselves to explore again the next day. If all of the characters are explorers, the players can still delegate the actions of the survivor NPCs.

**Random Encounters**

Outside of a few major locations noted on the GM's map of The Skeleton Key, The Skeleton Key is an open sandbox for the characters to discover monsters, hidden locations, and other interesting hooks during their time on the island.

Check for a random encounter in the morning, afternoon, and evenings (only check for the latter if the characters are away from the camp at the end of the exploration day). Roll 1d20; an encounter occurs on a 16 or higher. Place the encounter at a range that makes sense. The majority of the encounters described are fierce monsters and creatures who have evolved to become hunters. Encounters marked with an asterisk are described after the table.

**Random Encounters.**

d100	Encounter
01-05	1d6 + 2 <b>giant bats</b>
06-09	1d2 <b>panthers</b>
10-15	1d4 <b>poison snakes</b>
16-19	2d8 <b>baboons</b>
20-28	1d6 + 3 <b>hyenas</b>
29-34	1 <b>hawk</b>
35-39	1d4 + 1 <b>giant lizards</b>
40-49	Grihoo serpents*
50-54	1d6 + 2 <b>boars</b>
55-59	1 <b>ape</b>
60-63	1 <b>tiger</b>
64-65	3d6 <b>flying snakes</b>
66-70	4d4 <b>kobolds</b>
71-74	1d3 <b>constrictor snakes</b>
75-80	1d10 + 5 <b>giant rats</b>
81-85	1d8 + 1 <b>giant frogs</b>
86-87	3d6 <b>stirges</b>
88-00	Serpent Whisperers of Grihoo*

**Grihoo Serpents.** When a result comes up where the characters encounter a Grihoo serpent, read the following:

The trees break, revealing a small clearing. All over the jungle floor, you see a dozen or more strange, 1-foot diameter holes spaced roughly 5 feet apart.

The holes are deep; potentially hundreds of feet or more. Unless the characters somehow reduce their size



to Tiny, they won't be able to go into the holes. When the characters find the holes, there is a 20% chance that 1d4 + 2 Grihoo serpents emerge from the holes and attack.

A Grihoo serpent is a **giant poisonous snake** except that it cannot move more than 15 feet from the hole from which it emerged and its lower half is always inside the hole. If the serpent is killed, the dead serpent retracts into the hole, as if pulled away by something deep within the earth.

A character who wishes to stop the snake from retracting can use its action to grab the serpent; he or she must then succeed on a DC 27 Strength check. On a successful check, the character stops the serpent from retracting. Otherwise, the serpent retracts into its hole and vanishes.

The mystery of the Grihoo serpents are detailed further in Part 3 of the *Titan's Heir* adventure path, **Grihoo**.

**The Serpent Whisperers.** When a random encounter or island survival task complication arises that triggers the introduction of the Serpent Whisperers of Grihoo, refer to Part 2 of this adventure below for details on how to run the encounter.

### Part 2: The Serpent Whisperers of Grihoo

The characters discover that the island is inhabited by a tribe of warrior women known as the Serpent Whisperers of Grihoo. The Serpent Whisperers have guarded the island for close to 500 years.

#### Story Objective B

Meeting the Serpent Whisperers is **Story Objective B**.

#### Area Information

The meeting with the Serpent Whisperers can happen anywhere on the island. However, it's likely that the Serpent Whisperers have had time to scout the area in advance.

#### Playing the Serpent Whisperers

Here are some suggestions for this encounter.

**Combat.** If the characters choose to fight the Serpent Whisperers, the Whisperers prove to be dangerous warriors. However, they are easily frightened of magic. If the battle turns against the characters, use their Fear of Magic trait to end the combat early.

**Exploration.** The characters might deny the Serpent Whisperers' request. However, the Serpent Whisperers, somewhat stubborn and brazen, make no efforts to hide their trails. A party navigator can follow the path left by the Serpent Whisperers by making a successful DC 10 Wisdom (Survival) check each day until they reach the Temple of Grihoo.

**Social.** Ykyope is not supposed to kill the characters but learn what she can about them. Ultimately, she wants to bring the characters to meet the high priestess Viothye. So long as the characters do not attack or act rude, the Serpent Whisperers will gladly take the characters to their leader.

**Dimensions & Terrain.** The Serpent Whisperers will not confront the characters unless they have plenty of places to hide and a clear route of escape if necessary. As humans without darkvision, they need to see, so it's likely they attack during the day.

**Sounds.** The Serpent Whisperers are eerily quiet and only speak when they feel they need to. None of them speak Common.

#### Creature Information

Ykyope (LN female human **amazon warrior** with 55 hit points) leads a squad four **Amazon warriors**.

**What Do They Want?** Likely, the Serpent Whisperers want to learn more about the characters and their intentions. They are dangerous, and

likely more than the characters can handle, but they will not kill unless pressed.

**What Do They Know?** Naturally, the Serpent Whisperers know most of the secrets of the island. However, they will not share what they know. If asked, they feign ignorance. Instead, they challenge the characters to travel to their temple to meet Viothye, their high priestess.

#### Treasure

Ykyope wields a *brutal macuahuitl*.

#### Wrap-up: To The Temple

One way or another, the characters should realize that there is a tribe of warrior women who live somewhere on the island. Whether they find the Temple of Grihoo themselves or are escorted by the Serpent Whisperers, they will eventually find the Temple.

The characters' arrival at the Temple of Grihoo ends this adventure. The campaign then continues in the third part of the *Titan's Heir* adventure path, **Grihoo**, in *BroadSword Monthly* issue 6.

#### Character Rewards

The characters earn the following rewards:

#### Advancement

Upon completing this adventure, each character gains a level. If the adventure is particularly combat-heavy or the characters spend a longer time than suggested surviving on the island, you may reward more experience if necessary.

#### Magic Item(s)

Multiple magical items can be found in the adventure, especially in the Bonus Objectives outlined on the following pages. The first two items are described in Appendix B.

- *Brutal macuahuitl*
- *Gloves of amphibios*
- +1 *longword*

## Bonus Objective A: The Man and the Boy

While the characters are exploring the island near the nameless mountain range, they discover a mine, abandoned for a century or longer. Hiding inside the mine are two mysterious people.

### Bonus Objective A

Exploring the abandoned mine and meeting Man and Boy is **Bonus Objective A**.

### Area Information

This area has the following general features.

**Dimensions & Terrain.** The abandoned mine is included in the Abandoned Mine Map supplement for this adventure.

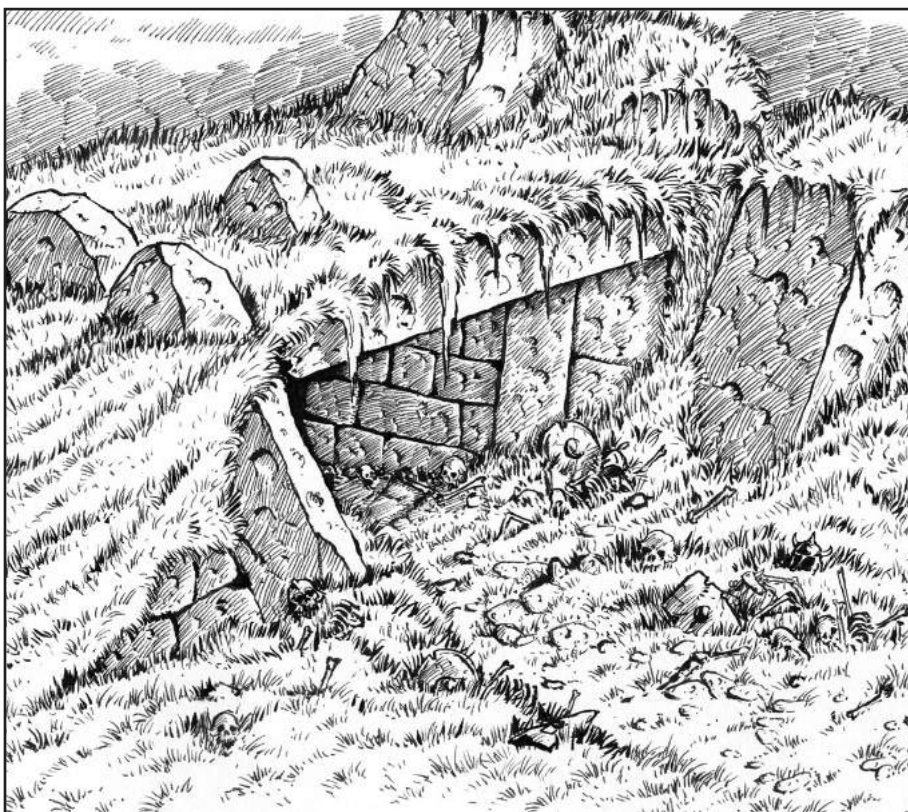
When the characters find the mine, read:

Pushing past trees, you come upon what looks like an old mining fort in the side of a cliff, probably a few decades old, consumed by the aggressive flora of the jungle. The crude, timber portcullis that once blocked entry into the mine rests against the stone pillars at either side of it. You doubt that it's still operational, but it looks like one can squeeze between the timbers were one so inclined.

**Lighting.** If the characters approach in the day time, the entrance to the mine itself is well lit by the sun above.

### Creature Information

Hiding inside the mine are **Man** and **Boy**. Unless the characters were particularly stealthy as they approached the mine, Man is waiting inside the mine, standing just a few feet to the north of the entrance into the mine. Meanwhile, Boy is hiding closer to the northern tower. See the sidebar for Man and Boy's details. The stats for



Man and Boy are detailed in Appendix C.

**Objectives and Goals.** Man and Boy are on the run from the Serpent Whisperers of Grihoo. Once Man recognizes that the characters are not the Serpent Whisperers, he will attempt to make a truce with the characters. Read the following:

The man backs away and lowers his weapon. You get a good look at him. His clothing is a hodgepodge of random armor, leather, and animal furs. The exposed parts of his flesh reveal dark, scarred skin. He hides his face behind the cowl of a bronze helmet. His beard is dark and kinky, touching his chest.

"I do not wish to fight. Boy and I only wish to escape the Serpent Whisperers."

A boy steps out from the darkness behind the man. No older than 10, the boy is thin and exhausted-looking wearing only a tan loincloth. He has dark eyes, dark skin, and

a mess of kinky, black hair on top of his head. If you didn't know any better, you'd guess he was a Dinzer.

Once the characters meet Man and Boy, they will soon confront the Serpent Whisperers of Grihoo who hope to capture the pair. The Serpent Whisperers are detailed in Part 2: The Serpent Whisperers.

**What Do They Know?** Man and Boy both know the location of the Temple of Grihoo. While they will not travel with the characters to that end of the island, they can provide directions. They warn that there are nearly one hundred warriors that live at the Temple of Grihoo. In addition to the warriors, the Temple is guarded by massive, intelligent apes known as the Heirs of Kong.

### Treasure

Among the building supplies found in the abandoned mine, the characters can discover *gloves of amphibios*.



## Bonus Objective B: The Ruined Monastery

While the characters are exploring the island, they discover an ancient monastery.

### Bonus Objective B

Exploring the abandoned monastery and discovering some of the clues of The Skeleton Key is **Bonus Objective B**.

### Area Information

The ruined monastery is built onto a pillar that stands at the center of a chasm that is 60-foot wide and 100-foot deep.

**Dimensions & Terrain.** Atop the pillar is an ancient monastery flanked by two, 120-foot tall statues of bird-humanoids. An ancient bridge of thick vines once connected the monastery to the southern end of the chasm. The bridge is now broken. If the characters make it to the other side of the bridge, they find three abandoned pagodas. A map of the temple is offered in the *Maps of The Skeleton Key* supplement from <https://www.patreon.com/czepeku>.

**Light.** Mist obscures the majority of the temple itself. Otherwise, the amount of light in the area depends on the time of day and weather

**Right & Left Pagodas.** Both the leftmost and rightmost pagodas are empty. Anything of value that was once within the buildings have long since been removed.

**Central Pagoda.** The center building is empty as well, except large, broken stones litter the floor.

**Broken Tablet.** A character who succeeds on a DC 10 Intelligence (Investigation) check identifies that the stones had once made up a tablet and the tablet once bore a symbol that looked like a star made of tangled serpents. If a character spends 10 minutes trying to reassemble

### Ambush

Cutting through the jungle like a scar was a canyon over a hundred feet deep, its bottom concealed with thick, clinging mist. The party traveled along its edge for four hours before they discovered a pair of statues rising from the canyon. Both statues faced one another. The statues were humanoid, certainly, but had avian faces with large, feathered wings sprouting from their back. They were dressed as monks, hands pressed together before their chests in prayer.

"Birdfolk?" asked the knight to the mage.

"Yes," said the mage, digging through his pack. He pulled a journal and flipped through it before stopping, "Ah!" Not just any birdfolk. The Disciples of Ze." His journal was turned to a page with a drawing that perfectly matched the statues before them.

Between the two statues, a bridge woven from thick vines spanned the chasm. At the other side, lightly obscured by the mist, stood a pillar of stone upon which were three pagodas.

"Allow us to investigate first, my lord."

The knight and four of the other explorers carefully crossed the vine-bridge to the other side. Lizards skittered over the weed-stricken plateau. A hawk watched carefully from a tree above. The wind whistled through the trees.

First, the leftmost pagoda was checked: empty. Same for the rightmost. Finally, the third, center revealed itself empty of life, too. However, at the center stood a large, stone tablet. Carved upon the tablet was a strange design. The design looked like a sun but instead of rays extending from its curved edges were the heads of snakes, over a dozen in all. Writing, unidentifiable to the Pressonian, was written at the base of the tablet.

The knights waited another minute or two before they relaxed their stance and turned back to the mage.

"My lord," called the knight to the other side of the chasm, "It's all cl—"

There came a whistle. The knight winced. He looks down at the ground. There was a fragment of something near his feet that looked like part of a thick eggshell covered in blood. Before he could reach for it, blood dripped into his eye. When he took his hand to wipe the blood from his brow he could feel a hole in his head right where the sling stone had entered his skull.

"My lord?" he gasped before falling to his knees. The last thing the knight saw before falling unconscious was the camouflaged tribal warriors crawling up the sides of the canyon wall, howling.

the tablet and succeed on a DC 12 Intelligence check to do so, they also recognize that there had once been a secret compartment hidden in the center of the tablet. Whatever was there is now gone.

**Dead Knight.** Ancient, rusted breastplate armor bearing the sigil of the god Ilwyn (a helmet with a sunrise behind it) can be found in the sand in front of the pagodas. Just a few feet from the armor is a sword of Pressonian make. A character who succeeds on a DC 15 Intelligence (His-

tory or smith's tools) check recognizes that the sword is probably at least 400 years old.

### Creature Information

The ruined monastery is the perfect location for an ambush from the Serpent Whisperers of Grihoo. See Part 2: The Serpent Whisperers for details on how to run this encounter.

### Treasure

The discarded sword found in the sand is a +1 *longsword*.

## Survivors of The Crash

The following NPCs may have survived The Predator's crash onto The Skeleton Key. Likely, a few were killed during The Flight of the Predator adventure. You can include all, some, or none of the NPCs. Each NPC has the potential to vastly change the dynamic of the adventure.

**Captain Cage.** Cage is the captain of the Predator. The real Cage is not actually there but thousands of miles away. Instead, a surrogate suit of animated armor known as a **remote traveler** takes his place. Cage's remote traveler does not require air, food, drink, or sleep.

**What He Wants.** Cage is trying to contact the Dinzers so they can send a recovery ship for the other survivors.

**Sometimes Here, Sometimes Not.** Because Cage is a remote traveler, sometimes he is manually operating the suit and other times the remote traveler is on auto-pilot.

**Erune (ay RUNE ay).** Erune was The Predator's cook. Erune is 5-foot 5-inches and weighs 125 pounds. She is a LG human Dinzer **noble** with proficiency in cooking tools.

**What She Wants.** Erune is ultimately loyal to the Dinzers and Captain Cage. Her first objective is to always ensure the health of the other survivors.

**Very Superstitious.** Moreso than most Dinzers—who often come off as cold and logical—Erune is exceptionally superstitious. She is terrified of the number 8.

**Ivoxar (eye VOX ar).** Originally one of the crewmen of The Predator, Ivoxar revealed himself to be an accomplice of Orner Wreros'. Ivoxar stands 6 feet tall and weighs a little over 200 pounds. He is a LE human Dinzer **thug**.

**What He Wants.** Above all, Ivoxar is a coward and wants to survive. He'll try to ingratiate himself with whomever he feels gives him the best chance of getting off the island.

**No Allegiances.** Ivoxar is quick to turn on anyone whom he feels won't further his agenda.

**Kizahr (kuh ZAR).** Kizahr of Odonburg is a fiercely patriotic third-generation navy man from the Dinzer province of Boscós. He says very little, almost never smiles, and prefers to keep to himself. Typical for a Boscosi Dinzer, Kizahr is short. He stands only 5 feet and 2 inches tall and weighs 140 pounds. Kizahr is a LN male Dinzer human **noble**, except he prefers to fight with a pair of daggers named Red and Blue.

**What He Wants.** Kizahr knows he has the skills to survive on the island and doesn't want to be held back by the others. He may even disappear to create his own camp.

**Justice.** If Ivoxar, Estar, or Orner Wreros survived the crash, Ivoxar hopes to bring justice to the villains. He hopes to get them apart from each other so he can kill them one by one.

**Pseudo (SOO doe).** Pseudo is a **doppelganger** who posed as Orner's henchman, Kilbin. She correctly suspected that Orner was responsible for serial bombings across Omeria.

**What She Wants.** Pseudo wants to get off the island and bring Orner to justice. She is not above killing Orner Wreros if she needs to.

**Prove Them Wrong.** Most Omerians are distrustful of doppelgangers. Pseudo hopes to prove naysayers wrong by performing good deeds.

**Halim Saleem (ha LEEM sa LEEM).** Halim is Buman's partner and a zoologist. Like Buman, Halim accompanied the creatures recovered from Qola on The Predator. Halim Saleem is 6 feet tall and weighs 160 pounds; he is a LG male Ditimayan human **veteran** with proficiency in the Animal Handling and Nature skills.

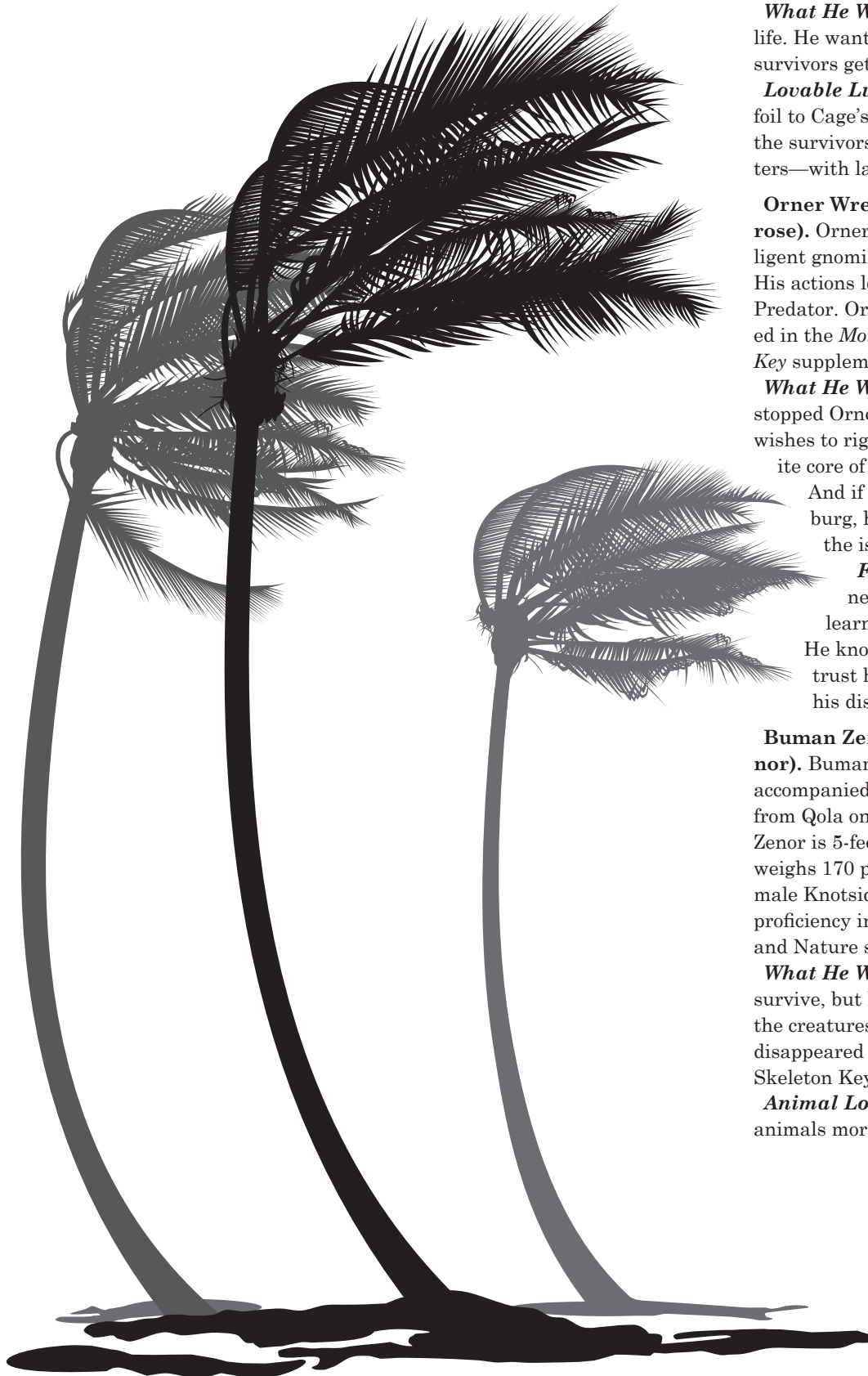
**What He Wants.** Halim wants to help out the camp as much as he can. Having survived three near-death encounters since becoming involved with the creatures, he's started to believe that he is not destined to work with the animals.

**Wise and Friendly.** No matter how difficult things get, Halim is always a voice of reason and optimism.

**Tohaku (toe HA koo).** Tohaku is a shungmo (pandafolk) from the distant nation of Meiyō-ken. He is Cage's first mate. Tohaku is 7-feet tall and weighs 400 pounds. As a shungmo, he is covered from head to toe in thick fur that alternates between black and white. For Tohaku, use the **werebear** stat block except without its Shapechanger feature (always in hybrid form) and remove its lycanthropy curse.







**What He Wants.** Tohaku values all life. He wants to make sure that the survivors get off the island.

**Lovable Lug.** Overall, Tohaku is a foil to Cage's negativity. He welcomes the survivors—including the characters—with large, fuzzy arms.

**Orner Wreos (ORR ner RAY rose).** Orner Wreos is a wildly intelligent gnomish inventor and wizard. His actions led to the crash of The Predator. Orner's stat block is included in the *Monsters of The Skeleton Key* supplement.

**What He Wants.** The crash has not stopped Orner from his mission; he wishes to rig the emerald Odonburgite core of The Predator to explode. And if he can't do so in Odonburg, he'll settle for doing it on the island as a show of power.

**False Reformer.** Orner pretends that he has learned the error of his ways. He knows that the others won't trust him regardless and keeps his distance.

**Buman Zenor (BYOO man ZAY nor).** Buman Zenor is a zoologist who accompanied the creatures recovered from Qola on the Predator. Buman Zenor is 5-feet and 8-inches tall and weighs 170 pounds. Zenor is a LG male Knotsider human noble with proficiency in the Animal Handling and Nature skills.

**What He Wants.** Buman wants to survive, but he also wants to rescue the creatures from The Predator that disappeared into the forests of The Skeleton Key.

**Animal Lover.** Buman talks about animals more than he should.

### Building Projects

When the characters use the building island survival task, they must designate which building project they wish to complete or what tool they wish to create. The following projects and tools are available for the characters to create.

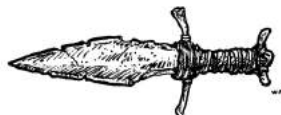
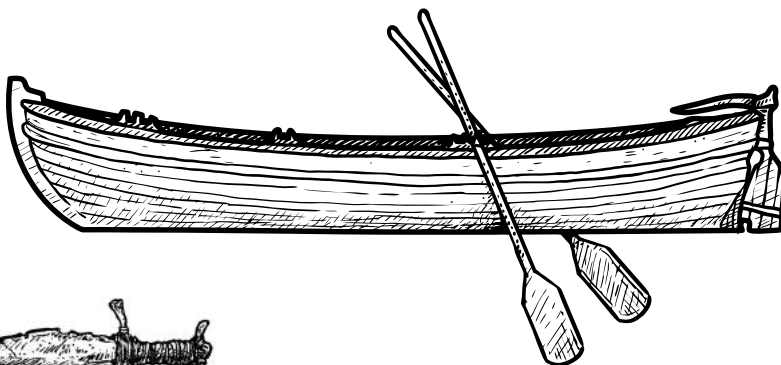
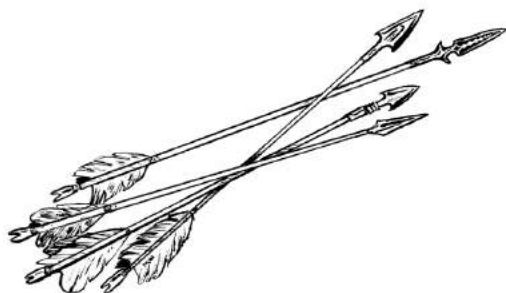
**Building supplies.** There are various types of building supplies that the characters can find while performing island survival tasks. Some must be found while gathering resources. Others are discovered while hunting. And others still must be created through building tasks. Ω

#### Tools.

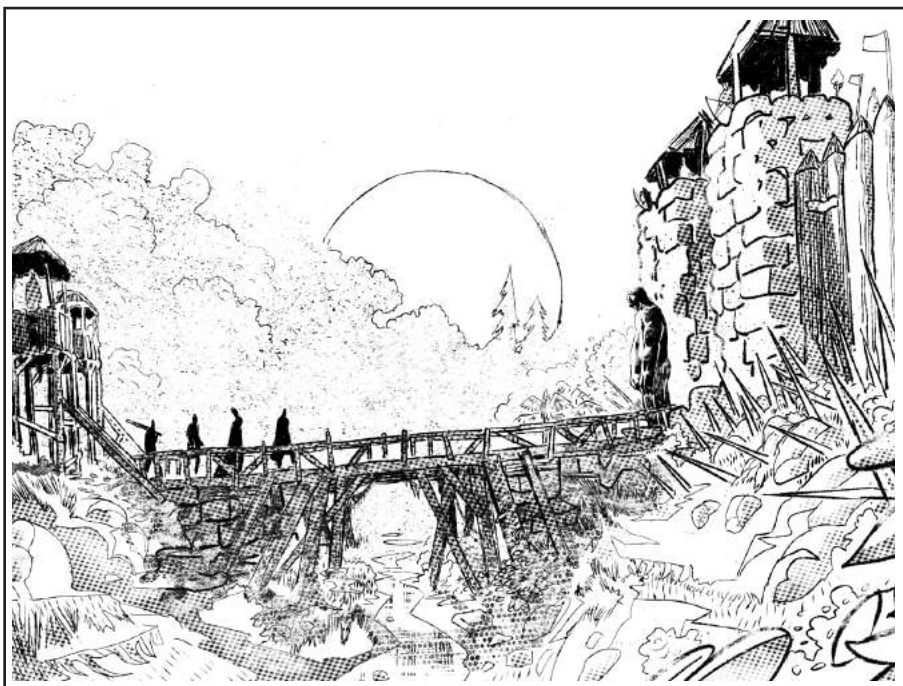
Project	Costs (Building Supplies)	Benefit
arrows	1 stone, 1 wood	Creates 10 arrows.
backpack	1 hide	Creates 1 backpack.
bedroll	1 hide	Creates 1 bedroll. Characters with a bedroll have advantage on checks to avoid discomfort during a long rest.
club	1 wood	Creates 3 clubs.
dagger	1 stone	Creates 2 daggers.
hammer	1 stone	Creates a hammer.
handaxe	1 stone	Forests produce double wood.
healer's kit	1 reed	Creates a healer's kit.
hide armor	2 hides	Creates hide armor.
ladder	1 wood	Creates a ladder
pouch	1 hide	Creates 3 pouches.
rope	1 reed	Creates 50 feet of rope.
shortbow	1 rope, 1 wood	Creates a shortbow.
shovel	1 stone	Creates a shovel.
spear	1 stone, 1 wood	Creates 2 spears.

### Building Projects.

Project	Costs (Building Supplies)	Benefit
furnace	4 stone	Ignore the infestation hazard.
moat	Each character or NPC participating must have a shovel.	Ignore the monster attack hazard.
rowboat	2 hide, 3 wood	Creates a raft (same as a rowboat).
shelter, basic	1 reed, 2 wood	One character or survivor does not have to succeed on a Constitution saving throw to gain the benefits of a long rest.
shelter, improved	6 stone, 2 wood	As a basic shelter, but cannot be destroyed during a fire or storm.
snare	1 rope	During the production phase, the snare produces 1d4 pounds of food.







# TALES OF OMERIA: GLAIVE OF THE REVENANT KING

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BY TEAM SUPERHYDRA

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## 3rd-Level Adventure for Fifth Edition

Cartography by Watabou.itch.io, Forgotten Adventures, Miska's Maps, and CZE/Peku  
Art by Matias Lazaro, Earl Geier, and William McAusland

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*Glaive of the Revenant King* is a 3rd-level Fifth Edition adventure for 3-5 characters. Characters who survive the adventure should reach the 4th level by the adventure's conclusion. This is the major side quest in the **Hand of Eight** adventure path. It can be played as the kickoff for the larger adventure setting or as a one-shot adventure for your players. The campaign is intended to be set in the DMDave crowdsourced campaign world of Omeria. However, it can just as easily be inserted into any other mysterious, untamed wilderness.

### Introduction

The Wallingmiotta is home to all manner of dangerous and unusual creatures. But of all the dangerous regions within the Forest of Phantasms, the ancient elven lands of Ayas Kelren have the greatest mortality rate. Once the lands that surrounded the elven city of Imfe Aiqua, Ayas Kelren is thick with undead, hazards, and curses. Very few creatures who enter these gray woods return alive or with all their sanity intact. Recently, the researchers at Camp Hummingbird discovered that the captain of the guard, Caustis Mèyor could travel into Ayas Kelren unaffected by its evil. It's believed that if she can retrieve the long lost weapon of the elven kings, Dusk, Caustis will be the first elven monarch in 200 years. Unfortunately, a dark elf named Zau Teken'ath also seeks the Glaive of the Revenant King and has already put a plan into motion to stop Caustis, the soldiers at Camp Hummingbird, and the characters.

### Background

For thousands of years, before the time of man and long before the Age of Triumphs, the elves of Imfe Aiqua and the Wallingmota forest ruled the lands north of the Basilisk's Spine Mountains. They were led by a line of kings who stretched as far back as

the historical Age of Fey. The first King, of course, was Aiqua the Dawn. Aiqua conquered the Unbeasts of Loqar and defeated their gruesome god, Or'oleg at the Precipice of Horror. Unfortunately, that conflict cost Aiqua his life. Aiqua was laid to rest in the tombs beneath Imfe Aiqua and Dusk, the glaive he slew Or'oleg with, was placed in the Pool of Nihalar. The elves of the Wallingmiotta did not believe in hereditary leadership. Instead, they believed that the soul of the fallen King would choose its replacement. Furthermore, they believed Aiqua's soul resided within Dusk, his glaive.

Two hundred years passed. Eventually, an elf of Olyothyry, Hycis Quifina, was visited by the Dawn's ghost. Quifina traveled across the continent to Imfe Aiqua and descended into the Tomb of Nihalar. There, Quifina discovered Aiqua's glaive and retrieved it from the pool. Quifina was named the new King of Imfe Aiqua and ruled for over 700 years. Then, when Quifina of Olyothyry died, he, too, was interred in the Tomb of Nihalar, and Dusk was once more laid to rest in its pool...

Winters came and went. New kings were named. And when those Kings died, they were placed within the Tomb of Nihalar along with the glaive, Dusk. The tenth—and some say final—King of Imfe Aiqua was only a 70-year old elven boy when Dusk accepted him. His name was Ruehnar Kelren of Wallingmiotta. Kelren led the humans of Presson's Enclave against the Anorians north of the Elanil River (since renamed the Fairknot) and freed the lands north of the Basilisk's Spine Mountains of their tyranny. King Kelren battled the Garrish hordes and even fought alongside the northern armies during the Seige of Vegmoxas. Kelren was reckless, stubborn, and charming. Needless to say, the elves of Imfe Aiqua loved him.

Kelren's reign lasted 750 years. But then the elves of his city began to grow ill. No magic, arcane or otherwise, could cure them of their ailment. The sages of Imfe Aiqua believed it was a curse bestowed upon them by the Dark Fey in the Other. The Olyothyrian sages thought it might be that the land itself no longer required the elves. After all, this was now the age of man. Kelren eventually succumbed to the mystery illness, died, died and was interred by the few elves who avoided the illness. Once more, Dusk was put to rest in the Pool of Nihalar.

Three hundred more winters came and went. Like the elves who once lived in Imfe Aiqua, the City of Poetry, the city is a ghost. The lands surrounding it—Ayas Kelren, the lands of Kelren—are haunted by the dead.

But there is talk that the vengeful ghost of an elven king haunts the Wallingmiotta. He seeks the next chosen one who will find the Tomb of Nihalar—he seeks the next chosen one who will hold the *Glaive of the Revenant King*.

### Zau Teken'ath

Zau Teken'ath is an Anorian elf whose entire life has brought him nothing but pain and misery.

When he was only 59 years old, his parents were executed for violating the Knotside-Anorian Accord's limitation on full-blooded Anorian children. Orphaned, Zau was taken in by a human woman whose husband and daughter had recently passed away. She lived in an abandoned manor north of the town of Camor. Unfortunately, Zau was not brought into the widow's home with open arms. The woman revealed herself as a warlock worshipper of the ice demon Vapul. Believing that Zau's Anorian heritage gave him a natural connection to the ice demon, she imprisoned the young elf in the dungeon below the manor.

For decades, the warlock kept Zau

alive, just barely. She fed him scraps. When he cried, she beat him. Then, some nights, she would pull him from his cell and perform magic rituals, frequently bringing him near the edge of death. She referred to Zau as "*hu*," the Anorian word for dog.

The ghouls that lived in the dungeons below the manor would torment and threaten Zau as well. Zau would watch the ghouls bring captives into the dungeon where they would be placed in the cells next to him. The captives begged Zau for answers. He offered none; he had none to give. Instead, he watched as the ghouls ate them alive. Their spilled blood would pool and seep into his cell. With no other choice, he would lie in the blood of those the ghouls feasted upon. It was one of the few times Zau ever felt warmth.

During his trances, Zau focused on freedom. To keep himself sane, he reminded himself of the stories that his mother had told him of Hycis Quifina, the second King of Imfe Aiqua—Olyothyrian. She used to tell Zau that Dusk, the glaive of the Aiquan kings, still lay unclaimed in its underground pool as it has for two hundred years. Whispering, she told him, "Perhaps the next King of Imfe Aiqua will be like Quifina, born of a different tribe. Perhaps the next king will be Anorian? What do you think, my little King?"

Forty years passed. One of the ghouls—a woman who magically disguised herself as a caretaker that worked upstairs with the warlock—eventually took interest in Zau. Zau noticed there was something different about the ghoul, too. She was different, perhaps not as consumed by her insatiable hunger for flesh—or perhaps saw something in Zau the others didn't. At first, she would walk by him and stare at him. Eventually, she would speak to him. In time, Zau spoke back. They traded a few words, and over time those words grew to sentences and eventually entire



conversations. Words became touches and touches became passion. Zau loved the ghoul—my joy, he called her—and she loved him back.

One night, the ghoul came to Zau and opened his cell. She dressed him in a thick overcoat and handed him a satchel with rations. “You have to leave. Tonight. Something is going to happen soon and I fear you won’t survive.”

She also handed him a vial of dark, black ichor. “Take this. Go fifty miles north of here. There is an old church that burned down years ago. Behind it, you will find old graves. Midnight, two days from now, pour this blood onto one of the corpses.”

Zau didn’t question her request. The two embraced and kissed one last time. Quietly, Zau slipped out of the dungeon and into the cold, dark world above.

Tired and delirious, having been underground for almost his entire life, Zau stumbled through the Amber Forest. But the young elf was determined. He would fulfill his love’s request, even if it killed him.

A blizzard fell across the land. The cold and snow beat at his face. The wind pushed him back. Through it all, he found the abandoned church and its overgrown graveyard. That night, as the storm reached its pinnacle, Zau unearthed a withered, forgotten corpse from one of the graves. Then, just as his joy had asked, he poured the black ichor over its bones. With nothing left in him, he collapsed into the hole with the ichor-drenched corpse and let the snow cover him.

Strangely, Zau dreamt, a new experience for the elf.

Zau dreamt of a dark, gray wood, devoid of all color. In the dream, some two hundred feet from him, he saw a white boar running into the underbrush. Without a word, he chased the boar. No matter how fast he ran, the boar was always 30 yards ahead of him. Eventually, the tree line broke and Zau found himself chasing the



boar through the cracked streets of some ruined elven city. Relentless, he continued his pursuit until the boar finally stopped before an old temple built in the shape of a pyramid. Then, the boar spoke in elven. *Find me*, it said.

Zau woke the next morning in the ruins of the old church. The snow had stopped and the morning sun shone through the collapsed roof. And there she was: his joy. She no longer possessed the magic that made her appear humanoid. Her true undead nature was revealed to Zau. Of course, it didn’t matter. He loved her.

Zau never asked her what happened at the manor or why she asked him to leave and perform the task. “That life is no more,” was all she told him. After Zau recovered from his exhaustion and frostbite, the two traveled north.

### Adventure Summary

The story starts in the Fairknot town of Barnemouth. There, the characters are accosted by Igodarin, a young, optimistic Dinzer mage who hopes that they can escort him to Camp Hummingbird in the Wallingmiotta,

the mysterious forest on the southern banks of the Fairknot River.

Once the characters arrive at Camp Hummingbird, they learn that the camp’s captain, Caustis Mèyor has been making regular trips into the woods west of the camp by herself. For some reason, she is unaffected by the curse that plagues the woods.

The characters remain at the camp for a few weeks. In that time, a mystery starts to unfold: someone in Camp Hummingbird seeks to gain control over the cursed woods and its secrets. After the camp’s lead scholar is murdered, Caustis Mèyor is lost in the forest with no way to communicate with Camp Hummingbird. Then, if things couldn’t get any worse, a tribe of orcs attacks the fort. During the fray, the characters escape into the haunted woods to find Caustis.

Eventually, the characters find Caustis at Imfe Aiqua just before the Tomb of Nihalar. Barely alive when they find her, the characters learn that she was attacked by the dark elf traitor Zau Teken’at and his undead bride, Xenia. Guided by Caustis, the characters confront Zau and Xenia in the Tomb of Nihalar. The adventure

ends after Zau or Caustis claims the *Glaive of the Revenant King*.

## Adventure Hooks

This adventure can be played as a one-shot or part of the *Hand of the Eight* adventure path. Here are a few ways that you can get the characters hooked in the adventure.

### Escorts Needed

Igodarin, a young, optimistic mage from Odonburg approaches the characters while they are passing through Barnemouth. He explains that he's traveled all the way from the Pexia Institute in Odonburg and he hopes to study at Camp Hummingbird under the world-renowned scholar Enuxar. He offers the characters 50 gold pieces each if they can offer him safe passage through the Wallingmiotta Forest to Camp Hummingbird.

### The Hand of the Eight Side Quest

If the characters are already participating in the *Hand of the Eight* adventure path and you wish to include this adventure as part of the story, then you can easily fit this side-quest in Chapter 5. Instead of meeting Igodarin in Barnemouth, the characters find him lost in the Wallingmiotta. He explains that he is on the way to Camp Hummingbird. Although he doesn't know the location of Aruxius, he believes that one of the people there will likely know the location of the reclusive illusionist.

### You Are the Hero

Most of the adventure assumes that Caustis Mèyor travels with the party. Instead, a character in the party can be "the Chosen One." The character must be of elf or half-elven descent. Throughout the adventure, text blocks marked "You Are the Hero" explains how to change the dynamic of the story to fit the character as the Chosen One in place of Caustis Mèyor.

## Chapter 1. Barnemouth

Humans dominate the Fairknot village of Barnemouth, but it is also home to a considerable number of northern-based wood elves. These elves fled persecution by the northern orc tribe, the Drake-scales. Barnemouth is the largest town along the Fairknot River before it spills into the north end of the Omerian Ocean. The town is known for its massive statue of Godefroi Barnemouth the Loving, a contemporary of Camor. Those passing through often comment that the statue does not look like a paladin, but more like an older, loving grandfather. Despite his years of service for the northern armies, this is how Barnemouth preferred to be remembered.

Interestingly, there are no temples in Barnemouth. At one point, the city was home to worshippers to Tholona the Dawn and General Ilwyn, God of Summer. During the Cleansing that followed the War of Gnahr, the early Barnemouthers collapsed the temple. While the aggression towards religious worship isn't as strong as it was two hundred years ago, those who follow divine faiths—including paladins—are shunned by the locals. The Drake-scale orcs have once again started their march south towards Fairknot River. Already, the town of Camor has reported attacks in the forests north of their village. It's only a matter of time before Barnemouth sees action.

### Important Barnemouthers

Like many who live along the Fairknot River, Barnemouth's citizens have known peace and tranquility for some time. Only recently with the incursion of Drake-scale orcs have they had to raise arms. Outside of their hatred of organized religion, Barnemouthers are a friendly, helpful lot.

Important Barnemouthers include the following NPCs:

- **Dillurk Woodpeak** is the town's historian and caretaker of Loving Hold (Area 1).
- **Doniana Helyn** is a fortune-teller and dream reader who works from a shop in the Tangle (Area 8).
- **Mona Mèyor** is the head of the town guard and militia (Area 7).
- **Oprimo Regent** is the headmaster of Ebondawn, a self-proclaimed arcane guild that operates out of the Nine Sabers guildhall (Area 4).
- **Pataz of Odonburg** manages a few warehouses at the docks and is known for black market dealing in goods and information (Area 9).
- **Rand Lauf** is the leader of Bronzeforce, one of the three adventuring guilds that works out of the Nine Sabers guildhall (Area 4).
- **Rhibun Beshu** is the owner of the Natural Hand tavern in Last Glimpse Ward (Area 3).
- **Sarya Moonshade** is the constable and mayor of Barnemouth (Area 6). Sarya once wanted to become a singer but lacked the voice to do so.
- **Thokhim Snowbraids** is the leader of the Wind Dragons, one of three adventurers guilds that makes their home in the Nine Sabers guildhall (Area 4).
- **Viciara Tortlar** leads the Anorian enclave, Little Mythse Anore (Area 10). She is also the secret leader of the Good Will Union.

### The Good Will Union

A group of roughly thirty half-Anorian Barnemouther merchants have formed a publicly known faction called the Good Will Union. The coalition meets once a week to discuss town affairs and offer help where it's needed. The Union has a secret, though: most are practicing warlocks. Some draw their eldritch energy from Vapul, as it befits those of Anorian heritage. But there is no one set god or otherworldly patron that the group's members draw power from. If anything, the secret side of the Good Will Union is for scholarly purposes.



However, they have been known to use their powers on behalf of Sarya Moonshade who is well aware of their existence.

### Adventure in Barnemouth

Barnemouth is the starting point for this adventure as well as one of the destinations in Chapter 5 of the Hand of the Eight adventure path, Wallingmiotta. The clues and rumors provided by the NPCs of Barnemouth pertain to both this adventure and the overall Hand of the Eight storyline—if you choose to include this as part of the adventure.

### Glaive of the Revenant King

When the characters arrive in Barnemouth, a few minutes of conversation with any NPC reveals the Barnemouther's fears and thoughts on the mysterious Wallingmiotta Forest south of the river. Asking about what's going on in town comes up with the following rumors and clues:

- Five years ago, there was a massive blizzard that hit the Fairknot region. During that blizzard, an old manor house north of the village of Camor exploded. No one is sure what happened and the Camorians aren't talking.
- The Drakescale orcs have grown more aggressive over the last decade. Recently, they led a raid on some of the farms north of Gongspire. Rumor has it that they've crossed the river and are now in the Wallingmiotta.
- A strange couple entered the town a few months ago. The man was a young, gaunt Anorian and the woman wore all red with a white mask. They were asking around about Camp Hummingbird.
- Camp Hummingbird sits at the edge of Ayas Kelren, the cursed lands that surround the ruined elven city of Imfe Aiqua. It's populated by soldiers and researchers. Because of the recent attacks by the Darkescale orcs, many of the civil-

ians stationed there have deserted.

- Rumors are going around that Caustis Mèyor, the captain of the soldiers that protects Camp Hummingbird, has been visited by the ghost of an Elven King. She recently spoke with the fortune teller Doniana Helyn (**Area 8**).
- Two hundred years ago, the elves of Imfe Aiqua all died from a mysterious illness.
- Your best source for information in Barnemouth—if not all of Northern Omeria—is Pataz the Dinzer who operates out of the docks (**Area 9**). Fair warning: he only trades in information, so you better have something worth trading.



### The Hand of the Eight

If playing this adventure as part of the larger adventure series, there are additional rumors that the characters can learn as it relates to the story.

- Kongrodol the Worm sleeps in the belly of the Wallingmiotta Forest. They say when the Hand of the Eight appears, Kongrodol will return to avenge the fallen elves of Imfe Aiqua.
- There are a few people in town who might know where Aruxius lives including the fortune teller Doniana Helyn (**Area 8**) and the Anorian sage Viciara Tortlar (**Area 10**).
- The centaur clans that protect the fields east and west of the Wallingmiotta are fierce enemies of the hobgoblin hordes of Gar Wabrizz.
- A particularly nasty group of ko-

bolds live in the Wallingmiotta. They are protected by a colossal bear named Tremor.

- Terrible lizards the size of buildings roam the forest. Careful: they love the taste of humanoid flesh.
- Supposedly, a Dinzer aircraft of some sort crashed in the deep south of the Wallingmiotta forest.

**Zau and Xenia.** For the last five years, Zau has studied the nature of the one-off dream he had following his collapse. His research led him back to the Fairknot region and Imfe Aiqua. He believes that he is the next Aiquan King and that it is his destiny to reclaim Dusk from the Pool of Nihalar. Zau's ghoul lover—who goes once more by her human name, Xenia—travels alongside him. Since her “rebirth” she's undergone an unusual transformation. Xenia hides her appearance under red robes and cowl and an ivory mask. Still, she is curiously tall, standing nearly seven feet in height.

After the two visited Barnemouth, they crossed the river en route to Hummingbird. This was three months ago.

### Barnemouth Locations

The most important locations in Barnemouth are detailed below. Barnemouth is a town of approximately 2,000 citizens.

Therefore, buildings shown on the map that don't have a number and a description are up to you to interpret. Consider that Barnemouth is a large, prosperous—if conservative—town on the banks of the Fairknot river, and one of the last major civilized areas before the Fairknot bumps against the edges of Ayas Kelren.

Many of the locations in town feature information about this particular adventure. However, if you are using the town as a point of interest in the *Hand of the Eight* adventure path, ignore the clues labeled *Glaive of the Revenant King*. Similarly, if you are

ignoring the *Hand of the Eight* adventure path, ignore the clues labeled *Hand of the Eight*.

**1 - Loving Hold.** The old fortress of Barnemouth hasn't seen active duty in hundreds of years. While it's supposed to be the home of the constable-mayor, Moonshade prefers to live over the Drunk Spider. Instead, the hold works as a feast hall, meeting house, and even museum chronicling the Time of Triumphs and the siege of Imfe Mythse Anore.

**Key NPCs.** Dillurk Woodpeak (LN male Knotsider human **commoner**; Intelligence 13, proficiency in History) acts as the caretaker of Loving Hold. Woodpeak is a wealth of knowledge on the Fairknot region and even the Wallingmiotta. Expect that he knows most of the rumors and information offered in the Adventures in Barnemouth section above.

A staff of five attendants (human **commoners**) assists Woodpeak with the care of the Loving Hold.

**Glaive of the Revenant King.** Woodpeak is extremely knowledgeable on the history of Imfe Aiqua and the elves of Ayas Kelren. If the characters are willing to chat with him, he can share the details of the Background section regarding the Aiquan elves.

**Hand of the Eight.** Aruxius travels to Loving Hold periodically to speak with Woodpeak. Woodpeak isn't sure exactly where Aruxius lives, but he suggests that the characters travel to Pella's Wish. He'll mark on a map the location of the gnome village.

**2 - Black Wing Grounds.** A group of rangers named the Black Wings patrol the forests north of Barnemouth. The collection of buildings at the northeast end of town is where they live, train, and operate. At any given time, there are at least ten rangers (**guards**) in attendance. The other thirty to forty who operate from Barnemouth work in the Amber for weeks at a time.

**Key NPCs.** Their leader, Phraan Boarrider (CG male Aiquan elf **scout**) was recently injured in a skirmish with Drakescales and is recovering. Boarrider, nearly 250-years old, is one of the few living Aiquans who avoided death at the hands of the plague that killed most of the Aiquans. Boarrider is also one of the few Barnemouthers "in the know" of the Good Will Union's true nature.

Imzar Rilynat (NE male Anorian elf **spy**) is a particularly ill-spirited ranger who works with the Black Wings. Many of the Black Wings consider him the true leader of the group. Unfortunately, Imzar's intense hatred of humans has kept him from ascending. Since Boarrider's injury, however, many suspect that Imzar will take his rightful spot at the top. Around humans, Imzar only speaks in thick Anorian Elven. Only natural Elven speakers will understand his slang and idioms—others who speak Elven will need to make regular DC 10 Intelligence (History) checks to comprehend what he is saying.

**Glaive of the Revenant King.** Boarrider and eight of his rangers traveled to Camor after the blizzard of 1035 following rumors that a cult of Vapul worshippers was operating out of an old manor there. The Camorians refused to comment or offer useful information. However, Boarrider's crew suspected that at least one person escaped the manor a few days before it was destroyed and fled north.

**3 - Last Glance Ward.** The old joke goes: "This is your last glance at civilization, enjoy it while you can." Of course, there are plenty of villages and towns west of Barnemouth. Still, Barnemouth is the largest, most populated, and best-protected town before the Fairknot slips north into the Fierce Lands.

The merchants of Last Glance Ward—many of which are half-Anorian—play on the ominous jokes and warnings given to those heading into the Fierce Lands. As such, many of

the shops there serve survival gear, weapons, and wards and trinkets. Nearly every shop sells siren hooks. The black, curved claw can be worn as a talisman, a broach, or any number of creative ways. Some smiths even forge the siren hooks into the pommels of daggers. Supposedly, siren hooks ward off the legendary hollowmen, monsters reported to haunt the forests and banks of the western Fairknot region.

**Key NPCs.** Chi Qouyas (NG male wanderer halfling **veteran**) is a swordsman selling his escort services to those who seek to travel along the Knotted Road south into the Fierce Lands. Though mostly well-liked, Chi has a bad habit of getting into other people's business. Regardless, his unique fighting style and knowledge of the flora and fauna of the Fierce Lands makes him a valuable asset.

Rhibun Beshu (CG male Knotsider human **commoner**) owns the Natural Hand tavern, a three-story building close to the town walls. Rhibun used to be a trapper who worked the amber, but after a run-in with an unfriendly owlbear has decided to settle down. He acts as a point of contact for Good Will Union, selling their services (with his 10% mark-up, of course) to those looking for assistance arcane. Rhibun is a jolly, old woodsman with a hearty laugh. It's not unusual to find him sneaking drinks behind the Hand, lest his wife Heroli catch him and ring his ear.

Rucker (LN male devilkin **noble**), for lack of a better term, is a snake oil salesman. A few years ago, Rucker nearly died in the town of Riverside. Since then, the green-skinned devilkin has started to change his ways. Still, he loves nothing more than quick coin from an easy target. Rucker always travels with a masked Garrish **hobgoblin** named Exter who works as his bodyguard.

**Glaive of the Revenant King.** Offering Rhibun 10 gp loosens his lips: Recently, an Anorian going by





the name of Zau came into town and was asking for information on Camp Hummingbird. Flush with coin, Zau purchased a private meeting with the leader of the Good Will Union, Viciara Tortlar. Rhibun doesn't know much more than that.

**Hand of the Eight.** Chi Qouyas knows the exact location of Aruxius' cabin in the Wallingmiotta and will gladly lead the characters there for 1 gold piece per day in payment. With Chi navigating the party, random encounters only happen on a result

of 18+, and he never gets lost in the Wallingmiotta.

**4 - The Nine Sabers.** One hundred years ago, the Nine Sabers Guildhall was home to a band of traveling warriors who explored and adventured throughout northern Omeria, the Fair Knot region in particular. Each a born and bred Barnemouther, they were a coalition of warriors, rogues, and rangers who used their skills to scare off many of the dangerous inhabitants north of the Fairknot. The

last of the Sabers, Kaarlo Jakar died twenty years ago at the ripe old age of 99. At Kaarlo's passing, the guildhall was opened to the public. Kaarlo's granddaughter

Edda Clanbloom sold off most of the valuables within the Nine Sabers' old fortress then moved to Presson's Enclave where she now lives in a sizable plot of land.

Now, three different adventuring guilds work out of the old location: Ebon dawn, Bronzeforce, and the Wind Dragons. Needless to say, none

of these organizations have the talent or heroic qualities the Nine Sabers once had. Instead, they act as loan sharks for young adventurers looking to get a start in the Fierce Lands.

**Key NPCs.** Ebondawn's headmaster is Oprimo Regent (LE male Knotsider **noble** with the Magic Initiate feat). Regent positions himself as a sorcerer supreme, utilizing tricks and deception to make the people of Barnemouth believe he holds power. Of the three headmasters in the Nine Sabers, he is the least seen, preferring to "stay in the shadows" of the hall's old wizard tower.

Rand Lauf (NG male human **guard**) leads Bronzeforce. Bronzeforce is a rag-tag coalition of retired guards, wannabe mercenaries, and inexperienced adventurers. Many of Bronzeforce's members are too poor to afford their own housing, so Lauf allows them to stay in the barracks for as long as they need. Among the Barnemouthers, Bronzeforce is something of a joke. Recently a paladin named Thalia Pridemane (LG female Pressonian human **knight**) entered town looking for work and decided to stay among the Bronzeforce. Immediately, the inexperienced members of Bronzeforce were taken surprised by her talents with a blade. Unfortunately, locals learned of Thalia's devotion to the god, General Thinir. They want Lauf to remove her from her post and exile her from town. Lauf, never one for tough decisions, hasn't made a move one way or the other yet.

Finally, Thokhim Snowbraids (N male Von Doral dwarf **knight**) is the captain of the Wind Dragons. Thokhim and his four brothers, Raznour, Norammeat, Dholgratin, and Grozas (all **knights**) were once members of a security force that operated in Von Doral. After the exodus, the brothers did not want to feel unneeded. Instead of retiring to a mundane life south of the Basilisk's Spine, they turned their attention to Northern Omeria and the Fairknot Region. The

term Wind Dragons is actually a mispronunciation of Vindraakunz. Rough translation: drunk and disorderly.

**Glaive of the Revenant King.** Thokhim is close friends with Caustis Mèyor. Before taking the job at Camp Hummingbird, she shared with Thokhim that she had a dream about a white impala that led her through the Wallingmiotta to the ruins of Imfe Aiqua. He recommended to Caustis that she speak with Doniana Helnyn, an expert on dreams. Helnyn is located at the east end of town along the Knotted Road.

**Hand of the Eight.** Members of all three of the adventuring guilds are eager for excitement. Members of the Wind Dragons and Ebondawn charge 2gp per day for their services, whereas Bronzeforce members will charge as little as 3sp per day for work. Thalia Pridemane will travel with the characters for free if they offer her food and company—the disdain for religious people in Barnemouth has made her time difficult there and could use an escape.

**5 - Statue of Godefroi Barnemouth the Loving.** The grandfatherly statue of the town's founder is found in the center of town. Once per year on Godefroi Day

(roughly two weeks after the Summer Festival) Barnemouthers decorate the statue with wild flowers.

**6 - The Drunk Spider.** Barnemouth's most popular tavern and inn, the Drunk Spider, is where nearly all Barnemouthers end their day. Certainly, there are other drinking establishments in town, but the Spider easily consumes every six out of ten coins that go towards bar tabs. Originally called Godefroi's, the Spider got its name from an urban legend. Supposedly, when Godefroi was still alive and bartending at the Spider, the old paladin caught a spider and tossed it in a mug. The spider pulled itself out and stumbled away. Soon after, the name caught on.

The Drunk Spider's food is decent and its drinks are strong, but the real reason people visit the Spider is for the entertainment. Many traveling minstrels, entertainers, and bards end their journey along the Fairknot at the Drunk Spider. It's a tradition for them to wrap up their journeys with a festival celebrating their accomplishments, followed by a few weeks of rest before they return to the road. The first night of a traveler's return, they must tell share their favorite anecdotes as part of the Spider's Chant.

**Key NPCs.** The town's constable-mayor, Sarya Moonshade (LG female half-Aiquan **scout**) lives in one of the suites above the Spider. A bit of a night owl, Sarya loves the raucous vibe of the Spider and its citizens. Many Barnemouthers joke that if you want to meet with the constable-mayor, do so in the afternoon and be sure bring a hangover remedy.

The owner of the Spider is a descendant of Godefroi Barnemouth, Roxane Barne (NG female Knotsider **commoner**). Roxane took ownership of the bar from her Uncle Lou who passed ten years ago. While she enjoys the wealth that comes from owning the popular establishment, the decade of service has worn her out. She's hoping to sell the place so she can retire. Currently, Roxane is in negotiations with Andreus Thurber, a retired adventurer from Presson's Enclave who sees an opportunity to expand on the concept.

**7 - The Pig Gate.** The Pig Gate gets its name from the butcher shop, Osner's that's just south of the gate. Osner only serves pig at his establishment. And each morning, Osner cooks salted pork belly. Osner's pork belly can be smelled for miles around. (Some grumble that it tends to attract dangerous creatures from the Wallingmiotta, but are quietly reminded that the trouble is worth it for a strip).



Five years ago, Osner and the locals started an autumn tradition called Pig Slaughter. And that is exactly what it is. Most of Osner's providers' pigs are at their target weight and ready to be sold to the butcher. Osner, taking contracts all along the Fairknot throughout most of the summer, invites his buyers to Barnemouth. From there, the pigs are slaughtered, cooked, and served for three days as all of Barnemouth celebrates. The tradition has become so popular, already, many of the traveling entertainers that end their journeys at the spider make sure they reach Barnemouth before the Equinox so they can partake.

Because of its position on the south end of town, the Pig Gate is also where the town's standing militia keeps its base of operations. At any time there are ten guards on duty.

**Key NPCs.** The current head of the militia is Mona Mèyor (LG female half-Anorian **veteran**), Caustis' sister. Mora's a little friendlier than her famously uptight older sister and is more than happy to help those in need.

Osner Applewhite (N male Knotsider human **commoner**) is the eponymous owner of Osner's Butcher and a beloved citizen despite coming off as standoffish. Osner is exceptionally conservative and bigotted, too. He despises divine worshippers, mistrusts all Anorians and those of orcish descent, and thinks Dinzer technology is a danger to the world. But damn can he cook a pork belly.

Luman Nowels (LG male Knotsider human **guard**) is Mona Mèyor's right-hand man. A little more open-minded than his fellow Barnemouthers, Nowels often uses his best judgment when handling situations. Many Barnemouthers see Nowels as something of a pushover and sell out. Osner has publically called for Nowels' removal.

**Glaive of the Revenant King.** If the characters meet with Mona, she shares that her sister had been hav-

ing strange dreams about traveling through Ayas Kelren alone at night. At the conclusion of the dream, she entered a pyramid-shaped tomb. Within, the ghosts of ten elven Kings greeted her. Mona believes that the recent death of their mother has affected her sister and that the dreams are a ruse. However, shortly after Caustis took the position at Camp Hummingbird, a strange, Anorian man named Zau entered town asking about Camp Hummingbird.

**8 - The Tangle.** The east side of town that clings to the Knotted Road is called the Tangle. The Tangle consists of the first collection of shops, food stalls, and merchant booths westbound travelers meet when entering Barnemouth.

**Key NPCs.** One of the more curious shops along the Tangle is Doniana Helyn's. Doniana (CN female forest **gnome illusionist**) stands outside her permanent tent fanning herself. When a particularly interesting-looking traveler enters town via the Knotted, she entices them by mentioning something of which they recently dreamt. For 5 silver pieces, she explains the nature of the mark's dream.

**Glaive of the Revenant King.** Just before she traveled to the Wallingmiotta to serve as captain of the guard at Camp Hummingbird, Caustis Mèyor visited Doniana. Caustis mentioned her dream to Doniana who immediately knew what it meant: the white impala represented one of two personalities of Kelren the Blade, the final King of Imfe Aiqua. Doniana believes—and it can be confirmed by

Dillurk Woodpeak—that when both sides of Kelren's personality approach an elf or half-elf, a new King or Queen of the Aiquans will be crowned.

**Hand of the Eight.** Doniana is close friends with Aruxius and has frequently traveled to meet with the danaavrakt. When met with a particularly difficult dream to interpret, Doniana seeks Aruxius' advice on the matter. For 2gp, she can mark the location of Aruxius' cabin on a map of the Wallingmiotta.

**9 - Docks.** Like many of the villages and towns that crowd the Knotside River, Barnemouth's docks are the town's center of trade and commerce. Because Barnemouth is the "last glance at civilization" before one enters the Fierce Lands to the west, the docks are choked with warehouses of all varieties. The docks are also home to a thriving black market thanks to its distance from cities like Knotside and Murktown. Many stolen goods are sold here, including pilfered Dinzer technology and emerald Odonburgite. Perhaps not-so-ironically, most of the transactions are managed by the Dinzer Pataz and his cadre of Odonburg ex-patriots.

**Key NPCs.** Pataz of Odonburg (N male Odonburg human **noble**) is the major power in the docks. To some, Pataz is a crime lord, underhanded and not to be trusted. To others, he's a brilliant strategist and influencer whose reach goes as far as Southern Omeria. Very little happens along the Fairknot of which Pataz is not aware. And although Pataz is quite wealthy from his black market dealings, his favorite thing to trade is information.



Pataz, like many Dinzers, has an exceptional memory. What he learns of his allies and enemies alike he uses to advance his place in the world.

### ***Glaive of the Revenant King.***

Pataz knows about the presence of Zau Teken'ath and even knows why the man seeks Imfe Aiqua. However, this is not information with which he will part easily. He expects something valuable in return for what he knows about Teken'ath but understands that the characters may not have anything to trade yet. If the characters are willing to take on an informant-debt—where they would return to Pataz any time they came upon useful information—he will part with what knows about Teken'ath and Xenia (refer to the Background section).



**10 - Little Mythse Anore.** Most of the full elves and half-elves of Anorian descent that live in Barnemouth live on the southside of the river in the “shanty town” dubbed Little Mythse Anore. While Sarya Moonshade supposedly has dominion over the entirety of Barnemouth, the majority of the Anorians who call the town home answer only to Viciara

Tortlar.

Little Mythse Anore is nearly a village in its own right. It has its own shops, meeting hall, and even an inn for traveling Anorians and half-Anorians. The inn, Tatholg's, is the building in which the Good Will Union operates. Anyone who wishes to speak with Viciara must do so there.

**Key NPCs.** Viciara Tortlar (NE female Anorian **warlock**) is the warlock supreme of the Good Will Union, but only from behind the scenes. Otherwise, it's rare to even see her speaking with the other members, a devout worshipper of Vapul, Viciara draws her power from the severe winters that crush Northern Omeria.

**Glaive of the Revenant King.** Zau met with Viciara before he and Xenia traveled into the Wallingmiotta. Similar to Caustis Mèyor, he sought Viciara's interpretation of his dream, and just as Doniana had to Mèyor, Viciara told Zau that it was likely the calling of the Aiquan Kings. Viciara has no favoritism towards either Zau or Mèyor should either emerge as King or Queen of Imfe Aiqua. If the characters seek her advice, she implores that they protect both. Kelren was a good king, but he was chaotic, and she warns that it's likely his spirit has become even more unstable over the last few centuries.

**Hand of the Eight.** Viciara knows the location of Aruxius' cabin and will show the characters the way on a map at the cost of 10 gp. She and Aruxius don't care much for each other, but she has nothing negative to say about the danaavrakt.

### **Meeting Igodarin**

In this adventure, the characters will likely meet with Igodarin of Odonburg. There are many places in town that the characters could come across Igodarin. If they are looking for work, they may come across Igodarin at one of the three adventurers guilds at the Nine Sabers. Igodarin could be trading information with Pataz at

the docks or Igodarin could be at the Drunk Spider looking for escorts to Camp Hummingbird.

Having just sailed from Knotside, Igodarin (always Igodarin, never Igo or Darin) is exhausted, but still excited to be in Northern Omeria. Igodarin (LG male Dinzer human **mage**) comes from deep south Omeria and has a thick Eswari accent. Because of his accent and exuberant attitude, many Northern Omerias think he might be slow or dim-witted. Truth be told, he's one of the smartest mages to ever graduate Pexia, the Institute of the Arcane. Igodarin is unlike many Dinzers the characters have ever met. He dresses in traditional Eswari garb that omits a top covering and shoes. At all times, he wears a golden chain veil that hangs from a bronze circlet on his head and wields an Eswari war club, a six-foot-long staff with a knobby end (acts as a quarterstaff). His dense spellbook is bound in black Thunderbeast leather.

As part of his requirements for master status, Igodarin wishes to go to Camp Hummingbird to train under Enuxar. Igodarin's knowledge of the undead is admittedly poor, a flaw he hopes to remedy working in Enuxar's shadow. Of course, what Igodarin already knows about the undead and their nature already surpasses most scholars on the subject.

If the characters accept Igodarin's request, he offers to pay them each 50gp. He also suggests that they may be able to find additional work at Camp Hummingbird.

### **Side Quests in Barnemouth**

As the characters settle into Barnemouth, they might encounter NPCs that may need their help. Depending on the adventure path that the characters are on, they may be in a hurry (if they're in the Hand of the Eight adventure path) or they may have time to help others. Of course, the characters are under no obligation to complete any of these quests. Howev-



er, side quests often up more avenues for clues, treasure, and sources of experience.

Introduce as many or as few of these side quests as you like. The NPCs who trigger them can be encountered anywhere within barnemouth. If you can't decide which side quest to choose, roll a d8.

1. **Cliff Canteloupes.** Jukham, a local merchant (**commoner**) has his hands tied with business and one of his helpers called out sick for the day. One of his favorite clients is about to enter town and he's all out of cliff canteloupe. He asks the characters to cross the river and go into the Wallingmiotta to find a few. He will pay 1 sp per canteloupe picked. If the characters, agree, they must go into the Wallingmiotta. After spending an hour in the forest, each character must roll DC 17 Intelligence (Nature) checks. On a success, the character finds 1d4 cliff canteloupes for Jukham.
2. **Father's Ring.** A pair of Anorian thugs (**drow**) rolled Corlen (NG male forest gnome **commoner**) while he was passing through Little Mythse Anore. They stole his ring which was his father's. He's desperate to get it back and will pay the characters 10gp to confront the Anorians. The thugs will fight back until each one is reduced to half or more hit points. Killing the thugs will be seen as extreme and may turn most of the town against the characters.
3. **Information for Pataz.** Pataz of Odonburg (**Area 9**), the one that many claim to be "lord of Barnemouth" needs information on Enuxar, Camp Hummingbird's lead researcher. He wants to know exactly what he's doing at Hummingbird and what they are studying there. More importantly, he wants to know why Caustis Mèyor is involved. He offers to pay up to 100 gp for quality information.
4. **Free Grimble.** Two days ago, four members of Bronzeforce (see **Area 4**) captured Grimble (NE male **goblin**) and placed him in the dungeon below the Nine Sabers. His two brothers, Glak and Noof wish to free him but know that the guild house is pretty secure. If the characters were to free Grimble, they'd pay them 50 gp. The characters can do so by force, bribe, or whatever creative means they like. Two Bronzeforce members (all N **bandits**) are watching Grimble's cell at all times. Fearful of retribution, Grimble's brothers pay the characters once they free their brother.
5. **What Happened to Brother Clystus.** Six months ago, an acolyte of General Ilwyn, the summer god, entered Barnemouth. Clystus was interested in learning more about the blizzard of 1035. Unfortunately, the Barnemouthers had nothing to share with the cleric due to his station with the church of Ilwyn. Now, Brother Clystus' friend Ororian (LG male Pressonian human **acolyte**) is looking for Clystus. Knowing that the Barnemouthers won't speak with another member of the clergy, Ororian asks the characters to dig up information on Clysytus. He offers to pay them 5gp to learn what they can. If the characters agree, they can spend 4 hours asking around town. At the end of the period, have them roll DC 15 Charisma (Persuasion) checks. On a success, they learn that Clystus left Barnemouth to travel north to the village of Camor.
6. **The Hollowmen.** Farmers around town mention that they keep seeing the "hollowmen" in the forests near their lands. To make matters worse, the creatures are killing livestock, too. A group of the farmers raise 20gp and offer it as a reward if the characters can find and kill the hollowmen. If the characters agree, they will need to search the forests west of Barnemouth. After spending 8 hours in the forest, have one character make a DC 15 Wisdom (Survival) check. On a success, they find the lair of the hollowmen. The hollowmen are a pack of vicious **ghouls**, six in all led by a **ghast**.
7. **The Pit.** After hearing about the party, Viciara Tortlar sends for the characters to meet her in Little Mythse Anore (see **Area 10**). She needs the characters help: apparently, there is a spot three miles north of the town that if any of the Anorians go near they start to feel ill. She wants to know what it is. While she won't offer a monetary reward, she does promise a favor in the future. If the characters ask around town, they learn that a favor from her is worth more than gold. When the characters arrive at the spot, they discover a large, earthen pit in the ground. It looks like something large was there but was removed. There are no other signs of something going near the pit, but the trees above the pit appear to be damaged, as if by a large bird. There are no checks the characters can make to learn why the spot makes the elves sick. Even though this information might be lacking, Tortlar does as she promises.
8. **Find Doug Dugman.** One of the town's favorite drunks, Doug Dugman is missing. His wife, Dottie Dugman, wants to know where he's gone off to. He usually spends his nights drinking at the Drunk Spider. If the characters agree to find Doug, have them spend 1 hour searching. At the end of the hour, have one of them make a DC 10 Wisdom (Survival) check. On a success, they find Doug passed out in a crop of bushes. His wife doesn't offer a reward, but does allow the characters watch her smack him around.

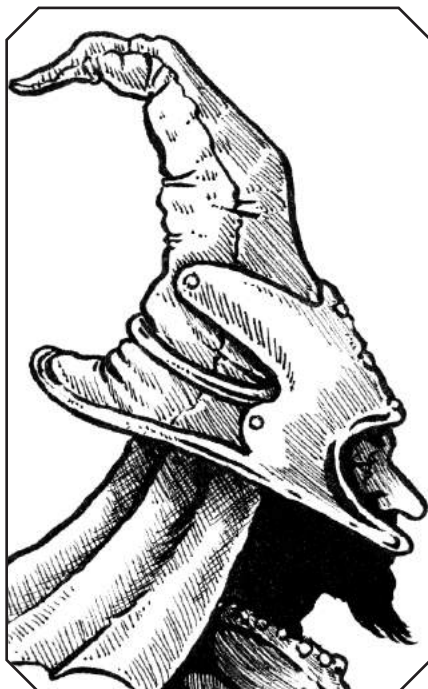
## The Wallingmiotta

Camp Hummingbird is roughly six days' travel from Barnemouth regardless of the method of travel. Doing so without a guide can be deadly. While he's well-read on the Wallingmiotta, Igodarin does not know enough to navigate the forest on his own.

If you are playing this adventure as part of the *Hand of the Eight* storyline, refer to **Chapter 5: Wallingmiotta** for details on how to traverse the forest. Otherwise, use the assets provided by the *DMG* and *XGtE* for travel through the wilderness.

## Chapter 2. Camp Hummingbird

Camp Hummingbird is a major fortification and research center that stands in the west end of the Wallingmiotta forest on the border of Ayas Kelren, the cursed elven lands. Like Barnemouth, Camp Hummingbird works as a great point for the characters to launch their adventures. However, it's worth noting that Hummingbird lacks many basic amenities that a town or village like Barnemouth will have.



When the characters first arrive at Camp Hummingbird, paraphrase or read the following:

For the last thirty miles, the trail has widened. Footprints, horse dung, and wagon wheel tracks—hints of regular travel by civilized humanoids decorate the path. Before you even reach the infamous camp, you see its walls rise high above the trees and knolls.

Camp Hummingbird is an impressive fortification. A 20-foot wide ravine separates the hill-top fortress from the rest of the Wallingmiotta forest. A bridge guarded by two towers passes over the wide ravine and into the palisades of the camp itself. While there is plenty of humanoid activity within, it's obvious that the location isn't as active as it normally is.

A half-Anorian guard wearing the blacks and reds of Vaskil waves you down. "State your business," the half-elf says. Two more Vaskilish guards stand on the towers flanking the bridge.

Vaskil has the largest presence in Camp Hummingbird, supplying over twenty-five guards to Caustis Mèyor, who, herself, is originally from Vaskil. Unless stated otherwise, the guards of Camp Hummingbird use the **drow** stat block except they speak Common, do not suffer from Sunlight sensitivity and their crossbows do not deal poison damage. Shielded from the prejudices of the other humanoid races by their valley's mountains, they have learned to coexist with the other Northern Omerian races. In addition to the Vaskilish elves and half-elves who protect Camp Hummingbird, a unit of six Stone Eater **hill giants** provide additional defense and labor in the fort.

A quick glance into the ravine reveals burned corpses. These are the remains of corporeal undead who've escaped Ayas Kelren and attacked

the fortress. Enuxar, the camp's lead researcher and undead scholar, suspects that Ayas' Kelren's borders are expanding and may soon encompass Hummingbird.

Overall, the attitude is good in Hummingbird and most of its inhabitants are healthy. Since the number of undead attacks have increased and rumors persist that the Drakescales are now south of the Fairknot, many of the researchers and soldiers who once populated the fortress have deserted, returning to their respective homes.

There are two people in charge of Camp Hummingbird. The first is Enuxar (N male Dinzer humanoid **mage**), an expert on Imfe Aiqua and the undead. With Enuxar are ten researchers from all over the long continent. Treat most as commoners with Intelligence and Wisdom scores of 12 and one Intelligence-based skill proficiency (your choice). The second person in charge is Caustis Mèyor (LG female half-Anorian **knight**). Mèyor is unaffected by the evil that permeates the ancient elven lands. While the automatic assumption is





that it must be because of her half-elf heritage, research has shown that other half-elves—and sometimes even full elves—are still affected by the woods' dark call. Furthermore, the undead of Ayas Kelren ignore Mèyor, allowing her to travel freely. Mèyor leads a fighting force comprised of six **veterans** and twenty-five guards.

In addition to the guards, there are four **acolytes** who tend to illnesses and wounds within the camp. Plus, a group of ten Aiquan-descended wood elves (**tribal warriors**) reports to Mèyor. Since learning Mèyor's unusual connection to Ayas Kelren, they've treated Mèyor with reverence. The leader of the wood elves is Zelphar Starback (CG female half-elf **scout**).

### Welcome to Hummingbird

Once the characters get past the front gates, they are free to speak with whomever they like. Igodarin will be interested in meeting with Enoxar right away. Igodarin urges the characters to stay for a few days while he gets adjusted. If they agree, they are given the basic schedule and asked to report to one of Mèyor's lieutenants, Baloth Glannesz (N male Anorion **draw**, just as a camp guard). Depending on the number of characters in the party, they will either be placed in the guest tent or in temporary quarters in one of the watchtowers.

### Working in Camp Hummingbird

Baloth offers temporary work while the characters are within Camp Hummingbird, especially if the characters plan on staying for more than one or two days. If a character agrees to work, they must first select a position. Some of the positions do not require any sort of test to prove their skills, whereas others may require they demonstrate their talents. Each job is detailed below. In addition to the pay rates noted, the jobs offer room and board.

- **Unskilled laborer (1sp/week).**  
The only requirement to become

a porter or unskilled laborer at Camp Hummingbird is the ability to lift 50 lbs. The hours are long and difficult. Laborers stay in the watchtowers with the guards.

- **Skilled laborer (5sp/week).** A character who demonstrates proficiency in artisan's tools may be hired by Mèyor or Exunar. To get the job, a character must perform a DC 10 Intelligence check using proficiency with artisan's tools. If the character has proficiency in Carpenter's Tools or Smith's Tools, the DC is only 5. Hummingbird has no need for jewelers or painters. A character has two chances to make a successful check to prove their value as a skilled laborer. Laborers stay in the watchtowers with the guards.
- **Guard (5sp/week).** A character who wishes to become a guard must demonstrate their skills with both a melee and a ranged weapon. Have the character make an attack roll using a short bow and a spear against AC 10. If both attacks hit, the character is given a chain shirt, spear, and shortbow. If only one attack hits, the character can make a second attempt. If both attacks fail, or if their second chance fails, they cannot take on the guard role. Guards stay in the barracks in the watchtowers.
- **Researcher (1gp/week).** Most of the researchers who live in Hummingbird work for the experience. However, there are a few open positions for specialists. A character that demonstrates knowledge in at least two Intelligence-based skills can become a researcher. Have the character make three DC 10 Intelligence checks using proficiency in three of the following skills: Arcana, History, Investigation, Nature, and Religion. A character with knowledge in Arcana that passes the check automatically succeeds. Otherwise, a character will need two out of three of the checks

to succeed in order to get the job. Researchers stay in their own tents at the north end of the camp.

- **Guide (1gp/week).** Rangers are automatically hired as guides without having to test their ability (the way they carry themselves is easy to spot). Otherwise, a character must succeed on three DC 10 checks: Intelligence (Natural), Wisdom (Animal Handling), and Wisdom (Survival). If the character passes all three checks, they are hired. If the character succeeds on two checks, they are hired but at half the normal rate (5 sp). Otherwise, the character does not qualify. Hummingbird has had bad experiences with guides in the past and takes the position very seriously.
- **Healer (1gp/week).** A character can join the acolytes in the healing tent. In order to join them, they must be able to demonstrate the ability to magically cure wounds (via the cure wounds spell or similar magic, but not goodberry). Healers and acolytes can sleep either in the researchers tents or within the main fortifications at the top of the hill.

### Downtime in Hummingbird.

Once the characters are hired, they can make downtime checks each week that they stay in Camp Hummingbird. With the exception of the Drakescales Attack, none of the special events described below will interfere with a character's ability to earn an income.

If a character chooses to work in Hummingbird, they must spend one workweek performing tasks for the fortress. At the end of the week, the character must make three ability checks. The DC for each ability check is 3d6 + 3. The types of ability checks that the character must perform are determined by their job as shown on the Hummingbird Downtime table. Then, consult the Hummingbird Work Results table to see how the character did.

**Hummingbird Work Pay and Ability Checks.**

Job	Base Pay	Downtime Ability Checks
Unskilled Laborer	1sp	Strength (Athletics) x 3
Skilled Laborer	5sp	Intelligence using proficiency in Artisan's Tools, Strength using proficiency in Artisan's Tools, Wisdom (Perception)
Guard	5sp	Strength (Athletics), Wisdom (Perception), Wisdom (Survival)
Healer	5sp	Healers get one automatic success then Wisdom (Insight), Wisdom (Medicine)
Researcher	1gp	Intelligence using proficiency in an Intelligence based skill; a character with proficiency in Intelligence (Arcana) makes their checks with advantage
Guide	1gp	Intelligence (Nature), Wisdom (Perception), Wisdom (Survival); a character with the Favored Terrain feature makes these checks with advantage

**Complications.** Characters who perform especially poorly at their job experience a complication. When this occurs, have the character make a Charisma check using proficiency in Deception or Persuasion (player's choice). Refer to the Hummingbird Work Complications table to determine the nature of the complication.



**Hummingbird Work Results.**

Result	Value
0 successes	Complication
1 success	Your performance is average. You earn 100% of your base income.
2 successes	Your performance is better than average. You earn 120% of your base income.
3 successes	Your performance is exceptional. You earn 120% of your base income. And your base income increases by 20%.

**Hummingbird Work Complications.**

Result	Complication
5 or less	The character earns no income for the week and is fired from their job. If they were not already a laborer, they can take a job as an unskilled or skilled laborer. Otherwise, they have 1 week to leave the camp or face incarceration and trial in Barnemouth.
6-10	The character earns half their base pay and is given a warning. If another complication occurs the following week, the character automatically suffers the consequences of a result of 5 or less.
11-20	The character is reprimanded. If another complication occurs the following week, the character makes this check with disadvantage.
21+	The character's poor performance is ignored and they suffer no negative consequences.





### Locations in Hummingbird

The following locations are keyed to the Camp Hummingbird map found on page 69.

**1 - Exterior Gatehouse.** Before anyone can cross the bridge leading onto Hummingbird Hill and Camp Hummingbird, they must pass through the exterior gatehouse. Like the larger towers within the camp, the exterior gatehouse's towers serve as a barracks and armory for the guards who work the exterior. Only the strongest guards work the exterior tower as it is prone to frequent attacks. The seven guards that protect the front entrance have the **drow** stat blocks with the changes detailed above plus they have 18 hp (4d8), proficiency in Strength and Constitution saving throws, and the Multiattack action, allowing them to make two melee attacks with their shortswords. They are CR 1/2.

No one can pass through the exterior gates unless they have explicit permission from Mèyor or Enuxar. If the party is traveling with Igodarin, he has a written agreement signed by Enuxar that allows him passage.

**2 - Ravine.** A huge, naturally occurring, 20-foot deep ravine surrounds the entirety of Camp Hummingbird. The bridge that traverses the ravine is held aloft by 6 equally spaced posts below. At the center of the bridge, a 10-foot by 10-foot section has been made removable. Should enemies get past the exterior gates, the guards protecting the main gate can remove the section and lock it in one of the front towers.

**3 - Watchtowers.** Each of the 30-foot tall watchtowers that surround the fortress hold barracks with enough beds to host eight guards comfortably. Mostly the beds go unused, and in some instances, they've been removed and replaced with meditation cushions for the Vaskilish Anorians. During the peak of Camp

Hummingbird's population, each tower was protected by two Anorian guards. These days, one protects the top in the morning and daytime with one or two at night. Each tower has its own small armory and storage for provisions. In worst-case scenarios, each tower can act as its own line of defense.

**4 - Main Gate.** The two towers that flank the main gate operate the large gate that blocks entry into the main camp. Two of the Stone Eater hill giants take turns guarding the main gate. Their names are Frumvar and Kufnar. Both are of neutral alignment.

**5 - Bonfire.** A large bonfire is kept lit most nights save for when there are looming threats or the Wallingmiotta is getting smashed with storms. Stone Eaters supply the lumber from the forest around while the wood elves bring venison to cook over a smaller fire nearby. Even during the hard days, dusk at Hummingbird is filled with laughter and music. Anorians and humans alike share in the celebration of life and their mutual advancement of knowledge. Even stodgy old Enuxar brings a concertina to sing songs of his home province, Boscos.

Most nights, the Stone Eaters sleep around the bonfire. Their snores are heard throughout the entire camp.

**6 - Guest Tent.** A small tent has been set up for travelers passing through the Wallingmiotta who have been given the "okay" from Enuxar or Mèyor. The tent has four comfortable beds, a waterproof chest for storage, and supplies for mess. Currently, Zau Teken'ath (see his stat block in the Supplement) is staying in the tent, though it's rare he can be found there. He keeps no clues of his true intentions within the tent except for a *sending stone*. The other *sending stone* is owned by Xenia who is exploring the forests of Ayas Kelren.

Unless the code word "hag's head" is spoken into the *sending stone*, Xenia will not reply to any messages sent through it. If asked about the stone, Zau claims that it helps him communicate with a friend from Camor—which is mostly true.

**7 - Medical Tent.** The four acolytes who assist the camp work out of the medical tent at the south end of camp. The tent has enough medical supplies so that any Wisdom (Medicine) check made to treat a sick or injured humanoid can be done with advantage. The acolytes also keep a small supply of *potions of healing* in a locked chest.

At any given time, there are 1d4 patients in the medical tent suffering from injuries or other Wallingmiotta-related maladies.

**8 - Enuxar's Tent.** Enuxar's tent is a massive 15-foot wide by a 25-foot long red tent with its own watchtower overlooking it. Enuxar sleeps in the tent in a partitioned area. At all times, the tent is guarded by a **shield guardian** named Roak. Only researchers with express permission from Enuxar are allowed into the tent. Mèyor also has access, but no other guards are allowed inside.

The tent is loaded with books, scrolls, and charts detailing the undead, the Wallingmiotta, Imfe Aiqua, Ayas Kelren, and anything else the Dinzer mage deems important. Jars containing severed zombie heads, animated skulls, and other oddities line the various surfaces.

When the characters first arrive at Camp Hummingbird, Enuxar, Zau, and all of the other researchers are scrying on Mèyor as she travels alone through Ayas Kelren.

Under one of the tables in Enuxar's tent, a secret passage descends 10 feet into the hill, under the base of the watchtower, then south and out through a concealed exit in the hillside. Noticing the passage requires a DC 16 Wisdom (Perception) check.



Enuxar dug the passage himself using evocation and transmutation spells under a sphere of silence. Zau knows about the secret passage.

**9 - Researchers' Tents.** The ten researchers who work for Enuxar live in three tents in the northern section of the Camp. Unfortunately, their relative position to the stables (**Area 10**), latrines north of the camp, and sleeping giants (**Area 5**) makes the location somewhat less than ideal. The entrances to their tents are decorated with fragrant flowers to mask the smells.

Each tent has 3-4 comfortable beds with small, flat boxes beneath each to store clothing and personal items. Those who carried valuables with

them into the camp quickly found that camp theft is a common and expected occurrence. As such, there are no items of value within the tents save for a few trinkets.

**10 - Stables.** There are four riding horses kept in the stables. Although most of Hummingbird's inhabitants travel on foot through the Wallingmotta, there are two large wagons kept by the northern wall in case Mèyor or Enuxar need to export supplies, transport any injured, or perform a mass evacuation.

**11 - Leadership Deck.** Mèyor, Enuxar, and the camp veterans meet on the platform by the rear ramparts. During larger celebrations, such as observance of Fall or Winter festivals,

additional tables can be brought onto the deck and in the fighting pit below (**Area 12**).

The leadership deck is maintained by one of the Stone Eater hill giants, Ulos, who also acts as the head chef for the camp. Ulos' command of Common is much better than the other members of the Stone Eaters, and while he isn't the warrior he was in his youth, he's typically seen as the leader of the Hummingbird Stone Eaters. When Ulos needs additional help, he commandeers Mèyor's guards to assist. Unfortunately for Ulos, the Vaskilish guards aren't the best cooks themselves.

**12 - Fighting Pit.** The Vaskilish Anorian elves keep themselves fresh



and trained by practicing their techniques in the fighting pits at the west end of the fortress. Mèyor herself oversees the training of her soldiers. An accomplished warrior herself, she isn't afraid to step into the pit to demonstrate her own fighting moves.

When Zau entered the camp, he, too, was challenged by the other Anorians to test his mettle in the pit. Claiming old injuries, Zau refused.

**13 - Visage of Death.** The western wall of the camp carries the dark moniker, Visage of Death. From its high towers, a creature can see directly into the grey forests of Ayas Kelren. Caustis Mèyor resides in the southernmost watchtower where she meditates and sleeps. Since she's had dreams of the white impala, she's had trouble resting. The acolytes have prepared remedies to give her dreamless sleep, but so far they don't work.

### Events at Hummingbird

The second part of the adventure involves certain events transpiring that the characters can either participate in or learn about second hand. These events assume that the characters have decided to stay and lend a hand at Hummingbird. With the exception of the last event, when the Drakescales attack, these events will not interfere with the characters' work in Camp Hummingbird.

**Day 1 - Arrival and Scrying on Mèyor.** The day that the characters arrive at Camp Hummingbird, Igodarin invites them to the Enuxar's tent. Of course, they are not allowed inside the tent as only those chosen by Enuxar are permitted. Even a character who takes on the role of researcher in the camp must spend a month "proving themselves" in order to gain access to Enuxar's tent. This is something Enuxar won't budge on.

Still, be sure to reward clever characters who find a way inside the tent. If they do see what's happening, they learn that Caustis Mèyor is currently

traveling alone west into the Ayas Kelren and has been there for two days. Already she's gone deeper into the forest than anyone before her. Enuxar, Zau, and the researches are watching her as she goes. During her travels, she's passed dozens of undead, all elven and centuries old. They quietly watch as she retraces the steps she took in her dreams.

Her voice is shaky and breathing is ragged; although she has not been attacked, the presence of so much undead unnerves her. Mèyor shares that the air is colder and everything is gray; even her own hands. "It's almost as if the land itself absorbed the color from everything."

She also fears that something else is with her; something not from the land. She doesn't know how she knows but she knows. In the night, she believes that she saw it—whatever it is was—slinking through the trees.

"It was tall, easily eight feet or so, wearing all red robes. Its face was as white as alabaster and emotionless. I could see something writhing under its clothing, like a dozen fish caught in a net. And it was watching me."

At all times, she keeps her sword raised and in front of her.

"I'd like to go back," says the half-Anorian woman through the scrying mirror. Enuxar leans forwards and uses telepathy to speak with Mèyor, speaking aloud the words he sends her. "How much further do you feel it is, Captain?"

Mèyor turns on her heel and gazes at a pair of withered elven mummies only fifteen feet away. "I'm not sure. Probably another day of travel or so. The dead are a lot thicker here than they were yesterday." She gasps as she turns on her heel and comes face to face with an elven zombie missing its lower jaw, its tongue wagging in the wind. It doesn't harm her, just gazes at her.

### You Are the Hero

If you plan on using the "You Are the Hero" option described in the introduction, make the following changes to the events.

#### Travel to Wallingmiotta.

During the trip to Wallingmiotta, the "chosen one" (the elf or half-elf character) begins to experience dream-like visions. In these visions, they see a white impala traveling through a gray forest. While they can't remember all the steps he or she took well enough to draw a map, if he or she travels through Ayas Kelren, they will be able to find a path directly to Imfe Aiqua. This does not become apparent to them immediately.

**Day 1 - Arrival.** Mèyor does not travel into the forest, nor does she have a connection to Ayas Kelren. Instead, Enuxar is running the same tests on Zau who has revealed his connection to Ayas Kelren. When the character learns that Zau has similar dreams (or "experiences" as elves don't dream) they may be interested in revealing their status to Enuxar and Zau. If they do, Enuxar suggests running similar tests on the chosen one to see if they are affected by Ayas Kelren. Meanwhile, Zau grows jealous of the presence of a second "chosen one." Because Mèyor does not have a connection to the forest in this version, she is available the entire time, including the battle with the Drakescales. Meanwhile, Enuxar and Zau both take an interest in the chosen one.

**Day 13 - Assassination.** After Enuxar is killed by Roak and everyone learns that Zau may be the one responsible, anyone who has learned of the chosen one's connection to Ayas Kelren may suggest that they lead an expedition into the forest to stop Zau.

#### Day 14 - Drakescale Attack.

The Drakescales attack as normal and Mèyor leads the soldiers at Camp Hummingbird. When things start to look tough, she convinces the characters to escape and find Zau while she and the others distract the orcs.



“I’m coming back, Enuxar,” she says aloud, almost as if she was speaking to the zombie. The zombie continues to stand there, insects crawling over its face.

Enuxar sighs and nods. “All right. We’ll try again in a week. I’ll reestablish contact with you tomorrow, Captain, and we’ll keep watch.””

Even if the characters aren’t there to witness the events firsthand, Igodarin recounts the events (despite knowing he’s not supposed to) to his friends. From what he can garner, the camp’s captain, Caustis Mèyor has a connection to Ayas Kelren and Imfe Aiqua. The curse that pervades the land does not affect her, nor will the undead attack.

**Day 3 - Caustis Returns.** Tired and disturbed, Mèyor returns to Camp Hummingbird. She’s in no mood to speak to anyone and instead heads to her private barracks to sleep and draw a bath. Enuxar tries to speak with her, but she shoos him off with a few choice Anorian expletives.

Until she’s had time to recover from her exploration, she has no interest in meeting anyone.

#### Day 4 - Caustis Reemerges.

After a day of rest and relaxation, Mèyor reemerges wearing her typical regalia. She gets reports from her lieutenants and introduces herself to the characters if they’ve taken jobs. She then spends the rest of her day in meetings with Enuxar.

**Day 6 - Theft.** One of the guards (**drow**) complains that their dagger was stolen and accuses the characters of doing it (especially if there is an obvious rogue in the bunch). It’s possible that a fight breaks out. Whatever happens, it’s quickly broken up by Mèyor. Mèyor then explains that pranks like this are common in the camp and that it was likely one of the guards’ barrack-mates who stole the dagger.

**Day 7 - The Creature.** The Stone Eaters are in an uproar as one of their number,

Rafur, has not returned from claiming lumber in the forest. Mèyor asks the characters to help, especially if they represent a diverse collection of workers in the Camp—a guide among them will automatically win the position.

All five of the Stone Eaters, includ-

ing Ulos, wish to travel with the characters to find Rafur. Stubborn and aggressive, they won’t take no for an answer. Of course, having five hill giant escorts to travel alongside in the forest isn’t necessarily a bad thing.

**Tracking Rafur.** Rafur went north into the forest to chop trees. His path is relatively easy to follow. A character whose favored terrain is forests automatically succeeds on any checks made to track the giant. Otherwise, a character will need to succeed on a DC 10 Wisdom (Survival) check to follow Rafur’s path.

**Blood.** Two miles into the forest, the characters discover where Rafur had been chopping trees. Immediately, it’s obvious there was a struggle there. The giant’s blood covers the ground and the trees. A DC 13 Wisdom (Medicine or Survival) check pinpoints that the fight occurred within the last two hours. A trail of blood leads further north into the forest. The underbrush is broken and smashed; it looks like Rafur was dragged. Enraged, the five giants follow the trail without further discussion. If the characters follow, it starts to become dark.

**Camping.** If the characters are with the hill giants, they all decide to set up camp after following the travel for a few hours. Whatever carried Rafur away had the ability to see in the dark, a trait they lack. The mood is grim. The giants share stories of Rafur and his famous farts as well as how helpful he was at the Camp.

**There’s Something in the Forest.** Half the giants keep watch in the night. Close to midnight, Ulos kicks his kin awake. Their shuffling is enough to wake any characters who chose not to keep watch.

Ulos, the fat leader of the Stone Eaters, motions to the trees. “Some- thin’ there,” he grunts.

Have each character make a Wisdom (Perception) check. No matter the re-



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sult, they believe they see something in the trees all around, one of the illusory effects of the Wallingmiotta.

Ulos puts a thick finger to his lips, encouraging you to be silent.

After a few minutes of silence, something breaks through the trees above the camp and lands in the fire: the torn-apart corpse of Rafur. Immediately, the hill giants howl and charge into the darkness all following Ulos' lead. The characters are free to join them. However, the giants will spend the rest of the night hunting in the forest for the thing that killed their brethren.

It will not immediately be clear to the giants or the characters what killed Rafur and tossed the giant's corpse onto their camp.

There are no further attacks in the night. However, have the characters make regular Wisdom (Perception) checks to hear and see things in the forest, playing tricks on them.

**Lost in the Dark.** Every ten minutes that the characters trample through the forests following the hill giants, have each of them roll a DC 10 Wisdom (Survival) check. If a character lacks darkvision or a method for seeing in the dark, they make the check with disadvantage. A character that fails their check becomes lost and separated from the group.

A character who is lost must make a Wisdom (Survival) check to find their companions. The DC for the check is 15 minus 2 for every character that is calling out for them. The first time a character fails this second check, read or paraphrase the following:

You can hear your companions just ahead of you. It sounds like they're crashing through the underbrush 100 feet of you. Meanwhile, you hear the sounds of the hill giants bellowing and screaming in Giant as they look for their kin's killer.

Regardless of whether or not the character wishes to approach their friends, stay where they are, or remain cautious, they are caught by surprise by the creature:

At first, you aren't sure what you're looking at. It looks like a large, brown insect of some sort, easily 8-feet in height. Its head looks like a withered skull with bulbous, milky white eyes and thousands of yellow, slime-covered teeth. Dozens of withered, multi-jointed arms extend from its shrunken torso, and as it lengthens its legs it grows even taller, hovering over you. Its horrible mouth descends and emits a hiss. In three of its claws, it holds a dismembered and heavily gnawed-upon giant's arm.

Have the character roll initiative by themselves. As soon as they do, Ulos comes crashing through the forest behind them and the thing flees. The character can make an attack of opportunity if they like.

The creature was none other than Xenia in her evolved state. Her stats are detailed in Appendix C.

**Return to Hummingbird.** After the discovery of Rafur's body, the hill giants decide to return to Camp Hummingbird. Ulos encourages that the characters explain to Enuxar and Cautis what they discovered in the forest, especially if one of them came face to face with Xenia. It takes a full day to travel back to Camp Hummingbird.

**Day 11 - Caustis Returns to Ayas Kelren.** After days of pleading, Enuxar convinces Mèyor to return to Ayas Kelren. Mèyor sets out as she did before, wearing nothing more than light leather armor, a pack with enough rations to last her four days, and her great sword. It will take Caustis two days to reach the location she reached previously.

**Day 12 - Drakescale Warning.** The Aiquan elves scouting the areas surrounding the camp find Drakescale arrows in trees a mile north of camp. They then discover arrows south of camp.

"It's a warning," says Zelphar Starback gravely. "They want us to know that they are out there. And if they're sending a warning to a camp this large, it's likely they have enough warriors to take the fort."

With Mèyor away, her lieutenants suggest that Enuxar contact her and ask her to come back. Enuxar agrees and retires to his tent to explain the situation to Mèyor directly. Shortly after disappearing into his tent, he emerges and explains that she is headed back. Of course, it's a lie.



He did not contact Mèyor. Instead, he disenchanting the scrying mirror. Enuxar is determined to find the location of Imfe Aiqua and no threat of orcs will stop him from achieving his goal. Seeing through his lie is easy enough—he’s a terrible liar. Unfortunately, he has the upper hand. It’s unlikely that there is another mage on-site capable of communicating with Mèyor via magic.

“We do this for science, ladies and gentleman, and to gain a better understanding of the world. The advantage that Caustis Mèyor has over her contemporaries is too valuable of an asset to squander on a few empty threats by orcs.”

Naturally, this creates a sharp division among the researchers and soldiers at Camp Hummingbird. Baloth Glannesz immediately seeks to imprison and charge Enuxar with kidnapping. Meanwhile, Enuxar and those loyal to him remind everyone there that it’s his funds that has employed all of them in the first place. He insists that he maintains a telepathic connection with Mèyor and will keep it alive so long as everyone continues their job as normal. Anyone who tries to get too close draws the attention of Roak, his shield guardian.

**Day 13 - Assassination.** Two days after Mèyor returned to the forest, it began to rain. Enuxar stayed in his tent alone with only Roak to protect him. The mood was poor as the only information shared on Mèyor’s whereabouts was “she’s fine.”

Midway through the day, a scream comes from Enuxar’s tent. One of the researchers discovered the mage’s body broken in half by Roak. Roak then turned to the researcher and crushed his/her head. From there, the shield guardian tore apart the tent.

The shield guardian fights anyone that comes near it. It still has a stored

fireball spell on it which it will use to push back guards. It fights until it is destroyed. To make the combat easier with the guards involved, treat all of the guards as a single creature as detailed in the Supplement.

After the rogue shield guardian is handled, the characters can inspect the body of Enuxar. Immediately, they will notice that his amulet is missing. Furthermore, it looks as if his mouth was magically sealed, preventing him from speaking.

Digging through the wreckage, the characters may discover that the trap door leading out of his tent was recently opened. The footprints in the mud below are easy to follow through the concealed portal at the side of the fortress. From there, the tracks head west into Ayas Kelren.

A quick headcount of the personnel at Hummingbird reveals that Zau, the newest researcher, is absent. Immediately, Baloth Glannesz suspects that it was Zau who killed Enuxar, stole the wizard’s amulet, then used some sort of incantation to turn the shield guardian rogue. Guards working on the watchtower above Enuxar’s tent confirm that Zau entered the tent shortly before the murder happened. They didn’t think anything of it as Zau had built a close relationship with the Dinzer mage.

With no way to contact Caustis Mèyor, Baloth suggests that the Camp assembles a team to head into the forest to find her, especially if Zau is going after her.

The other researchers and acolytes make preparations to preserve Enuxar’s body so it can be returned to Odonburg for revival.

**Day 14 - Drakescale Attack.** Following the assassination of Enuxar, Baloth Glannesz assembles a team of his bravest warriors to head into the forest. He also asks the characters to accompany him (so long as they haven’t angered anyone important in

the camp during their two-week stay there). Igodarin, who was present for most of the scrying during his arrival, offers to lead the way to the last place Caustis Mèyor was seen in Ayas Kelren. Baloth agrees.

Before the group sets out into the forest, Baloth stands on the platform near the Fighting Pits and gives a rousing speech to the five guards (drow), two hill giants, two acolytes, three tribal warriors, Igodarin, and the characters.

“We’ll head into the Cursed Woods. It’s dangerous in there. I’ve seen the bravest Anorian bastards I know descend into madness in those forests. The undead in those forests are tougher and deadlier than any you’ve likely ever encountered. But Captain Mèyor in there and she’s one of us, and if that bastard that killed the Dinzer is after her, then she’s probably in danger, too.

“I can’t promise that you’ll survive. I can’t promise that you won’t lose your mind in those woods. But what I can promise you is that I’ll die next to you with a sword in my hand and curses on my lips.

“Now who’s ready to go in there and teach those undead, Aiquan assholes who the strongest damn elves in Omeria are?”

After cheers and applause (and a few apologies to the Aiquan descendants and other non-elves in the crowd), Baloth marches over the bridge and to the front gate.

Unfortunately, the moment the gate opens Baloth’s chest is filled with ten Drakescale arrows. Kept up by shock, he spins on his heel and gasp, “Drakescales...” A final arrow pierces the back of his head and drops him. Immediately, the guards at the exterior gate sound the alarm as a horde of Drakescales charge through the forests.





## Intermission

Caustis tried again. “Enuxar?” she thought, sending her mind out into the Empty. She knew it was pointless; she felt the connection break a day ago. But a part of her didn’t want to believe that she was all alone in this dark, dismal place. There was still two days of travel ahead of her back to the camp, made that much worse if she had to do it without anyone keeping tabs on her.

They were still all around her, the undead, watching through their milky, gray eyes. None of them acted against her. Just stood and stared at her. Caustis finished off the last bit of her iron rations, stood, and began her march back to Camp Hummingbird.

“Captain Mèyor,” came a voice, breaking the silence. At first, Caustis thought it must have been her imagination or the forest playing tricks on her. A slim, young Anorian elf stood thirty feet from her.

“Zau?” Caustis asked, perplexed. “What are you doing here?”

“There’s been trouble at the camp,” said Zau. “Drakescales are going to attack. I came to find you in the forest.”

“Where’s Enuxar?”

“Ah, there was a mishap. An accident. I’m afraid that Enuxar’s shield guardian, Roak, turned on him and killed him.”

“Enuxar is dead?”

“Yes, I’m sad to say. An unfortunate turn of events.”

Caustis paused and looked at Zau. Zau had deep, sunken eyes, black as coal. His lip quivered when he spoke—something Caustis noticed the first day she met him, months ago. When speaking with a woman, Zau could never maintain eye-contact,

often looking off to the side or down at his feet. These were just a few of the things that bothered Caustis about Zau.

“Then I suppose we should return to camp,” Caustis said.

Just as Zau began to turn, Caustis caught something out of the corner of her eye—the creature, the thing in red. It was *here*.

“Zau, don’t move,” Caustis whispered, drawing her sword. Zau did as she asked, but raised a thin eyebrow.

“What is it, Captain?”

“We’re not alone. There’s a creature watching us.”

“A creature?”

“Something that’s been following me.”

Zau exhaled slowly, his warm breath converting to steam in the cool autumn air.

“Captain, I know what it is.”

Caustis said nothing.

“Her name,” Zau turned his head with a contented smile, “is Xenia.”

With a snarl, the creature in red broke past the tree line towards Caustis. Before it was on her, Caustis’ seventeen years of combat training kicked in—her sword nicked the thing across its chest, shedding part of the red robe that cloaked it. Below its disguise, Caustis saw its true form—a writhing mass of withered arms, legs, chests, jawbones, and claws—dozens of interconnected limbs—all reaching for her. She swung again, this time hitting the creature across its mess of teeth and skull parts. The thing yelped and recoiled.

“*Hold person*,” Zau spoke, twisting his fingers and pointing at Caustis. For a moment, Caustis felt her spine tense up—but the moment was fleeting. Zau’s incantation failed; Caustis’ will was too strong.

“Oh, you *rotten son of a bitch*,” Caustis said, turning her blade towards Zau. Zau’s eyes widened when he realized his enchantment had failed.

Before Caustis could attack the young warlock, the creature grabbed her and sunk its rows of teeth into her shoulder.

Caustis screamed. The monstrosity’s hands clutched her and lifted her off the ground. Its teeth dug in deeper and began to worry at the flesh. She screamed again.

The undead of Ayas Kelren watched. “I am Zau Teken’ath,” Zau said, recalling himself. “I was born in pain. *I am pain*. And you are nothing more than a half-breed usurper. I have spent too long suffering to let someone like you take what is mine.”

Caustis grimaced as the undead horror pulled her deeper into its myraid of arms and claws.

“I am the Chosen One, half-breed. I am the eleventh King of Imfe Aiqua. And you? You are nothing!”

“Well,” Caustis said, blood running from her nose and lip. “At least I’m not an asshole.”

Zau snorted. The monstrosity—Xenia—tossed Caustis like an empty burlap sack into the trees. With a sickening thud, Caustis slammed against one of the dead pines. Through hoarse gasps and wide eyes, Caustis looked down at her chest. The broken end of a thick, black branch had impaled her, its bloodied end sticking four inches out of her shattered ribcage. Through tears and pain she hung against the tree for mere seconds before finally succumbing.

Zau watched the life leave Caustis’ body. Then, to the creature, Zau said, “Let us go, my love. There is nothing in the way of our destiny now.”

### Chapter 3. Ayas Kelren

Eight days ago, the Drakescale's chief, Vothug discovered his daughter Lash murdered in the forest, her body pinned to a massive oak by thick rope and a black, Anorian dagger. Her murderer shoved the flag of Vaskil into her mouth. Written on the flag in elven, in her own blood "Go home, orcs."

For four days, the Darkescale orcs mourned the death of Lash. At the end of the funeral, they left warnings for the elves at Camp Hummingbird to find. When the warnings went unanswered, they killed the wandering elves in the forest, then hid in the trees surrounding the fortress.

When the perfect opportunity showed itself, the orcs attacked.

Naturally, Vothug assumes that the inhabitants of Camp Hummingbird were responsible for the death of Lash. However, it was actually Xenia who killed Lash and strung her to the tree. Zau gave Xenia a stolen dagger and Vaskilish flag to plant on the scene so the orcs would find it.

Soon after, Zau made preparations to escape the camp before the Drakescales could mount their offense. With the Hummingbird tied up in an orchish skirmish, his plan was to track Caus-tis Meëyor and stop her from reaching Imfe Aiqua before he could.

### How to Run the Drakescale Attack

The full might of the Vothug's orc clan have surrounded Camp Hummingbird. There are 150 orcs present. Camp Hummingbird barely stands a chance against the Drakescales. Thus, it should quickly become obvious that the characters' best bet is to escape the camp without drawing the attention of the Drakescales. The only part of the forest that the Drakescales will not head into is Ayas Kelren to the west.

You're free to run the Drakescale invasion with all of the individual creatures involved. Of course, that will likely be a tiring affair as it's close to 200 individual creatures. Instead of treating the Drakescale army as individual creatures that you have to run, treat them as one large force that's attacking Camp Hummingbird. Likewise, treat Camp Hummingbird as one large creature that helps the characters.

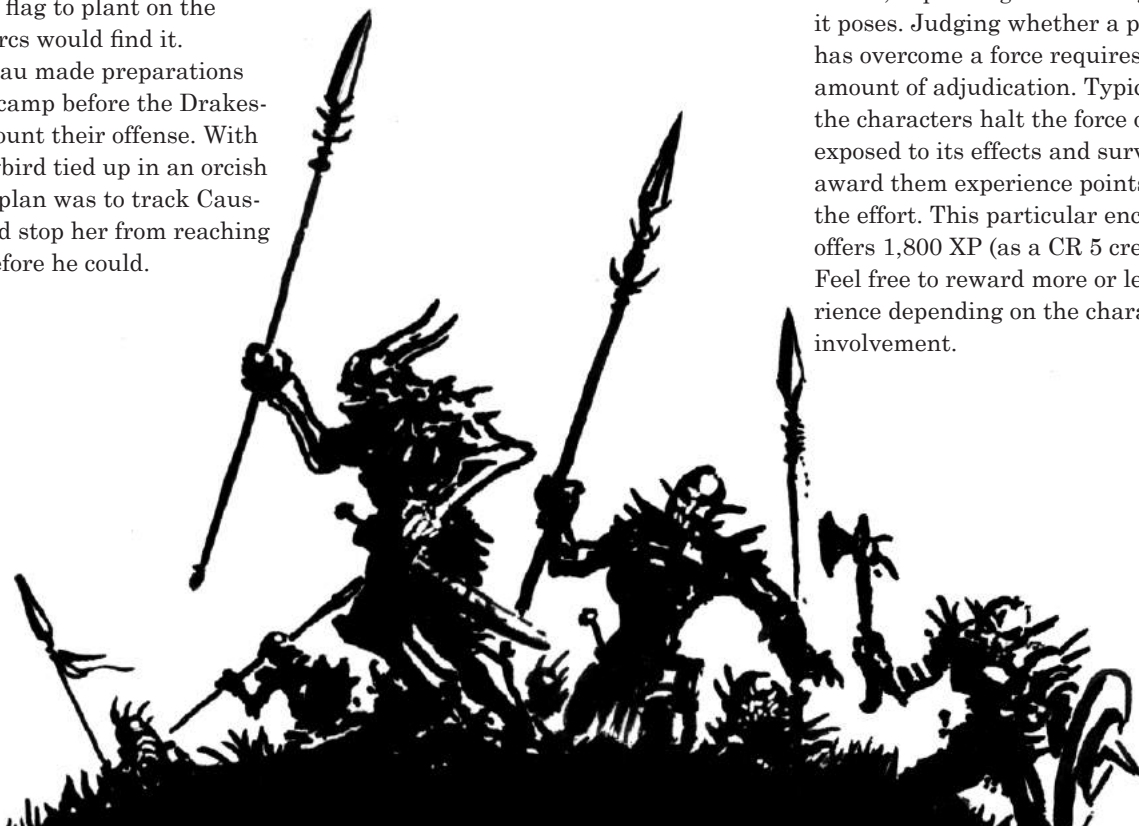
### Running a Force

A force functions in play much like legendary monsters. When it attacks, the force's active elements act according to its initiative. On each of its initiative counts, after all creatures with the same initiative count have acted, the force's features activate. Apply the effects detailed in the force's description.

After resolving the effects of the force's active elements, check its dynamic elements to see if anything changes about the force. Many forces have effects that vary during an encounter. Archers may add fire to their arrows, or its militia may start using ladders to traverse tall walls.

The force's constant elements allow it to have effects when it isn't the force's turn. At the end of each creature's turn, look at the force's constant elements to see if any of their effects are triggered.

**Experience.** Overcoming an opposing force merits an experience point award, depending on the danger it poses. Judging whether a party has overcome a force requires some amount of adjudication. Typically, if the characters halt the force or are exposed to its effects and survive, award them experience points for the effort. This particular encounter offers 1,800 XP (as a CR 5 creature). Feel free to reward more or less experience depending on the characters' involvement.





### Drakescale Army

*Force of 150 soldiers (CR5, 1,800 XP)*

The Drakescale army consists of 150 orcs lead by their chief, Vothug. Vothug is more intelligent than most orcs which makes him dangerous. In addition, his ability to instill loyalty in his horde makes he and his Drakescales a force to be reckoned with. The army takes up a 250 ft by 250 ft area. In this scenario, they surround Camp Hummingbird.

**Initiative.** The Drakescale army acts on initiative count 20 and initiative count 10.

**Active elements.** The Drakescales include multiple units of archers who rain arrows on its enemies as well as aggressive militia who charge directly at their foes.

**Archers (Initiative 20).** The archers fire arrows into the camp. Each creature in the camp not protected total cover must make a DC 11 Dexterity saving throw (note that because the arrows go up and over the walls, in order to have total cover, a creature must be indoors or have some sort of protection of its head). A creature takes 18 (4d8) piercing damage on a failed saving throw, or half as much damage on a successful one.

**Champions (Initiative 10).** Up to five orcs appear in unoccupied spaces within the army's area of influence and remain until destroyed. Orcs summoned in this way roll initiative and act in the next available turn. The army can have up to five orcs summoned by this ability at a time. Typically, Vothug uses his champions to get past fortifications so that they can attack heroes or remove hazards to the main force.

**Dynamic Elements.** The army becomes more dangerous the longer it continues its assault.

**Militia Charges.** More militia crowd into the area, surrounding its targets. At the end of each initiative count 20 after the militia attacks (see Constant Elements), the militia gains a +1 bonus to its attack and damage rolls. These benefits apply until the bonus equals +5.

**Constant Elements.** The army affects each creature that ends its turn in an area affected by these elements (within the army's area of influence).

**Militia.** Any creature that ends its turn in the army's area of influence is targeted by an attack: +5 attack bo-

nus; 9 (1d12 + 3) slashing damage. A creature protected by fortifications or within total cover is immune to this attack. The nature of the protection is determined by the GM.

**Countermeasures.** Each of the army's active elements can be thwarted by particular countermeasures.

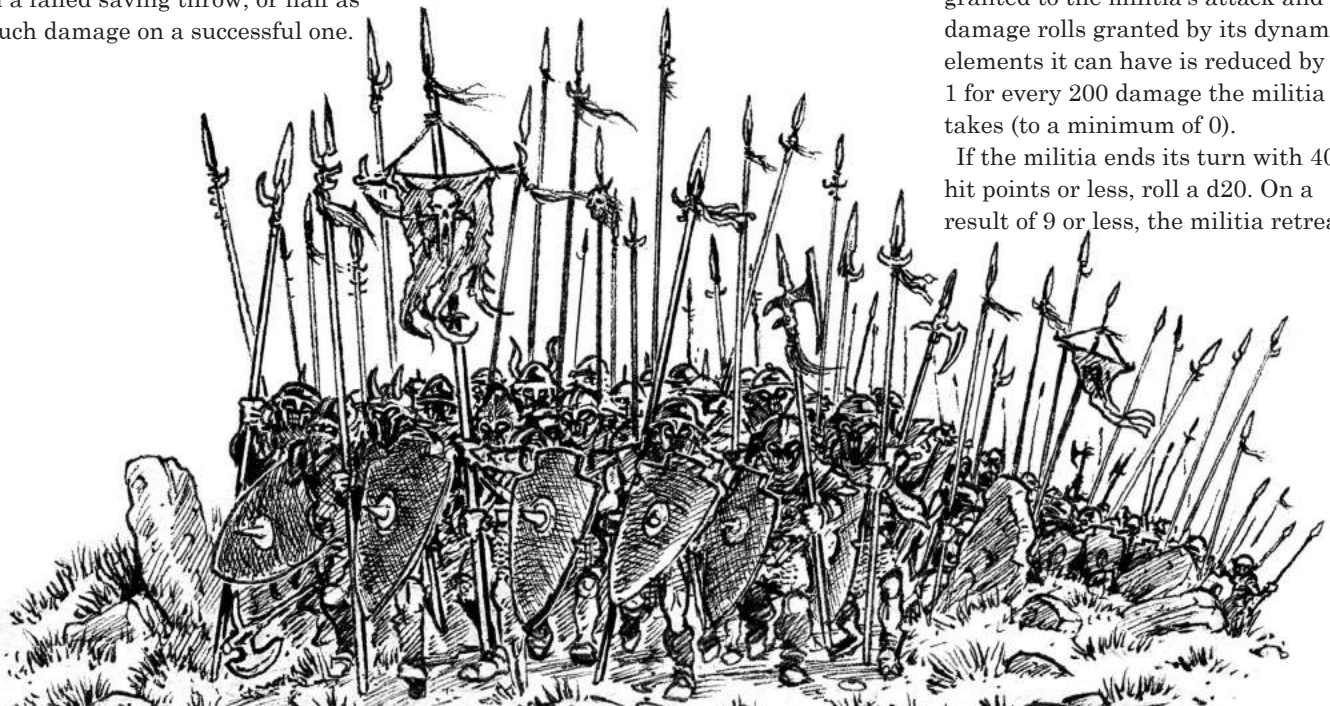
**Archers.** Characters can attack the archers. The archers are disabled if their hit points are reduced to 0.

**Attack.** A creature within the army's area of influence or within range of the army can make an attack against the archers. The archers have AC 13 and 800 hit points. The damage caused by the archer's arrows is reduced by 1d8 for every 200 damage the archers take. If the archers' end their turn with 200 hit points or less, roll a d20. On a result of 9 or less, the archers retreat.

**Militia.** Characters can attack the militia. The militia is destroyed if its hit points are reduced to 0.

**Attack.** A creature within the army's area of influence or within range of the army can make an attack against the militia. The militia has AC 13 and 1,600 hit points. The maximum bonus granted to the militia's attack and damage rolls granted by its dynamic elements it can have is reduced by 1 for every 200 damage the militia takes (to a minimum of 0).

If the militia ends its turn with 400 hit points or less, roll a d20. On a result of 9 or less, the militia retreats.



### Camp Hummingbird

To simplify the actions of Camp Hummingbird, treat all of the soldiers within the camp as four units (3 units of Anorian elves and 1 unit of hill giants) that one of the camp's commanders (either one of the characters or an NPC that the characters nominate such as Igodarin or Caustis Mèyor) commands. A unit can not receive commands from more than one commander per round but does not need to receive commands from the same commander round after round.

A unit obeys its commander's commands as best as it can. It takes its turn on its commander's initiative, though it doesn't take an action unless it is commanded to. On the commander's turn, it can verbally command the unit where to move (an action required by the commander). The commander can use its action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. If a commander is incapacitated or absent, the unit acts on its own, focusing on protecting itself. The unit never requires a command to use its reaction, such as when making an opportunity attack.

**Ability Checks and Saving Throws.** A unit uses the ability checks and saving throw proficiencies of its base creature. For example, a unit of Anorian elves uses the same saving throw proficiencies as an Anorian elf (**drow** with the Anorian adjustments).

**Size and Space.** A unit can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a creature of its base creature's size. A unit cannot gain temporary hit points but it can regain hit points.

**Morale.** If a unit's hit points are reduced to 40% or less of its total, it must make a morale check each time it takes damage. A morale check is a special DC 10 Wisdom saving throw. On a failed check, the unit retreats.

### Unit of Anorian Elves (Drow)

(3). *Huge unit of Medium humanoids (Anorian elves), lawful neutral*

**Armor Class:** 15

**Hit Points:** 150

**Condition Immunities:** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Anorian elves are armed with short swords and short bows. A commander can command them to attack with either weapon.

**Short Swords. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the unit has half its hit points or less.

**Short Bows. Melee Weapon Attack:** +4 to hit, range 80/320 ft., one target. **Hit:** 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the unit has half its hit points or less.

**Unit of Hill giants. Gargantuan unit of Huge giants, chaotic neutral**

**Armor Class:** 13

**Hit Points:** 500

**Speed:** 40 ft.

**Condition Immunities:** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Hill giants are armed with greatclubs and rocks. A commander can command them to make two attacks with their greatclubs or one attack with their rocks.

**Greatclub. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. **Hit:** 36 (8d8) bludgeoning damage, or 18 (4d8) bludgeoning damage if the unit has half its hit points or less.

**Rock. Ranged Weapon Attack:** +8 to hit, range 60/240 ft., one target. **Hit:** 44 (8d10) bludgeoning damage, or 22 (4d10) bludgeoning damage if the unit has half its hit points or less.

In addition to the units, Camp Hummingbird has its walls and its gates. Until the wall is breached or both its gates are destroyed, the creatures within Camp Hummingbird are safe from the Drakescale army's militia elements. In addition, all creatures

within its walls are considered to have half-cover against the Drakescale's archer's attacks.

**Gate (2). Huge object**

**Armor Class:** 17

**Hit Points:** 100 (dmg threshold 10)

**Damage Resistances:** piercing

**Damage Immunities:** poison, psychic

A gate can be pried open with a successful DC 20 Strength (Athletics) check.

**Walls. Gargantuan object (150 ft. by 150 ft.)**

**Armor Class:** 15

**Hit Points:** 600 (dmg threshold 10)

**Damage Vulnerabilities:** fire

**Damage Resistances:** bludgeoning, piercing

**Damage Immunities:** poison, psychic

If the walls take 300 damage or more, they are breached and no longer offer protection from the Drakescale army's militia elements. A creature can scale the walls with a successful DC 18 Strength (Athletics) check.





**Into the Cursed Forest**

The Wallingmiotta takes on a very different appearance once the characters enter the territory. Once home to the Aiquan elves, the trees are darker and less lush, the air is cooler, and mist clings to everything. Gray clouds hang overhead during the day, blotting out the sun. While traveling through these woods, the characters will hear whispers in the wind and see shadows out of the corners of their eyes. The region of Ayas Kelren (which translates to the “Lands of Kelren”) is warped by the death of the elves, creating one or more of the following effects:

- Undead within Ayas Kelren have advantage on all of their Intelligence, Wisdom, and Charisma saving throws.
- Unless they are following Caustis’ Mèyor’s path, navigators have disadvantage on their Wisdom (Survival) checks to find their path while traveling through Ayas Kelren. Instead of rolling for a random hex, the group moves 1 hex closer to Imfe Aiqua.
- If a humanoid spends at least 1 hour within Ayas Kelren, that creature must succeed on a DC 13 Wisdom saving throw or descend into madness determined by the Madness of Ayas Kelren table. A creature that succeeds on this saving throw can’t be affected by this regional effect again for 24 hours.
- Any creature that is unfortunate enough to die in Ayas Kelren returns as a zombie in 24 hours.

**Madness of Ayas Kelren**

If a creature goes mad in Ayas Kelren, roll on the Madness of Ayas Kelren table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *DMG* for more on madness.

**Madness of Ayas Kelren.**

d10	Flaw (lasts until cured)
1-6	“I am overcome with great sadness and do not wish to travel any further.”
7	“I believe that I am the reincarnation of an ancient elven warrior.”
8	“I must go to the ruins of Imfe Aiqua, City of the Elven Kings and find the Tomb of Ruehnar Kelren.”
9	“I will stop at nothing to unleash the Great Titans on the land and bring about the doom of our world.”
10	“I must speak with the dead of Ayas Kelren. They harbor secrets.”

**Traveling Through Ayas Kelren**

Referencing the map on page 79, it will take the characters four days to cross through Ayas Kelren to Imfe Aiqua at normal pace. The dotted lines on the map represent the path Mèyor took her first trip into Ayas Kelren. If Igodarin or any character that watched Mèyor through Enuxar’s *scrying* mirror is with the party, they can recall the path Mèyor took by following certain landmarks.

On the map of Ayas Kelren, each hex measures 5 miles across. Characters moving at a normal pace can travel 2 hexes per day on foot when moving through the forests and 1 hex per day on foot when moving through the swamps. If characters move at a fast pace, they can move 1 additional hex per day. Characters moving at a fast pace take a -5 penalty to their passive Wisdom (Perception) scores, making them more likely to miss clues and walk into ambushes. While in the forest, characters can move at a slow pace, moving only 1 hex per day. Characters moving at a slow pace can move stealthily. As long as they’re not in the open, they can try to surprise or sneak by other creatures they encounter. The characters cannot move stealthily through the swamp.

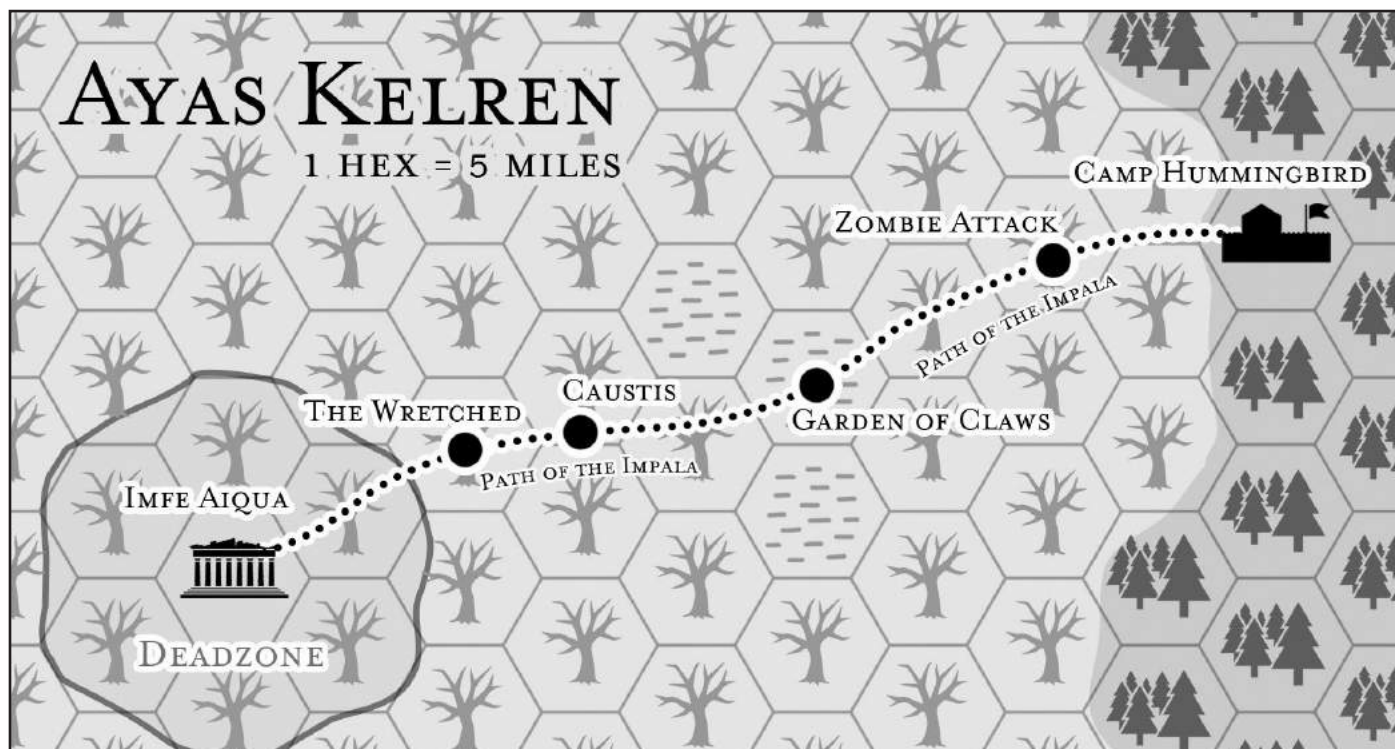
**Encounters in Ayas Kelren**

The map of Ayas Kelren shows four points of interest between Camp Hummingbird and Imfe Aiqua, the ruined elven city. When the characters reach those points on the map, run each encounter as described below.

If you like, you can run random encounters as well, using the rules from Chapter 5 of the *Hand of the Eight* to do so. However, it’s recommended that you use these only if the characters get off track or are taking too long to follow Caustis Mèyor’s path. Otherwise, it may become tedious. At night, assume that any encounters that occur are mostly inconsequential and that those taking watch are able to handle them without too much trouble.

**Zombie Attack.** Within the first 10 miles of Ayas Kelren, the characters learn firsthand how strong the presence of undead are within the cursed forest. Twelve **zombies** attack. The zombies are a mix of dead Vaskilish Anorians, Drakescale orcs, and other travelers who entered Ayas Kelren without heeding the warnings.





**Garden of Claws.** When the characters reach this encounter, read:

Surrounding you on all sides is a putrid, stinking mire, with black mud and biting insects. Tall, dead trees push themselves up by their roots, their grim branches reaching out above you like twisted claws. The only sounds of life here come from the cawing of ravens overhead.

If Igodarin is with the party, he explains that he watched Captain Mèyor cross through the swamp without an encounter. He does warn that the mud is thick and the going will be slow.

The characters may circumvent the mire. Doing so will add at least two days to their journey. Furthermore, it may result in them becoming lost in the forest (see Chapter 5. Wallingmotta for details on becoming lost).

While passing through the muck, choose a random character. Then, read the following:

Just as you're about to pull your leg out of the mud, you find that you're stuck. But it doesn't feel like your leg is stuck in just the mud—instead, it feels as if something is pulling at you. Soon you know why: Looking down, you see a gray, emaciated hand attached to your leg, keeping you in place.

The characters have entered the Garden of Claws. The Garden takes up a 10,000-square-foot block of swamp filled with severed humanoid arms that literally grow out of the mud. When living creatures pass through the Garden, the arms animate and attack, typically once the creatures reach the center of the muck. Treat the Garden of Claws as a complex trap.

**Garden of Claws.** *Complex trap (level 1-4, dangerous threat)*

Created by the evil and unholy nature of Ayas Kelren, the cursed forest that was once home to the elves of Imfe Aiqua, the Garden of Claws is a 100 ft. x 100 ft. tract of swamp that

generates zombie-like arms. The arms literally grow out of the mud of the swamp.

**Trigger.** This trap activates once a creature enters the center of the garden.

**Initiative.** The trap acts on initiative count 10.

**Active Elements.** The Garden of Claws' has hundreds of arms within its area of influence.

**Claws (Initiative 10).** The claws attack each creature within the Garden's area, with a +3 to the attack roll and dealing 3 (1d4 + 1) bludgeoning or slashing damage on a hit (garden's choice). In addition, a creature hit by the claw is grappled (escape DC 11).

**Dynamic Elements.** More claws appear the longer the trap remains active.

**Generate Claws.** Each round at the end of initiative count 10, more claws appear. When this happens, the claws get one additional attack per creature up to a maximum of 4 attacks per creature. In addition, the escape DC



to break free of the claws increases by 1 each round (to a maximum of DC 15).

**Constant Elements.** The swamp is difficult to travel through. Not only that, but the claws try to drag creatures into the bog each round.

**Difficult Terrain.** The Garden's entire area counts as exceptionally difficult terrain, requiring 3 feet of movement for every 1 foot moved.

**Claws.** Any creature that ends its turn grappled by the claws must succeed on a Strength saving throw against the arm's escape DC. On a failed saving throw, the creature is restrained and pulled underwater. It then begins to suffocate.

**Countermeasures.** In addition to breaking the grapple as normal, characters can hack away at the arms themselves.

**Claws.** A creature can attack the claws in its area. Each area of claws has AC 15 and hit points equal to 4 times the number of attacks it has (maximum of 16 hp). Destroying the claws in an area prevents the character from being attacked in that square until the end of the next initiative count 10.

**Caustis.** When the characters are two-thirds of the way to Imfe Aiqua, still following Caustis Mèyor's dream path, read the following:

Some hundred feet ahead of you, you see another creature shuffling through the forest. While you've spotted numerous undead as you've pushed your way through the hell that is Ayas Kelren, this one doesn't seem like the others. It wears black leather armor with red accents. In one hand it clings to a greatsword it drags behind itself.

Although it's hard to make out between the trees, it looks like it may be Captain Caustis Mèyor.

Mèyor is alive but exhausted. Have the characters believe that she is a zombie at least until they can get

within 30 feet of her. If they go to attack her, she turns and gasps, "I'm alive!"

Relieved to see living creatures, she sits on the ground and puts her hands in her face. She then explains what happened:

"It was Zau Teken'ath. He found me in the forest and told me that Enuxar was dead. Then he attacked me with the help of some... something in the forest. I don't know what it was, but it wasn't human. At least not anymore. He referred to the creature as his lover. It injured me. Badly."

Caustis motions to a hole punched through her armor. A similar hole can be found on her back. However, there doesn't appear to be a wound. At least not anymore.

"I thought I was dead. But then it came to me, like in my dreams: the white impala. It told me, 'Don't be afraid.' I must have blacked out after that, because I had a vision. I saw Zau holding the glaive. Behind him was an army of undead elves. At the front of the army was a great, crimson worm—easily hundreds of feet long. They destroyed everything in their path.

"Next thing I know I was lying on the ground staring at the sky. And the wound was healed."

She sighs and stands. "We have to stop him. We have to stop Zau."

From there, Mèyor can lead the way to Imfe Aiqua. Nothing can convince her to stay behind.

**The Wretched.** Once the characters pass through the hex marked on the map "The Wretched" they are hunted by the eponymous creature. The Wretched is a **revenant**. In life, its name was Orist Xyrfaren, a soldier and trusted ally of Ruehnar Kelren. Xyrfaren was among the last living elves in Ayas Kelren. He placed Kelren's body in the Tomb of Nihalar and guarded it until he eventually

succumbed to the plague. A year later, Orist rose against as The Wretched. The Wretched seeks to destroy any who would disturb the tomb, including the Chosen Ones. Just a little over a day ago, the Wretched attacked Zau and injured him. Xenia was able to destroy the Wretched, but the battle sidetracked the pair. Once the Wretched rose again in a new form, it detected the presence of a second set of interlopers: Mèyor and the characters.

The Wretched attacks at night, using its darkvision to its advantage. Unafraid of physical damage, it goes directly for Mèyor, first attacking her with its Vengeful Glare from 30 feet away, then moving in to grapple and pummel her.

As the Wretched attacks Mèyor, it declares in Elvish, "First the boar, now the impala. I will destroy you both—Kelren's grave shall not be disturbed!"

The Wretched fights until it is destroyed. In 24 hours, it rejuvenates and begins its hunt for Mèyor and Zau once more. It continues to hunt its quarry until they both leave the forest, one of them reclaims Dusk, or a *wish* spell is cast to force its soul into the afterlife.



**The Deadzone.** The Deadzone extends from Imfe Aiqua for 7 miles in every direction. It is filled with literally thousands of undead that linger in the forest. Read:

The moans of thousands of undead fill the air, a true cacophony of torment. Everywhere you look undead of varying degrees of decomposition shuffle through the trees. Some wear the regalia of Imfe Aiqua, still clinging to the weapons, arms, or tools they used in life. Others were commoners, men, women, and children, who died in the forest. They still wear their elaborate funeral dresses.

As you approach, the mob of undead begins to move towards you.

At this point, the characters are still half a day's journey to Imfe Aiqua. It should seem nearly impossible to push past the undead hordes at a normal pace. They can, however, try to run through the horde before they can cluster.

To do so, all of the characters must move at a fast pace. If they do, it will take them two hours to reach Imfe Aiqua on foot. Remember that they suffer a -5 penalty to passive Wisdom (Perception) checks while traveling at this speed. In addition, each character and NPC must make a series of checks each hour to avoid being mobbed by undead. The checks are Strength (Athletics), Dexterity (Acrobatics), and Constitution, and the DC for each of the checks is 11. Once the checks are made, refer to the Deadzone Run table to determine what happens.

Once every character has made their checks, allow any characters who rolled 3 successes to give out their rerolls. After the rerolls are made, the worst possible result is the situation that the characters are in.

For example, four characters roll their checks. Two of the characters

get 2 successes, one character gets 1 success, and one character flubs all three rolls and gets 0 successes. The character who got 0 successes trips and falls and is then surrounded by 6 zombies with another 15 closing in. Caustis Mèyor automatically passes all of her saving throws.

If more than one character tied for successes, choose randomly which character is affected.

**Deadzone Run.**

Result	Value
0 successes	The character trips and falls. The character is prone and is at the center of a mob of 6 <b>zombies</b> with an additional 5d6 <b>zombies</b> within 50 feet
1 success	The character is surrounded by 4 <b>zombies</b> with an additional 3d6 <b>zombies</b> within 50 feet.
2 successes	The character passes the undead without stopping.
3 successes	Not only does the character get through the undead, but they can help their allies, too; another character can reroll one of their failed Deadzone Run checks.

**Running the Undead Horde.**

When a character rolls results of 0 or 1 successes, follow these steps to run the battle efficiently.

- Place the character at the center of the combat area which is a 100-foot by 100-foot forested area with plenty of trees, obstacles, and difficult terrain.
- If the character had 0 successes, they are prone and surrounded by 6 **zombies**, and if the character had only 1 success, they are surrounded by 4 zombies and not prone.

- Randomly place additional zombies within 50 feet of the character.
  - For a character who rolled 0 successes, place 5d6 **zombies** and for a character who rolled only 1 success, place 3d6 **zombies**. These additional zombies cannot be adjacent to any other zombie or the target character.
  - The other players place their characters and NPCs within 50 feet of the mobbed character. The characters can place their characters adjacent to zombies or the mobbed character if they choose.
  - Run the combat as normal, except at the end of the zombies' turn, 3d6 more **zombies** appear at the edge of the combat area and take their turn on the zombies' next turn.
  - In addition, the moaning and appearance of the zombies are quite horrific. At the start of a creature's turn, it must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. Undead creatures and constructs automatically pass their saving throws. A frightened creature's movement is reduced by half. On its turn, a frightened creature can use its action to repeat its saving throw, ending the frightened effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this effect for 24 hours.
  - On their turn, zombies move towards and attack whichever creature is a) loudest and then b) closest.
  - At the start of the zombies' turn, any creature completely surrounded by zombies must succeed on a DC 14 Strength or Dexterity saving throw (target's choice) or fall prone in its space.
- It's recommended that you use mob rules for the zombies as rolling that many attacks may slow down combat



considerably. For your convenience, a quick reference chart is included. To further simplify the combat, assume the zombies deal average damage on each attack (4 bludgeoning damage). To retreat from the combat, all characters must escape the battle area.

**Zombie Tactics.** If you want to run a particularly nasty encounter, consider these tactics. Each time a zombie comes near a creature with a movement speed, the zombie first tries to grapple the creature. Then, if the creature is still standing, it attempts to shove the creature prone. After the creature is grappled and prone, only then does the zombie attack. As more zombies approach, they use the same tactics: grapple, shove (if the creature isn't already prone), and attack.

### Zombie Mob Attacks.

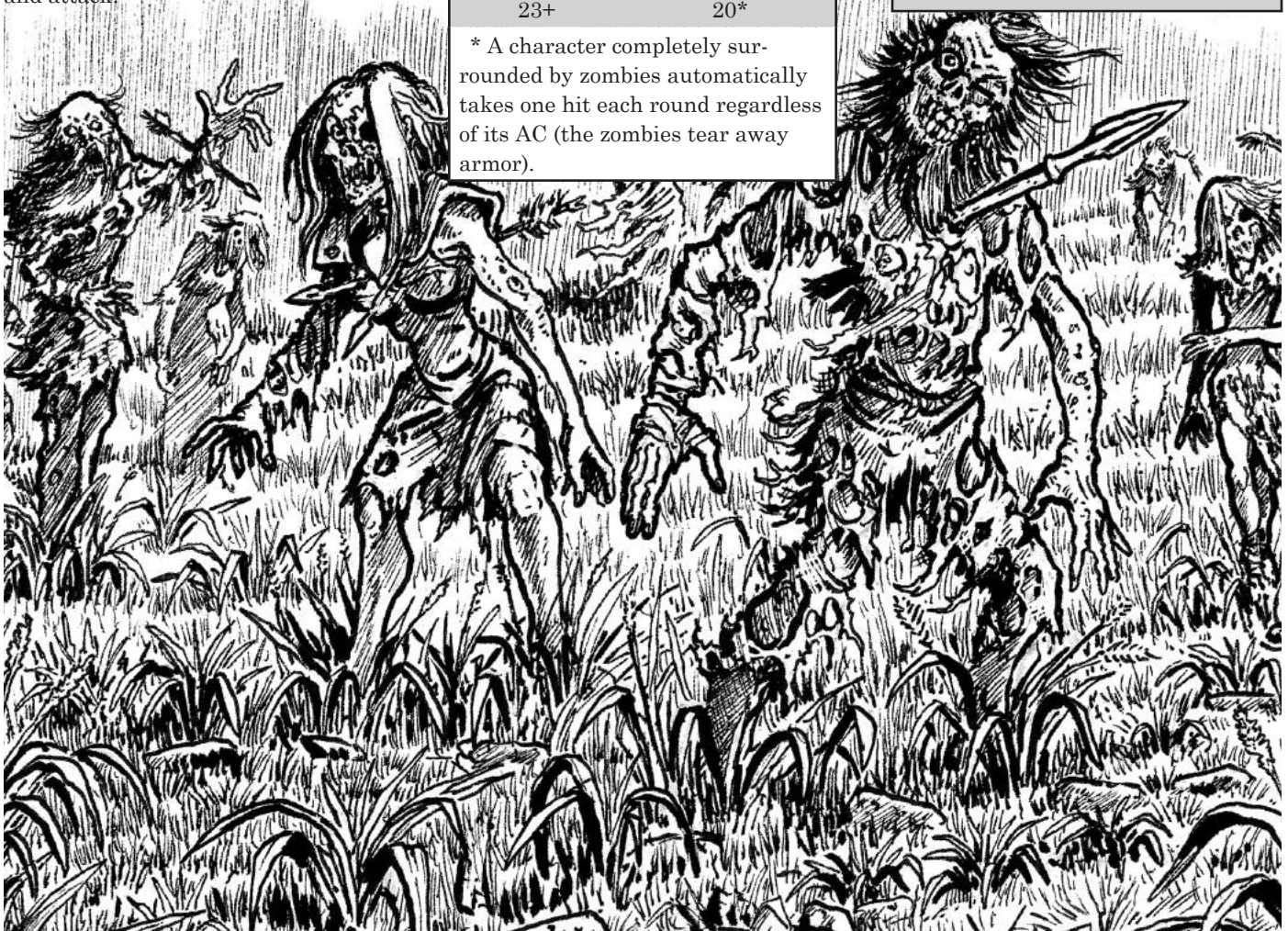
Target AC	# Zombies
8 or less	1
9	2
10	2
11	2
12	2
13	2
14	2
15	2
16	3
17	3
18	4
19	4
20	5
21	5
22	10*
23+	20*

\* A character completely surrounded by zombies automatically takes one hit each round regardless of its AC (the zombies tear away armor).

A creature grappled by a zombie can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster's stat block. In this case, the zombie's escape DC is 11. This means that a character can only escape one grapple at a time. So if a character is grappled by eight zombies and it's prone, it's going to be exceptionally difficult for them to escape.

### Optional Rule: How to Avoid Experience Farming

The Deadzone encounters should be seen as a hazard, not a way to earn extra experience. Award the characters 1,000 experience points for crossing the Dead Zone, regardless of how many zombies they fight.



## Chapter 4. Imfe Aiqua

After their run-in with the Wretched, Zau and Xenia rested within the ruins of the city. In a vision, his own path following the white boar was interrupted by the presence of the white impala who was always right behind him. When he woke, he knew what it meant: Caustis Mèyor was still alive and had to be stopped. Before pushing on to the Tomb of Nihalar, he asked Xenia to stop Mèyor and the characters before they could find the Tomb. His lover agreed.

### Imfe Aiqua

The lost city of the Aiquan elves, Imfe Aiqua, lies in ruin, crawling with undead. Once the characters arrive at Imfe Aiqua, read the following:

Finally, the forest peels back to reveal the neglected stone towers, crumbling walls, and unhal- lowed streets of Imfe Aiqua, the lost city of the elves. What proba- bly once held ten thousand or more living creatures is now home only to the dead. And while the creepers and flora of the Wallingmiotta have tried to consume Imfe Aiqua over the last two centuries, the city per- sists. Flanking either side of the old gate which once welcomed travel- ers of all races are two 50-foot high stone impalas facing each other.

It's quiet. The only sounds within the old city are the shuffling steps of the mindless dead that patronize its streets and the cawing of crows above.

The Tomb of Nihalar is at the center of the city. So long as Caustis Mèyor is with the party, she can show the characters where it is located, since, at this point, she can actually feel the presence of the ten kings.

As the characters move through the city, they will certainly see the hun- dreds of festering undead doddering through the detritus. You're free to

run any encounters that you. like, but at this point—especially if the char- acters were stopped by an undead mob—your players will likely want to reach the conclusion of the adventure.

Still, instead of the typical random encounters, use the Imfe Aiqua Fla- vor table in the Appendix to add a sense of wonder and horror to their travel through the ruined city. You're free to add as many as you like, but 2-3 should be enough.

### Xenia

Once they are within sight of the Tomb, read the following:

“There,” Mèyor says, pointing to a tall, overgrown hill roughly 1,000 feet from you. Upon it stands a black pyramid. “That is the Tomb of Nihalar. That is the place where my visions have led me. It’s where the bodies of the elven kings rest. It’s where I will find the Glaive of the Revenant King, Dusk. And it’s where we will find Zau.”

Before you can begin the march to the endpoint, an eight-foot-tall figure dressed in all red steps out from behind the ruins 100-feet ahead of you. The only non-red element is its perfectly white mask that stares back at you through its dark eye holes.

“I thought I killed you?” the in- credibly tall person asks, its voice mechanical—almost like a choir of metallic voices speaking as one.

“That’s the one,” Caustis says to you, drawing her sword. “That’s the thing that tried to kill me in the forest.

“Zau called it Xenia. They’re con- nected somehow. Be careful—the thing is dangerous.”

Xenia cackles. When she does, her crimson robes undulate, as if there were thousands of small creatures trapped within its folds.

“Little deer. When I kill you this time, you will certainly stay dead.” Xenia attacks!

Xenia is a **horror soul** (see the Ap- pendix C). She has one goal: destroy Caustis Mèyor. How the rest of the adventure plays out—and potential- ly the broader campaign—depends heavily on the outcome of this battle.

Xenia aims to grab Mèyor and climb out of reach of the rest of the party. Only once Xenia has killed Mèyor once and for all will she turn her attention to the party. Xenia does not feel death and will fight until she is destroyed.

Note that Xenia is an extremely tough combatant—she’s CR 9 versus a level of 3rd or 4th level characters—but she is fundamentally a brute. By keeping their distance and coordi- nating their strategy, the characters should be able to defeat her.

Once Xenia is destroyed, she dis- solves into a pool of black ichor cack- ling maniacally as she fades.

### The Tomb of Nihalar

Once the characters reach the hill with the tomb, read or paraphrase the following:

Directly ahead of you, past a nar- row creek, the black pyramid looms—the Tomb of Nihalar. You can see that the large, iron door protecting the front of the temple has been opened, likely by Zau. To your right, you see an old campsite, tucked into a clearing in the forest. Oddly, the tents appear to be in rel- atively new condition. Smoke rises from a small fire at its center.

### General Features

Unless stated otherwise, the interior of the Tomb of Nihalar has the follow- ing features.

**Ceilings.** The ceilings within the tomb of 12-foot high and made from limestone braced with granite cross- beams.

**Doors.** Most of the doors in the tomb are made from sturdy, 1-inch thick iron hung on hinges built directly



into the stone of the walls. Despite centuries of neglect, the doors have remained in good condition. The doors which were closed to prevent any who was not deemed “worthy” were locked, but have since been propped open by Zau. The other doors in the tomb are open to invite the “unworthy” into the traps of the tomb. Wise characters will quickly learn to avoid rooms where the doors are still open. If any of the tomb’s magically sealed doors are shut, a “chosen one”, such as Caustis Mèyor, Zau, or a character that is part of the You Are a Hero story option, can open the door without any trouble.

**Enchantments.** The entire tomb is protected by ancient, elaborate magical spells. Attempts at breaking through the walls and doors always fail. The magic prevents spells like *passwall*, *stone shape*, *earthquake*, *disintegrate*, and even a destructive *wish* spell. In addition, the protective spells also prevent magical entry by such means as *teleport*, *dimension door*, or *wish* spells. In addition, divination spells and effects fail to see within the tomb.

**Floors.** The floors are made from granite tiles.

**Light.** There are no lights within the tomb. The read-aloud descriptions assume that the characters have darkvision or their own source of light such as a torch or lantern.

**Monsters.** All of the monsters within the Tomb will not attack any character or NPC deemed “the chosen one”, such as Caustis Mèyor, Zau, or a character that is part of the You Are a Hero story option, even if the character attacks them. In addition, “chosen ones” have advantage on attack rolls, ability checks, and saving throws against these creatures as they will not defend themselves.

**Pit Trap.** All throughout the main level of the Tomb, pit traps have been hidden to thwart the overambitious. They are marked on the map with red boxes with X’s through them. Each pit

is 5 feet by 5 feet wide. The top of the pits are masked by a powerful illusion, concealing its true nature.

If Zau passed through the room, a successful DC 15 Wisdom (Perception) check discerns Zau’s path around the pit. Otherwise, there is no way to notice the pit without falling in or making a successful DC 18 Intelligence (Investigation) check on the spot where the pit is located. Also, a character or NPC deemed worthy by the temple, such as Caustis Mèyor or a character that is part of the You Are the Hero option, can see past the illusions without any difficulty.

When a creature steps through the illusion, it falls 10 feet down into the pit. A creature that falls into the pit takes 1d6 damage from the plus 11 (2d10) piercing damage from the spikes at the bottom.

**Walls.** The walls of the tomb are made of massive limestone blocks.

### Keyed Encounters

The locations below are keyed to the map of the Tomb of Nihalar on page 87.

**1 - Aruxius’ Camp.** As the characters approach the campsite to the southwest of the Tomb, read or paraphrase the following:

Gentle conversation, the crackle of fire, and laughter. A sight for sore eyes in this gods-forsaken forest and city, you see three unusual creatures huddled around a cozy fire.

The first man is easily 8-feet tall, with massive hands and feet, noticeable even as he sits on a log by the fire. His skin has a gray hue to it, a bit like ash, and his hair is short and blonde. His eyes are golden, like a cat. Still, despite his strange appearance, he smiles warmly when he sees you.

Across from the giant man is a bearded gnome smoking a corncob pipe. He squits at you through one, large green eye.

Finally, a squirrel wearing northern Omerian livery sits on the log next to the giant man. It wears thick spectacles with gold frames. “Well,” says the tall man, “Here they are.”

The tall man is the illusionist Aruxius, a friendly **rakshasa** in humanoid form. Even if the characters are not looking for him (as they would be in the *Hand of the Eight* storyline) he is here to greet all those who seek the Glaive of the Revenant King. His companions are Wilgrim, a **couatl** who is also in disguise, and Jelbi, a **fey squirrel** (see Appendix C).

“Please, join us,” the tall man insists, motioning to the empty logs. “My friends and I were sitting down for a meal and discussing the nature of all things.”

If there is a Dinzer in the party with an Intelligence score of 12 or higher, they will likely recognize Aruxius, who is something of a legend in Odonburg. Otherwise, the three introduce themselves.

Regardless on which adventure path the characters are on, Aruxius acts as a mysterious figure to help point the party in the direction of their destiny.

**The Glaive of the Revenant King.** If the characters are participating in only the *Glaive of the Revenant King* storyline, the scene plays out as follows.

“I would like to tell you all a story,” the giant says, clapping his huge, gray hands together. He pulls a small, golden flute from the chest pocket of his robe then plays a short, charming melody on it.

“Before man. Before the elves. Before even the sky beings, there were the titans. In all, there were five such creatures.”

Aruxius interposes with another melody. The gnome, Wilgrim, leans back with his hands over his stom-

ach. Meanwhile, the talking squirrel, Jelbi cleans his spectacles with the end of his shirt.

“They were,” he continues, “Calan-shop the Wise, Dhucabra the Illuminator, Grihoo the Traveler, Uduzmoth the Obese, and Kongradol the Conquerer.” This time, he extends the melody for close to a minute. Perhaps it’s your eyes playing tricks on you, but it seems like the fire is dancing to his flute playing.

“Of course,” Aruxius says with a sigh, tucking the flute back into his pocket. “They’ve been asleep for thousands of years. But they are starting to rise. Already, I sense one stirring from its slumber to the south.

“To many, they are seen as monsters. After all, some monsters have claws and teeth and attack you in the dark and fill the air with their howls. While other monsters are small and invisible, but just as deadly, capable of wiping out entire cultures. And then there are those monsters who are more than just creatures. They are concepts and ideas that infect and spread. Those monsters use weapons of passion, fear, paranoia, and hatred. Those are the most dangerous monsters as you never notice them until it’s too late. And the greater those monsters become, the more difficult they are to destroy.

“When a monster like that appears in the world, only the combined might of the five titans can destroy it. This is why they wake now.”

He stands. Suddenly, the sky grows dim, like an eclipse.

For a moment, you see the world as it truly is: Aruxius is no longer a man, but a great, muscular creature with the features of a tiger, except its fur writhes around it like snakes. The gnome Wilgrim is replaced by a winged serpent wearing an ornate gold headdress. The talking squirrel Jelbi glows, its in-

ner light illuminating the darkness around it.

The tiger-creature-that-was-once-Aruxius opens its maw. Red light seeps out like smoke. Without moving its mouth, the creature speaks a phrase in a language you don’t understand. You watch the fire erupts into the sky above you. In the sky, you see images of a boar and impala circling each other. They are soon replaced by a dark forest—the forest’s trees erupt as a worm, hundreds of feet long, emerges from the earth. The oceans run red with blood. The cities of Omeria lie in ruin. The only memories of man are bleached white skulls in the sand. There is only darkness and ash.

The tiger creature says something again, this time in a language you can understand, “Recover the Glaive of the Revenant King from within the Tomb of Nihalar.”

The creature points to the pyramid on the hill.

“Then, go to Kongradol’s Rest at the opposite corner of this forest. There, you will understand the glaive’s true purpose.”

The characters then wake, almost as if they had experienced a mutually-shared dream. It’s as if no time had passed. However, the tents and campfire are gone. Only the stream and the pyramid remain.

Strangely, the characters are fully recovered, as if they had completed a long rest.

**The Hand of the Eight.** If the characters are participating in the *Hand of the Eight* storyline and have the book, *Prime*, the scene plays out the same as it does at the end of *Chapter 5. The Wallingmiotta*.

“Ah!” the giant says, taking the book in his huge, gray hands. He pulls a pair of gold-rimmed glasses from the chest pocket of his robe and sets them on his nose at a loose angle so he has to tilt his head to

look through them. “I remember this old book.” Aruxius opens the book and thumbs through it.

Wil stands and stretches, then walks over. “Is it still as boring as I remember it?” the gnome asks reading over Aruxius’ shoulder.

“Boring to some, maybe,” sighs Aruxius. “But to most, a valuable clue.”

After a moment he stops looking through the book and shuts it. With the tip of his finger, he traces the edge of its cover, smiling nostalgically.

“Two-hundred years ago, this book was given to me as a gift from an old friend. Of course, when it was written, no one knew what it would mean for the world. They just knew it would lead to great danger.

“You see—this is more than just a book, my friends. This is the chill you feel at the back of your neck when something doesn’t feel right. This book is the flutter you feel in your chest when you think someone is lying to you. This book is a terrifying doorway into a new world. One that I’m not sure mankind is ready for.

“The world is full of many monsters, friends. Some monsters have claws and teeth and attack you in the dark and fill the air with their howls. Others are small and invisible, but just as deadly, capable of wiping out entire cultures. And then there are those monsters who are more than just creatures. They are concepts and ideas that infect and spread. Those monsters use weapons of passion, fear, paranoia, and hatred. Those are the most dangerous monsters as you never notice them until it’s too late. And the greater those monsters become, the more difficult they are to destroy.

“One of those monsters was spawned from this book.” Aruxius removes his glasses and places them back into his pocket. He



stands. Suddenly, the sky grows dim, like an eclipse.

If the characters were in Qola when the Black Bird attacked, the scene is similar.

For a moment, you see the world as it truly is: Aruxius is no longer a man, but a great, muscular creature with the features of a tiger, except its fur writhes around it like snakes. The gnome Wilgrim is replaced by a winged serpent wearing an ornate gold headdress. The talking squirrel Jelbi glows, its light illuminating the darkness around it.

The tiger-creature-that-was-once-Aruxius opens its maw. Red light seeps out like smoke. Without moving its mouth, the creature speaks a phrase in a language you don't understand.

You watch as the cover of the book in his hand starts to melt. The unreadable words dissolve, then drip onto the ground. For a moment, the phantom ink sizzles before it eventually evaporates. Once the cover of the book completely melts away all that is left is an old bundle of papers held together by two pieces of undecorated plywood and a leather cord. The earth begins to shake violently. Air rushes through the trees all around, causing the fire to dance wildly. The tents tear at their stakes.

The tiger creature says something again, this time in a language you can understand, "Seek the Tower of Burshai on the tallest peak of the Basilisk's Spine. There, all will be revealed."

The characters then wake, almost as if they had experienced a mutually-shared dream. It's as if no time had passed. However, the tents and campfire are gone. Only the stream and the pyramid remain.

Strangely, the characters are fully

recovered, as if they had completed a long rest.

### 2 - Temple's Entrance.

The iron door that blocked entrance into the pyramid is wide open. A large hunk of rock has been placed at the foot of the door in order to prop it open.

Because of Zau's connection to the glaive, he was able to open the door, which would not normally open for a creature that was not "chosen." He left the door open for Xenia to join him after handling Caustis Mèyor.

### 3 - Entry Hall.

This chamber is 25 feet wide north-to-south and 15 feet across. There are four doors in the room, each at the center of one of the four walls. The western door is already open and propped open with a large stone—you can see the world outside. The eastern door is also open, again propped open with a large stone.

Again, Zau's connection allowed him to see the direct path he needed to travel through the tomb. He also managed to circumvent the pit trap at the center of this hall.

**Encounter.** Four **tomb guardians** (see Appendix C) guard this area. They attack any creature that is not deemed "worthy" and will fight until destroyed.

### 4 - Chamber of a Million Screams.

This chamber is 15-feet long by 10-feet wide. There are two doors: one to the south and one to the east. It appears that there is nothing in this room other than dust and stones shed by the ancient walls.

**Trap.** The moment one or more creatures steps into this room, both of the doors seal. Then, the walls begin to grow the faces of hundreds of elves

on them, almost as if they were pressing against the fabric of reality. The faces start to howl in horror.

Each living creature in the sealed room must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points and is deafened. On a success, a creature takes 3 (1d6) psychic damage and is deafened. Every time a creature ends its turns in the room, it must repeat this saving throw. Then, at the end of initiative count 10, the screams increase in intensity; the saving throw DC increases by 1 (to a maximum of DC 18) and the psychic damage taken increases by 1d6 (to a maximum of 6d6).

The screaming continues until the creatures within open the door, the trap is disabled, or all living creatures inside are dead. A *protection from evil and good* spell grants immunity to the screaming effect and a *dispel evil and good* permanently removes the trap.

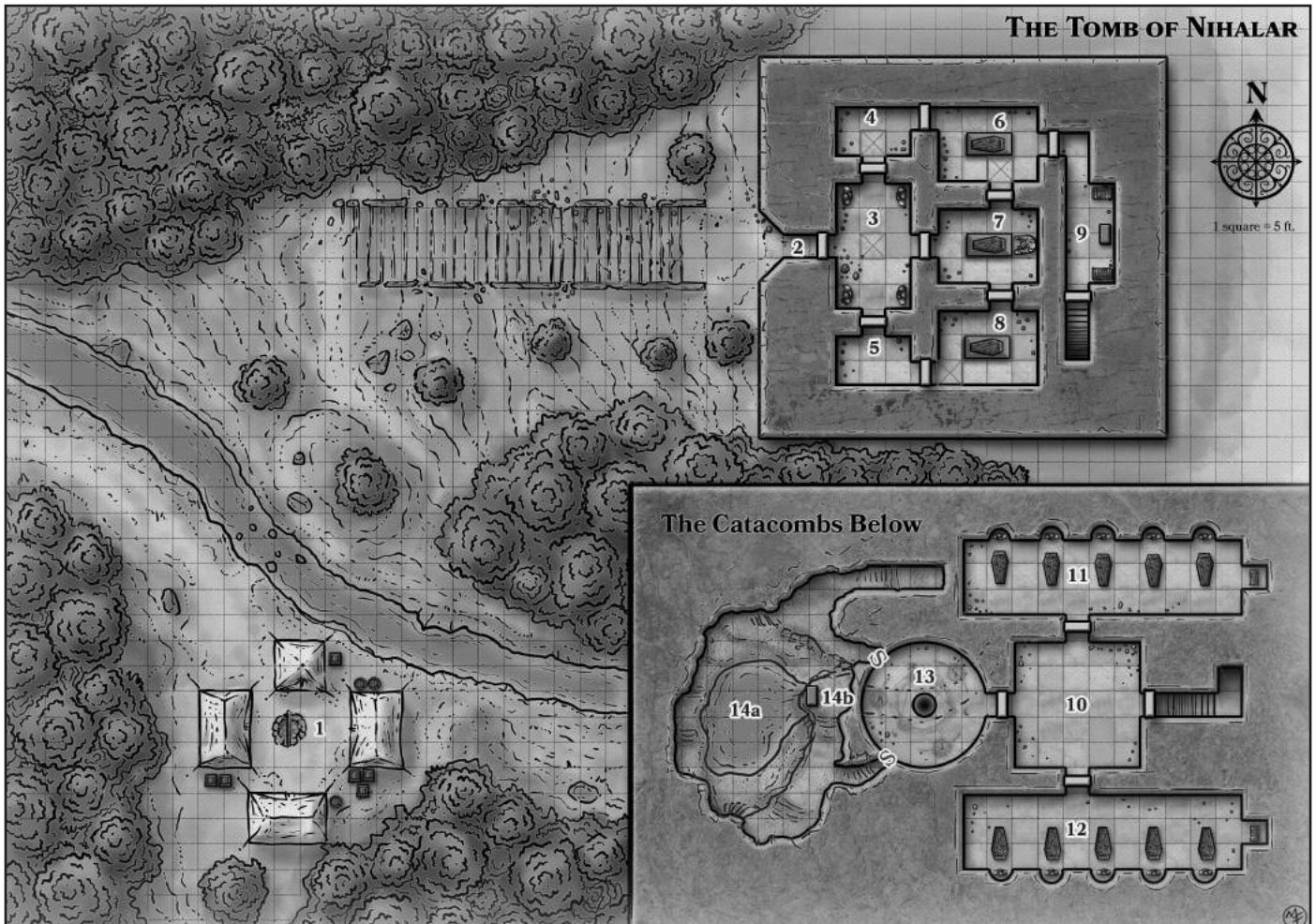
Creatures who die within this chamber rise as specters in 1d4 days.

The doors are held shut by magic. Casting *dispel magic* against a 5th-level spell on the doors temporarily unseals them for 1 minute. The doors can also be pried open with a successful DC 20 Strength (Athletics) check. A creature that opens the door in this way must continue to hold it on each subsequent turn or risk the door slamming shut.

### 5 - Chamber of Tears.

This chamber is 15-feet long by 10-feet wide. There are two doors: one to the north and one to the east. It appears that there is nothing in this room other than dust.

**Trap.** The moment one or more creatures steps into this room, both of the doors seal. Then, the walls begin to grow the faces of hundreds of elves on them, almost as if they were pressing against the fabric of reality. The faces start to weep uncontrollably.



Each round on initiative count 10 (losing initiative ties), the tears raise one foot and do so each round until the entire room is underwater (the ceilings are 12 feet high). The water is completely pitch black, so any creature underwater is effectively blinded. To make matters worse, once the water rises 4 feet, on initiative count 20, 1d4 **skeletons** appear in the water and do so each round until the doors are opened, the trap is dispelled, or all living creatures within are dead.

The crying continues until the creatures within open the door, the trap is disabled, or all living creatures inside are dead. A *dispel evil and good* permanently removes the trap.

Creatures who die within this chamber rise as specters in 1d4 days.

The doors are held shut by magic. Casting *dispel magic* against a 5th-level spell on the doors temporarily unseals them for 1 minute. The doors can also be pried open with a successful DC 20 Strength (Athletics) check. A creature that opens the door in this way must continue to hold it on each subsequent turn or risk the door slamming shut.

Once the doors open, the water and skeletons immediately vanish as if they were never there to begin with.

#### 6 - Tomb of the Sage Yinqen Nihalar.

This room is roughly 20-foot long east-to-west and 15-foot long north-to-south. There are four exits, each in one of the four walls. The

doors to the south and east have both been propped open with large chunks of rock. A massive, stone sarcophagus carved to look like a wizened elf dominates the center of the room.

Zau entered the room through the south then went east, propping both doors open for Xenia to follow.

The lid of the sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more. Once removed, read the following:

The withered remains an ancient elf lies inside the sarcophagus. In its bony hands, it clutches a golden and silver glaive, easily as long as its body. Across the blade are elven runes.



## GLAIVE OF THE REVENANT KING

Despite its appearance, the Elvish runes cannot be read; they are protected by an *illusory script* spell. Only a chosen one can see through the illusion. It reads:

*Only an insect would steal the  
Glaive of the Great Aiquan Sage  
Vinquen Nihalar.*

**Trap.** A humanoid who touches the glaive must make a DC 18 Constitution saving throw. On a failed saving throw, their hand begins to crumble into pieces. Each bit that falls away becomes a writhing, crawling insect. Soon, their entire hand turns into insects, forming into a **swarm of insects** on the ground by their feet. A humanoid missing a hand can no longer hold objects in two hands and can only hold a single object at a time.

At the start of the target's next turn, it must repeat the saving throw.

On a success, the effect ends, however, they are still missing their hand. Only a *greater restoration* spell or similar magic restores the lost appendage.

On a failed save, the creature completely dissolves into six **swarms of insects**. Only a *true resurrection* or *wish* spell can bring the insectified creature back to life.

The glaive itself cannot be moved. Its enchantment functions the same way an *immovable rod* does.

### 7 - The Tomb of Larongar Royarus, Last Governor of Imfe Aiqua.

This room is roughly 20-feet long east-to-west and 15-feet long north-to-south. There are four exits, each in one of the four walls. The doors to the west and north have both been propped open with large chunks of rock. A massive, stone sarcophagus carved to look like an elven knight consumes the center of the room.

Zau went through this room and to

the north, propping open doors as he went.

The lid of the sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more.

Once removed, read the following:

The withered remains an ancient elf lies inside the sarcophagus. In its bony hands, it clutches a golden and silver glaive, easily as long as its body. Across the blade are elven runes.

Despite its appearance, the Elvish runes cannot be read; they are protected by an *illusory script* spell. Only a chosen one can see through the illusion. It reads:

*Join me in damnation.*

**Trap.** A creature who touches the glaive must make a DC 18 Charisma saving throw. On a failed saving throw, they are teleported into a pocket dimension. All around them is darkness with seemingly no end in sight. But they are not alone: a **mummy** is with them. The mummy bears the likeness of Larongar Royarus. The mummy is never more than 30 feet away, even if the creature attempts to Dash away. It wields a 7-foot long glaive. On a hit, it deals 8 (1d10 + 3) slashing damage plus 10 (3d6) necrotic damage and the target creature must save against the mummy's rotting fist effect. If the mummy is destroyed, it returns in 1d6 rounds and continues its pursuit. The mummy's glaive fades to ash if taken from it.

On its turn, the trapped creature can use its action to make another DC 18 Charisma saving throw. On a success, the creature is transported back to where it was before it was teleported to the pocket dimension. Each time a creature fails its Charisma check to return to its reality, the mummy gains a cumulative +1 bonus to its attack and damage rolls and its speed increases by 5 feet.

If a second creature touches the glaive in the sarcophagus, they do not teleport to the same pocket dimension, but a different-yet-identical pocket dimension. They must face their own mummy and make their own saving throws.

The glaive in the sarcophagus itself cannot be moved. Its enchantment functions the same way an *immovable rod* does.

### 8 - The Tomb of Edea Gilwarin, the Voice of Imfe Aiqua.

This room is roughly 20-feet long east-to-west and 15-feet long north-to-south. There are two exits, one in the north wall and one in the west wall. A massive, stone sarcophagus carved to look like a beautiful elven maiden is the focal point of this chamber.

The lid of the sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more. Once removed, read the following:

The withered remains an ancient elf lies inside the sarcophagus. In its bony hands, it clutches a golden and silver glaive, easily as long as its body. Across the blade are elven runes.

Despite its appearance, the Elvish runes cannot be read; they are protected by an *illusory script* spell. Only a chosen one can see through the illusion. It reads:

*Those who would violate my corpse  
will kindly show me their death.*

**Trap.** A creature who touches the glaive must make a DC 18 Wisdom saving throw.

On a successful saving throw, a creature takes 10 (3d6) psychic damage.

On a failed saving throw, a creature becomes charmed by the corpse of Edea Gilwarin. While charmed, the creature becomes consumed with the desire to harm itself. Each round, the

creature must use its action to make an attack against itself, choosing the method most capable of dealing the damage to itself. All attacks that it makes against itself automatically hit it and always scores a critical hit. If another creature grapples or restrains the creature, the charmed creature must roll to attack itself (against its own AC), and it does not automatically score a critical hit against itself.

Each time the charmed creature takes damage, it can repeat its saving throw, ending the effect on itself with a success. Otherwise, the charmed effect remains until the creature dies or a *remove curse* spell or similar magic is cast upon it.

The glaive in the sarcophagus itself cannot be moved. Its enchantment functions the same way an *immovable rod* does.

### 9 - Path of the Chosen One.

This corridor runs 30 feet north-to-south. It is 10 feet wide at its widest point. There are two exits: one to the north and one to the south. Both exits have been propped open with a large chunk of rock.

Against the east wall, there is an 8-foot tall stone tablet with elven runes written upon it. To the left and to the right of the stone table are two 3-foot wide and 2-foot tall wooden chests. The chests do not appear to have any locks on them.

Zau passed through the room and avoided the chests.

Despite its appearance, the Elvish runes on the tablet can not be read; they are protected by an *illusory script* spell. Only a chosen one can see through the illusion. It reads:

*It is a difficult decision to take on the path of the king, one that cannot be taken lightly. You must make an important choice, chosen one.*

*To your right, you will find endless wealth.*

*But it comes with its own chal-*

*lenges as you will never know true peace.*

*And to your left, you will find endless peace.*

*But it comes with its own challenges as you will never know true wealth.*

*Choose wisely, chosen one.*

The tablet is a red herring. When it refers to “the left”, it is referring to the northernmost door and the exit of the tomb. If a “chosen one” reads the inscription on the tablet then exits the Tomb, they surrender their status as the chosen one and will never experience the visions again. When it refers to “the right”, it refers to the southernmost door and the stairs down to the Tomb of Ten Kings, the Pool of Nihalar and the Glaive of the Revenant King.

**Traps.** Both chests are trapped. A creature that opens a chest sees only impenetrable darkness within. A creature who stares into the darkness must succeed on a DC 18 Wisdom saving throw. On a failed saving throw, they are charmed by the chest. A charmed creature wishes to reach its full body into the chest. The chest acts as a *sphere of annihilation*; any creature that reaches into it is instantly obliterated. It destroys all items placed within it, as well, with the exception of artifacts which are instead teleported to a random location in the Empty.

If the chest is closed or the creature exits the room, the charmed effect ends for the creature. A character who examines the inside of the chest and succeeds on a DC 18 Intelligence (Arcana) check recognizes the trap for what it is. From the outside, the chests appear normal, however, a *detect magic* spell or similar effect recognizes the presence of strong transmutation magic.

**10 - Hall of Kings.** After the characters descend the stairs from **Area 9**, read the following:

The door at the bottom of the stairs has been propped open with another chunk of stone. Beyond the door is a huge 25-foot wide square chamber with 20-foot high ceilings. The walls are carved to look the statues of elves who stand upon each others’ shoulders to hold the ceiling aloft. Including the door you came through, there are four exits from this chamber. The doors to the north and south are both sealed. Each door is 12-feet high and built into a stone arch. The door directly across from the stairs on which you descended is open, another chunk of stone keeping it in place.

At the center of the room stands ten semi-transparent figures that glow with dull, black energy. Their backs are to you as they stare into the passage ahead. One of the apparitions stands in front of the others. The apparition wears an incorporeal cloak made of boar’s hide. Upon its ghostly head is a crown with the horns of an impala.

The ten **ghosts** are the spirits of the Aiquan Kings. The ghost with the horned crown is Kelren the Blade. All of the kings are staring into the next room, **Area 13**. They watch silently as Zau speaks his prayers to the Gods of the Other, Gylledhia and Sylmare, from the King’s Blood Well.

The ghosts watch in complete silence. They will not attack unless they are attacked first. If a ghost is destroyed with its body still intact, it rejuvenates in its respective sarcophagus in 1 hour.

### 11 - The Tomb of the First Kings.

This chamber is 55-feet wide east-to-west and 15-feet deep north-to-south. Spaced 5-feet apart are 5-stone sarcophagi. Each sarcophagus’ lid is carved to represent and elven king.

In the northern wall are five identical alcoves, each with a withered



## GLAIVE OF THE REVENANT KING

elven knight standing in place. A sixth alcove in the western wall holds a shelf with five tiers. Each tier holds a single golden crown, each one different than the next. It seems that the only exit is the one in which you came.

The lid of a sarcophagus can be re-

moved by one or more creatures with a combined Strength of 30 or more. The sarcophagi only hold the remains of its respective dead king.

To completely destroy the ghosts in **Area 10**, its corpse must be burned or consecrated with holy water.

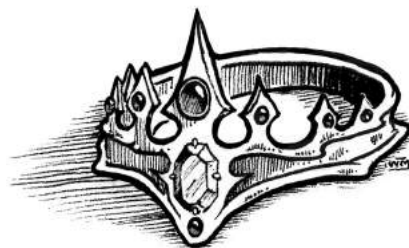
**Encounter.** The five knights are tomb guardians. They silently move

to attack without hesitation.

**Treasure.** The five crowns are the crowns of the first kings. Each is a cursed magic item that requires attunement. See the “Cursed Crowns” sidebar for details. Each crown has a different property as detailed on the Crowns of the Elven Kings table below.

### The Ten Crowns of the Aiquan Kings.

Position	Name	Reign	Crown's Effect
1st	Owezen Aiqua the Dawn	-6244 AT to -5243 AT	The wearer can cast the <i>sunbeam</i> spell. Once this feature is used again until the dawn's light shines upon the crown.
2nd	Hycis Quifina of Olyothyra	-5243 AT to -4543 AT	The crown functions as a <i>headband of intellect</i> .
3rd	Abarat Keysatra the Six-Eyed Warrior	-4543 AT to -3844 AT	The wearer gains blindsight out to 10 feet.
4th	Alok Erlana of the Northern Road	-3844 AT to -3678 AT	The wearer does not suffer disadvantage when making a ranged weapon attack at long range.
5th	Galfink	-3678 AT to -2161 AT	When the wearer hits a creature with a weapon attack, the creature takes an extra 1d8 damage. The wearer can only use this effect once per turn.
6th	Ailas Lianelis Who Danced	-2161 AT to -1523 AT	The wearer gains advantage on all Charisma ability checks and saving throws.
7th	Volodar Loracyne the First Born	-1523 AT to -1485 AT	The wearer gains a +2 bonus to their attack and damage rolls.
8th	Vanderar Loracyne the Second Born	-1485 AT to -980 AT	As a bonus action, the wearer can target one creature that they can see within 30 feet. Until the end of the wearer's turn, the wearer gains advantage on its first attack roll against the target. Once this property is used three times, it can't be used again until the next dawn.
9th	Arel Orimoira	-980 AT to -120 AT	Once per turn, when the wearer hits an aberration, fey, fiend, or undead with a melee weapon attack, the fiend takes an additional 1d4 radiant damage from the attack.
10th	Ruehnar Kelren the Blade	-120 AT to 750 AT	The wearer can cast the <i>phantasmal force</i> spell at will. The phantasmal force takes on the appearance of a boar or an impala.



### Cursed Crowns

All ten crowns are cursed. First, any creature that becomes attuned to the crown ages 60 times faster than normal, aging 5 years per month and 60 years in a year. It's likely that the aging is too subtle to notice until at least a couple months have passed. Second, once per day at dusk, roll a d20. On a result of 20, an apparition of the king whose crown was stolen appears. The apparition has the same stats and functions the same way as the **avatar of death** from the *deck of illusions*. If the wearer is slain its soul becomes trapped within the crown. Until the crown is destroyed, the soul remains within and the wearer cannot be revived.

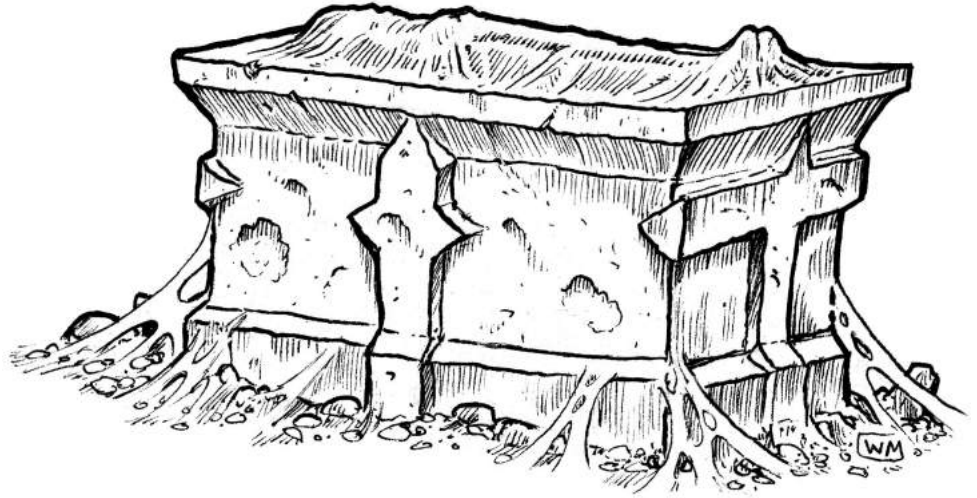
A wearer cannot become unattuned to the crown unless the curse is removed first, either by a *remove curse* spell or placing the crown back in its original place. The aging effect can be reversed via a *greater restoration* spell if the creature returns the crown to its original location. Otherwise, no magic can reverse the effect, not even a *wish* spell.

### 12 - The Tomb of the Last Kings.

This chamber is 55-feet wide east-to-west and 15-feet deep north-to-south. Spaced 5-feet apart are 5-stone sarcophagi. Each sarcophagus' lid is carved to represent an elven king. In the southern wall are five identical alcoves, each with a withered elven knight standing in place. A sixth alcove in the western wall holds a shelf with five tiers. Each tier holds a single, unique golden crown. It seems that the only exit is the one in which you came.

The lid of a sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more. The sarcophagi only hold the remains of its respective dead king. To completely destroy the ghosts in **Area 10**, its respective corpse must be burned or consecrated with holy water.

**Encounter.** The five knights are **tomb guardians**. They attack without hesitation.



**Treasure.** The five crowns are the crowns of the last kings. Each is a cursed magic item that requires attunement. Each crown has a different property as detailed on the Ten Crowns of the Aiquan Kings table on page 90.

**13 - King's Blood Well.** When the characters first enter the room, read or paraphrase the following:

This circular chamber is 25 feet in diameter with 10-foot high ceilings. The austere walls are made of hewn stone and the floor is unpaved. At the center of the room is an old, brick well. Kneeling before the well is the Anorian elf, Zau. His arms are raised above his head; both of his wrists have been slashed, the blood dripping into the well before him.

Although he was chanting when you entered the room, he stops.

Suddenly, the room starts to shake. Two 5-foot wide sections of the western wall spaced 15 feet apart descend into the floor revealing hidden passages behind. Soft light pours from beyond, shimmering as if it was being created by an unseen source of rippling water.

Zau sighs, "It is done."

The young Anorian stands and turns to you.

"My destiny lies before me in the room beyond. I was chosen, you see. Chosen to be the next king of Imfe Aiqua. Would you prevent me from achieving my destiny?"

Zau then turns to casually walk towards the Pool of Nihalar (**Area 14**). If the characters try to stop him, he does all that he can to avoid fighting so he can reach the pool and claim Dusk. Zau is an Anorian elf **warlock** (see Appendix C).

Make the following changes to his stat block:

- Zau's Dexterity score is 16 (+3). This increases his AC plus his attack bonus and damage by +1.
- Zau's Charisma score is 18. His Charisma saving throw bonus is +7, his Deception bonus is +7, and his spell save DC is 15 with +7 to hit with spell attacks.

If Zau is reduced to 0 hit points, he collapses. With tears in his eyes, he laughs, "I don't understand. Why is my life so cruel as to bring me so close to greatness only to take it from me?" He then dies.

The well is 100-feet deep with 20-feet of water at its bottom. There is nothing else of value within.



**14a - The Tablet of Nihalar.** When the characters first enter this room from the King's Blood Well, read or paraphrase the following.

This naturally occurring cavern is roughly 45-foot wide north-to-south and 30-foot wide east to west. A pool of crystal clear water shimmers at its center, casting dancing lights on the stone. At the bottom of the pool, you see an 8-foot long silver glaive.

A few feet in front of the pool stands an 8-foot tall stone tablet. There are elvish words written on it.

Around the bend to the north of the cavern is a passage that seemingly terminates in a dead-end. However, if the King or Queen of Imfe Aiqua walks to the end of the path, they and up to eight willing creatures of their choice that they can see within 10 feet, or a single object that they can see in 10 feet, can teleport to a destination they select as the teleport spell. Once the King or Queen of Imfe Aiqua leaves the Tomb of Nihalar, they may not return until they die at which point their ghost must return the glaive to the pool.

Over 7,000 years ago, the elven sage Nihalar placed a large tablet before the pool of the Nihalar. Written on the tablet in elven is a simple phrase:

Let the chosen one speak the weapon's true name so he may claim the glaive and be crowned King of Imfe Aiqua.

**Treasure.** If one of the chosen ones speaks the name "Dusk" into the pool, the *glaive of the revenant king* rises from its waters and gently floats to its proper owner. Once the glaive is taken, the chosen one becomes King or Queen of the elves of Imfe Aiqua, alive and dead. The *glaive of the revenant king's* full description is included in Appendix B.

If Zau takes the glaive, he is automatically accepted by it and gains the benefits of its use. Any creature that is slain while holding the glaive immediately becomes a ghost standing by his or her corpse. The ghost is then joined by the other ten ghost kings. Then, the now-eleven former kings of Imfe Aiqua return the glaive to its spot in the pool where it will remain until the dead King or Queen chooses its next successor.

**14b - The Pool of Nihalar.** Dusk, the *glaive of the revenant king* rests at the bottom of the Pool of Nihalar. No creature, living or otherwise, can enter the pool. Its surface is impenetrable. No magic can dispel the effect and nothing can change its nature; the will of thousands of elves bind its enchantment.

Only the one chosen by his or her successor king can speak the glaive's name to retrieve it from the water as detailed in **Area 14a**.

### Adventure Conclusion

There are many possible outcomes at the end of this adventure. One of three people will have claimed the *glaive of the revenant king*: Caustis Mèyor, Zau Teken'ath, or whichever character is part of the You Are a Hero optional path.

**If Caustis Takes the Glaive.** Caustis is coronated as the first Queen of Imfe Aiqua by the ghosts of the Tomb of Nihalar. The other ghosts bow before her, especially Kelren whose horned crown glows in her honor.

Caustis takes the glaive and along with the characters passes through the teleportation passage so she may return to Camp Hummingbird. Unless the Drakescale orcs were defeated, Camp Hummingbird lies in ruins. All of her friends and subordinates are dead, their bodies flayed and pinned to the walls.

With nothing left for her there, she

decides to head in the direction that Aruxius told the characters to: either the Tower of Burshai (see **Chapter 6. The Fantastic Lie**) or Kongradol's Rest (to be detailed in a future adventure).

**If Zau Takes the Glaive.** If Zau takes Dusk from the pool, he immediately turns against the characters and those who hoped to stop him. Using his ability to command the elves of Imfe Aiqua granted by the glaive, he commands the former kings to destroy the characters. They obey. The only way to stop the undead is to kill Zau or escape Ayas Kelren. The ghosts will not leave the tomb, but the undead of Ayas Kelren will stop at nothing to fulfill their new king's request and kill the characters.

One month after Zau's reign, the citizens of Barnemouth report that an army of the undead has been seen marching through the Wallingmotta. At their forefront is the Anorian, King Zau Tekean'ath the Sullen. Eventually, Zau leads an attack on Camor, killing all of its citizens. Then he returns to the manor that was his involuntary home for 50 years to find the remains of his adopted mother.

Zau's story continues in a future adventure.

**If a Chosen One Character Takes the Glaive.** The *glaive of the revenant king* is no easy item to wield. It is inhabited by the soul of Kelren the Blade whose advice is not always the best. And whenever a wielder tries to disagree with Kelren, Kelren fights to take control.

The character will also be able to command all of the elves of Imfe Aiqua, living or dead, which naturally comes with its own benefits as well as challenges. And not all of the undead who live in Imfe Aiqua are willing to follow the will of the new King or Queen.

The wielder's story continues in a future adventure.

## Epilogue

Pataz of Odonburg sat a small table next to one of his warehouses in Barnemouth's dock ward. Just as he did every day while waiting to meet with those who had important information to trade, he played solitaire with his custom deck of dragon cards. Meanwhile, the autumn sun shone overhead.

A man approached. He was a Knotsider human wearing the blues and silvers of the Fair City. The Knotsider had the sort of face one would easily forget as soon as he left their presence.

"Hello," the man said to Pataz. Pataz looked up from his game and smirked.

"Well, that was fast. I take it your journey was fine, Mr. Bird?"

The man said nothing. "Never any small talk with you folks, is there?" Pataz leaned back and reached into one of his pouches. He then set a small item on the table. Before the man could take the item, Pataz tsked.

"And what of your master's end of the bargain?"

The man paused and nodded. Then, a small, black bird flew onto the Knotsider man's shoulder and started chirping loudly into the man's ear. The man listened for a moment, then made a motion with his hand, dismissing the bird.

"The Kingdom of Glass," the man started. Pataz leaned forward. "Seek the danaavrakt, Mlaka, on Elsath.

She keeps with her an artifact known as the *Skull of Torment*. Only it can lead you there."

Pataz smiled and let slip a hearty laugh. He then moved his hand. A small vial filled with thick black ichor lied beneath. The Knotsider man picked up the vial, wrapped it in white fabric, and placed it into his own pouch.

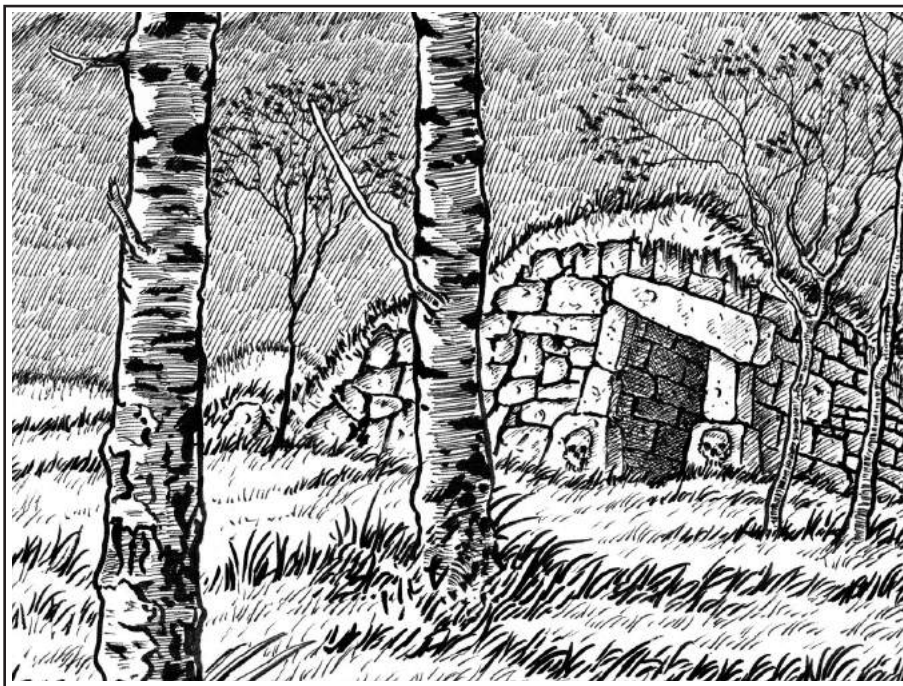
"Tell Hulay that I always appreciate our transactions, Mr. Bird," said Pataz as the man stood and walked away.

Pataz restarted his solitaire game. "Elsath, eh?" he said to himself. "Well, I guess I'm going to have to find me a few adventurers." Ω



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# TALES OF OMERIA: THE STALKER

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BY DAVE HAMRICK

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## 2nd-Level Adventure for Fifth Edition

Cartography by Dyson Logos  
Art by William McAusland

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*This adventure is designed for three to seven 1st to 4th level characters and is optimized for four characters with an average party level (APL) of 2. The adventure can be placed into any campaign setting that has a small, remote village or town.*

Invisible stalkers are relentless killing machines summoned by dark conjurers and employed to hunt, then kill or capture their quarry. So long as the quarry remains on the same plane of existence, the stalker can track its target without fail. And as elementals, stalkers are notoriously difficult to kill, resistant to most forms of non-magical damage.

### Background

In this adventure, an invisible stalker is determined to kill an important NPC or character. After learning that the quarry is being hunted by the stalker, the characters must bind together to stop the stalker before it completes its mission.

### Overview

The adventure's story is spread out over four parts: a Call to Action and four 1-hour segments. The entire adventure takes approximately 4 hours to play.

- **Call to Action: Listen and Understand.** The characters are tasked to protect "Loikiel's Keeper", an important NPC or possibly even one of the characters.
- **Part 1. The Stalker Is out There.** The characters find the quarry at a public establishment and must help him/her escape before the Stalker shows up. This is Story Objective A.
- **Part 2. It Can't Be Bargained With.** The characters must seek protection from a mage that can hide the quarry from the stalker's Faultless Tracker ability. The stalker invades the Dinzer fortress and starts killing the guards there. The characters must escape through the

back of the hideout. This is Story Objective B.

- **Part 3. It Doesn't Feel Pity, Remorse, or Fear.** The characters flee on a Dinzer transport while the stalker chases them. This is Story Objective C.
- **Part 4. It Absolutely Will Not Stop, Ever, Until You Are Dead.** The characters stage their final showdown with the stalker in an abandoned mine. This is Story Objective D.

### Call to Action: Listen and Understand

When and where this adventure happens is at the discretion of the GM. However, it's best placed when the characters are traveling, relaxing, or performing some other mundane task in or near the coastal village of Haver.

From out of nowhere, the characters are approached by two children; identical twins. Both children behave strangely with jerky insect-like movements. Their eyes are blank and when they speak, their words have a strange, reverb-quality to them.

"Listen and Understand," the two children say in eerie unison. "We are avatars of T'qin the Double Mantis. You have been chosen to find and protect Loikiel's Keeper. Already, The Stalker seeks the Keeper and wishes to end [his/her] life."

The children then speak the actual name of Loikiel's Keeper (see below for the identity).

"The Wise Shirt tavern in Haver is where you will find the Keeper. The fate of the world depends on this task. Do not fail!"

The children's eyes, movements, and voices then return to normal. Confused, both children start to weep, unsure of how they got there; they

remember nothing of T'qin's message.

Fortunately, their mother is nearby. Distraught, she takes the hands of her children and quickly leaves. She does not know or understand what happened to them; if questioned, she responds erratically, fearful that the characters may have had something to do with her children's unusual departure.

#### Who is Loikiel's Keeper?

The actual identity of the person T'qin's avatars named "Loikiel's Keeper" is ultimately up to the GM. Loikiel's Keeper can be a random NPC generated using the rules from Chapter 4 of the *DMG*. Or Loikiel's Keeper can be a new character who has not yet made their introduction to the rest of the party. No matter who the GM decides it is, Loikiel's Keeper is completely unaware of his or her destiny or who or what the terms "Loikiel's Keeper" or "The Stalker" are supposed to mean.

### Part 1. The Stalker Is out There

Given very little to go on, the characters must seek the one named Loikiel's Keeper and protect him or her from the one called The Stalker. **This is Story Objective A.**

#### A. Finding the Keeper

The characters eventually make it to the village of Haver. See the adventure *Storm of Mega* in *BroadSword Monthly Issue 4* for more details on Haver. At the center of Haver is The Wise Shirt tavern, a popular establishment run by a friendly (and drunk) half-elf named Bezka Wells.

#### Area Description

The Wise Shirt has the following features.

**Dimensions & Terrain.** The Wise Shirt is a small tavern and inn with a single, large bar area and six rooms. The rooms are almost always occupied.

**Crowded.** The Wise Shirt is packed. A major fishing competition has brought in a full host of fishers from all over the Weysevain Coast. Castlegraspians, Orbeans, and even Arruquettans mingle, drink, and celebrate the gifts of the Omerian Ocean. Because it is so crowded, treat the entire bar area as being difficult terrain. Furthermore, all Wisdom (Perception) checks made in the bar that rely on hearing are made with disadvantage.

**Light.** It's night time when the characters arrive. Hanging lanterns keep the interior and front of the bar illuminated. Omeria's twin moons Ricoanus and Yuduyama are both full, bathing the village in dim light.

#### Creature Information

The one called "Loikiel's Keeper" is in the tavern, speaking with friends, drinking, dancing, or any other activity that is appropriate for the character. The characters may need to convince Loikiel's Keeper that he or she is in danger. Whether or not the Keeper believes the characters is up to the GM or to the player portraying Loikiel's Keeper.

#### B. The Stalker Appears

Before the characters can properly convince Loikiel's Keeper that their life is in danger or escape with them, read or paraphrase the following:

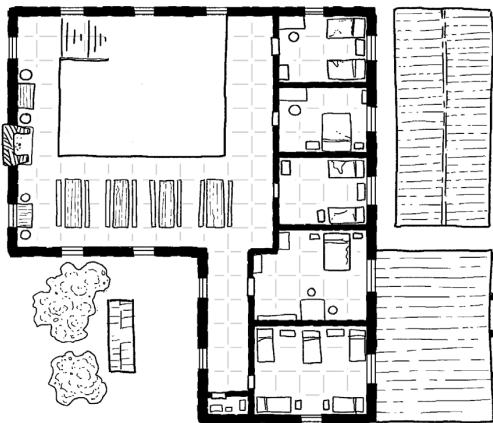
The front door to the bar flings open as if blasted open with a strong gust of wind. The dull roar of the patrons quiets down; everyone stares at the open door. After a beat, one of the patrons chuckles and walks towards the door to shut it. Before he can touch the handle, he stops cold in his tracks; everyone in the bar gasps as he's lifted off his feet. It's like some sort of invisible creature is lifting him by his neck; he chokes. After a few seconds of this, the patron is flung 20 feet in the air and slammed against



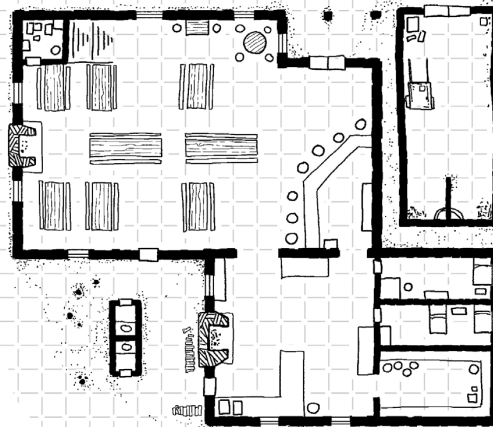
# THE WISE SHIRT

1 SQUARE = 5 FEET

Upstairs



Ground Floor



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the ceiling of the establishment. Then, the patron falls back to the floor—CRACK—his neck snaps. He's dead.

Screams fill the bar as everyone begins to rush for the exits.

The **invisible stalker** pushes through the crowd, flinging bodies as it goes. The characters have two rounds to react before it reaches Loikiel's Keeper. Because of the stalker's relatively high hit points and resistances, it's unlikely the characters can do much harm to it, and as a CR 6 creature, the stalker can easily defeat a group of low-level characters.

At this point, the characters only need to scare it off long enough to give them time to escape. Here are a few suggestions on how to do this:

- The invisible stalker is not resistant to fire or magic. If the characters are able to hit the creature with a spell or fire, it allows them to temporarily see the creature through the flames as it burns. Plus, they have 1d4 rounds to escape before the invisible stalker

composes itself. If the characters are unable to scare it off, at the last minute, the Savior (see below) comes from behind and tosses a potion of alchemist's fire at the stalker, setting it on ablaze.

- If the characters somehow manage to deal 20 or more damage to the invisible stalker, it recognizes the characters as a threat and temporarily retreats, flying through the closest available window. It leaves only for 1d4 rounds to lick its wounds, giving the characters time to escape through the rear of the tavern.

## C. "Come With Me If You Want to Live..."

The futility of direct confrontation with the invisible stalker should quickly become apparent to the characters. If not, drive the point home by sending strong-looking NPCs directly into the path of the stalker. The stalker easily handles all comers, tossing them aside like empty grain sacks.

Once the characters have a chance to escape through the back of the inn,

they meet with another NPC or character who was contacted by T'Qin to protect Loikiel's Keeper.

## Who is the Savior?

Similar to the characters, the savior is an NPC or character who was contacted by T'qin's avatars and tasked to protect Loikiel's Keeper. The savior can be a randomly generated NPC (ideally, this NPC will be slightly stronger than the characters themselves) or another character who has yet to be introduced to the party.

No matter the identity, the Savior knows the following details:

- The Stalker is a type of elemental called an invisible stalker.
- The invisible stalker is naturally resistant to most nonmagical man-made weapons.
- The Stalker will not stop until its quarry (in this case Loikiel's Keeper) is dead.
- So long as the Stalker and Loikiel Keeper are on the same plane of existence, the Stalker can track the Keeper without error.
- The Savior doesn't know why Loikiel's Keeper is important to T'qin.

The Savior suspects that one of the mages stationed at a fortress a few miles from the village can cast a *non-detection* spell on the Keeper, hiding him or her from the Stalker.

The Savior also comes with three vials of alchemist's fire which he or she can use to keep the invisible stalker at bay. Furthermore, the savior has a horse-drawn cart in which the characters and Loikiel's Keeper can flee.

## Part 2. It Can't Be Bargained With

Following the lead of the Savior, the characters travel to a Dinzer fortress two miles east of Haver. There, they must seek someone to cast a non-detection spell on Loikiel's Keeper.

Unfortunately, the characters are suspects in the attack at The White Shirt and the Dinzers do not trust them. This is Story Objective B.

### A. The Dinzer Fortress

A squad of ten Dinzer **guards** are holed up in a fortress in the middle of a field of tomatoes. Dinzers are mages from the southern nation of Odonburg. A confrontation with the city-state of Arruquetta north of Haver has brought the Dinzers into the region.

#### Area Description

Unless otherwise stated, the fortress has the following features.

**Dimensions & Terrain.** The old roadside fortress has seen better years. Much of it is overgrown with violet-vine and tall grass covers the majority of the short plateau upon which it sits. The floors, walls, and ceilings are all made of sandstone. Although the fortress has the typical Ditimayan architectural motifs common in the region, overall, it is somewhat austere. In every area except for the courtyard and the guard towers, the ceilings are 10 feet high.

**Exits.** There are two main exits to the fortress. The first is a set of sturdy, wooden double doors at the

#### Option: Dinzer Mage Spell List

Dinzer mages are evokers. Not only that, but the schools of conjuration, enchantment, and transmutation are strictly forbidden in Dinzer culture. Dinzer mages use the **mage** stat block except have the following spells prepared:

- Cantrips (at will): *dancing lights, fire bolt, light, ray of frost*
- 1st level (4 slots): *detect magic, mage armor, magic missile, shield*
- 2nd level (3 slots): *gust of wind, mirror image*
- 3rd level (3 slots): *counterspell, fireball, nondetection*
- 4th level (3 slots): *greater invisibility, ice storm*
- 5th level (1 slot): *cone of cold*

front. The second is a wooden door at the rear that can be locked from the inside with a sliding barrel lock. The rear door has AC 16, 8 hp, and immunity to poison and psychic damage.

#### 1 - Entrance

The main doors have AC 16, 15 hp, and immunity to poison and psychic damage. The doors lack a lock, but the Dinzers can bar the door from the inside, granting the doors a +1 bonus to its AC and +5 hit points.

Two Dinzer **guards** keep watch at the arrow slits. The guards keep a gong system to alert those within the fortress: one gong for an expected visitor, two gongs for unexpected visitors, and three gongs for attackers. When the guards see the characters, they sound the gong twice.

#### 2 - Courtyard

The majority of the keep is consumed by an expansive courtyard which acts as both the commons and training area for the Dinzers. Ojamar (LN male Dinzer human **mage** with the Dinzer spell list as shown on the Dinzer Mage Spell List sidebar on this page) keeps a tent here by a large bonfire. When the characters arrive, he is the first to greet them.

**Creature Description.** Ojamar is the ranking officer at the fortress. Overall, Ojamar is a no-nonsense Dinzer mage. As the Savior suggested, Ojamar is capable of casting a *nondetection* spell should the need arise.

**What Does Ojamar Want?** Despite having nearly six months of inaction at the fortress, Ojamar has kept his mind sharp even if his subordinates have grown somewhat restless.

**What Does Ojamar Know?** Before the characters arrived, Ojamar received a *sending* spell message from one of his contacts at Haver. The contact reported that someone or something attacked The Wise Shirt, killing dozens. So far the only suspects are a group of people who match the description of the characters. Instead of trying to command the characters by force, he suggests that they speak with him in his office (**area 5**).

If the characters resist, he calls his guards—but before the guards can respond, the invisible stalker appears (see B. It's Back below).

#### 3 - Watchtowers

There are three watchtowers surrounding the complex.

**Area Description.** Each watchtower has the following features.

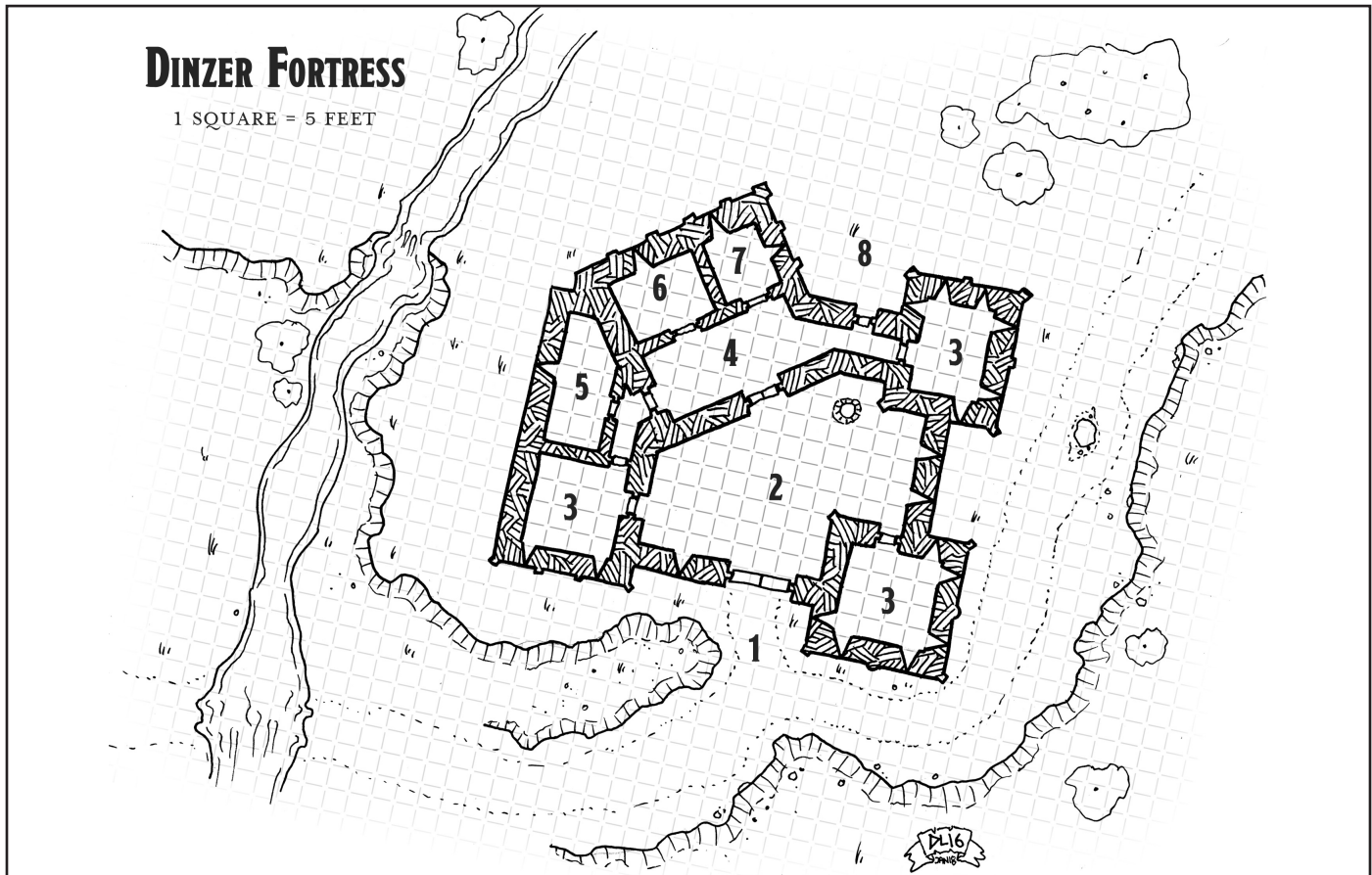
**Dimensions & Terrain.** The ceilings in the guard towers are 20 feet high. A rope ladder provides access to the fortress' ramparts.

**Arrow Slits.** The arrow slits provide three-quarters cover to creatures firing from the watchtower.

**Bunks & Footlockers.** There are two bunks in each watchtower with footlockers at either end of the bunks. Each footlocker contains a suit of studded leather armor, a short sword, a light crossbow with 30 bolts, a set of traveler's clothing, 1 random trinket, and 1d6 Dinzer silver pieces.

**Door.** Typically, the doors that lead into the watchtowers are kept unlocked. Each door has an AC of 15, 8 hp, and immunity to poison and





psychic damage.

**Gong.** A 2-foot diameter gong is in each of the towers. The gong's mallet is hung on brackets on the closest wall.

**Guards.** At any given time, there is a single **guard** in the tower armed with a light crossbow. However, the guards rarely pay attention to what's happening outside the fortress. Unless the gong has sounded, the guards suffer a -5 penalty to their passive Wisdom (Perception) checks.

#### 4 - Main Hall

The main hall connects the major areas of the tower. The double doors leading to the courtyard have AC 15, 12 hp, and are immune to poison and psychic damage. They can be barred from inside, granting a +1 bonus to the door's AC and a +3 bonus to the door's hit points. There are two Dinzer **guards** here.

#### 5 - Ojamar's Office

Ojamar brings visitors here to interview and interrogate them. When the characters arrive, he promises to protect them in the room. In reality, he hopes to temporarily imprison them while he susses out the situation.

**Area Description.** Ojamar's Office has the following features.

**Dimensions & Terrain.** Like the rest of the fortress, the walls, floor, and 10-foot high ceiling are made of sandstone. A single arrow slit looks out on the northwest side of the fortress.

**Door.** The moment the characters enter the office, Ojamar's guards lock the door using an iron barrel lock on the outside of the door. The door has AC 15, 8 hp, and immunity to psychic and poison damage. A character can break the door down with a successful DC 20 Strength (Athletics) check.

**Furniture.** The majority of the room is taken up by a long, oak table.

**Guards.** Once the characters are inside, two **guards** keep watch at the door.

#### 6 - Barracks

The Dinzers store ten spears and ten light crossbows in this area. There is also a *necklace of fireballs* with only three beads remaining.

#### 7 - Rear Outpost

This smaller area functions as a guard post. However, it's rarely used.

#### 8 - Rear Grounds

Parked in the rear of the fortress, the Dinzers keep a **Dinzer ox-class troop transport**. The transport is a 20-foot-long open-air wagon with four wheels. There is a ballista at the rear of the transport. The transports stat block is on page 100.

## B. It's Back

Whatever happens to the characters—whether they are imprisoned by Ojamar and his men, manage to fight back against Ojamar, or convince Ojamar that there is an invisible stalker after them—at some point in the night, the invisible stalker arrives at the fortress.

Assuming that the characters don't get involved, the battle in the front courtyard plays out as follows.

- The guards in the front watchtowers observing the south side of the fortress notice something moving through the tall grass on the road leading up to the fortress.
- One of the guards sounds the gong twice to alert the others: someone is approaching.
- Just as the thing moving through the grass is about to step into the open, the grass stops shaking. Nothing appears. Silence.
- "It's nothing," chuckles a guard. "Probably just a cat."
- Just then, something grabs the guard and rips him through the arrow slit. Being pulled through the narrow space mangles the guard, killing him instantly.
- A few seconds later—KRAK! Something attacks the front door, splintering it. No one can see what it is. The remaining guards in the fortress rush to the courtyard, weapons drawn.
- KRAAAKKK! The door explodes, showering splinters into the courtyard. Ojamar's men raise their weapons ready to fire at whatever comes through the door.
- The dust settles. There's nothing there. The Dinzers stand in the courtyard, bewildered. What's happening?
- One of the guards is flung into the air by an unseen force; he hits the nearest wall and collapses into a bloody pulp.
- "Fire!" The Dinzers launch bolts into the thin air. More and more of

them are attacked by the invisible creature; necks snapped, backs broken, bodies tossed into the air and smashed into the ground.

- Eventually, Ojamar joins the fray, firing spells into the courtyard. The creature screams as it's damaged, but the Dinzer's captain's efforts aren't enough. The stalker grabs Ojamar and lifts him 100 feet into the air. From there, it pounds Ojamar twice with its slam attack then drops the mage's body to the ground. Ojamar dies from the fall.

## C. Run!

Wherever the characters are, they should try to make an escape through the rear of the building. There, they discover the Dinzer's ox-class troop transport. The transport does not require keys or a command word to operate.

The guards and Ojamar grant the characters enough time to flee. However, the invisible stalker—despite the injuries it suffered in the fortress—is relentless and continues its pursuit.

## Part 3. It Doesn't Feel Pity, Remorse, or Fear

Narrowly escaping the Dinzer fortress, the characters ride into the desert on a Dinzer ox-class troop transport. Unfortunately, the invisible stalker is hot on their heels.

### The Chase

The invisible stalker took 30 points of damage in its brawl with the Dinzers and now it's enraged. The Savior, the characters, and Loikiel's Keeper must flee from it either on foot or using the Dinzer transport.

### Beginning the Chase

The characters can head away from the fortress in any direction they like. As in combat, each of the characters and NPCs can take one action and move on their turn. The chase ends

when the invisible stalker catches the characters or the characters escape.

At the start of the chase, the invisible stalker is 300 feet away from the characters.

### Running the Chase

If the characters are on foot, they are strongly motivated to use the Dash action each round. Meanwhile, if the invisible stalker pauses to make attacks, it runs the risk of losing its quarry.

If the characters are on the transport, the characters can use one of the transport's actions to move 100 feet per round.

**Splitting Up.** If the characters are on foot, they can split up into smaller groups. However, the invisible stalker will always pursue Loikiel's Keeper, regardless of how the characters split.

### Dashing

Characters on foot can freely use the Dash action a number of times equal to 3 + their Constitution modifier. Each additional Dash action a character takes during the chase requires the character to succeed on a DC 10 Constitution check at the end of its turn or gain 1 level of exhaustion. Remember: at two levels of exhaustion, speed is halved, and at five levels speed is reduced to 0.

Invisible stalkers are immune to exhaustion, therefore, it can take the Dash action each turn without suffering stopping.

### Spells and Attacks

The characters and the invisible stalker can make attacks against each other so long as they are within range. Normal rules for cover, terrain, and so on apply. Because the characters and invisible stalker are moving in the same direction at the same time, neither side can make attacks of opportunity.

### Ending the Chase

The chase ends when the characters stop (arriving at the Smithy, for ex-



ample) or when the invisible stalker is close enough to the characters to catch them.

If neither side gives up the chase, each character must make a DC 19 Dexterity (Stealth) check at the end of the round. On a successful check, the character successfully escapes from the invisible stalker. Otherwise, the invisible stalker continues its pursuit. If the character is never out of the invisible stalker's sight, this check fails automatically.

If the characters are on the transport, then they do not make this check as the transport is large, loud, and easy to follow.

Characters gain advantage on their checks if they are moving through tall grass, crops or trees. Similarly, the characters have disadvantage on checks if they are out in the open. Since the chase happens at night miles from the nearest settlement, there are no crowded areas in which the characters can hide.

**Chase Complications**

If the characters are on foot, at the end of each character's turn, roll a d20. Then refer to the Wilderness Chase Complications table in Chapter 8 of the DMG for a description of the complication. The invisible stalker rolls at the end of each of its turns, as well, using the same table.

If the characters are on the Dinzer transport, roll once for all of the characters at the end of the character who is last in the initiative order's turn. Then refer to the Dinzer Transport Chase Complication table below to determine if a complication occurs while the characters are fleeing on the transport.

Characters can use their action to create their own complications to shake off the invisible stalker (such as casting a *gust of wind* spell on the invisible stalker). Adjudicate these as you see fit.

***Dinzer Transport Chase Complication.***

d20	Complication
1	The transport moves through a rough patch of terrain. The vehicle's pilot must make a DC 10 Intelligence check using proficiency with land vehicles to get past the brush. On a failed check, the brush counts as 5 feet of difficult terrain.
2	The transport moves through a swarm of insects (biting flies). Each creature on the transport has disadvantage on their attack rolls and ability checks until the start of their next turn.
3	Each creature on the transport must make a DC 10 Constitution saving throw. On a failed save, the creature is blinded by blowing sand until the end of its turn. While blinded in this way, the creature's speed is halved.
4	A sudden drop catches the transport by surprise. Each creature on the transport must make a DC 10 Dexterity saving throw or is thrown from the transport. A creature thrown from the transport takes 1d6 damage from the fall and lands prone.
5	The transport rushes into a herd of animals who are quickly spooked. The transport's pilot must make a DC 10 Intelligence check using proficiency in land vehicles. On a failed check, the vehicle plows into the animals. The transport's hull takes 3d6 bludgeoning damage and the animals count as 20 feet of difficult terrain.
6-10	The transport flies into a narrow, rocky canyon. The transport's pilot must make an Intelligence check using proficiency in land vehicles. The DC for the check is 1d10 + 5. On a failed check, the vehicle's hull takes 3d6 bludgeoning damage and the vehicle's movement speed is reduced by 10 until the end of its next turn.
11-20	No complication.

**DINZER TRANSPORT** *Huge vehicle (15 ft. by 25 ft.)*

***Creature Capacity*** 2 crew, 10 passengers ***Cargo Capacity*** 2 tons

***Travel Pace*** 20 miles per hour (480 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	0 (+0)	0 (+0)	0 (+0)

***Damage Immunities*** *poison, psychic*

***Condition Immunities*** *blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned unconscious*

**ACTIONS** On its turn, the transport can take 2 actions, choosing from the options below. It can take only 1 action if it has only one crew. It can't take these actions if it has no crew.

***Fire Ballista.*** The transport can fire its ballista (DMG ch. 8).

***Move.*** The transport can use its helm to move with its wheels.

**HULL Armor Class 15 Hit Points 100** (damage threshold 10)

**CONTROL: HELM Armor Class 12 Hit Points 20**

**MOVEMENT: WHEELS: Armor Class 15 Hit Points 60; -15 ft. speed per 15 damage taken** **Speed (land) 100 ft.**

**WEAPON: BALLISTA Armor Class 15 Hit Points 50**

*Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

## Part 4. It Will Absolutely Not Stop, Ever, Until You Are Dead

Inevitably, the characters must confront the invisible stalker. Once the chase is over, the characters find themselves a few hundred feet from the face of an abandoned mine. The soft, red glow of a bonfire can be seen from outside the mine.

### A. Wasat Mine

The mine, originally thought to be a gold mine, turned out to be nothing more than a coal pyrite mine. Because coal is seen as something of a worthless and toxic mineral in most of Omeria, the mine was abandoned. Twenty years ago, a Dinzer aircraft flying over the area launched a *fireball* into the sands north of the mine, igniting the coal. Fueled by the coal within, the fire has burned ever since.

A sign outside the mine reads:

**DANGER! WASAT MINE! ENTER AT YOUR OWN RISK!**

With no other options, the characters may be forced to seek refuge in the mine.

### Area Description

**Dimensions & Terrain.** The front of the mine is protected by a dry-rotting wooden palisade flanked by a pair of dilapidated towers. The courtyard inside is littered with forgotten, rusting tools, most of which are buried by sand and coal ash.

**Light.** The fires that burn within the mine illuminate the three passages that lead deeper into the mine.

**Intense Heat.** Outside the mine, the temperatures are as high as 100 degrees, even at night. Treat the area around the mine as Extreme Heat (as detailed in Chapter 5 of the *DMG*). The invisible stalker is not immune or resistant to fire, therefore, it is subjected to the same heat effects as the characters.

Inside the mine, the fires burn out of control, as high as 1,000 degrees in some areas. It's impossible for a living creature that is not immune to fire to enter the mine without perishing.

**Smoke.** The smoke that exits the tunnels of the mine is intense. Each round that a creature starts its turn within the tunnels or within 20 feet of one of the tunnel entrances, it must make a DC 10 Constitution saving throw. On a failed saving throw, a creature takes 1 necrotic damage and is poisoned until the start of its next turn. Creatures that do not need to breathe air automatically pass their saving throw.

While the invisible stalker is within a cloud of smoke, its outline is revealed. It no longer gains the benefits provided by its invisible nature.

### B. The Final Showdown

The **invisible stalker** is still injured from its battle with the Dinzers at the fortress (it has only half its hit points) and now the smoke from the mine reveals its form. Although it still has a number of advantages against the characters, the playing field should be a little more even. No matter what, it directs its attacks at Loikiel's Keeper, even endangering itself if that means it can catch its quarry and kill it.

If the characters are having trouble defeating the stalker, here are a few ways that the characters might be able to stop it.

- Thanks to years of neglect, the palisade at the front of the mine is starting to fall inward. The only thing that seems to be holding it up is an old rope tied to one end. If the rope is cut (AC 10, 2 hp) the palisade collapses under its own weight. The palisade falls on any creature within 15 feet of its eastern side. A creature hit by the palisade takes 18 (4d8) bludgeoning damage and is restrained. A creature can use its action to make a DC 13 Strength check to free itself

or another creature restrained by the collapsed palisade.

- If the characters can find a way to shove the invisible stalker into one of the tunnels and collapse the tunnel, the intense heat will inevitably kill the stalker. A character might even heroically sacrifice himself or herself in order to stop the stalker.
- The characters might realize that the stalker will stop pursuing Loikiel's Keeper if Loikiel's Keeper dies—even if it's temporary. Should this loophole work, the invisible stalker will recognize that its mission is complete and leave the area. If the characters can kill Loikiel's Keeper and preserve the body long enough to find a cleric to revive him or her, it might just work.

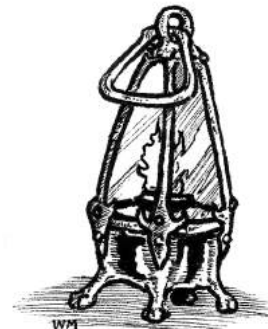
### Wrap-Up: Judgment Day

Whether the characters defeat the invisible stalker or force it to retreat, their struggles have only just begun. Likely, they will have many questions. Who is Loikiel's Keeper and why are they so important? Who sent The Stalker to kill Loikiel's Keeper? And who is T'qin and why did he or she send the characters to defend Loikiel's Keeper?

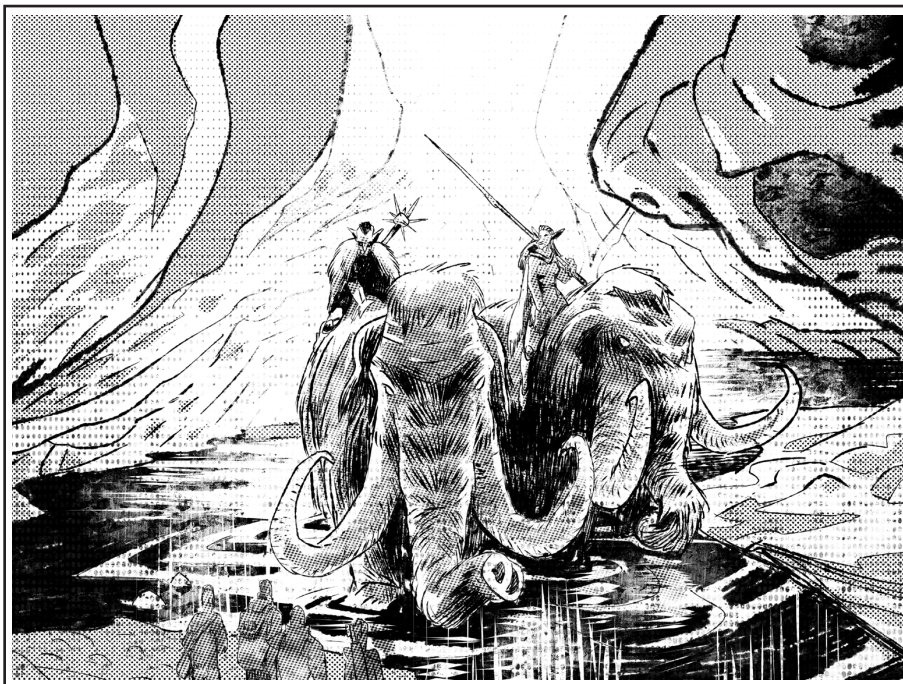
To be continued...

### Rewards

The characters should earn enough experience to advance to the next level. Characters who started the adventure at the 1st level may even earn enough experience to advance halfway to the 3rd-level. Ω







# THE FROZEN MAW

BY DAVE HAMRICK

## 7th-Level Adventure for Fifth Edition

Cartography by CZE/Peku  
Art by Matias Lazaro

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*This side trek is designed for three to seven 5th- to 10th-level characters and is optimized for five characters with an average party level (APL) of 7.*

### The Ice Troll's Lair

In the cold, northern reaches of the world, creatures have had to learn to adapt to the frigid environment. Trolls are no exception. Ice trolls are just as cruel and dangerous as their non-arctic cousins.

### Where to Add This Encounter

The troll's cave (called The Frozen Maw by locals) is a large, ice-racked cavern filled with vicious trolls, ornery woolly mammoths, restless undead, and even killer penguins.

This adventure can be a stopover on a journey to another location in the frozen wastes, or the trolls themselves could be the villains that the characters seek. The characters may even be searching for a lost, treasure-laden pirate ship rumored to be trapped in the ice; and that ship just happens to be in this very cave.

### Adventure Hooks

If you are looking for an idea for an adventure hook that goes with this adventure, choose one of the options on the next page or roll randomly.

### Area Description

The trolls' cave, The Frozen Maw, has the following features.

**Dimensions & Terrain.** The entrance to the maw itself is a gaping hole in the cliffside of a glacier. The harsh winter winds howl outside and snow regularly pounds the region. After a slippery trip into the cavern itself, the ceilings are remarkably tall, 20 feet or higher in most of the caverns. This is the reason the trolls like the cave—plenty of headroom.

**Extreme Cold.** Likely, the characters are already facing the conditions of extreme cold when they reach the trolls' cavern. If not, be sure to imple-

Ice Troll Lair Adventure Hooks.

d6	Hook
1	The cries of a strange creature can be heard within the ice cavern.
2	A dusty old map speaks of a great treasure hidden in the bowels of a pirate ship. The map leads to this cave.
3	Locals in the area are concerned about increased attacks by the trolls.
4	A zoologist from a major city believes that the penguins in the region may be more intelligent than normal.
5	The party has to hide from a dangerous creature.
6	A blizzard forces the characters into the cave.

**Ice Trolls in Fifth Edition**  
 An ice troll uses the **troll** stat block except with the following changes:  
*The troll is immune to cold damage.*  
**New Action: Spear (Replaces Claw).** *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage when wielded with two hands as a melee weapon.



ment the rules for extreme cold found in chapter 5 of the *DMG*.

**Frigid Water.** There are two lakes of frigid water in the ice cavern. Refer to the frigid water rules in chapter 5 of the *DMG* for details.

**Light.** Most of the cavern is dimly lit from the natural light outside the cavern reflecting on the snow and ice. Trolls have darkvision and the mammoths' eyesights have adjusted to seeing in the dim light.

**Sounds & Smells.** There are plenty of sounds in the cavern thanks to reverb and echoes; however, the echoes make it difficult to pinpoint from where the sounds are coming. Creatures unfamiliar with the cave have disadvantage on Wisdom (Perception) checks that rely on hearing. The trolls are not great at picking up after themselves or their mounts, so there is a strong smell of feces all throughout the Maw.

**Watch Your Step!** Creatures moving at a normal pace will have no trouble moving through most of the cavern. However, any time a creature not adapted to the wintry environment (likely the characters) take the Dash action, they must make a DC 10 Dexterity saving throw before the start of its move. On a failed saving throw, the creature slip and fall prone in their space.

**1 - The Dragon**

The squeals of a trapped beast can be heard from outside the cavern.

**Area Description.** The area has the following features.

**Dimensions & Terrain.** Right away the characters get a feel for how massive the cavern is. This cavern is nearly 50 feet across and 25 feet wide. There are three large columns at the south side and a hidden cave tucked into the northern wall. To the west, a sloping passage dives deeper into the cave.

**Creature Information.** Four ice trolls have captured a young white dragon in a dragon-catching snare made from reindeer antlers, mammoth tusks, and assorted bones. The dragon squeals, anxious to be free. The dragon only wishes to escape and will leave the characters once freed. Its breath weapon won't work on the trolls and it knows that. However, it will definitely use it against the characters if they try to attack it.

**Troll's Strategy.** If threatened with fire, the trolls will use the columns at the south side of this cavern to defend themselves, attacking with their spears at range if necessary. However, they won't think to run for help.

**2 - Hidden Cavern**

Normally, the four ice trolls in area 1 would be in this cavern waiting for something to fall into their trap. Right now, however, there is nothing of interest in the cavern other than discarded bones and filth.

**3 - Slippery Slope**

This pair of narrow passages heads down to area 4.

**Area Description.** The area has the following features.

**Dimensions & Terrain.** The ceilings here are lower than they are anywhere else in the cavern, only 10-feet high.

**Slippery Slope.** The moment a character steps into one of the two tunnels, there is a chance that they will lose their footings. A character must make a DC 13 Dexterity saving throw or it slips and falls prone. Then, it slides to the bottom of the passage (where the arrows endpoint on the map).

**4 - Spoils Cave**

The trolls keep their ill-gotten gains in this cavern.

**Treasure.** Random bags, pots, and even rusted helmets are used to hold the troll's treasure. In all, there are 1,500 cp, 1,000 sp, and 60 gp. There are also five art objects worth 25 gp each. The trolls have also gathered 3 *potions of healing*, a *scroll of burning hands*, a *potion of climbing*, and a *potion of greater healing*.





# ICE TROLLS CAVE

1 SQUARE = 10 FEET

## 5 - Guard Post

Two ice troll guards stand watch here. One of the trolls carries an extra-long spear with a 15-foot reach.

**Area Description.** The area has the following features.

**Dimensions & Terrain.** This icy shore overlooks a large lake of frigid water that is 30 feet deep at its deepest point. A killer whale named Kanut patrols the waters, keeping a close watch on the orc children kept

in area 6.

**Rickety Raft.** The trolls keep an old raft tethered to the ice. The raft can hold two Large creatures or four Medium or Small creatures without any trouble.

### 6 - Slave Pens

On the distant shore of the northernmost ice lake, the trolls keep 10 orc children.

**Creature Information.** The 10 children are orc **commoners**.

**What Do They Want?** As orcs, the children are stubborn and brave, however as children, they are still scared of trolls. They want to escape, but some may wish to take vengeance on the trolls who killed their families.

**What Do They Know?** The children know that the trolls have killed all their kind. Beyond that, the trolls have only kept them in this portion of the cave. They aren't aware of what's in any of the other areas.

### 7 - Mammoth Pens

The trolls keep their mammoths here.

**Area Description.** The area has the following features.

**Dimensions & Terrain.** The ceilings in this cavern, as well as those over areas 8-10, are particularly high, 35-feet in some areas. At either side of the walls of ice, there are 20-foot high fences built of thick, pointed lumber used to keep in the mammoths. Both fences have rudimentary gates made of rope which have been tied to thicker logs pushed into the hard ice. The gates are kept closed with a loose length of rope.

**Mammoth Manure.** The floors of the pens are covered in manure, making the ground especially slippery in the pens. The DC for "Watch Your Step!" is 15 in the pens instead of 10.

**Water Hole.** A narrow passage of water at the west side of the pens allows the mammoths to drink the cold water of the cavern.

**Creature Information.** There are three **mammoths** kept in the pens. The mammoths could knock the fences over if they wanted, but they've grown docile during their long years in the trolls' service. Overall, they are passive and won't attack unless they feel threatened.

### 8 - Crow's Nest

The crow's nest of *The Waveblade* peeks out of the large, frigid lake at the south end of the trolls' cave. A frozen skeleton wearing an eyepatch still clings to the frost-covered mast.

### 9 - The Waveblade

Ar, matey! Here lies the wreckage of the long-lost pirate ship *The Waveblade*. Savvy?

**Area Description.** The area has the following features.

**Dimensions & Terrain.** *The Waveblade* is 80 feet below the surface of the water. Sandwiched between two icy columns, the ship hasn't moved in nearly 50 years. There are multiple holes in the ship that will allow swimming creatures access to the treasures kept in its hold.

**Creature Information.** In the belly of *The Waveblade*, 10 **skeletons** still toil as if they were still alive. The skeletons can move through the water without any penalty.

The captain of *The Waveblade* is a skeleton with a **wraith** over top of it (treat it as a wraith that can't fly and doesn't have the incorporeal trait). Her name was Captain Wyna of the Northern Fingers and she frequently screams, "Hands off me treasure, matey!" Wyna and her crew jealously guard *The Waveblade's* treasure.

**Treasure.** The belly of *The Waveblade* holds 14,600 cp, 15,100 sp, and 3,000 gp. In addition seven art objects each worth 25 gp, plus a quiver of ten +2 *arrows*, a *potion of invulnerability*, and *Hevard's handy haversack*.

### 10 - King Loofa's Domain

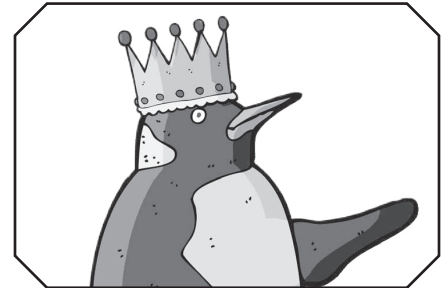
There are 30 penguins who live on this beach.

**Creature Information.** A rather aggressive penguin named by the trolls "King Loofa" lives with his brethren here, 30 penguins in all. They will defend their king with their lives. Treat each penguin a **giant rat** (without disease) with a swim speed

of 30 ft.. Their bite attack is a beak attack (same damage).

Loofa has 24 hit points and he wears a small gold crown he discovered in a sunken pirate ship.

**Treasure.** Loofa's crown is worth 250 gold pieces. However, if Loofa is killed, he will haunt whoever took his crown (as a penguin ghost, of course).



### 11 - Troll Commons

Two **ice trolls** are here eating the remains of an orc.

### 12 - Troll Den

There are three **ice trolls** here with five ice troll children (treat the ice troll children as **trolls** with half the hit points, half the damage on attacks, disadvantage on attack rolls, and they are Medium-sized). In addition to the family of trolls, they have an **owlbear** pet. The adult trolls and owlbear will defend the troll children with their lives.

### Wrap-Up: Burn, Baby, Burn!

This adventure could lead to many other adventures. The white dragon could reach out to the characters and offer help, or it could entice the party with another mission of its own. The orc children may follow the characters as their heroes and mentors—after all, everyone they know is dead.

There might be a piece of cursed treasure within the bowels of *The Waveblade*. Or, King Loofa may survive his encounter with the characters. Hellbent on revenge, the penguin enters a monastery of assassins and trains for seven years in order to become a royal penguin ninja! Ω



# ARTISTS SPOTLIGHT

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## THE ILLUSTRATORS OF BROADSWORD MONTHLY

BY SCOTT CRAIG  
ART BY WILLIAM MCAUSLAND

*BroadSword Monthly* has been fortunate to have at its disposal some very talented illustrators and artists. Some pieces were specially commissioned, some purchased in collections for commercial use, while other works are readily available for free use thanks to generous patrons and artists.

In no particular order:

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JDR created the outstanding paintings featured on the covers of *BroadSword Monthly* issues 1-6, and a number of black and white illustrations in the earliest issues.  
[www.epicwerkesstudio.com/](http://www.epicwerkesstudio.com/)

### Bodie Hartley

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### Matias Lazaro

New to *BroadSword*, entrusted with creating custom black and white scenes for DMDave’s myriad adventures.  
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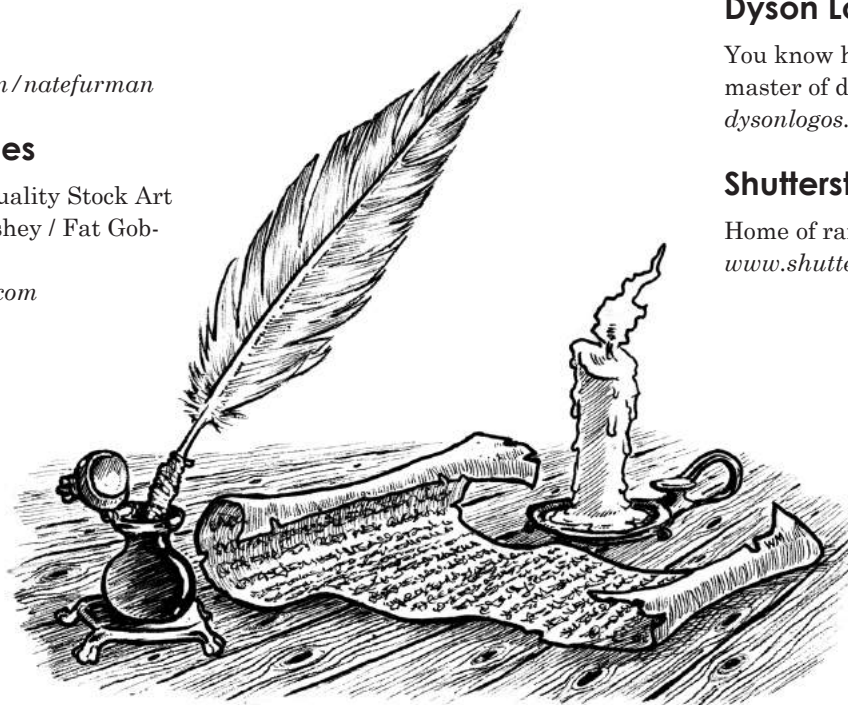
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# APPENDIX A

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## PLAYER OPTIONS

BY DAVE HAMRICK

ART BY WILLIAM MCAUSLAND AND LUIGI CASTELLANI

### Races of Omeria

The campaign setting where the *Hand of the Eight* takes place, tentatively titled Omeria, has many of the classic fantasy races present within its world. And while the world of Omeria is still expanding with its stories, these are the races that have been introduced in the setting so far. This guide identifies how they fit into the world and how players can use them to interact with the setting. Of course, you and your players are free to interpret the races of Fifth Edition any way you like. Ultimately, Omeria is your world.

### Canid

Canid are dog-human hybrids that live throughout much of Omeria. Created through magical means a couple centuries past, the original canids were developed to guard temples, keeps, and other places of import. However, the canids were smarter and wiser than their creators expected and declared that there was more to their indentured existence.

**Wanderers.** Thanks to their friendly attitude and ability to survive in most conditions, canids love to wander the continent of Omeria and beyond. Many canids lend their services to other groups of adventurers, instantly creating families to which they are fiercely loyal. Once a canid has bonded with a group, there is very little that will separate it from its newfound pack.

**Patient Hunters.** In central and southern Omeria, many canids are trained as trackers and bounty hunters. Not only do their innate senses aid in their hunt, but its unflappable patience and determination make them terrifying foes for their targets. Canid hunters can track quarry for

thousands of miles, sometimes spanning entire continents.

**Canid Names.** A younger race, Canid parents take their names from popular naming conventions in areas that they live, more so words than the names. Most canids do not know their father. For surnames, Canids incorporate the names of their mothers as “son of” or “daughter of” as respect for their primary caretaker.

**Male Names:** Apple Apple, Bee Mouth, Big Boy, Cold Paws, Dirt Head, Eagle Chaser, Funny Face, Ghost, Horse Foe, Invisible Bark, Jumpy Frog, Laugh and Laugh, Loud One, Maroon, Shepherd, Triumph, Wonder, White Flower.

**Female Names:** All Fangs, Afternoon Baby, Bunny, Grins, Goldie, Grass Belly, Finger Eater, Late Pup, Lucky Girl, Mud Puddle, Protector, Run Far, Runt, Skinny Thing, Smith’s Friend, Sunny Day

**Canid Traits.** You share the following traits with other members of the canid race.

**Ability Score Increase.** Your Wisdom score increases by 2, and your Charisma score increases by 1.

**Age.** As dog-human hybrids, canids’ lifespans are marginally longer than dogs. A canid reaches adulthood at the age of 5 and generally live to be 35 to 40 years of age.

**Alignment.** Canids have no preference toward law or chaos. However, canids do lean strongly towards good over evil.

**Size.** Canids average about 3 feet tall and weigh around 50 pounds. Your size is Small.

**Speed.** Your base walking speed is 35 feet.

**Keen Senses.** You have proficiency in the Perception skill.

**Loyal.** As an action, you can protect

a creature that you can see within 5 feet of you. As long as the creature remains within 5 feet of you and you aren’t incapacitated, any attacks made against that creature are made with disadvantage until the start of your next turn.

**Tracker.** Whenever you make a Wisdom (Survival) check related to tracking a creature, you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Languages.** You can speak, read, and write Common and Canid. Canid is a guttural language punctuated by low growls, yelps, and barks.

### Dragonborn

While no dragonborn have been seen in Omeria, it is rumored some exist across the Omerian Ocean.

### Dwarves

Currently, there is only one major sub-race of dwarves found in Omeria, the Von Dorals. Fifty years ago, the Von Dorals lived and toiled in the tunnels and great palaces below the legs of the Basilisk’s Spine Mountains. Driven from their lands by fiends—thanks to the mechinations of the Gar Wabrizz goblinoids—Von Dorals now live amongst humans. Their presence is particularly prevalent along the western Omerian Coast. Most Von Dorals blame humans for their misfortunes. And naturally, they despise all goblinoids, going so far as to attack them on sight.

Most Von Dorals stand 4 feet tall and are stocky. Their faces are long, with strong cheekbones, and sharp chins. Their eye colors range from blue to light brown, and they tend to have wiry dark brown or black

hair. Before their departure, albino dwarves—called Vundahns—started to appear with troubling frequency. In fact, one out of ten Von Dorals are born as Vundahns, with pale white skin, stark white hair, and white or pink eyes.

Von Doral dwarves use the **mountain dwarf** subrace. Vundahns also use the mountain dwarf subrace, but have the Sunlight Sensitivity feature (as a drow) and have the ability to cast one cantrip from the sorcerer spell list at will, requiring no material components. Charisma is their spell-casting ability for this spell.

### Elves and Half-Elves

There are few elves left in the world. Following the eradication of the largest elven nation, Imfe Aiqua, many of the elves who are still present in the world are either of blended-heritage (typically referred to as “wood elves”), descendants of the Anorian elves of northern Omeria, or the endangered elves of Olyothyrr.

**Aiquan/Kelren.** True Aiquan elves died as the result of a plague two-hundred years ago. Those that survived were of mixed-blood with humans. Like the conquered Anorians, Aiquan elves have no lands. Their original home surrounding the great elven city of Imfe Aiquan lies in ruins, haunted by the revenants of the dead. Unlike the Anorians, however, Aiquan elves did not all stay north of the Spine. Perhaps it’s in their wild blood, but the descendants of Aiqua chose to travel the world in order to see more of it. Aiquans often have red or brown hair, fair skin, and piercing blue eyes.

Depending on how much of a “true elf” they are, Aiquan/Kelren elves use either the **wood elf** sub-race or the **half-elf** race. Almost all Aiquan elves are young, as the older, pureblood Aiquans succumbed to the elven plague in the 9th century.



**Anorians.** The original Anorian hailed from Imfe Mythse Anore, the ruins upon which the human city of Knotside was built. Conquered by the joint efforts of Aiquan elves and the humans of Presson’s Enclave, the Anorians who weren’t destroyed chose assimilation over eradication. Anorians have pale skin and blue, green, or even white eyes. Their hair is often black, sometimes with white streaks through it. Many half-elves are part Anorian.

Anorian elves use the **drow** subrace for their stats with two minor changes. They lack both the Superior Darkvision and Sunlight Sensitivity traits.

**Olyothyrians.** Although they possess greater numbers than their Aiquan and Anorian kin, Olyothyrians are the elves a traveler will be less likely to encounter in Omeria. Because of a strange curse that won’t allow them to travel more than a few hundred miles from Olyothyrr, these tall, slender, silver-haired elves are rarely seen outside of their native lands. As such, Olyothyrian adventurers are rare. Check with your GM to see if you can play one.

Olyothyrians use the **high elf** subrace. Olyothyrians are stubbornly opposed to inter-racial bleeding, therefore, Olyothyrians half-elf are exceptionally rare.

### Gnomes

Nearly all Omerian gnomes come from the forests of the Wallingmiotta where they still thrive. A curious lot, the Wallingmiottan gnomes love to travel, get into adventure, and assimilate into other cultures. No matter where they land, these gnomes stay sharp and agile, with an innate love for illusions and pranks.

All of the gnomes of Omeria are **forest gnomes**.

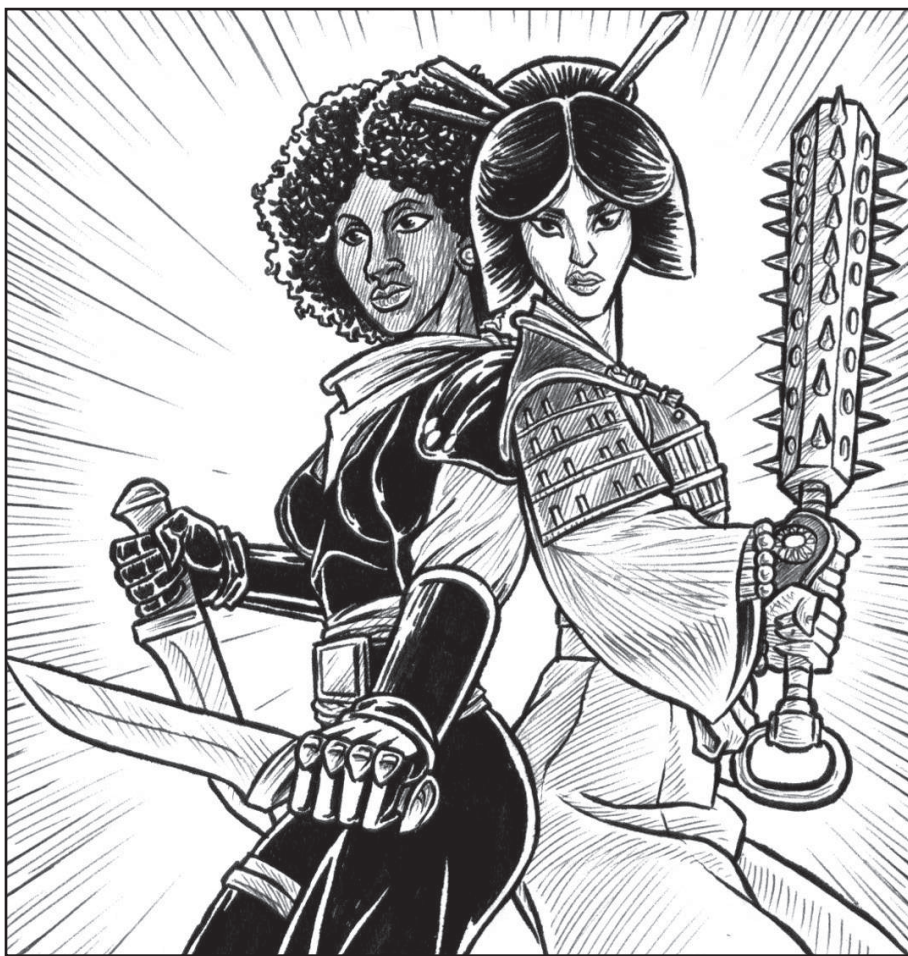
### Halfings

Wanderer halfings are the most prolific sub-race of halfings. Their ancestors originally came from a distant land across the Omeria Ocean. While they have no nation of their own on the long continent, they do have many villages and enclaves where they work and live together. Wanderer seers are well known for their divination powers, which they employ not only as mages, but as fierce melee combatants.

Wanderer halfings have dark-colored, almond-shaped eyes. Their skin is pale to olive-colored and they have straight black hair. Many wanderers have a harmless skin condition called **Bluedot** which makes dark, blue freckles surface in symmetrical patterns over their arms, legs, and backs.

Wandering halfings have the following traits.





**Ability Score Increase.** Your Wisdom score increases by 1.

**Intuitive Reflexes.** Any time you must make a Dexterity saving throw, you can choose to make a Wisdom saving throw instead. The result of the check is treated as if you had still made a Dexterity saving throw.

## Humans

The most dominant race in Omeria—at least during the current Age of Triumphs—are humans. Humans represent a wide variety of ideals and skills in Omeria. From the coldest reaches of Northern Omeria, to the hottest dunes of the Desolation of Ditimaya, to the humid temperate jungles of the Dinzer Nations, humans are adaptable and found at nearly every corner of the land.

Among humans, there are three

ethnic groups who call the long continent home.

**Dinzer.** Dinzers stand a little taller than most of their northern counterparts, typically 6 feet or more for men and over 5 1/2 feet for women. They have lean builds with dark skin and curly, dark hair, typically shaven or kept short. Their eye colors range from deep brown to pale green. The Dinzers were originally a tribe of magically sensitive warriors who lived south of the lands that are now known as the Desolation of Ditimaya. The chief nation of the Dinzers, Odonburg, is the capital city of southern Omeria and home to thousands of magical scholars. For this reason, the Dinzers are the most technologically advanced people on Omeria.

**Dinzer Names:** (Male) Ador, Azurick, Cruqiohr, Elore, Egostrum,

Erostrum, Ezin, Inamorn, Ugrekalis, Urokalis; (female) Enuphaen, Ditiye, Illakey, Lenydae, Ophephaen, Phithall, Umnoffaeh, Uqiohne, Uxone, Vizith

**Ditimayan.** Ditimayans are the ancestors of the original tribe of humans that lived in the lands south of the Basilisk's Spine Mountains. Coastal Omerians such as Castlegraspians, the Naqqadi, and Arruquettans can all claim Ditimayan heritage. Typically, Ditimayans have dusky skin, dark eyes, and thick black hair.

**Ditimayan Names:** (Male) Abdel-slam, Ahmed, Aziz, Boutaje, Iyas, Muaz, Mujahid, Sufyan; (female) Azeeza, Azmiyah, Busr, Chaymae, Cherifa, Fathiyah, Fawza, Mahdia, Raisa, Yasmin; (surnames) Al-Ghumari, Ben Bouchta, Hachim, Hajuji, Ibn Mohammed, Ksikes, Lahcen, Laroui, Mrabet, Raihani

**Knotsiders.** Knotsiders usually stand between 5 to 6 feet tall and are of stocky build. It's rumored their great ancestors were dwarves. The majority of Knotsiders have fair to ruddy skin, with hair colors that range between brown to blonde (although, dark hair isn't totally uncommon, especially among the western humans). Knotsider humans live north of the Fairknot River where their villages, towns, and city-states can be found from the Omerian Ocean to the Tide of Tilldale. Most Knotsiders can trace their ancestry to the olde kingdom of Presson's Enclave.

**Knotsider Names:** (Male) Gif, Gom, Grardil, Mucrem, Ravul, Rezan, Vuzeuever, Zarcarth, Zuzur; (female) Inaga, Jhiluh, Kishi, Kol, Lildrielru, Sasnihmel, Useih, Tifrafu, Valmah; (surnames) Banez, Deathlight, Duskmore, Elffollower, Hasta, Haven-track, Khonon, Menzundreld, Nin

## Krigs

Krigs are spider-humanoids that originate from the Weysevain Maze and, by extension, the town of Or-

bea in Central Omeria. Intelligent and clever, thanks mostly to their connection to their diety-progenitor Matriarch and all other krig, they quickly positioned themselves as assets throughout most of the continent. Their overall numbers are much lower than the other major humanoid races of Omeria, and it's rare to find one more than 1,000 miles from the Maze at Orbea.

**The Matriarch.** All krig share the same parent, the enigmatic Matriarch, who remains hidden in the unfathomable depth of the Weysevain Maze. As such, krigs are asexual, and are neither male nor female, although many, for simplicity's sake—and to avoid the stigma of being referred to as an “it”—will choose one or the other as their identifier. All krig are connected to the Matriarch and loyal only to her above all else.

**Conspiracy Theories.** Mostly welcome in Omeria for their insight, intuition, and ingenuity, there are those who suspect that all krig are secretly sleep agents working under the orders of the unseen Matriarch. The majority of krig operate in positions of power or close to those who have it, creating a “tangled web” of connections and allies. Extremists even go as far to connect krig to the Hand of the Eight prophecies, as they are all eight-limbed beings with eight eyes.

**Krig Names.** Krigs have no identity of their own, only their position. As such, they are given no names by the Matriarch, nor do they give names to themselves. Instead, close allies and friends give them names, typically to reflect their role or status, or just to help them identify the krig among its siblings.

**Krig Traits.** Your krig character has a number of traits in common with all other krig.

**Ability Score Increase.** Your Constitution score increases by 2, and your Intelligence score increases by 1.

**Age.** Krigs reach maturity quickly, typically within 1 or two years of hatching. Those who survive the initial culling of the krig matriarch can live long lives, typically to 150 years or longer. Some krigs have been known to live for even longer, hundreds of years or more.

**Alignment.** Krigs favor neutrality above all else, but tend to follow the laws of humanoid civilizations of which they become a part.

**Size.** Krigs stand just a little over 7 feet in height and weigh nearly 300 pounds. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Hivemind.** As a member of the krig hive mind, you share the same bond that all krigs do: “My loyalty is always to the matriarch and the hive.” As long as you are on the same plane of existence as the krig matriarch, you can seek her advice. You can use this feature to seek advice from the matriarch. You can cast the spell *augury* without expending a spell slot. Once you use this feature to cast this spell, you can't do so again for 30 days.

**Experienced Climber.** You have a climbing speed of 30 feet and you have advantage on ability checks made to climb or jump.

**Eight Eyes.** You have advantage on saving throws against being blinded, and you have advantage on Wisdom (Perception) checks that rely on sight.

**Standing Leap.** You can jump twice the normal distance, though you can't jump farther than your remaining movement would allow.

**Extra Arms.** You have a pair of small arms at the center of your chest. You can grasp things with these arms which have a reach of 6 feet, and you can use them to lift a number of pounds equal to three times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push or pull an object or a creature, or open and close a door

or a container. Your extra arms provide a +2 bonus to all checks you use to grapple another creature but not to escape a grapple. Your GM might allow other simple tasks to be added to that list of options.

Your extra arms can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

**Languages.** You can speak, read, and write common and you can speak orb, the language of the krigs.

## Orcs

The orcs of Omeria, though tribal, are not nearly as savage as one would believe, nor are they as evil. Certainly, orcs prefer chaos, but not for the sake of destruction. Instead, they despise the rigors of civilization and the fetters of routine. Most orcs hail from cold lands, especially the lands of northern Omeria.

Omerian orcs are treated as **half-orcs** for the sake of character creation (but are considered full-blooded orcs nonetheless).

## Tieflings/Devilkin

In Omeria, tieflings are called devilkin. Most were born in slavery when the Obsidian Lords conquered and enslaved the southern Ditimayan nations. Once freed by the Central Castlegraspians, they discovered that their struggle was far from over. Seen by most humanoids as no better than their forebearers, devilkin are almost always treated as a lower caste.

To free themselves of their diabolical connections, devilkin take names that represent the beauty and good in nature.

**Devilkin Names:** Chill above the Water, Drink from the Fountain, Eyes for the Blind, Hand of the Crows, Laughter in the Rain, Reflection in her Eyes, Roll through the Snow, Sand on the Beach, Silence in the Trees, Sun through the Heavens. Ω



# APPENDIX B

## GM OPTIONS - TREASURE & MAGIC ITEMS

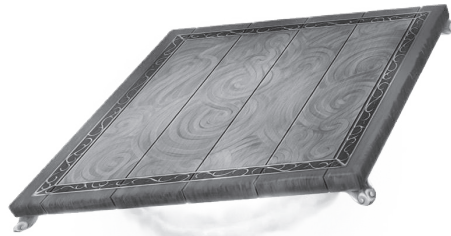
BY GRIFFONS SADDLEBAG



### Brutal Macuahuitl

*Weapon (longsword), uncommon*

This tribal sword's sturdy wooden frame is lined with obsidian shards, allowing attacks made with it to deal either bludgeoning or slashing damage (your choice). In addition, the sword has been enchanted through numerous blood rituals by war priests. When you roll a 20 on your attack roll with this magic weapon against a creature, that creature becomes marked for death until the start of your next turn. A marked creature can't regain hit points, and when the mark ends, that creature takes 1d8 necrotic damage.



### Ehagan's Moving Ladder

*Wondrous item, uncommon*

This small, square platform is 2 feet across, weighs 4 pounds, and can hold up to 400 pounds. While standing on the platform, you can use a bonus action to speak its command word to cause it to move up to 30 feet up or down, or half that much if it's carrying more than 200 pounds. The platform can hover up to 60 feet in the air in this way, and can't be moved horizontally except by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if you were climbing.

When the platform's property has been used for a total of 10 minutes, its magic ceases to function until the next dawn. When its magic ends in this way, the platform floats gently to the ground if it is still aloft.

### Glaive of the Revenant King

*Weapon (glaive), legendary (requires attunement)*

This long-lost silver glaive once belonged to an elven king. Its impeccable elven make lets it be swung nimbly, despite its size. This weapon has the finesse property. In addition, you gain a +3 bonus to attack and damage rolls made with this magic weapon.

**Sentience.** The glaive is a sentient weapon of chaotic good alignment, with an Intelligence of 14, a Wisdom of 15, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Elvish and Sylvan.

**Personality.** The glaive is inhabited by the spirit of Kelren, the elven king of Imfe Mythse. His life's mission to rid his kingdom of demons, fiends, and other unwelcome ilk lives on inside the weapon. He seeks to rebalance the flow and seasons of nature, eager to destroy anything that threatens to change the natural ecosystems of the world.

Kelren is stern, but honest. He may share stories of his kingdom from time to time if an anecdote serves to further his ambitions. A character who he deems unworthy of wielding the blade, such as a weak or evil creature, may be denied the ability to attune to the weapon.

**Elven Kinship.** You are considered proficient with this weapon if you are an elf or half-elf. In addition, while attuned to this weapon, you have advantage on Charisma checks made to interact with fey creatures.

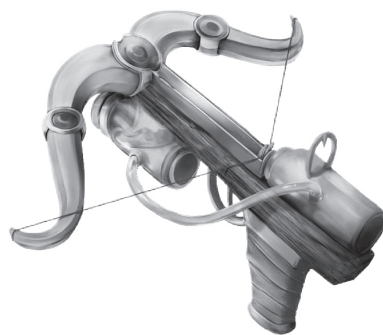
**Energy Nullification.** If you hit a target with this weapon that is either resistant or immune to cold or fire damage, that target loses that resistance or immunity until the end of your next turn.



### Gloves of Amphibios

*Wondrous item, uncommon (requires attunement)*

These gloves come in many different colors and meld seamlessly into your hands when you don them. While wearing these gloves, climbing doesn't cost you extra movement, you gain a +1 bonus to Strength (Athletics) checks made to grapple a creature, and any creature grappled by you that is not wearing armor takes 1d4 poison damage at the end of each of your turns.



### Orner's Venomous Crossbow

*Weapon (crossbow, hand), uncommon (requires attunement)*

This magic crossbow carries a small system of curious tubes and vessels. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The crossbow has 4 charges and regains 1d3 + 1 expended charges daily at dawn. You can expend 1 of the weapon's charges when you make an attack with it to coat the fired bolt with a unique, self-generating venom. If the attack hits, the target takes an extra 1d6 poison damage and must make a DC 13 Constitution saving throw. On a failed save, the target is poisoned until the end of its next turn.

If you expend the crossbow's last charge, roll a d20. On a 1, the vessels attached to the crossbow shatter and spray poison in a 25-foot-radius sphere centered on your location. Creatures within the sphere take 1d12 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. When this happens, the crossbow ceases to be magical and loses all of its additional properties.



### Rope Caster

*Weapon (crossbow, hand), common*

This magic weapon is a favorite among infiltrators. Its firing mechanism has no string, unlike other crossbows. Instead, this weapon can only be loaded with rope. As a bonus action, you can load a length of rope into the crossbow. When you do, individual strands from the rope magically latch onto the weapon's limbs and pull the mechanism taut. You can make a ranged attack with the crossbow to fire the rope at a willing creature or an object within range that isn't being worn or carried. If it hits, the target takes no damage from the attack but is bound by the rope. If the rope is long enough, it magically wraps around the target in a single loop and securely ties itself, leaving the remaining rope to hang from the knot. If the target is a willing creature, the rope ties itself around the creature's chest or waist as a harness but does not restrain them. If the attack hits an unwilling creature, the rope falls harmlessly to the ground without being tied.

A creature can use its action to make a DC 10 Strength or Dexterity check, releasing a bound object within its reach on a success.





### **Storm Seer Lamp**

*Wondrous item, common*

This crystal lantern gives off a faint, refreshing smell that reminds you of being near the ocean. As a bonus action, you can touch the crystal to cause it to glow, casting bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. You can alter the radius when you touch the crystal in this way. Once the lamp has glowed for a total of 8 hours, it can't be used again in this way until the next dusk. You can cause the light to fade using a bonus action to touch the crystal again.

In addition, the lamp can detect incoming storms up to 3 hours before they arrive. If an approaching storm would affect the area within 1 mile of the lamp, the crystal's light becomes an eerie, cold gray.



### **Tether Tearer**

*Weapon (any axe), uncommon*

This silver axe can temporarily bind a creature to its corporeal form. This axe deals an extra 1d6 force damage to any creature it hits that has the “incorporeal movement” trait. When it does, that creature can't benefit from its “incorporeal movement” trait again until the end of its next turn.



### **Tome of Dreams**

*Wondrous item, uncommon*

This beautifully embossed book is full of gripping short stories. You can read a story from the book over the course of 10 minutes. The underlying nature of each story is unclear, leaving your subconscious mind to slowly process and unpack its deeper meanings over the course of your next long rest. The next time you finish a long rest after reading a story from the book, roll a d20. On a roll of 10 or lower, you take 2d4 psychic damage as your mind is plagued with intense terrors from the story you read. On a roll of 11 or higher, you gain 2d4 temporary hit points as your mind is filled with joy and courage instead. If you start a story but don't finish reading it, nothing happens the next time you finish a long rest.

### Tote of Tricky Treat Sugar-bombs

*Wondrous item, common*

This canvas bag holds  $5d8 + 10$  clove and pumpkin candies inside. A small illusory face appears over the sewn-on pumpkin at night. Each candy has a minor magical effect that lasts for 1 minute unless otherwise specified. Some effects are pleasant, whereas some are mischievous. You can eat a candy as an action. When you do, roll on the table below to determine the candy's effect:



d20	Effect
1	The candy seemed to have spoiled, forcing you to succeed on a DC 13 Constitution saving throw or spend your action on your next turn retching and reeling.
2	Your face appears to melt: revealing the skull beneath it. The effect is harmless and illusory.
3	Any food you eat or water you drink taste like ash and blood, respectively.
4	Other creatures' eyes appear to be hollowed out and blackened.
5	Your ears turn a different, vibrant color at that start of each of your turns.
6	Your hair falls out and regrows over the next minute
7	Your laughter becomes maniacal, and you have trouble stopping once you've started.
8	Your pupils resemble a snake's.
9	You hear a fly near your ear, but you can neither see it nor swat it away.
10	Your skin turns orange, and light spills forth from your eyes and mouth, casting bright light in a 10-foot radius and dim light for another 10 feet.
11	Confetti bursts from the top of your head, and small children can be heard laughing.
12	You sprout tiny, flightless bat wings
13	You know the location of the nearest pumpkin within 1 mile.
14	Nearby crows and ravens land on your shoulders or outstretched arm.
15	A friendly, floppy wizard hat appears on your head. After 1 minute, it disappears in a cloud of stars.
16	Any alcohol in your stomach or that you drink becomes nonalcoholic.
17	Your voice becomes smooth and golden, allowing you to add your proficiency bonus to Charisma (performance) checks to sing. If you are already proficient with this skill, you add double your proficiency bonus instead.
18	Any food you eat or water you drink tastes delicious and reminds you of your favorite past times.
19	You gain darkvision out to a range of 30 feet. If you already have darkvision, its range is increased by 30 feet.
20	You can magically sense if someone is possessed, and you can see creatures that are invisible.



# APPENDIX C

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## MONSTERS & NPCs

BY DAVE HAMRICK AND ITSADNDMONSTERNOW

ART BY WILLIAM MCAUSLAND, IAN MACLEAN, JASON GLOVER, TITAN FORGE, AND FAT GOBLIN GAMES

MONSTER SPREAD ART BY BODIE HARTLEY

CARTOGRAPHY BY DYSON LOGOS

### Monsters & NPCs of Flight of the Predator

One of the many benefits of traveling across the continent by airship—one such as the Dinzer airship dubbed ‘The Predator’—is that one can avoid the many hazards on the ground below. Dangers and delays such as impassable terrain, unkempt roads, and thick vegetation can all be easily avoided by air travel. Dangerous fauna is another peril one can avoid while thousands of feet in the air, aboard one of the sturdiest airships ever to grace the Imperial Navy... unless, of course, this airship happens to be transporting all manner of rare and dangerous creatures!

#### Orner Wreos

Formerly captured and indoctrinated by a cult and persuaded to act as one of their top engineers, Orner was eventually freed by a group of Dinzers who worked to undo the lifetime of brainwashing he had undergone.

Once free from this mental servitude, Orner was so filled with hatred for his former masters that he was easily convinced to become an agent of their destruction. Orner now works for the Dinzers as a ‘clandestine demolitionist’—or what others may refer to as a ‘terrorist’ or ‘serial bomber.’

Like many other gnomes, Orner is adept in all matters technical and especially mechanical, and he is a very cautious and clever operator in all endeavors he pursues.

#### Dinzer Automata

Dinzers, the demonym for the inhabitants of the Odonburg Nations of South Omeria, are known for two things. First, they are incredibly well-mannered and thoughtful of

#### ORNER WREROS

*Medium humanoid (gnome), neutral evil*

**Armor Class** 14 (leather armor)

**Hit Points** 54 (12d6 + 12)

**Speed** 25 ft.

**STR** 7 (-2)      **INT** 18 (+4)

**DEX** 16 (+3)    **WIS** 9 (-1)

**CON** 11 (+0)    **CHA** 14 (+2)

**Saving Throws** Int +6, Wis +1

**Skills** Arcana +6, Deception +4, Perception +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 2 (450 XP)

**Gnome Cunning.** Orner has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Goggles of Automaton Oversight.** As a bonus action on each of his turns, Orner can choose one of his created constructs that he can see to gain advantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn. When he does this, the construct also telepathically learns strategic information about any creatures or objects that Orner can see. This information includes the targets’ locations, as well as any damage resistances, magical effects, or other relevant combat data known by Orner. The automaton retains this information until the end of its next turn.

**Quick-Access Utility Belt (3/Day).**

As a bonus action on each of his turns, Orner can pull one of the following useful items from his utility belt, either using it immediately as part of the same action, passing it to another creature, or holding it for future use: a Potion of Greater Healing, a Vial of Acid, or a Flask of Alchemist’s Fire.

#### ACTIONS

**Multiattack.** Orner makes two weapon attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Orner’s Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Venomous Bolt (3/Day).** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 6 (1d12) poison damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

and bounds the most technologically advanced nation in Omeria if not the world. Incorporating magic with modern engineering, Dinzers have turned the jungles and savannahs of southern Omeria into a true utopia.

Dinzers are also apt creators of constructs. Golems, shield guardians, and animated objects are all common sights in Odonburg.

#### Remote Traveler

Outside of Odonburg, Dinzers use a mixture of conjuration magic and animated objects to travel using constructs known as **remote travelers**. A remote traveler is a suit of animated armor that a Dinzer mage can project his or her senses through. Some advanced versions of remote travelers can even cast spells and project the appearance of their pilot on their form.

#### Mechanical Golem

The simply-named **mechanical golem** is essentially a huge walking siege engine. While sharing a name with the formidable iron and stone golems, the mechanical golem’s convoluted inner machinery and hollow metal casing cause it to lack the same level of imperviousness to nonmagical damage possessed by other golems.

What the mechanical golem lacks in armor, however, it makes up for with firepower. Apart from the golem’s huge crushing arms, it has a powerful cannon embedded in the its chest capable of launching devastating explosive fireballs. These projectiles explode on impact, not only dealing severe damage to the target, but also scorching everything in a massive radius around it.

<b>REMOTE TRAVELER</b> <i>Medium construct, unaligned</i>	
Armor Class 18 (natural armor) Hit Points 37 (6d8 + 10) Speed 30 ft.	
STR 14 (+2)	INT 16 (+3)
DEX 11 (+0)	WIS 14 (+2)
CON 13 (+1)	CHA 10 (+0)
<p><b>Damage Immunities</b> poison, psychic  <b>Condition Immunities</b> blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned  <b>Senses</b> blindsight 60 ft. (blind beyond this radius), passive Perception 12  <b>Languages</b> Common  <b>Challenge</b> 2 (450 XP)</p> <p><b>Antimagic Susceptibility.</b> The traveler is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.</p> <p><b>Homunculus Cage.</b> The flail on the traveler's polearm flail is actually a small metal cage containing an angry homunculus. While the traveler is grappled, restrained, or incapacitated, a creature can use its action to make a DC 14 Dexterity (Sleight of Hand) check to open the cage, releasing the homunculus. Once freed, the homunculus doesn't attack when the traveler attacks with the cage, and the homunculus becomes hostile to the traveler.</p> <p><b>Remote Bond.</b> The traveler follows its pilot's telepathic commands as long as they are both on the same plane of existence. In the absence of any such commands, the traveler defends itself (and its pilot, if present). The traveler does not need a command to use its reaction, for example to make an attack of opportunity.</p> <p>The traveler adds its pilot's proficiency bonus to its damage rolls, and its proficiency bonus times its level to its hit point maximum (included in its statistics).</p>	
<b>ACTIONS</b>	
<p><b>Slam.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 4) bludgeoning damage.</p> <p><b>Homunculus Cage.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 10 ft., one target. <i>Hit:</i> 7 (1d6 + 4) bludgeoning damage, and if the target is a creature, the homunculus makes a bite attack against it.</p> <p>The homunculus' bite attack has a +4 to hit. On hit, the attack deals 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.</p> <p><b>Mend (3/Day).</b> The traveler's pilot remotely casts mending on the traveler, causing it to regain 6 (1d6 + 3) hit points.</p>	

<b>MECHANICAL GOLEM</b> <i>Huge construct, unaligned</i>	
Armor Class 18 (natural armor) Hit Points 95 (10d12 + 30) Speed 30 ft.	
STR 19 (+4)	INT 3 (-4)
DEX 5 (-3)	WIS 10 (+0)
CON 17 (+3)	CHA 1 (-5)
<p><b>Damage Resistances</b> fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite  <b>Damage Immunities</b> poison, psychic  <b>Condition Immunities</b> charmed, exhaustion, frightened, paralyzed, petrified, poisoned  <b>Senses</b> darkvision 60 ft., passive Perception 12  <b>Languages</b> understands one language known by its creator but can't speak  <b>Challenge</b> 6 (2,300 XP)</p> <p><b>Immutable Form.</b> The golem is immune to any spell or effect that would alter its form.</p> <p><b>Magic Resistance.</b> The golem has advantage on saving throws against spells and other magical effects.</p> <p><b>Siege Monster.</b> The golem deals double damage to objects and structures.</p>	
<b>ACTIONS</b>	
<p><b>Multiattack.</b> The golem makes two slam attacks.</p> <p><b>Slam.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 14 (3d6 + 4) bludgeoning damage.</p> <p><b>Chest Cannon (Recharge 6).</b> <i>Ranged Weapon Attack:</i> +6 to hit, range 40/120 ft., one target. <i>Hit:</i> 10 (3d6) bludgeoning damage. Hit or miss, the target and each creature within 20 feet of it must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.</p>	

**Mechanical Explosives**

Mechanical automata designed for one purpose: to seek out a target and detonate themselves as close to it as possible.

A **bomb automaton** is simple bipedal construct which slowly but inexorably ambles toward its target, igniting its own fuse when it enters within range of its explosion.

**Rocket automata** are more frenetic, if only owing to their volatile means of propulsion. These animated solid fuel rockets hurl the automaton through the air, giving it only modest control over its speed. These flying bombs are even capable of carrying

walking bomb automatons, making for an alarming one-two punch from the air and the ground.



<b>BOMB AUTOMATON</b> <i>Small construct, unaligned</i>	
Armor Class 15 (natural armor) Hit Points 13 (2d6 + 6) Speed 25 ft.	
STR 14 (+2)	INT 3 (-4)
DEX 13 (+1)	WIS 10 (+0)
CON 16 (+3)	CHA 1 (-5)
<p><b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite  <b>Damage Immunities</b> poison, psychic  <b>Condition Immunities</b> charmed, exhaustion, frightened, paralyzed, petrified, poisoned  <b>Senses</b> darkvision 60 ft., passive Perception 12  <b>Languages</b> understands one language known by its creator but can't speak  <b>Challenge</b> 1 (200 XP)</p> <p><b>Animated Explosive.</b> When it takes fire damage, or as an action on its turn, the automaton's fuse lights. At the start of each of the automaton's turns, roll a d4. On a result of 1, the automaton explodes in a 15-foot radius fireball at the start of its next turn, forcing each creature in the area to make a DC 12 Dexterity saving throw, taking 4 (1d8) fire damage plus 4 (1d8) bludgeoning damage on a failed save, or half as much on a successful one.</p> <p>If the automaton is killed, the fuse remains lit, potentially setting off the explosion after its death. If another creature hits the automaton with an unarmed strike attack, the creature can choose to snuff out the fuse instead of dealing damage.</p> <p><b>Immutable Form.</b> The automaton is immune to any spell or effect that would alter its form.</p> <p><b>Siege Monster.</b> The automaton deals double damage to objects &amp; structures.</p>	
<b>ACTIONS</b>	
<p><b>Bite.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage.</p>	



<b>ROCKET AUTOMATON</b> <i>Small construct, unaligned</i>	
<b>Armor Class</b> 15 (natural armor) <b>Hit Points</b> 9 (2d6 + 2) <b>Speed</b> 10 ft., fly 60 ft.	
<b>STR</b> 10 (+0)	<b>INT</b> 3 (-4)
<b>DEX</b> 16 (+3)	<b>WIS</b> 14 (+2)
<b>CON</b> 13 (+1)	<b>CHA</b> 1 (-5)
<b>Skills</b> Perception +4 <b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite <b>Damage Immunities</b> poison, psychic <b>Condition Immunities</b> charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone <b>Senses</b> darkvision 60 ft., passive Perception 14 <b>Languages</b> understands one language known by its creator but can't speak <b>Challenge</b> 1 (200 XP)	
<p><b>Animated Explosive.</b> When it takes fire damage, or as an action on its turn, the automaton's fuse lights. At the start of each of the automaton's turns, roll a d4. On a result of 1, the automaton explodes in a 15-foot radius fireball at the start of its next turn, forcing each creature in the area to make a DC 12 Dexterity saving throw, taking 4 (1d8) fire damage plus 4 (1d8) bludgeoning damage on a failed save, or half as much on a successful one.</p> <p>If the automaton is killed, the fuse remains lit, potentially setting off the explosion after its death. If another creature hits the automaton with an unarmed strike attack, the creature can choose to snuff out the fuse instead of dealing damage.</p> <p><b>Immutable Form.</b> The automaton is immune to any spell or effect that would alter its form.</p> <p><b>Siege Monster.</b> The automaton deals double damage to objects &amp; structures.</p> <p><b>Flyby.</b> The automaton doesn't provoke opportunity attacks when it flies out of an enemy's reach. Rocket Flight. The automaton can only use its fly speed once the rocket on its back is ignited. Once it lifts off, the automaton must use at least half of its flying speed on each of its turns, unless something prevents it from doing so.</p> <p>1 minute after its rocket has been ignited, roll a d10 at the end of each of the automaton's turns. On a result of 1, the rocket's fuel is spent, and the automaton immediately begins to fall.</p>	
<b>ACTIONS</b>	
<p><b>Slam.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) bludgeoning damage.</p>	



**Alternative Animal Cargo**

Many rare and fantastic creatures are found aboard The Predator. These creatures range from the strange oddities to truly exotic terrors.

If you would like some more atypical creatures to populate the animal pens aboard The Predator, you can swap any of the creatures below for those from the monster manual that are listed in the 'Animal Pen Contents' section in Part 2 of the adventure.



**Woggle**

Anyone that gets too close to one of these bizarre, twoheaded and three-legged bird things inevitably contracts the loathsome woggle-speak curse, a frustrating, mind-altering condition that makes it so that everything its contractor speaks or writes comes out as "woggle."

Fortunately, these creatures are rare, confined to obscure islands and untracked jungles. Otherwise, everyone in the Realms could be speaking like woggles.

<b>WOGGLE</b> <i>Medium monstrosity, unaligned</i>	
<b>Armor Class</b> 11 <b>Hit Points</b> 18 (4d8) <b>Speed</b> 30 ft.	
<b>STR</b> 13 (+1)	<b>INT</b> 3 (-4)
<b>DEX</b> 12 (+1)	<b>WIS</b> 9 (-1)
<b>CON</b> 10 (+0)	<b>CHA</b> 13 (+1)
<b>Skills</b> Perception +3 <b>Senses</b> passive Perception 14 <b>Languages</b> — <b>Challenge</b> 1/8 (25 XP)	
<p><b>Woggle Woggle.</b> The woggle babbles in its bizarre woggle-speak while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the woggle and can hear it must succeed on a DC 11 Intelligence saving throw or be cursed with woggle-speak. The cursed target loses all of its languages and can only speak and write the word "woggle." While cursed, casting a spell that includes a verbal component is impossible. Woggle-speak is gibberish and can't be understood with a <i>comprehend languages</i> spell or similar magic, nor understood by others with the same curse. Telepathy, mind-reading, and other spells used for non-verbal communication similarly don't work as the cursed creature can only create images of the word "woggle" or a physical woggle in its mind. The curse lasts until removed by the remove curse spell or other magic. Creatures immune to being charmed automatically succeed on the saving throw. A creature that succeeds on its saving throw is immune to this effect for 24 hours.</p> <p><b>Two Heads.</b> The woggle has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.</p>	
<b>ACTIONS</b>	
<p><b>Claw.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) slashing damage.</p>	

### Bowing Bird

The bowing bird resembles a larger version of the shoebill stork. This curious creature has developed a kind of strange etiquette by which it holds not only other such birds, but any other creatures it encounters. The most distinctive of example, and the one that gives it its name is its habit of bowing when another creature approaches. If this bow is not reciprocated, the bird becomes agitated, and will attack if approached too closely.

It is because of this behavior that other animals that share its habitat have learned the proper response, and can be seen returning the bow of a bowing bird: an incredible sight to stumble upon in the wild.

<b>BOWING BIRD</b> <i>Medium monstrosity, lawful neutral</i>	
<b>Armor Class</b> 12 <b>Hit Points</b> 22 (4d8 + 4) <b>Speed</b> 20 ft., fly 50 ft.	
<b>STR</b> 13 (+1)	<b>INT</b> 5 (-3)
<b>DEX</b> 14 (+2)	<b>WIS</b> 15 (+2)
<b>CON</b> 12 (+1)	<b>CHA</b> 9 (-1)
<b>Skills</b> Perception +4 <b>Senses</b> passive Perception 14 <b>Languages</b> understands simple words in Common, but can't speak <b>Challenge</b> 1/8 (25 XP)	
<b>Keen Sight.</b> The bird has advantage on Wisdom (Perception) checks that rely on sight. <b>Natural Decorum.</b> Creatures of Small size or larger that the bird can see that move to within 5 feet of the bird without first bowing to it (or performing some analogous gesture, if unable to bow) provoke an attack of opportunity from the bird.	
<b>ACTIONS</b>	
<b>Bill.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d4 + 1) bludgeoning damage.	

### Tigerpede

A squat creature with thick orange fur, one could be forgiven for mistaking it for a giant badger at first sight. In reality, the tigerpede differs substantially in that it has ten muscular legs: five on either side in long, centipede-like rows. On its head are four

black eyes and long, sinewy antennae in place of whiskers. The tigerpede uses these feelers to sense for food in the tunnels or burrows of its prey.

The tigerpede stirs the ground with its short tusks to waft up smells for it to follow, tracking any creature it detects back to its home. Once the tigerpede locates its quarry, it pursues it underground, cornering it, then makes the kill with tusks, teeth, and claws.

<b>TIGERPEDE</b> <i>Large beast, unaligned</i>	
<b>Armor Class</b> 12 (natural armor) <b>Hit Points</b> 75 (8d10 + 8) <b>Speed</b> 30 ft. climb 20 ft.	
<b>STR</b> 18 (+4)	<b>INT</b> 3 (-4)
<b>DEX</b> 12 (+1)	<b>WIS</b> 12 (+1)
<b>CON</b> 15 (+2)	<b>CHA</b> 6 (-2)
<b>Skills</b> Intimidation +0, Perception +3 <b>Senses</b> blindsight 10 ft., darkvision 60 ft., passive Perception 13 <b>Languages</b> — <b>Challenge</b> 2 (450 XP)	
<b>Aggressive Charge.</b> On its first turn in combat, before moving or taking any actions, the tigerpede can spend its entire movement to move up to twice its speed toward a hostile creature it can see. <b>Keen Sight and Smell.</b> The tigerpede has advantage on Wisdom (Perception) checks that rely on sight or smell. <b>Sure-Footed.</b> The tigerpede has advantage on Strength and Dexterity saving throws made against effects that would knock it prone. <b>Tackle.</b> If the tigerpede tiger moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 5 (2d4) slashing damage. If the target is prone, the tigerpede can make a bite attack against it as a bonus action.	
<b>ACTIONS</b>	
<b>Multiattack.</b> The tigerpede makes two attacks: one with its bite and one with its claws. <b>Bite.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) piercing damage. <b>Claws.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d4 + 4) slashing damage. <b>Gore.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d4 + 4) slashing damage, and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.	

### Kryptydid

An easy-to-frighten prey animal, kryptydids are notoriously elusive. Their supernatural ability to sense predators makes them incredibly difficult to stalk, and their great speed and ability to leap to tremendous heights and distances makes them nearly as difficult to capture once found.

<b>KRYPTYDID</b> <i>Large monstrosity, unaligned</i>	
<b>Armor Class</b> 14 (natural armor) <b>Hit Points</b> 75 (8d10 + 8) <b>Speed</b> 40 ft.	
<b>STR</b> 17 (+3)	<b>INT</b> 3 (-4)
<b>DEX</b> 15 (+2)	<b>WIS</b> 14 (+2)
<b>CON</b> 12 (+1)	<b>CHA</b> 5 (-3)
<b>Skills</b> Perception +4 <b>Senses</b> passive Perception 14 <b>Languages</b> — <b>Challenge</b> 2 (450 XP)	
<b>Cranial Crest.</b> The kryptydid's cranial crest is a psionic extrasensory organ which allows it to sense predators. The kryptydid automatically detects the presence of any living creatures that can see, smell, or otherwise perceive the kryptydid that are within 300 feet of it. The kryptydid is aware of the creature's presence and knows its general direction, but not its exact location. This sense does not detect undead or constructs, or any creature protected from divination magic, such as by a nondetection spell. <b>Standing Leap.</b> The kryptydid's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start. <b>Innate Spellcasting (Psionics).</b> The kryptydid's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components: At will: <i>minor illusion, resistance</i> 1/day each: <i>hypnotic pattern, true seeing (self only)</i>	
<b>ACTIONS</b>	
<b>Multiattack.</b> The kryptydid makes two attacks: one with its bite and one with its kick. It can't make both attacks against the same target. <b>Bite.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (2d4 + 2) piercing damage. <b>Kick.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 10 ft., one target. <i>Hit:</i> 10 (2d6 + 3) bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.	



## Monsters & NPCs of Glaive of the Revenant King

### Fey Squirrel

Fey squirrels are guardians and protectors of the forest. Often surely—and, if you’ll pardon the expression—squirrelly, fey squirrels enjoy good conversation, reading, and storing acorns in the hollows of trees.

Sadly, there aren’t as many fey squirrels as there once were as the great enchanted forests of Omeria

<b>FEY SQUIRREL</b> <i>Tiny fey, chaotic neutral</i>	
Armor Class 12 Hit Points 7 (3d4) Speed 40 ft., climb 30 ft.	
STR 2 (-3)	INT 13 (+1)
DEX 16 (+3)	WIS 15 (+2)
CON 10 (+0)	CHA 18 (+4)
Saving Throws Int +3 Skills Perception +4, Stealth +5 Damage Resistance psychic Condition Immunities charmed, frightened Senses darkvision 60 ft., passive Perception 14 Languages Common, Sylvan Challenge 0 (10 XP)	
<b>Magic Resistance.</b> The squirrel has advantage on saving throws against spells and other magical effects.	
<b>Innate Spellcasting.</b> The squirrel’s innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no spell components. At will: <i>comprehend languages, detect magic, detect thoughts, dimension door, see invisibility</i> 1/day each: <i>antilife shell, clairvoyance, dispel evil and good</i>	
<b>ACTIONS</b>	
<b>Bite.</b> <i>Melee Weapon Attack:</i> +0 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage.	
<b>REACTIONS</b>	
<b>Vanish.</b> If the squirrel is targeted by an attack or spell, it can teleport to a spot within 500 feet of it. It can be a place the squirrel can see, one it can visualize, or one it can describe by stating distance and direction. It can bring along objects as long as their weight doesn’t exceed what it can carry.	

have started to lose their connection to the other. As magic slowly dies, all of the fey creatures fade along with it. In time, the only squirrels in Omeria will be mundane, non-talking squirrels. Jelbi, the ally of Wilgrim and Aruxius, is a talking squirrel from the Wallingmiotta Forest.

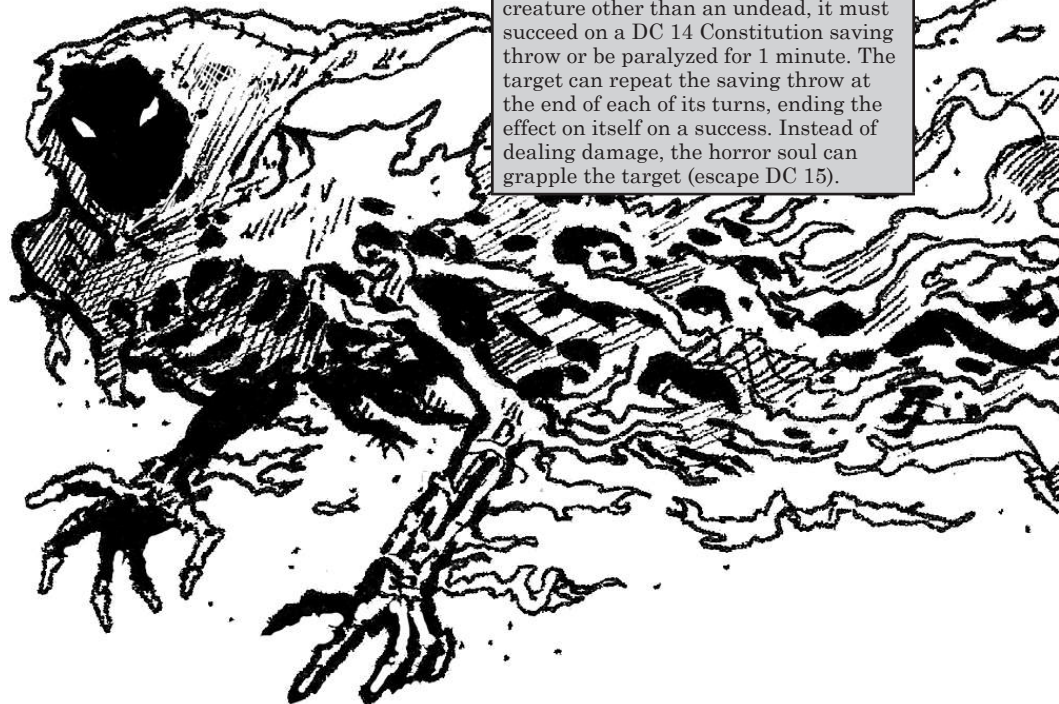
### Horror Soul

A horror soul is a ghoul that has imbued itself with dark, necromantic energy. The ritual that creates the Horror Soul, known as the Cycle of Torment, allows them to absorb severed limbs, bones, and other parts into their whole. Eventually, their bodies consist of dozens of legs, arms, teeth, and sometimes even eyes, all working in unison.

The ghoul, Xenia in the adventure *Glaive of the Revenant King* is one such ghoul. Originally a servant working in a manor house north of the town Camor under the alias Nurse Joy, Xenia was involuntarily turned into a ghoul.

**Undead Nature.** The horror soul does not require air, food, water, or sleep.

<b>HORROR SOUL</b> <i>Large undead, chaotic evil</i>	
Armor Class 18 (natural armor) Hit Points 120 (14d10 + 42) Speed 40 ft., climb 30 ft.	
STR 21 (+5)	INT 11 (+0)
DEX 19 (+4)	WIS 12 (+1)
CON 16 (+3)	CHA 8 (-1)
Saving Throws Wis +5 Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 11 Languages any two languages (usually Common and Infernal) Challenge 9 (5,000 XP)	
<b>Turning Resistance.</b> The horror soul has advantage on saving throws against being turned.	
<b>ACTIONS</b>	
<b>Multiattack.</b> The horror soul makes four attacks with its claws. It can replace one of its claw attacks with its bite attack.	
<b>Bite.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target the horror soul is grappling. <i>Hit:</i> 18 (3d8 + 5) piercing damage.	
<b>Claws.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 14 (2d8 + 5) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Instead of dealing damage, the horror soul can grapple the target (escape DC 15).	



## Tomb Guardian

Knights whose bodies were dedicated to a specific task in life and followed that task without fail can be raised as special purpose animated skeletons known as tomb guardians. Just as they did in life, tomb guardians stand vigilant in the face of danger.

A common mistake tomb robbers make when pitted against a tomb guardian is that because they are stiffer and slower than other undead they must not pose a true threat. Of course, many of those tomb raiders are now dead, slain by these skeletal knights. Tomb guardians attack with the same purpose and craft they possessed in life; the only difference is that they lack flesh. The mortal coil can no longer keep them back.

The elven kings of Imfe Aiqua keep tomb guardians within the Tomb of Nihalar. Their purpose is to seek out and destroy any creature “unworthy” to enter the forbidden tomb.

**Undead Nature.** The tomb guardian does not require air, food, drink, or sleep.

### TOMB GUARDIAN

*Medium undead, lawful evil*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

**STR** 16 (+3)      **INT** 7 (-2)

**DEX** 11 (+0)      **WIS** 10 (+0)

**CON** 15 (+2)      **CHA** 7 (-2)

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages it knew in life but cannot speak

**Challenge** 1 (200 XP)

**Turn Resistance.** The tomb guardian has advantage on saving throws against being turned.

#### ACTIONS

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

#### REACTIONS

**Parry.** The tomb guardian adds 2 to its AC against one melee attack that would hit it. To do so, the tomb guardian must see the attacker and be wielding a melee weapon.

## Warlock

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities, warlocks piece together arcane secrets to bolster their own power.

### WARLOCK

*Medium humanoid (any race), any align*

**Armor Class** 12 (15 w/ mage armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

**STR** 8 (-1)      **INT** 13 (+1)

**DEX** 14 (+2)      **WIS** 12 (+1)

**CON** 10 (+0)      **CHA** 17 (+3)

**Saving Throws** Wis +4, Cha +6

**Skills** Arcana +4, Deception +6

**Senses** darkvision 120 ft., passive Perception 11

**Languages** any two languages (usually Common and Infernal)

**Challenge** 5 (1,800 XP)

**Dark One's Blessing.** When the warlock reduces a hostile creature to 0 hit points, it gains 8 temporary hit points.

**Innate Spellcasting.** The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *mage armor* (self only)

**Spellcasting.** The warlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (2 bolts that deal 1d10 + 3 force damage on a hit), *mage hand*, *minor illusion*

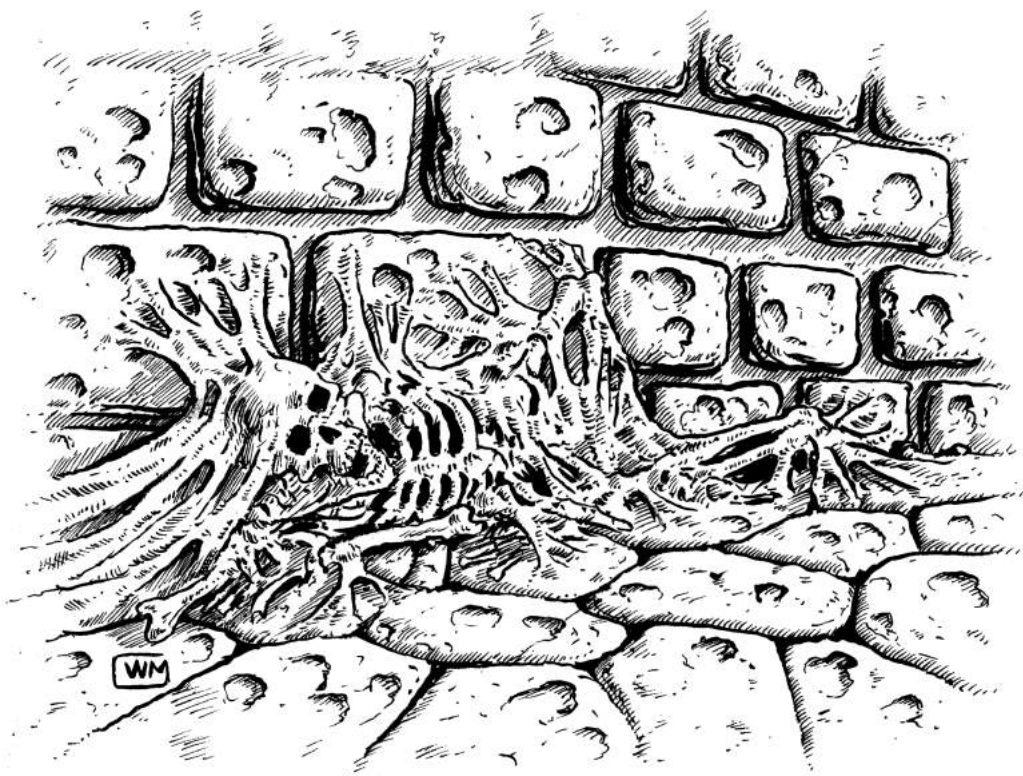
1st-3rd level (2 3rd-level slots): *blindness/deafness*, *burning hands*, *command*, *hold person*, *fireball*, *scorching ray*

#### ACTIONS

**Multiattack.** The warlock makes two attacks with its daggers. The second attack has disadvantage.

**Daggers.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.





Monsters & NPCs of The Skeleton Key

<b>AMAZON WARRIOR</b> <i>Med humanoid (human), lawful neutral</i>	
Armor Class 18 (breastplate, shield) Hit Points 37 (5d8 + 15) Speed 30 ft.	
STR 16 (+3)	INT 9 (-1)
DEX 15 (+2)	WIS 12 (+1)
CON 16 (+3)	CHA 11 (+0)
Saving Throws Str +5, Con +5 Skills Athletics +5, Perception +3, Survival +3 Damage Resistances poison Senses passive Perception 13 Languages Draconic Challenge 2 (450 XP)	
<p><b>Capitalize (Once per Turn).</b> If the Amazon hits a creature that she can see with a melee weapon attack, she can use her bonus action to immediately make another melee weapon attack against the same creature. This extra attack has disadvantage.</p> <p><b>Fear of Magic.</b> If a creature casts a spell or uses another magical effect within 30 feet of the Amazon and the Amazon can see it, the Amazon must succeed on a Wisdom saving throw with a DC equal to the spellcaster's spell save DC. On a failed saving throw, the Amazon is frightened of the spellcaster for 1 minute. The Amazon can repeat her saving throw at the end of each of her turns, ending the frightened effect on a success. If the Amazon succeeds on her initial saving throw or the effect ends for her, this trait does not function for 1 hour.</p> <p><b>Serpent Whisperer.</b> Through sounds and gestures, the Amazon can communicate simple ideas with snakes and other serpents.</p>	
<b>ACTIONS</b>	
<p><b>Multiattack.</b> The Amazon makes two attacks with her macuahuitl.</p> <p><b>Macuahuitl.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) bludgeoning or slashing damage (Amazon's choice), or 8 (1d10 + 3) bludgeoning or slashing damage (Amazon's choice) when wielded with two hands.</p> <p><b>Javelin.</b> <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft., or range 30/120 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.</p> <p><b>Shield Bash.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (2d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.</p>	

Amazon Warrior

When the Ivorian Guild first discovered the Serpent Whisperers of Grihoo in the middle of the Ocean of Warna, they dubbed them "Amazon warriors." This name came from the popular legend of the all-female warrior tribes who hailed from the mythical Jungles of Amazonia. Since then, the term has stuck. Armed with thick, obsidian-lined clubs, these warriors of Grihoo race through the dense jungles of the Skeleton Key, eager to combat any who should seek to uncover the secrets of their island protectorate.

Heirs of Kong

The magic that courses through the veins of The Skeleton Key has had a strange effect on the flora and fauna indigenous to the island. Animals grow larger and are generally more intelligent. Plus, they seemingly possess a greater sense of self. Case in point: the Heirs of Kong. These 12-foot-tall apes inhabit the jungles and forests of the key. And until the Serpent Whisperers of Grihoo arrived, the heirs were the dominant guardians of the island.

Intelligent and psionically active, the heirs do not consider themselves servants of the Serpent Whisperers, rather joint custodians of the island. The heirs even have their own community separate of the Serpent Whisperers. In this community, they decide on matters important to both the island and the heirs. Regardless, when the island is challenged, they almost always join forces with the Amazons. Individually, the apes and the warrior women are powerful. But together, they are an unstoppable force of nature.

The original Kong was rumored to be a 30-foot tall ape that lived in the nameless mountain range at the center of the island. However, no proof has emerged that such a creature ever existed. Regardless, the apes still happily carry the moniker.

<b>HEIR OF KONG</b> <i>Large beast, neutral</i>	
Armor Class 12 Hit Points 47 (5d10 + 20) Speed 40 ft., climb 40 ft.	
STR 18 (+4)	INT 9 (-1)
DEX 15 (+2)	WIS 14 (+2)
CON 18 (+4)	CHA 12 (+1)
Skills Athletics +7, Perception +4 Senses passive Perception 14 Languages understands Draconic but can't speak Challenge 3 (700 XP)	
<b>Cunning of Kong.</b> The heir has advantage on saving throws against illusions and enchantments.	
<b>ACTIONS</b>	
<p><b>Multiattack.</b> The heir makes two fist attacks.</p> <p><b>Fist.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage.</p> <p><b>Rock.</b> <i>Ranged Weapon Attack:</i> +7 to hit, range 30/60 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage.</p> <p><b>Psychic Blast (Recharge 6).</b> The heir emits a violent wave of psychic energy in a 30-foot cone. Each creature in the area must succeed on a DC 12 Intelligence saving throw or take 7 (2d6) psychic damage and become stunned until the end of the heir's next turn.</p>	

Man and Boy

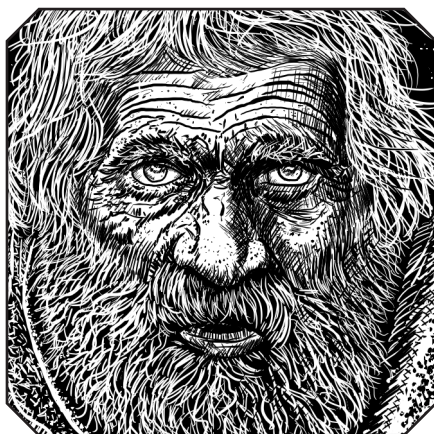
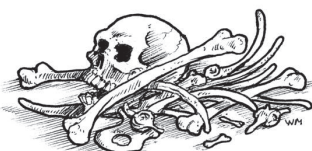
For twenty-five years, Man has lived on The Skeleton Key as a prisoner of the Serpent Whisperers. The warrior women used him as a zukterin, or breeder, to help propagate their race. He remembers very little before then, but he does remember the tunnels below the temple and the monsters that live there. The only other clue to his history was the large scar on the back of his neck.

One day an explosion erupted from the temple. When the dust settled, a boy emerged, his eyes aglow. Flames shot from the boy's hands and his flesh swirled like water. The Serpent Whisperers, fearful of the supernatural, backed away. The boy then fled into the forest, and Man, seeing his opportunity to escape, followed him. The two have protected each other

since. Hundreds of miles from civilization with no formal knowledge of the world beyond the small island, they have very few options.

Like Man, Boy has marks on the back of his neck; but instead of a large scar, Boy's markings are symbols (pictured above) in a language Man does not recognize.

<b>BOY</b> <i>Small humanoid (unknown), neutral</i>	
Armor Class 12 (15 with mage armor) Hit Points 5 (2d6 - 2) Speed 30 ft.	
STR 7 (-2)	INT 12 (+1)
DEX 14 (+2)	WIS 10 (+0)
CON 9 (-1)	CHA 18 (+4)
Saving Throws Con +1, Cha +6 Skills Arcana +5 Senses darkvision 30 ft., passive Perception 10 Languages Draconic Challenge 1/2 (100 XP)	
<p><b>Destructive Magic.</b> Boy can add his proficiency bonus to one damage roll of any sorcerer evocation spell of 1st level or higher that he casts.</p> <p><b>Limited Magic Immunity.</b> Boy can't be affected or detected by spells of 3rd level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.</p> <p><b>Innate Spellcasting.</b> Boy's innate spellcasting ability is Charisma (spell save DC 14). Boy can innately cast the following spells, requiring no material components:</p> <p>At will: <i>detect thoughts, minor illusion</i>  <b>Spellcasting.</b> Boy is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following sorcerer spells:</p> <p>Cantrips (at will): <i>fire bolt, light, mage hand, prestidigitation</i>                      1st level (3 slots): <i>burning hands, magic missile, mage armor</i></p>	
<b>ACTIONS</b>	
<p><b>Dagger.</b> <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.</p>	



<b>MAN</b> <i>Med humanoid (human), neutral good</i>	
Armor Class 15 (piecemeal armor) Hit Points 16 (3d8 + 3) Speed 30 ft.	
STR 14 (+2)	INT 16 (+3)
DEX 15 (+2)	WIS 13 (+1)
CON 13 (+1)	CHA 11 (+0)
Skills Arcana +5, Insight +3, Perception +3 Senses passive Perception 13 Languages Common, Draconic Challenge 1/2 (100 XP)	
<b>ACTIONS</b>	
<p><b>Macuahuitl.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) bludgeoning or slashing damage (Man's choice), or 7 (1d10 + 2) bludgeoning or slashing damage (Man's choice) when wielded with two hands.</p>	

### Serpent Guard

The Serpent Whisperers of Grihoo (or "Amazons" as they're commonly known) protect the Shrine of Grihoo and its ancient secrets long lost to the world. The actual entrance to the shrine is protected by the legendary Serpent Guard, the fiercest warriors of their kind. Each member of the Serpent Guard wields the powerful tepoztopilli, a polearm topped with a broad wooden head capable of crushing enemy spines with a single blow. The tepoztopilli gives the serpent guards the advantage of reach while allowing them to use their massive tower shields for added defense.

<b>SERPENT GUARD</b> <i>Med humanoid (human), lawful neutral</i>	
Armor Class 18 (breastplate, shield) Hit Points 76 (9d8 + 36) Speed 30 ft.	
STR 18 (+4)	INT 9 (-1)
DEX 14 (+2)	WIS 14 (+2)
CON 18 (+4)	CHA 12 (+1)
Saving Throws Str +7, Dex +5, Con +7, Wis +5 Skills Athletics +7, Perception +5, Survival +7 Damage Resistances poison Senses passive Perception 15 Languages Draconic Challenge 5 (1,800 XP)	
<p><b>Capitalize (Once per Turn).</b> If the Amazon hits a creature that she can see with a melee weapon attack, she can use her bonus action to immediately make another melee weapon attack against the same creature. This extra attack has disadvantage.</p> <p><b>Fear of Magic.</b> If a creature casts a spell or uses another magical effect within 30 feet of the Amazon and the Amazon can see it, the Amazon must succeed on a Wisdom saving throw with a DC equal to the spellcaster's spell save DC. On a failed saving throw, the Amazon is frightened of the spellcaster for 1 minute. The Amazon can repeat her saving throw at the end of each of her turns, ending the frightened effect on a success. If the Amazon succeeds on her initial saving throw or the effect ends for her, this trait does not function for 1 hour.</p> <p><b>Serpent Whisperer.</b> Through sounds and gestures, the Amazon can communicate simple ideas with snakes and other serpents.</p> <p><b>Shield Guardian.</b> When the Amazon takes the Dodge action and she is wielding a shield, she gains a +3 bonus to her AC.</p>	
<b>ACTIONS</b>	
<p><b>Multiattack.</b> The Amazon makes three attacks with her tepoztopilli.</p> <p><b>Tepoztopilli.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning when wielded with two hands.</p> <p><b>Sling.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 30/120 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.</p> <p><b>Shield Bash.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.</p>	









## New Monsters & NPCs of Omeria

### Anorian Vaquero

The Anorian elves of Vaskil manage the northern cattle and horse ranches of the Summer Land. In the three elven generations since the Fall of Imfe Mythse Anore, they've become expert riders and animal handlers. Also, because of the dangers inherent in the Summer Land, particularly around the Charred City of Becshire, they're legally permitted to carry *firebolt wands* despite the anti-wand

<b>ANORIAN VAQUERO</b> <i>Medium humanoid (Anorian elf), any alignment</i>	
<b>Armor Class</b> 14 (leather armor) <b>Hit Points</b> 22 (5d8) <b>Speed</b> 30 ft.	
<b>STR</b> 10 (+0)	<b>INT</b> 11 (+0)
<b>DEX</b> 16 (+3)	<b>WIS</b> 13 (+1)
<b>CON</b> 10 (+0)	<b>CHA</b> 12 (+1)
<b>Skills</b> Animal Handling +2, Perception +2, Survival +2 <b>Senses</b> darkvision 120 ft., passive Perception 12 <b>Languages</b> Common, Elvish <b>Challenge</b> 1/2 (100 XP)	
<b>Fey Ancestry.</b> The vaquero has advantage on saving throws against being charmed, and magic can't put the vaquero to sleep. <b>Innate Spellcasting.</b> The vaquero's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components: At will: <i>dancing lights</i> 1/day each: <i>darkness</i> , <i>faerie fire</i>	
<b>ACTIONS</b>	
<b>Scimitar.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) slashing damage. <b>Firebolt Wand.</b> <i>Ranged Spell Attack:</i> +5 to hit, range 120 ft., one target. <i>Hit:</i> 5 (1d10) fire damage.	
<b>REACTIONS</b>	
<b>Mount Cover.</b> When a creature the vaquero can see targets the vaquero with an attack and the vaquero is mounted, the vaquero can choose to have its mount become the target instead.	

laws common among the coastal cities.

As a shared and oft-contested territory, the northern Summer Lands share traits in common with both Presson's Enclave and Vaskil. The knights of Presson's Enclave, nor the Warriorbrood of Vaskil lay claim to it. Ultimately, this suits the vaqueros just fine as they can live on the plains without fear of big law crushing their values.

### Arnitiko

Also known as "the Elves of the Other" the arnitikos are a rare humanoid species that live in Omeria. Typically, Arnitikos are outsiders and wanderers who have no community to call their own. However, they are highly sought out for their martial skills as well as their ability to go unnoticed by undead creatures.

Arnitikos were brought into existence during the Hand of the Four when a door to the Other opened in Ayas Olyothy and consumed the elven city of Ise Serin. Most of Serin's populace were killed during the event, but a small portion—known as the Pale Few—survived. These were the first arnitikos. The Pale Few resembled their former selves, except they lacked color in their skin and clothing, and their features were reversed, like a mirror image.

In addition to their undead invisibility and color draining features, Arnitikos do not require food or water to survive. Unlike elves, however, they do require sleep and must do so in total darkness. Without total darkness, they cannot gain the full benefits of a long rest.

### Black Horn

Black horns look like black horses with a single black horn. For this reason, they are often confused with unicorns. The main difference, however, is their origin. The first black horns were created by the Striped Conjurers of Karmithyash as mounts during the Siege of Brasolet in 532 AT. Af-

<b>ARNITIKO/ARNITIKA</b> <i>Medium humanoid (arnitiko), any alignment (usually chaotic)</i>	
<b>Armor Class</b> 15 (chain shirt) <b>Hit Points</b> 13 (3d8) <b>Speed</b> 30 ft.	
<b>STR</b> 14 (+2)	<b>INT</b> 10 (+0)
<b>DEX</b> 14 (+2)	<b>WIS</b> 12 (+1)
<b>CON</b> 11 (+0)	<b>CHA</b> 10 (+0)
<b>Skills</b> Perception +3, Stealth +4 <b>Damage Vulnerabilities</b> radiant <b>Damage Immunities</b> necrotic <b>Senses</b> darkvision 120 ft., passive Perception 13 <b>Languages</b> Beste, Common <b>Challenge</b> 1/4 (50 XP)	
<b>Other Resilience.</b> The arnitiko has advantage on saving throws made against necromancy spells, and is immune to spells that use color or prisms (such as color spray or prismatic wall). <b>Color Drain.</b> Whenever the arnitiko touches a creature or object with its exposed flesh, the color momentarily drains from the target, leaving only blacks, whites, and shades of gray until the arnitiko stops touching the target. The effect is harmless. <b>Undead Invisibility.</b> The arnitiko is invisible to all undead creatures. On its turn, an undead creature can use its action to make a DC 10 Wisdom saving throw. On a success, the creature can see the arnitiko for as long as it maintains its concentration (as if concentrating on a spell).	
<b>ACTIONS</b>	
<b>Longsword.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage when wielded with two hands. <b>Shortbow.</b> <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.	

ter the fall of Presson's Enclave, the Conjurers abandoned the black horns in favor of the more intelligent and less chaotic nightmares (whose vile temperament also appealed to the rakshasas.)

The virtue offered by a black horn is its ability to cover long distances in short periods of time. However, only a rare few can ride the beasts without being thrown from their backs or left abandoned in some distant location. The most famous black horn riders are the Knights of the White Pillar

who train at an early age to bond with their steeds. Still, most White Pillar youths die young, often as a result of the intense training regimen required of them. The few who survive, however, are some of the deadliest and most respected warriors in all Omeria.

<b>BLACK HORN</b> <i>Large fiend, chaotic neutral</i>	
<b>Armor Class</b> 13 <b>Hit Points</b> 67 (9d10 + 18) <b>Speed</b> 60 ft.	
<b>STR</b> 18 (+4)	<b>INT</b> 7 (-2)
<b>DEX</b> 16 (+3)	<b>WIS</b> 10 (+0)
<b>CON</b> 15 (+2)	<b>CHA</b> 16 (+3)
<b>Skills</b> Perception +2 <b>Damage Resistances</b> necrotic <b>Condition Immunities</b> exhaustion <b>Senses</b> darkvision 60 ft., passive Perception 12 <b>Languages</b> understands Common and Infernal but cannot speak <b>Challenge</b> 4 (1,100 XP)	
<b>Charge.</b> If the black horn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.	
<b>Magic Resistance.</b> The black horn has advantage on saving throws against spells and other magical effects.	
<b>ACTIONS</b>	
<b>Multiattack.</b> The black horn makes two attacks: one with its hooves and one with its horn.	
<b>Hooves.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage.	
<b>Horn.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage plus 7 (2d6) necrotic damage.	
<b>Teleport (1/Day).</b> The black horn magically teleports itself and up to two willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the black horn is familiar with, up to 1,000 miles away.	
<b>Summon Shadows (1/Day).</b> Up to three shadows appear in unoccupied spaces within 30 feet of the black horn and remain for 1 hour or until destroyed. Shadows summonsed in this way roll initiative and act in the next available turn. The black horn can have up to three shadows summonsed by this ability at a time.	

**Brasuga**

Brasugas are mountain-dwelling giants that live among the peaks of the Basilisk’s Spine. They look similar to ogres, except that they have four arms and are much more intelligent. Plus, they are less prone to temper tantrums.

The roaming gangs of the Summer Land’s northern plains often hire brasugas as muscle. Brasugas grant little value to money and gold. Instead, they appreciate good company and amusing anecdotes. As such, they are fond of adventure, no matter which end of the moral/ethical spectrum those adventures may land them.

Brasuga clans generally consist of 30-50 brasugas led by a single chief. It’s not uncommon for a mountain brasuga chief to have powers granted by daos. A brasuga camp with a earthshaping chief are easily identified by the prevalence of stone habitats and walls therein.

The largest clan of Brasuga were the Goun-to tribe of Vaskil Valley. When the Anorians were pushed from their homelands east of the Basilisk’s Spine, the Guon-to accepted the exiled elves into their community.

<b>BRASUGA</b> <i>Large giant, any alignment</i>	
<b>Armor Class</b> 12 (hide armor) <b>Hit Points</b> 68 (8d10 + 24) <b>Speed</b> 40 ft., climb 30 ft.	
<b>STR</b> 21 (+5)	<b>INT</b> 8 (-1)
<b>DEX</b> 10 (+0)	<b>WIS</b> 11 (+0)
<b>CON</b> 16 (+3)	<b>CHA</b> 9 (-1)
<b>Skills</b> Athletics +9 <b>Senses</b> passive Perception 11 <b>Languages</b> Giant <b>Challenge</b> 3 (700 XP)	
<b>ACTIONS</b>	
<b>Multiattack.</b> The brasuga makes two attacks with its spears.	
<b>Spear.</b> <i>Melee or Ranged Weapon Attack:</i> +7 to hit, reach 5 ft. or ranged 20/60 ft., one target. <i>Hit:</i> 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage when wielded with two hands as a melee weapon.	

Although Guon-to is largely extinct now, victims of the War of the Burning Plain, their descendants maintain their strong ties with the dark elves of northern Omeria.

<b>CADEJO</b> <i>Medium celestial, neutral good</i>	
<b>Armor Class</b> 13 (natural armor) <b>Hit Points</b> 58 (9d8 + 18) <b>Speed</b> 50 ft.	
<b>STR</b> 15 (+2)	<b>INT</b> 7 (-2)
<b>DEX</b> 15 (+2)	<b>WIS</b> 16 (+3)
<b>CON</b> 15 (+2)	<b>CHA</b> 11 (+0)
<b>Skills</b> Stealth +8 <b>Damage Immunities</b> psychic; bludgeoning, piercing, and slashing from nonmagical attacks <b>Senses</b> darkvision 60 ft., passive Perception 13 <b>Languages</b> — <b>Challenge</b> 5 (1,800 XP)	
<b>Innate Spellcasting.</b> The cadejo’s innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells requiring no spell components. At will: <i>lesser restoration</i> 1/day each: <i>find the path, sanctuary</i> .	
<b>ACTIONS</b>	
<b>Multiattack.</b> The cadejo makes two attacks: one with its bite and one with its claws.	
<b>Bite.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or fall prone in its space.	
<b>Claws.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (2d4 + 3) piercing damage plus 9 (2d8) necrotic damage.	

**Cadejo**

Along the Leash, the long road that hugs the Weysevain Coast, the Phantoms tell tales of the mysterious cadejos. These beasts quietly stalk drunken farmers and sailors returning home from nights of debauchery. Where one would think that a cadejo—who looks like a shadowy, black dog with red eyes and chains around its neck—is a malicious creature, they are actually celestials guardians. The cadejos protect their quarry, ensuring



that they get home safely.

Cadejos are real and they are celestials. Where Hearth once had its enigmatic couatls, Omeria had its cadejos. The similarities between the two guardian creatures is so great, some even assume that cadejos are nothing more than coualts in disguise. This isn't true, of course, although, there have been tales of Hearthan couatls who have taken on the appearance of cadejos while touring Omeria.

Although celestials are rare, cadejos are still very much active along the Leash and the Weysevain. During trying times, Weysevain locals—particularly Arruquetans—have attempted to summon and utilize the black dogs of the Leash.

<b>CHARBROOD</b> <i>Medium elemental, chaotic evil</i>	
<b>Armor Class</b> 15 (natural armor) <b>Hit Points</b> 71 (11d8 + 22) <b>Speed</b> 40 ft.	
<b>STR</b> 16 (+3)	<b>INT</b> 7 (-2)
<b>DEX</b> 16 (+3)	<b>WIS</b> 12 (+1)
<b>CON</b> 15 (+2)	<b>CHA</b> 9 (-1)
<b>Damage Resistances</b> bludgeoning, piercing, and slashing from nonmagical attacks <b>Damage Immunities</b> fire <b>Senses</b> darkvision 60 ft., passive Perception 12 <b>Languages</b> Ignan <b>Challenge</b> 5 (1,800 XP)	
<b>Aggressive.</b> As a bonus action, the charbrood can move up to its speed toward a hostile creature that it can see. <b>Heated Body.</b> A creature that touches the charbrood or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. <b>Ignited Illumination.</b> As a bonus action, the charbrood can set itself ablaze or extinguish its flames. While ablaze, the charbrood sheds bright light in a 20-foot radius and dim light for an additional 20 feet.	
<b>ACTIONS</b>	
<b>Multiattack.</b> The charbrood makes two claw attacks. <b>Claw.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) slashing damage plus 7 (2d6) fire damage.	

### Charbrood

Charbrood are insidious elemental creatures that hunt living creatures in the Obsidian Plain. Sometimes they are referred to as “greater magmin.” However, they have no known connection to magmin beyond their fire elemental origin.

The first charbrood were created by the Striped Conjurers of Karmithyash as elite shock troops. After the fall of Hearth and the Obsidian Wars, most charbrood were destroyed. Those that survived hid among the explosive peaks of the Obsidian Plain. In time, the charbrood learned to create their own progeny. While not as powerful as the first charbrood, these descendants (as presented here) are still dangerous in their own right. For example, Scaldris of the Bleeding Peak decimated an entire Dinzer Wand Wielder battalion on its own before it was defeated by the legendary hobgoblin warrior, Zazgud the Dirty.



### Flying Spider

Flying spiders, like their cousins, the giant wolf spider, are intelligent, pony-sized arachnids that hunt in the dark. Whereas wolf spiders prefer caverns and underground places to find their prey, flying spiders take to the outside world on mountainsides and dark forests. A stealthy predator, flying spiders prefer to fly by and grab their targets with their strong foreclaws. Soon after, they bite the creature and inject it with a paralyzing agent. Once paralyzed, the flying spider delivers the creature to its hundreds of young who dine on the creature while it is still very much alive.

Flying spider wings are a favored spell component of many hags.

<b>FLYING SPIDER</b> <i>Medium beast, unaligned</i>	
<b>Armor Class</b> 13 <b>Hit Points</b> 11 (2d8 + 2) <b>Speed</b> 40 ft., climb 40 ft., fly 40 ft.	
<b>STR</b> 11 (+0)	<b>INT</b> 3 (-4)
<b>DEX</b> 12 (+1)	<b>WIS</b> 13 (+1)
<b>CON</b> 17 (+3)	<b>CHA</b> 4 (-3)
<b>Skills</b> Perception +3, Stealth +7 <b>Senses</b> blindsight 10 ft., darkvision 60 ft., passive Perception 13 <b>Languages</b> — <b>Challenge</b> 1/4 (25 XP)	
<b>Expert Grappler.</b> Grappling a Small or smaller creature does not impose a penalty on the spider's flying speed. <b>Spider Climb.</b> The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.	
<b>ACTIONS</b>	
<b>Bite.</b> <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one creature. <i>Hit:</i> 3 (1d6) piercing damage and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. <b>Claws.</b> <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) piercing damage and the target is grappled (escape DC 10).	

### Gargantuan Hamster

Gargantuan hamsters are 50-foot-long beasts that eat anything they can find, preferring meat. Often, they eat livestock, decimating entire herds of cattle, sheep, and goats before they're chased off by adventurers.

<b>GARGANTUAN HAMSTER</b> <i>Gargantuan beast, unaligned</i>	
<b>Armor Class</b> 13 (natural armor) <b>Hit Points</b> 124 (8d20 + 40) <b>Speed</b> 40 ft.	
<b>STR</b> 22 (+6)	<b>INT</b> 2 (-4)
<b>DEX</b> 11 (+0)	<b>WIS</b> 10 (+0)
<b>CON</b> 22 (+6)	<b>CHA</b> 6 (-2)
<b>Senses</b> darkvision 120 ft., passive Perception 10 <b>Languages</b> — <b>Challenge</b> 4 (1,100 XP)	
<i><b>Keen Smell.</b></i> The gargantuan hamster has advantage on Wisdom (Perception) checks that rely on smell.	
<b>ACTIONS</b>	
<i><b>Bite.</b></i> <b>Melee Weapon Attack:</b> +8 to hit, reach 5 ft., one target. <b>Hit:</b> 16 (3d6 + 6) piercing damage.	



### Gargantuan Squid

True terrors of the sea, gargantuan squids—often erroneously referred to as “krakens” by sailors who’ve never met or seen an actual kraken—can bring entire galleons down with their powerful tentacles.

Fortunately, not many of these beasts exist. Once, Qhekish cephalomancers attempted to capture and enslave one of these creatures. However, the beast ended up devouring its captors and escaping, taking out an entire coral fort as it went. The Qhekish still speak of that squid—Sellag, they named it.

<b>GARGANTUAN SQUID</b> <i>Gargantuan beast, unaligned</i>	
<b>Armor Class</b> 13 (natural armor) <b>Hit Points</b> 145 (10d20 + 40) <b>Speed</b> 10 ft., swim 90 ft.	
<b>STR</b> 22 (+6)	<b>INT</b> 4 (-3)
<b>DEX</b> 13 (+1)	<b>WIS</b> 14 (+2)
<b>CON</b> 18 (+4)	<b>CHA</b> 4 (-3)
<b>Skills</b> Perception +5, Stealth +4 <b>Senses</b> darkvision 120 ft., passive Perception 15 <b>Languages</b> — <b>Challenge</b> 5 (1,800 XP)	
<i><b>Hold Breath.</b></i> While out of water, the squid can hold its breath for 1 hour. <i><b>Siege Monster.</b></i> The squid deals double damage to objects and structures. <i><b>Water Breathing.</b></i> the squid can breathe only underwater.	
<b>ACTIONS</b>	
<i><b>Tentacles.</b></i> <b>Melee Weapon Attack:</b> +9 to hit, reach 25 ft., one target. <b>Hit:</b> 20 (4d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained. The squid can grapple up to four Large or smaller creatures at a time, or one Huge or larger creature. <i><b>Ink Cloud (Recharges after a Short or Long Rest).</b></i> A 100-foot-radius cloud of ink extends all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the squid can use the Dash action as a bonus action.	

### Giant Wolf

Giant wolves are to dire wolves what dire wolves are to regular forest wolves. Measuring nearly 30 feet in length, these colossal lupines are the genuine kings and queens of the forest.

As a “divine figure”, they are looked up to by their smaller kin. Giant wolf packs include dozens of smaller wolves, dire wolves, and even the odd warg or winter wolf. Some werewolf clans even run with giant wolves.

Tribal humanoids also pay their respects to giant wolves through prayer and reverence. Lands guarded by a giant wolf are usually seen as “off-limits” by outsiders.

<b>GIANT WOLF</b> <i>Huge beast, unaligned</i>	
<b>Armor Class</b> 17 (natural armor) <b>Hit Points</b> 84 (8d12 + 32) <b>Speed</b> 60 ft.	
<b>STR</b> 22 (+6)	<b>INT</b> 4 (-3)
<b>DEX</b> 15 (+2)	<b>WIS</b> 14 (+2)
<b>CON</b> 19 (+4)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b> Str +9, Dex +5, Con +7 <b>Skills</b> Perception +5, Stealth +5 <b>Senses</b> passive Perception 15 <b>Languages</b> — <b>Challenge</b> 5 (1,800 XP)	
<i><b>Keen Hearing and Smell.</b></i> The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell. <i><b>Pack Tactics.</b></i> The wolf has advantage on an attack roll against a creature if at least one of the wolf’s allies is within 5 feet of the creature and the ally isn’t incapacitated.	
<b>ACTIONS</b>	
<i><b>Bite.</b></i> <b>Melee Weapon Attack:</b> +9 to hit, reach 10 ft., one target. <b>Hit:</b> 16 (3d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. <i><b>Howl (1/Day).</b></i> The wolf howls. Each of the wolf’s allies within 100 feet of the wolf that can hear it have advantage on attack rolls until the start of the wolf’s next turn. In addition, each hostile creature within 100 feet of the wolf that can hear it must succeed on a DC 11 Wisdom saving throw or be frightened of the wolf until the start of the wolf’s next turn.	



**Golcom**

Golcoms are fearsome giants that stand near 70-foot-tall. They are covered in fine orange, green, and yellow fur, have cloven, goat-like feet, and porcine faces. Once a prolific race found throughout most of Casar, golcoms are now an endangered species. Despite their aggressive attitudes, they are protected by Dinzer Preservers and kept safe in the Valley of Dreams in southern Odonburg.

<b>GOLCOM</b> <i>Gargantuan giant, neutral evil</i>	
Armor Class 16 (scale mail) Hit Points 273 (14d20 + 126) Speed 60 ft.	
STR 30(+10)	INT 9 (-1)
DEX 13 (+1)	WIS 12 (+1)
CON 28 (+9)	CHA 10 (+0)
Saving Throws Str +15, Con +14, Wis +6 Skills Athletics +15, Perception +6 Damage Resistances poison Senses darkvision 60 ft., passive Perception 16 Languages Giant Challenge 14 (11,500 XP)	
<b>Golcom Resilience.</b> The golcom has advantage on saving throws against poison. <b>Siege Monster.</b> The golcom deals double damage to objects and structures.	
<b>ACTIONS</b>	
<b>Multiattack.</b> The golcom makes two melee weapon attacks. <b>Warhammer.</b> <i>Melee Weapon Attack:</i> +15 to hit, reach 15 ft., one target. <i>Hit:</i> 28 (4d8 + 10) bludgeoning damage, or 32 (4d10 + 10) when wielded with two hands. <b>Rock.</b> <i>Melee Weapon Attack:</i> +15 to hit, range 80/320 ft., one target. <i>Hit:</i> 49 (6d12 + 10) bludgeoning damage.	

**Golcom Fortress**

The Dinzers of Odonburg have discovered a way to equip golcoms with special howdahs called golcom fortresses. The golcoms wear these castles over their heads and shoulders like armor. Then, Dinzer forces occupy the fortresses, using the howdahs as launch ports for remote travelers, gliders, and siege weapons.

A golcom fortress has the following features:

**Ceiling.** The ceilings throughout the complex are ten feet high.

**Communication Panels.** Set into the wall beside most of the doors is a screen. The screen has two uses. First, a properly credentialed Dinzer can wave their hand in front of it in order to open the door (see below). Second, the screen creates two-dimensional illusions of the areas of the fortress both providing a map of the tower as well as giving access to a communication system. If a character touches an area on the map, it highlights. From there, they can speak into the panel. In doing so, their voice is broadcast into the area as if by the magic mouth spell.

**Detect Magic.** The entire fortress exudes faint traces of transmutation magic.

**Doors.** Many of the doors are made from solid steel unlike anything the characters have used or seen. The doors that are still standing automatically slide open when a credentialed Dinzer waves his or her hand in front of the panel. Otherwise, a sealed door requires a successful DC 15 Strength (Athletics) check to pry open. The doors have AC 17, 20 hp, and are immune to poison and psychic damage.

Furthermore, a creature can spend 1 minute examining the mechanisms to better understand how they work. At the end of the minute, they must make a DC 15 Intelligence (Arcana) check. On a success, the doors open automatically for them for the remainder of their duration in the fortress.

**Floors.** Like the ceilings, doors, and walls, the floors are made of enchanted stone. Red and blue carpeting is common throughout.

**Light.** Whenever a creature enters an area, panels in the ceiling automatically light up as if affected by the *light* spell. The panels detect the presence of living things, so undead

and constructs won't trigger them. A creature can operate the lights by saying "lights on" or "lights off" aloud. Also, the lights automatically turn off after 1-minute passes of no living creatures in an area.

**Power Cells.** Many of the magic features of the tower are powered by a piece of emerald Odonburgite kept in Area 2.

**Walls.** All of the walls are made from enchanted stonemetal alloy that exudes faint transmutation magic.

**Example Crew.** In addition to the guards that operate the ports, the howdah may carry extra soldiers that can exit the tower via gliders or burnpacks. The typical crew of a golcom howdah consists of the following creatures.

- One captain (**knight**).
- Four other officers: one lieutenant, a bosun, a quartermaster (**veterans**), and a healer (**priest**).
- Forty soldiers (**guards, archers** or **wand wielders**).

**1 - Bow Tower.** The bow tower faces the same direction the golcom moves. There are enough arrow slits in the tower for 4 archers or wand wielders.

**2 - Command Center.** This large room doubles as the engineering room and war room of the golcom howdah. The emerald Odonburgite power supply is kept here. Often, the fortress's leader works from a tactical station here that offers 360 degree views around the tower and direct communication with the golcom.

**3 - Storage.** Extra supplies are kept here.

**4 - Portside View.** There are usually 2 guards or wand wielders stationed on the portside of the tower. For longer trips, the portside view hall will host a pair of sleeping sarcophagi (see the sidebar) as well as *portable hole* privies.

**5 - Armory.** All of the weapons and arms available to the howdah's battalion are stored in the armory. The doors are arcane locked at all times. Only the fortress's officers have the command word to unlock the doors.

**6 - Lower Stern Tower.** The lower stern tower has enough room for 7 archers or wand wielders.

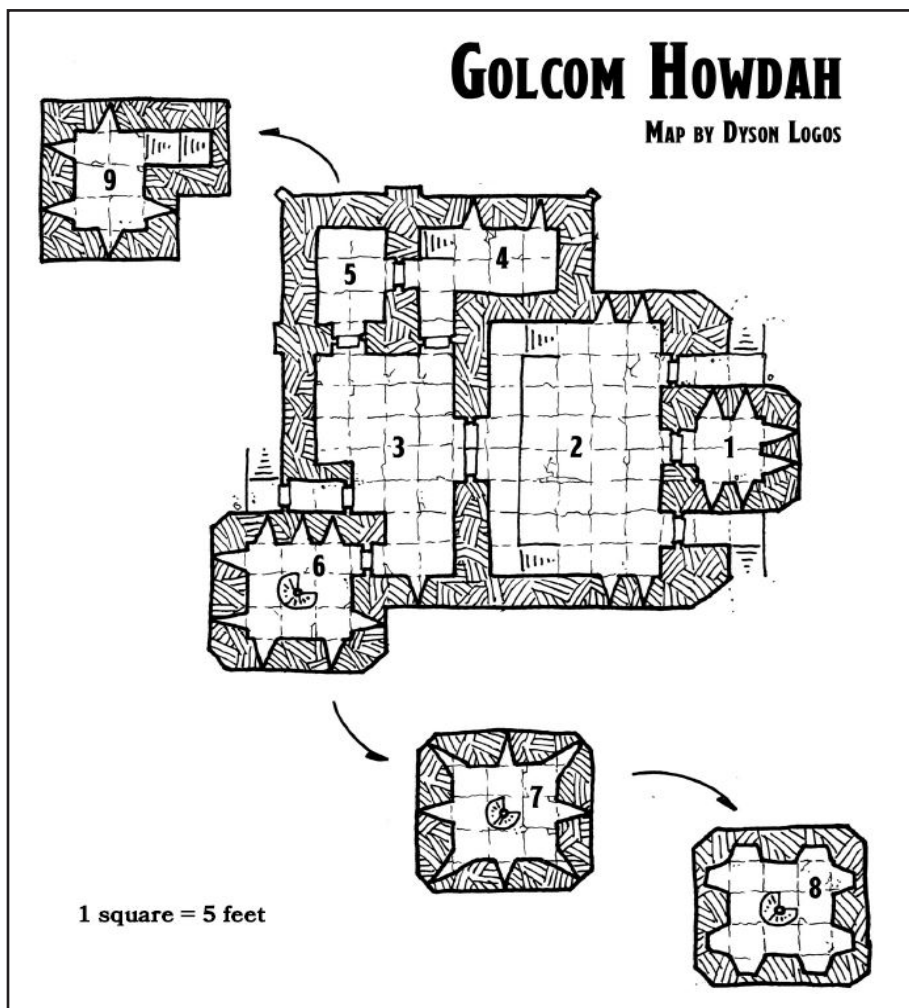
**7 - Middle Stern Tower.** The middle of the stern tower can host 8 archers or wand wielders.

**8 - Upper Stern Tower.** The upper stern tower has enough room for 8 archers or wand wielders, 4 ballistas, or 2 mangonels. Alternatively, it can be used as a launch pad for Dinzer aircraft or remote travelers.

**9 - Upper Portside Towers.** The upper portside tower has enough room for 5 archers or wand wielders.

#### Sleeping Sarcophagus

A sleeping sarcophagus is a seven-foot-tall, black cylinder with a small window in its face. It can be opened via a pair of hinges. If a Medium or Small creature steps inside, the sarcophagus closes behind the creature and then creates a sleep effect. A creature who does not wish to be affected by the sleep effect must succeed on a DC 10 Constitution saving throw. Otherwise, they fall unconscious for 1 minute. During that minute, the interior of the sarcophagus emits a dull green light. At the end of the minute, the light vanishes, the creature awakens and the sarcophagus opens. The creature then gains the same benefits as if they had just completed a long rest. Plus, the sarcophagus' energy provides the creature as much nourishment as if they consumed 1 day of rations and the required allotment of water. Once a creature uses the chamber, they cannot gain the benefits from the chamber again for 8 hours. Other creatures are still free to use it.



#### Graveman

Gravemen are gaunt, blackened creatures with glowing white eyes. They lack noses, mouths, and ears. And although referred to as "gravemen", these undead creatures have no discernible anatomy and are effectively genderless.

**Ancient Undead.** It is unknown how long the gravemen have been on Casar. The elves of Imfe Aiquas report that gravemen (known as the oshnaluna in the elven tongue) were seen in the Wallingmiotta even before the reign of the ten. Undead scholars suspect that the gravemen may even predate the time of the dulons. Some suspect their origins are found among the elemental forces that created Casar and that the gravemen may be

the progenitors of all humanoids.

**Children of Vapul.** Despite their lengthy tenure on Casar, the gravemen have an affinity for the demon-god Vapul and his followers. The gravemen appeared at the Battle of Imfe Mythse Anore, supporting the dark elves, and were later found defending Vapul during the battle at Camor's Hill. Ai'Skoom-Vapul, the unholy book of Vapul, contains rites that can summon gravemen to do one's bidding. Because of these connections, gravemen frequently carry the nickname Children of Vapul.

**The Study of Gravemen.** A trio of acolytes in the town of Haver captured a graveman and studied the creature. They discovered that gravemen lack humanoid physiologies. In fact, they reported that



gravemen share more in common with elementals than undead. Where a graveman's heart and lungs would normally be, there is a core of intangible cold that glows with a dull, white-blue light. Once the core is removed, the graveman's form crumbles into black ash and dry cork. Fey scholars at Pexia noticed a connection between the graveman's cold core and the light that binds the fey, particularly sprites and fairies.

**Undead Nature.** A graveman does not require air, food, drink, or water.

<b>GRAVEMAN</b> <i>Medium undead, chaotic evil</i>	
<b>Armor Class</b> 15 <b>Hit Points</b> 15 (2d8 + 6) <b>Speed</b> 40 ft.	
<b>STR</b> 12 (+1)	<b>INT</b> 10 (+0)
<b>DEX</b> 20 (+5)	<b>WIS</b> 16 (+3)
<b>CON</b> 16 (+3)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b> Wis +5 <b>Skills</b> Perception +7 <b>Damage Immunities</b> poison <b>Condition Immunities</b> exhaustion, poisoned <b>Senses</b> darkvision 60 ft., passive Perception 17 <b>Languages</b> understands the languages it knew in life but does not speak <b>Challenge</b> 1 (200 XP)	
<b>Pack Tactics.</b> The graveman has advantage on an attack roll against a creature if at least one of the graveman's allies is within 5 feet of the creature and the ally isn't incapacitated. <b>Turn Resistance.</b> The graveman has advantage on saving throws against being turned.	
<b>ACTIONS</b>	
<b>Cold Touch.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one living creature. <i>Hit:</i> 5 (2d4) cold damage.	
<b>REACTIONS</b>	
<b>Damage Transference.</b> When the graveman takes damage, it can transfer up to half of the damage it takes to any other graveman within 60 feet of it.	



### Llorona

The legend is said that in a rural Aruquetan village there lived a young woman named Maria. Maria came from a poor family but was known around her village for her beauty. One day, an extremely wealthy nobleman traveled through her village. He stopped in his tracks when he saw Maria. Maria was charmed by him and he was charmed by her beauty, so when he proposed to her, she immediately accepted. Maria's family was thrilled that she was marrying into a wealthy family, but the noble man's father was extremely disappointed that his son was marrying into poverty. Maria and her new husband built a house in the village to be away from his disapproving father.

Eventually, Maria gave birth to twins: a boy and a girl. Her husband was always traveling and stopped

spending time with his family. When he came home, he only paid attention to the children and Maria knew her husband was falling out of love with her. One day, he left and never returned.

Years later, as Maria and her twins were walking by a river, she saw a familiar carriage with a younger, beautiful woman next to her husband. Maria was so angry and confused that, without thinking, she picked up her two children and threw them into the river, drowning them. Only after she saw their bodies floating in the river did she realize what she had done and she then jumped into the river, hoping to die with her children. Now she spends eternity looking for her children around that river. It is said that if you hear her crying, you are to run the opposite way. If you hear her cries, they could bring misfortune or even death.



<b>LLORONA</b> <i>Medium undead, chaotic evil</i>	
Armor Class 12 Hit Points 63 (14d8) Speed 0 ft., fly 40 ft. (hover)	
STR 7 (-2)	INT 10 (+0)
DEX 15 (+2)	WIS 14 (+2)
CON 10 (+0)	CHA 18 (+4)
<p><b>Damage Resistances</b> acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks  <b>Damage Immunities</b> cold, necrotic, poison  <b>Condition Immunities</b> charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained  <b>Senses</b> darkvision 60 ft., passive Perception 12  <b>Languages</b> any language known in life  <b>Challenge</b> 5 (1,800 XP)</p> <p><b>Ethereal Sight.</b> The llorona can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.  <b>Incorporeal Movement.</b> The llorona 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.</p>	
ACTIONS	
<p><b>Decaying Touch.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 25 (6d6 + 4) necrotic damage.  <b>Etherealness.</b> The llorona enters the Ethereal Plane from the Material Plane or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.  <b>Hopeless Wail (1/Day).</b> The llorona emits a magical cry. Every humanoid and giant within 60 feet of the llorona that can hear the wail must succeed on a DC 15 Constitution saving throw or be cursed with llorona's sadness. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the <i>remove curse</i> spell or other magic.  <b>Horrifying Visage.</b> Each non-undead creature within 60 feet of llorona that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this llorona's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.</p>	

## Maestro

Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds. Of all the bards, the greatest of their kind are the maestros who are to bards as archmages are to wizards.

## Megamoo

Often found in the Summer Land among mundane cattle, Megamoos are giant cows. Sometimes, megamoos are referred to as "dire cows." The term is erroneous, as megamoos are only violent if provoked.

### Variant: Cattle Stampede

Whenever a cow in a herd of 8 or more cattle is attacked, the cow must make a DC 10 Wisdom saving throw. On a failed saving throw, the cow and all cattle within 20 feet of it stampede.

Treat stampeding cattle as one gargantuan creature. While stampeding, the cattle can only take the Dash action on their turn. Stampeding cattle can enter Large or smaller creature's spaces. Whenever the stampeding cattle enters a creature's space, the creature must make DC 14 Strength or Dexterity saving throw (the target's choice).

On a failed saving throw, a creature takes 11 (2d6 + 4) piercing damage plus 11 (2d6 + 4) bludgeoning damage and is knocked prone.

On a successful saving throw, a creature takes half as much damage and isn't knocked prone.

On the stampeding cattle's next initiative count, have one of the cows make a DC 10 Wisdom saving throw. On a successful saving throw, the cattle stop stampeding and can once again take regular actions on their own. Otherwise, the cattle continue to stampede.

## MAESTRO

*Medium humanoid (any race), any align*

Armor Class 15 (studded leather)  
Hit Points 76 (17d8)  
Speed 30 ft.

STR 8 (-1) INT 14 (+2)

DEX 16 (+3) WIS 12 (+1)

CON 10 (+0) CHA 20 (+5)

**Saving Throws** Dex +6, Cha +7  
**Skills** Acrobatics +6, Deception +11, History +5, Intimidation +8, Perception +7, Performance +11, Persuasion +8, Stealth +9  
**Senses** passive Perception 17  
**Languages** any three languages (usually Common)  
**Challenge** 6 (2,300 XP)

**Spellcasting.** The maestro is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). it has the following bard spells prepared:  
 Cantrips (at will): *friends, light, minor illusion, vicious mockery*  
 1st Level (4 slots): *charm person, disguise self, healing word, silent image*  
 2nd Level (3 slots): *calm emotions, lesser restoration, shatter, suggestion*  
 3rd level (3 slots): *invisibility, major image, nondetection, slow*  
 4th level (3 slots): *dimension door, greater invisibility, hallucinatory terrain*  
 5th level (2 slots): *legend lore, mislead, seeming*  
 6th level (1 slot): *irresistible dance*  
 7th level (1 slot): *project image*  
 8th level (1 slot): *power word stun*  
 9th level (1 slot): *power word heal*  
**Song of Rest.** The maestro can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d12 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The maestro can confer this benefit on itself as well.

### ACTIONS

**Multiattack.** The maestro makes two attacks with its rapier.

**Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

### REACTIONS

**Cutting Words (5/Long Rest).** When a creature that the maestro can see within 60 feet of it makes an attack roll, ability check, or damage roll, the maestro can roll a d12 and subtract the number rolled from the creature's roll. The maestro can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear the maestro or if it is immune to being charmed.



## APPENDIX C

<b>MEGAMOO</b> <i>Huge beast, unaligned</i>	
<b>Armor Class</b> 10 <b>Hit Points</b> 105 (10d12 + 40) <b>Speed</b> 40 ft.	
<b>STR</b> 22 (+6)	<b>INT</b> 2 (-4)
<b>DEX</b> 10 (+0)	<b>WIS</b> 12 (+1)
<b>CON</b> 18 (+4)	<b>CHA</b> 15 (+3)
<b>Senses</b> passive Perception 11 <b>Languages</b> — <b>Challenge</b> 2 (450 XP)	
<b>Charge.</b> If the megamoo moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (4d6) piercing damage.	
<b>ACTIONS</b>	
<b>Gore.</b> <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d6 + 6) piercing damage. <b>Moo (1/Day).</b> The megamoo lets out a massive moo sound. Each creature of the megamoo's choice within 100 feet that can hear it can use its reaction to take the Dash action. The megamoo can then use its bonus action to take the Dash action.	

### Mondan

Another byproduct of the Hand of the Third and the Obsidian Conflict, Mondans are hairless, muscular humanoids that share a passing resemblance to orcs. Their mouths are wrapped in perpetual screams; still, they have their own language, Mondanian, which consists of throat sounds, gasps and tongue clucks.

Mondans form loose tribes throughout the Obsidian Plain. Often, they are lead by the strongest of their kind, dubbed fireeaters by non-Mondanians. Before battle, fireeaters coat themselves in flammable grease, then set themselves ablaze. The fire coupled with their innate ability to regenerate from fire makes them incredibly difficult to defeat.

Oddly, Mondans practice religion. Although they were created by the Striped Conjurers, Mondans put their faith in Yrena, the goddess of destruction. Throughout the Obsidian Plain, travelers may come across twenty-foot

tall obsidian pillars arranged in circles of eight. At the center are the charred remains of the unfortunate sacrificial victims to Yrena. Occasionally, a Knaomeran Drake emerges may emerge from these unholy areas. Mondans do not require water.

<b>MONDAN</b> <i>Med humanoid (mondan), chaotic evil</i>	
<b>Armor Class</b> 16 (half-plate) <b>Hit Points</b> 22 (3d8 + 9) <b>Speed</b> 30 ft.	
<b>STR</b> 16 (+3)	<b>INT</b> 6 (-2)
<b>DEX</b> 12 (+1)	<b>WIS</b> 11 (+0)
<b>CON</b> 16 (+3)	<b>CHA</b> 9 (-1)
<b>Saving Throws</b> Con +5 <b>Skills</b> Intimidation +3 <b>Damage Immunities</b> fire <b>Senses</b> darkvision 60 ft., passive Perception 10 <b>Languages</b> Mondanian <b>Challenge</b> 1 (200 XP)	
<b>Fire Absorption.</b> Whenever the mondan is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage taken. <b>Reckless.</b> At the start of its turn, the mondan 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>Greatsword.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) slashing damage. <b>Javelin.</b> <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or range 30/120 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.	

### Overcrow

The overcrow looks like a mundane crow wearing a small, red hat. Of course, it is much more than just an ordinary black bird. The overcrow possesses such a strong sense of self-awareness that any creature that comes within 100 feet of it begins to believe that it, too, is a crow.

One may wonder, "Where did overcrows come from?" The last scholar who asked this brave question re-

turned from a 10-year quest gibbering like a loon. All he could say was "CHAR-LO-MAIN!" Once his madness was cured, the scholar had no memory of the "char-lo-main" or the origins of overcrows. Some knowledge is best left unsought.

Clever mages employ overcrows as traps in dungeons. As adventurers are distracted by their need to "caw!" and flap their wings, the dungeon's inhabitants rob the adventurers and leave them defenseless against the other dangers of the dungeon.

<b>OVERCROW</b> <i>Tiny monstrosity, neutral</i>	
<b>Armor Class</b> 12 <b>Hit Points</b> 12 (5d4) <b>Speed</b> 10 ft., fly 50 ft.	
<b>STR</b> 2 (-4)	<b>INT</b> 5 (-3)
<b>DEX</b> 14 (+2)	<b>WIS</b> 15 (+2)
<b>CON</b> 10 (+0)	<b>CHA</b> 18 (+4)
<b>Skills</b> Perception 14 <b>Condition Immunities</b> charmed <b>Senses</b> passive Perception 14 <b>Languages</b> understands Common but doesn't speak <b>Challenge</b> 1/8 (25 XP)	
<b>Aura of Caw.</b> Each creature that starts its turn within 100 feet of the overcrow must make a DC 14 Wisdom saving throw. On a failed saving throw, a creature is charmed by the overcrow. A creature charmed in this way is incapacitated and can only flap its wings; if the creature lacks wings, it flaps its arms instead. The charmed creature is unable to speak and can only make "caw!" sounds. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. Additionally, the charmed effect ends if the creature moves more than 100 feet away from the overcrow or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, the creature is immune to all overcrows' Auras of Caw for the next 24 hours.	
<b>ACTIONS</b>	
<b>Beak.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage.	

### Qoleg

Qolegs are small, horrific creatures that resemble black, severed heads with toothy maws, four eyes and tentacles growing from their jaws. Black, necrotic energy radiates from the tops of their “heads” like colorless fire.

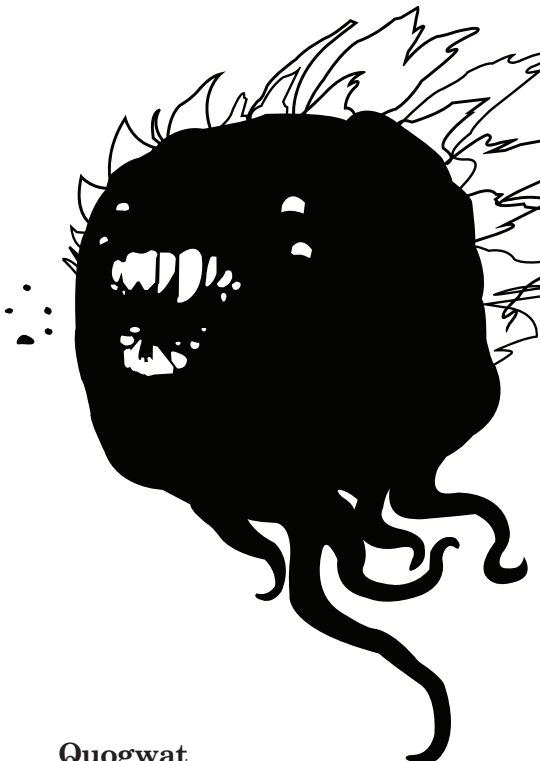
Despite their intelligence, qolegs do not view themselves as individual

<b>QOLEG</b> <i>Tiny undead, neutral evil</i>	
Armor Class 12 Hit Points 25 (10d4) Speed 0 ft., fly 30 ft. (hover)	
STR 5 (-3)	INT 13 (+1)
DEX 14 (+2)	WIS 12 (+1)
CON 11 (+0)	CHA 13 (+1)
Saving Throws Int +3, Wis +3, Cha +3 Skills Perception +5, Stealth +6 Damage Vulnerabilities radiant Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical attacks Damage Immunities fire, poison, necrotic Condition Immunities charmed, frightened, paralyzed, poisoned, prone Senses darkvision 60 ft., passive Perception 15 Languages Common Challenge 2 (450 XP)	
<b>Aura of Preservation.</b> The qoleg radiates a necrotic aura that rejuvenates undead. An undead creature that starts its turn within 30 feet of the qoleg, including the qoleg itself, regains 5 hit points at the start of its turn so long as the qoleg isn't incapacitated and the creature has 1 hit point remaining. If the qoleg takes radiant damage, this trait doesn't function until the end of the qoleg's next turn.	
<b>Shadow Stealth.</b> While in dim light or darkness, the Qoleg can take the Hide action as a bonus action.	
<b>ACTIONS</b>	
<b>Tentacles.</b> <i>Melee Weapon Attack:</i> +3 to hit, range 5 ft., one creature. <i>Hit:</i> 4 (1d8) psychic damage and the target must succeed on a DC 11 Constitution saving throw. On a failed saving throw, the target is stunned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.	
<b>Necrotic Beam.</b> <i>Ranged Spell Attack:</i> +3 to hit, range 100 ft., one target. <i>Hit:</i> 9 (2d8) necrotic damage.	

creatures, rather, a part of the universe (or nonexistence, as it were). Their absolute origins are unclear. Although they've been squarely defined as undead creatures, a notion with which Pexian aberrationists would adamantly disagree, their necromantic presence does not start with a deceased creature.

Qolegs frequently appear in desecrated areas with high concentrations of undead leading some to expect that one may precede the other. They are particularly prevalent in and around the area north of the Fairknot River in Northern Omeria.

**Undead Nature.** The qoleg does not require air, food, water, or sleep.



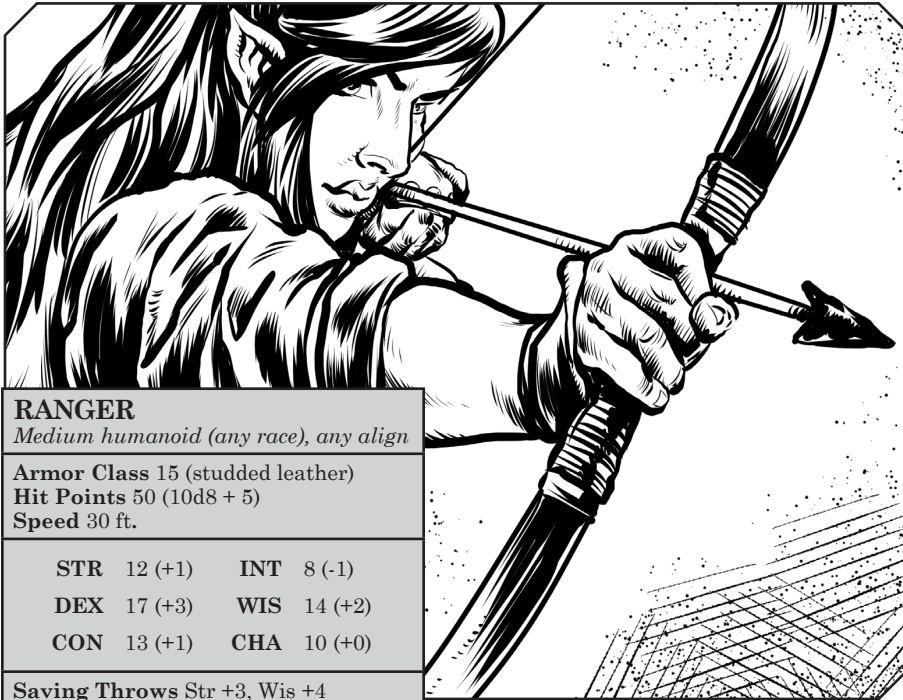
### Quogwat

The untamed forests of Odonburg are home to many unusual and interesting creatures, many of which have never been discovered beyond Southern Omeria. Perhaps one of the oddest creatures found exclusively in Odonburg are the reclusive quogwats. Resembling a cross between a frog and a hedgehog, the quogwats are 5-inch-tall plant creatures who

<b>QUOGWAT</b> <i>Tiny plant, chaotic neutral</i>	
Armor Class 12 Hit Points 3 (1d4 + 1) Speed 20 ft.	
STR 2 (-4)	INT 7 (-2)
DEX 14 (+2)	WIS 12 (+1)
CON 13 (+1)	CHA 7 (-2)
Saving Throws Int +0, Cha +0 Skills Stealth +4 Senses passive Perception 11 Languages Sylvan Challenge 1/8 (25 XP)	
<b>Nature's Ward.</b> Any creature who targets the Quogwat with an attack or a harmful spell must first make a DC 11 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The ward doesn't protect the Quogwat from area effects, such as the explosion of a fireball.	
<b>Pollen Release.</b> When the quogwat dies, it explodes in a burst of pollen. Each creature within 5 feet of it must make a DC 11 Constitution saving throw or fall unconscious for 7 days. Each day, the creature can repeat its saving throw, ending the effect on itself with a success. Otherwise, the creature remains unconscious until a lesser restoration or similar magic is cast upon it. Once the creature wakes, roll a d20 and add 1 for every day the creature was asleep. On a result of 20 or higher, 1d4 new quogwats emerge from the creature's body, typically from its abdomen. There is a 50% chance that these new quogwats view the creature as their mother. Otherwise, the quogwats remain indifferent.	
<b>ACTIONS</b>	
<b>Stone.</b> <i>Ranged Weapon Attack:</i> +4 to hit, range 10/30 ft., one target. <i>Hit:</i> 1 bludgeoning damage.	

thrive in places with plenty of wet soil, garbage, and sometimes, dead things. What's most unusual is that quogwats tend to favor dark and evil areas, such as hagwoods, cursed forests, and even desecrated, overgrown graveyards. However, quogwats are not inherently evil themselves. They do enjoy pulling pranks, however, especially on humanoids.





<b>RANGER</b> <i>Medium humanoid (any race), any align</i>	
Armor Class 15 (studded leather) Hit Points 50 (10d8 + 5) Speed 30 ft.	
STR 12 (+1)	INT 8 (-1)
DEX 17 (+3)	WIS 14 (+2)
CON 13 (+1)	CHA 10 (+0)
Saving Throws Str +3, Wis +4 Skills Perception +5, Stealth +5, Survival +4 Senses passive Perception 15 Languages any two languages (usually Common) Challenge 2 (450 XP)	
<b>Colossus Slayer (1/Turn).</b> When the ranger hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it's below its hit point maximum.	
<b>Spellcasting.</b> The ranger is a 5th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12). It can cast the following ranger spells: 1st level (4 slots): <i>cure wounds, hunter's mark</i> 2nd level (2 slots): <i>lesser restoration, spike growth</i>	
<b>ACTIONS</b>	
<b>Multiattack.</b> The ranger makes two attacks with its shortsword or two attacks with its longbow.	
<b>Shortsword.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.	
<b>Longbow.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 150/600 ft., one target. <i>Hit:</i> 7 (1d8 + 3) piercing damage.	

**Ranger**

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-

packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to the familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like the combat abilities, emphasize speed, stealth, and the hunt. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

**Rasgax Howler**

From the highlands of Northern Omeria come the Rasgax tribes. A nomadic people, the Rasgax focus their efforts on combating the belligerent races of the north, including orcs, frost giants, and c'nuim iteah. Rasgax

have fair to reddish skin and blonde or red hair. Their eyes are often deep scarlet or sometimes even bright red. Rare among humans, they have the ability to see in the dark.

Most Rasgax cover their bodies and faces in ritualistic tattoos. They often wear animal hides with cloth kilts or flowing capes. Some fight nude and smear their body in mud and animal feces as a deterrent, lending further credence to the legend that they are part animal.

<b>RASGAX HOWLER</b> <i>Medium humanoid (Rasgax human), any chaotic alignment</i>	
Armor Class 16 (hide armor, shield) Hit Points 39 (6d8 + 12) Speed 40 ft.	
STR 16 (+3)	INT 10 (+0)
DEX 14 (+2)	WIS 12 (+1)
CON 15 (+2)	CHA 12 (+1)
Saving Throws Str +5, Con +4 Skills Athletics +5, Survival +3 Senses darkvision 60 ft., passive Perception 11 Languages Common, Orcish Challenge 2 (450 XP)	
<b>Rasgax Resilience.</b> The howler has advantage on saving throws against becoming blinded.	
<b>Reactive Attack.</b> As long as the howler isn't surprised, it can use its bonus action on its first turn to make a single weapon attack.	
<b>ACTIONS</b>	
<b>Multiattack.</b> The howler uses its Howl if it is able. It then makes two melee attacks with its spear.	
<b>Spear.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage when wielded with two hands as a melee weapon.	
<b>Howl (1/Day).</b> The howler emits an unearthly howl. Each creature within 60 feet of the howler that can hear it must make a DC 10 Wisdom saving throw. On a failed saving throw, the creature is frightened of the howler for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this howler's Howl for 24 hours.	

## Segua

Seguas are specters that have the bodies of humanoid women and the faces of horses that haunt the northern Weysevain coast. Charming and evil, they use their humanoid form to lure in unaware sailors and farmers. Once alone, the segua reveals its true form, then slaughters its prey.

The first sighting of seguas were reported by the renown Duda Weysevain. Weysevain told Ditimayan natives that his expedition had en-

countered one in the area now known as the Petrified Labyrinth.

Although they have a firm placement in Arruquetan and Cabalish lore as hunters of foolish men, seguas have been discovered in positions of power in major villages and cities. Supposedly, Cabal's major criminal organization, Red Fang Clan, is led by an ancient segua.

**Undead Nature.** The segua does not require air, food, water, or sleep.



### SEGUA

*Medium undead, neutral evil*

**Armor Class** 14

**Hit Points** 76 (9d8 + 36)

**Speed** 30 ft.

**STR** 18 (+4)      **INT** 11 (+0)

**DEX** 11 (+0)      **WIS** 10 (+0)

**CON** 18 (+4)      **CHA** 18 (+4)

**Saving Throws** Int +3, Wis +3

**Skills** Deception +7, Insight +3, Perception +3

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 13

**Languages** languages she knew in life  
**Challenge** 5 (1,800 XP)

**Unarmored Defense.** The segua adds her Constitution modifier to her AC (included).

**Alluring Presence.** As a bonus action, the segua can target one creature that she can see within 100 feet of her. The target must succeed on a DC 15 Wisdom saving throw or become charmed by the segua until the end of the segua's next turn. On subsequent turns, the segua can use her bonus action to maintain this effect, extending its duration until the end of her next turn. The effect ends if the segua and the creature are ever more than 100 feet apart from each other, if the creature can neither see nor hear the segua or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, the creature is immune to this segua's Alluring Charm for 24 hours.

#### ACTIONS

**Multiattack.** The segua makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Illusory Appearance.** The segua covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the segua takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the segua could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the segua is disguised.



### Spilatera

Spilateras are huge monstrosities that resemble multihorned bears with a long, snake-like proboscis that launches from their mouths. Typically, the spilatera traps its prey by burrowing a hole into the earth or into the side of a rocky cliff. It then waits in the dark, using its camouflage to appear as the cave entrance. When a creature approaches, it attacks, using its proboscis to paralyze

the creature. Then its claws rend it to shreds. From there, the spilatera recedes into the darkness of its cave where it swiftly devours its victim. Often, inedible items such as armor, weapons, and even treasure are found strewn about the spilatera's cave.

Spilateras are commonly found in the foothills surrounding the southern side of the Basilisk's Spine Mountain, particularly in the forests of the western Summer Land. Recently, spilateras have migrated over the mountains and through the Elegant

Valley into the Wallingmiotta and even Gar Wabrizz. The centaur clans east of the Wallingmiotta have had a great deal of difficulty dealing with the invasive predator as it has started killing off the megafauna south of the Fairknot river.

### Stitch Horror

Stitch horrors are ooze-like creatures created from random bits of flesh sewn together then reanimated. The most famous instance of a stitch horror occurred during the excavation

<b>SPILATERA</b> <i>Huge monstrosity, chaotic evil</i>	
<b>Armor Class</b> 16 (natural armor) <b>Hit Points</b> 162 (12d12 + 84) <b>Speed</b> 40 ft., burrow 30 ft.	
<b>STR</b> 25 (+7)	<b>INT</b> 2 (-4)
<b>DEX</b> 11 (+0)	<b>WIS</b> 12 (+1)
<b>CON</b> 24 (+7)	<b>CHA</b> 7 (-2)
<b>Skills</b> Perception +4 <b>Senses</b> darkvision 60 ft., passive Perception 14 <b>Languages</b> — <b>Challenge</b> 8 (3,900 XP)	
<b>Charge.</b> If the spilatera moves 20 feet straight toward a target and then hits it with a horn attack on the same turn, that target takes an extra 13 (3d8) piercing damage from the attack. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. <b>Stone Camouflage.</b> The spilatera has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.	
<b>ACTIONS</b>	
<b>Multiattack.</b> The spilatera makes three attacks: two with its claws and one with its proboscis. <b>Claws.</b> <i>Melee Weapon Attack:</i> +10 to hit, reach 10 ft., one target. <i>Hit:</i> 17 (3d6 + 7) slashing damage. <b>Horns.</b> <i>Melee Weapon Attack:</i> +10 to hit, reach 10 ft., one target. <i>Hit:</i> 20 (3d8 + 7) piercing damage. <b>Proboscis.</b> <i>Melee Weapon Attack:</i> +10 to hit, reach 15 ft., one creature. <i>Hit:</i> 13 (1d12 + 7) piercing damage and the target must make a DC 18 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 minute. While poisoned, the creature is paralyzed. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.	

<b>STITCH HORROR</b> <i>Large ooze, chaotic evil</i>					
<b>Armor Class</b> 8 <b>Hit Points</b> 152 (16d10 + 64) <b>Speed</b> 20 ft.					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	6 (-2)	18 (+4)	2 (-4)	10 (+0)	2 (-4)
<b>Damage Vulnerabilities</b> necrotic <b>Condition Immunities</b> blinded, charmed, deafened, frightened, prone <b>Senses</b> blindsight 60 ft. (blind beyond this radius), passive Perception 10 <b>Languages</b> does not understand any languages but can speak through the use of its Mimicry trait <b>Challenge</b> 4 (1,100 XP)					
<b>Stench.</b> Any creature that starts its turn within 10 feet of the horror must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the horror's Stench for 24 hours. <b>Grasping Threads.</b> The horror grabs with its loose threads. The threads can be attacked (AC 12; 5 hit points; immunity to poison and psychic damage). Cutting threads deals no damage to the stitch horror, which can extrude replacements on its next turn. Threads can be broken if a creature takes an action and succeeds on a DC 12 Strength check against it. <b>Mimicry.</b> The horror can mimic the voice of any creature it has absorbed, typically repeating whatever its last words were (screams, begs for mercy, etc.) A creature that hears the voices can tell they are imitations with a successful DC 14 Wisdom (Insight) check.					
<b>ACTIONS</b>					
<b>Thread.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 10 ft., one target. <i>Hit:</i> 12 (4d4 + 2) piercing damage, and if the target is a Medium or smaller creature it is grappled (escape DC 12). <b>Engulf.</b> The horror moves up to its speed. While doing so, it can enter a Medium or smaller creatures' spaces. Whenever the horror enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the horror. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the horror enters the creature's space and the creature takes 13 (3d8) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 27 (6d8) necrotic damage at the start of each of the horror's turns. From then on, the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the horror regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way becomes part of the stitch horror, and can only be revived via a true resurrection or wish spell. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the horror.					

of the Crypt of the Obsidian Hound by the Antronec Guild. The thing consumed six porters and nearly killed Paola Antronec himself before it was put down by Xon'chee of Osgowic.

To date, no one knows how or why these things were created. Of course, many point towards fingers Xenem's necromancers. Xenem will not confirm or deny the claim.

## Summer Drake

Summer drakes are a breed of dragon found almost exclusively in the Summer Land. They are smaller than most dragons, never reaching more than 25 feet in length from snout to tail. Although they have flight ability typical for dragons, summer drakes prefer walking, climbing, and burrowing. It's rare they ever fly for ranges

greater than a few hundred miles at a time. Like their red-scaled ancestors, summer drakes breathe fire.

Unlike the chromatic and metallic dragons of legend, summer drakes are extraordinarily prolific. A summer dragon matron can lay up to three clutches of eggs per year with six to ten eggs per clutch. Although the mortality rate for young summer drakes is high, they grow fast. The high population numbers of summer drakes are what created the original demand for the equally prolific knights of Presson's Enclave.

Until the War of the Burning Plains, summer drakes were close to extinc-



### SUMMER DRAKE

*Huge dragon, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft., burrow 20 ft., climb 40 ft., fly 60 ft

<b>STR</b>	18 (+4)	<b>INT</b>	9 (-1)
<b>DEX</b>	11 (+0)	<b>WIS</b>	12 (+1)
<b>CON</b>	21 (+5)	<b>CHA</b>	15 (+2)

**Saving Throws** Dex +4, Con +9, Wis +5, Cha +6

**Skills** Perception +9, Survival +5

**Damage Immunities** fire

**Condition Immunities** charmed, frightened

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 19

**Languages** Draconic

**Challenge** 11 (7,200 XP)

#### ACTIONS

**Multiattack.** The drake makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) fire damage.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

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

**Fire Breath (Recharge 5-6).** The dragon exhales a ball of fire at a point that it can see within 150 feet of it. Each creature within 20-feet of that point must make a DC 17 Dexterity saving throw. A creature takes 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.



tion. After over half of the humanoid population of Presson's Enclave was eradicated by Tostrasz the Enormous and his chromatic hordes, the summer drakes' numbers returned in full force. In recent years, the remaining knights of Presson's Enclave with help from Vaskilish vaqueros, the griffon riders of Kuzhuk, and the Goun-to-gen brasugas, the drakes' numbers have once again become manageable. Still, they are an active threat that requires constant monitoring.

Like the chromatic reds, summer drakes prefer to make their homes in high mountains and hills. Many of the summer drakes also make their homes in the ruins of Pressonian cities, those charred by destructive breath of their larger cousins.

Summer drakes only live for 200-300 years, and never achieve "ancient" status. Although they have innate sorcerous powers, they dislike magic and find its practice a waste of time.

**Tethered**

Tethered are creatures cloned from humanoids. They were originally developed to take control of the humanoid from which they were modeled. Unfortunately, the experiment failed as the connection between the tethered and the living being was far too weak. However, some rare tethered have shown a tenuous ability to take control of their originators.

**Template**

A tethered is a clone of a humanoid. As such, only humanoids can carry the tethered template. The following characteristics change or are added to a humanoid that becomes a tethered.

**Retained Characteristics.** The tethered retains its Armor Class, hit points, Hit Dice, Strength, Dexterity, Constitution, vulnerabilities, resistances, and immunities.

**Lost Characteristics.** The tethered loses its original saving throw and skill bonuses, special traits, as well

as any armor, arms or equipment it is carrying. It loses any action that isn't Multiattack or a melee weapon attack that deals bludgeoning, piercing, or slashing damage. If it has an action or a melee weapon attack that deals some other type of damage, it loses the ability to deal damage of that type.

**Alignment.** The tethered is chaotic evil.

**Ability Scores.** The tethered's ability scores change as follows: Int 5 (-3), Wis 9 (-1), Cha 8 (-1).

**Languages.** The tethered loses all known languages.

**New Trait: Connection.** The tethered shares a connection with the humanoid from which it was cloned, its originator. The tethered has advantage on all Intelligence, Wisdom, and Charisma ability checks made to interact with its originator.

**Attacks.** If the tethered has no other means of dealing damage, it wields scissors. On a hit, scissors deal piercing damage equal to 1d4 + the tethered's Strength or Dexterity modifier (tethered's choice).

**Sample Tethered**

The tethered statistics presented below use a human knight as the base creature.

<b>TETHERED KNIGHT</b> <i>Med humanoid (human), chaotic evil</i>	
Armor Class 10 Hit Points 52 (8d8 + 16) Speed 30 ft.	
STR 16 (+3)	INT 5 (-3)
DEX 11 (+0)	WIS 9 (-1)
CON 15 (+2)	CHA 8 (-1)
Senses passive Perception 9 Languages — Challenge 1/2 (100 XP)	
<b>Connection.</b> The tethered shares a connection with the humanoid from which it was cloned, its originator. The tethered has advantage on all Intelligence, Wisdom, and Charisma ability checks made to interact with its originator.	
<b>ACTIONS</b>	
<b>Multiattack.</b> The tethered makes two melee attacks. <b>Scissors.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.	



UNCLE SKELETON					
<i>Medium construct, neutral evil</i>					
Armor Class 12					
Hit Points 99 (22d8)					
Speed 0 ft., fly 30 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	18 (+4)	15 (+2)	20 (+5)
<p><b>Saving Throws</b> Int +9, Wis +7, Cha +10</p> <p><b>Skills</b> Deception +15, Insight +7, Perception +7, Stealth +12</p> <p><b>Damage Resistances</b> acid, cold, fire, lightning, thunder</p> <p><b>Damage Immunities</b> necrotic, poison; bludgeoning, piercing, and slashing from non-magical attacks</p> <p><b>Condition Immunities</b> exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained</p> <p><b>Senses</b> darkvision 60 ft., passive Perception</p> <p><b>Languages</b> all</p> <p><b>Challenge</b> 15 (13,000 XP)</p>					
<p><b>Incorporeal Movement.</b> Uncle Skeleton can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.</p> <p><b>Innate Spellcasting.</b> Uncle Skeleton's innate spellcasting ability is Charisma (spell save DC 18). He can cast the following spells, requiring no material components:  At will: <i>enthrall, greater invisibility, hallucinatory terrain, mage hand, magic mouth, major image, mirror image, phantom steed, suggestion</i>  3/day each: <i>confusion, dominate monster, geas, shield, telekinesis</i>  1/day each: <i>creation, dream, irresistible dance, mislead, programmed illusion, mirage arcane, project image, simulacrum, weird</i></p> <p><b>Legendary Resistance (3/Day).</b> If Uncle Skeleton fails a saving throw, he can choose to succeed instead.</p> <p><b>Magic Resistance.</b> Uncle Skeleton has advantage on saving throws against spells and other magical effects.</p> <p><b>Mimicry.</b> Uncle Skeleton can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 23 Wisdom (Insight) check.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> Uncle Skeleton makes two psychic whip attacks.</p> <p><b>Psychic Whip.</b> <i>Melee Weapon Attack:</i> +10 to hit, reach 15 ft., one creature. <i>Hit:</i> 18 (4d10) psychic damage.</p> <p><b>Illusory Appearance.</b> Uncle Skeleton covers himself and anything he is wearing or carrying with a magical illusion that makes him look like another creature or object of his general size. The illusion ends if Uncle Skeleton takes a bonus action to end it or if he dies.</p> <p>The changes wrought by this effect fail to hold up to physical inspection as Uncle Skeleton is intangible and objects pass right through him. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 23 Intelligence (Investigation) check to discern that Uncle Skeleton is disguised.</p> <p><b>Teleport.</b> Uncle Skeleton magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.</p>					
<b>LEGENDARY ACTIONS</b>					
<p>Uncle Skeleton 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. Uncle Skeleton regains spent legendary actions at the start of his turn.</p> <p><b>Attack.</b> Uncle Skeleton makes a psychic whip attack.</p> <p><b>Spell (Costs 2 Actions).</b> Uncle Skeleton casts one of his at-will innate spells.</p> <p><b>Teleport (Costs 3 Actions).</b> Uncle Skeleton uses his teleport action.</p>					

## Uncle Skeleton

Uncle Skeleton is an intelligent, trickster construct born of chaotic illusion magic. As a creature woven from chaos and illusion, Uncle Skeleton has no true appearance. However, his preferred form is that of a skeleton wearing a top hat and noble clothing. He prefers to speak in a shrill, high-falutin accent complete with high-pitched laughter.

**Dungeon Lord.** Uncle Skeleton is one of the founding members of the Dungeon Lords of Krizak. So far, he's won their Annual Contest of Soul Gatherers eight times, seven of which were consecutive victories. Like most of the Dungeon Lords, Uncle Skeleton has to deal with his fair share of assassins. Of course, his insubstantial and illusory nature give him a decided edge over his competitors. Uncle Skeleton rarely partakes in the assassin-games, but enjoys the camaraderie.

**Odonburg's Most Wanted.** Currently, Uncle Skeleton is ranked 7th on Odonburg's Most Dangerous List. Like many of the other intelligent, magical threats on the list, he sees it as an honor, one which he hopes to improve. Currently, Aqora the Light is ranked 6th. Uncle Skeleton hopes to overcome her position by the end of the decade if not sooner.

**Construct Nature.** Uncle Skeleton does not require air, food, water, or sleep.





**Vile Fog**

Vile fogs are malicious elementals that look like dense clouds

<p><b>VILE FOG</b> <i>Huge elemental, chaotic evil</i></p>	
<p><b>Armor Class</b> 14 <b>Hit Points</b> 94 (9d12 + 36) <b>Speed</b> 0 ft., fly 60 ft. (hover)</p>	
<p><b>STR</b> 13 (+1)</p>	<p><b>INT</b> 5 (-3)</p>
<p><b>DEX</b> 18 (+4)</p>	<p><b>WIS</b> 10 (+0)</p>
<p><b>CON</b> 18 (+4)</p>	<p><b>CHA</b> 5 (-3)</p>
<p><b>Damage Resistances</b> lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks <b>Damage Immunities</b> poison <b>Condition Immunities</b> exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious <b>Senses</b> darkvision 60 ft., passive Perception 10 <b>Languages</b> understands Infernal but doesn't speak <b>Challenge</b> 5 (1,800 XP)</p>	
<p><b>Dense Air Form.</b> The vile fog can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The area inside the vile fog is heavily obscured. <b>False Appearance.</b> While the vile fog remains motionless, it is indistinguishable from a normal cloud of fog.</p>	
<p><b>ACTIONS</b></p>	
<p><b>Slam.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d8 + 4) bludgeoning damage. <b>Choke.</b> The vile fog targets one living creature in the same space as it. The target must make a DC 15 Constitution saving throw. On a failed saving throw, the creature takes 9 (2d8) bludgeoning damage and is suffocating until the end of the vile fog's next turn. On each subsequent turn, the vile fog can use its bonus action to continue to choke the creature so long as the creature remains in the same space as the target; the creature takes another 9 (2d8) bludgeoning damage and continues to suffocate. On the creature's turn, it can repeat its saving throw, ending the suffocating effect on itself with a success.</p>	
<p><b>REACTIONS</b></p>	
<p><b>Abjuration Absorption.</b> Whenever a creature within 30 feet of the vile fog casts an abjuration spell of 6th level or lower, the vile fog can disrupt the spell. When it does, the spell fails and the vile fog regains a number of hit points equal to 1d8 times the spell's level</p>	

of mist. The Striped Conjurers of Karmithyash summoned these creatures from Mayhem as a defense against the Pressonians during the Conjurer Wars of the early sixth century. They are specifically tuned to consume the extrinsic energy of Pressonian defense magics. During the Fall of Brassolet, the fields were covered in vile fog.

Like many of the creatures created for the Conjurer Wars, the vile fogs were left behind by the rakshasa, treated as waste. Now the fogs haunt The Summer Land and areas around Presson's Enclave, grim reminders of past conflicts.

Because of this abandonment—and with no easy way to return to Mayhem—the vile fogs feel confused and betrayed by their temporary masters and the creatures of Casar as a whole. In the presence of a danaavrakt, the elementals lash out, hellbent on the destruction of all life—unholy or otherwise.

**Waterspout**

Also known as “water elemental hydras”, waterspouts are deadly elementals that roam the Ocean of Warna. Temperamental, they're prone to attacking ships without provocation and often lay siege to coastal villages and island habitats. Recognizing their value, the marids of Qhek often enslave and employ waterspouts, using them as weapons against the land-based humanoids.

**Aquan Progenitor.** Like many of the elementals that plague the Untouched Lands of the world of Casar, the waterspouts were created by rogue eldritch forces. Qhekish scholars believe that waterspouts are the common progenitor among all Aquan species and subspecies. The waterspouts may even predate the Titans. Songs of the Sea. Aquans and other seabound creatures can hear the songs of the waterspouts, which are sung only underwater. When trying to relate the sounds the waterspouts

<p><b>WATERSPOUT</b> <i>Huge elemental, neutral</i></p>	
<p><b>Armor Class</b> 16 (natural armor) <b>Hit Points</b> 225 (18d12 + 108) <b>Speed</b> 40 ft., swim 90 ft.</p>	
<p><b>STR</b> 23 (+6)</p>	<p><b>INT</b> 4 (-3)</p>
<p><b>DEX</b> 15 (+2)</p>	<p><b>WIS</b> 10 (+0)</p>
<p><b>CON</b> 23 (+6)</p>	<p><b>CHA</b> 7 (-2)</p>
<p><b>Damage Resistances</b> acid; bludgeoning, piercing, and slashing from nonmagical attacks <b>Damage Immunities</b> poison <b>Condition Immunities</b> exhaustion, grappled, paralyzed, petrified, poison, prone, restrained, unconscious <b>Senses</b> darkvision 120 ft., passive Perception 10 <b>Languages</b> understands Aquan but cannot speak <b>Challenge</b> 15 (13,000 XP)</p>	
<p><b>Water Form.</b> The waterspout can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. <b>Freeze.</b> If the waterspout takes cold damage, it partially freezes; its speed is reduced by 30 feet until the end of its next turn.</p>	
<p><b>ACTIONS</b></p>	
<p><b>Multiattack.</b> The waterspout makes five slam attacks. <b>Slam.</b> <i>Melee Weapon Attack:</i> +10 to hit, reach 15 ft., one target. <i>Hit:</i> 19 (3d8 + 6) bludgeoning damage. <b>Crush (Recharge 5-6).</b> The water elemental targets a point that it can see within 15 feet of it. Each creature in a 15-foot cube centered on that space must succeed on a DC 18 Strength saving throw. On a failure, a target takes 46 (9d8 + 6) bludgeoning damage and is knocked prone in its space. On a success, the target takes half as much damage and isn't knocked prone.</p>	
<p><b>REACTIONS</b></p>	
<p><b>Split.</b> If the waterspout has at least 10 hit points remaining and is subjected to lightning or slashing damage, the waterspout must succeed on a DC 16 Constitution saving throw. On a failed saving throw, the waterspout is destroyed as it splits into two <b>water elementals</b>. Each water elemental has hit points equal to half the waterspout's, rounded down.</p>	

make to non-Aquans, they describe it as more of a shared emotion versus an auditory effect. Those with a trained “ear” for the songs can determine the attitude and temperament of a waterspout long before the creature becomes visible. Ω



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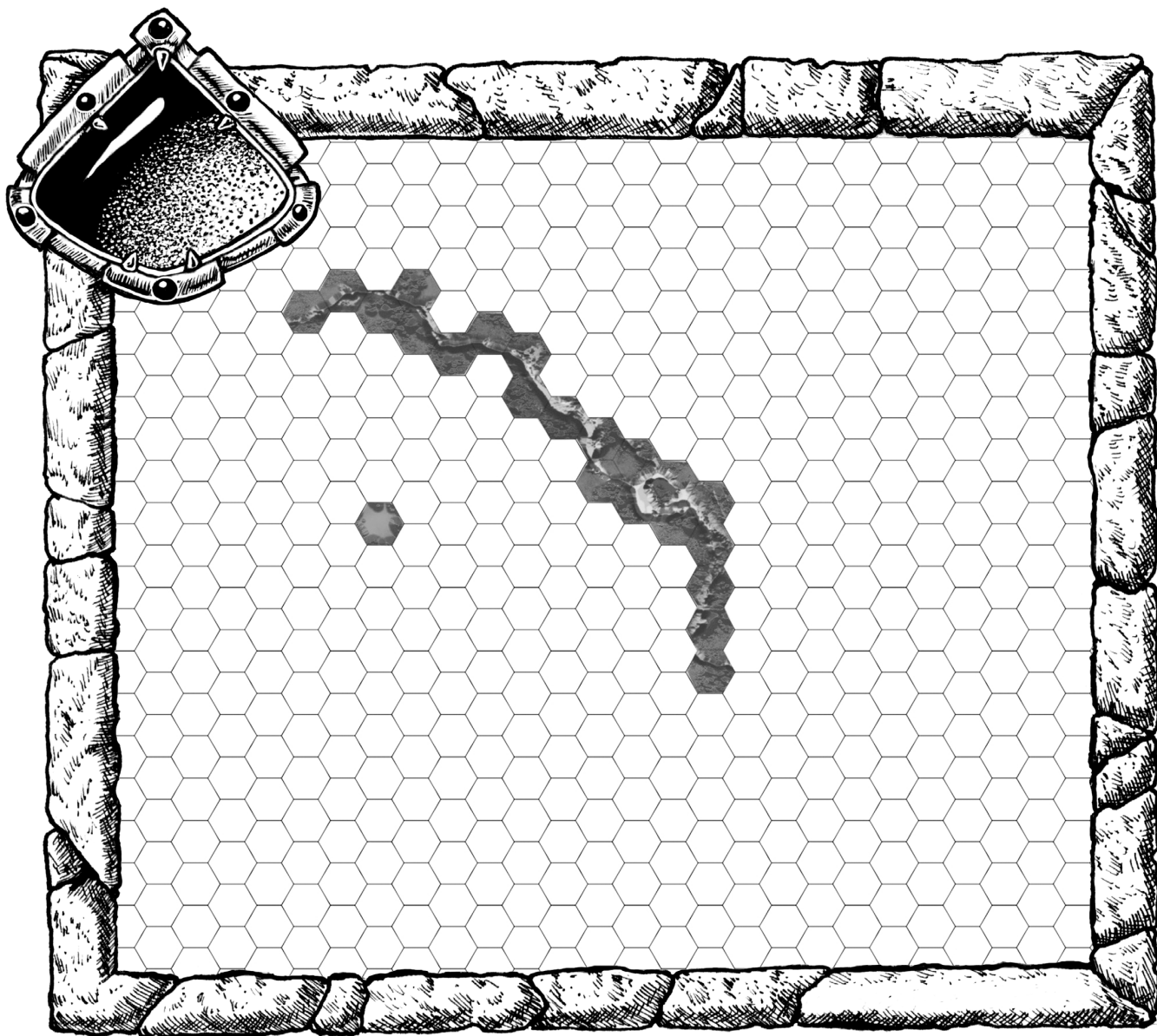
# APPENDIX D

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## PLAYER MAPS & HANDOUTS

CARTOGRAPHY BY DAVE HAMRICK  
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### The Skeleton Key Player's Map



Flight of the Predator Flight Path Map





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Its horrible mouth descended and emitted a hiss. In three of its claws, it held a dismembered and heavily gnawed-upon giant's arm.

Before it was on her, Caustis' seventeen years of combat training kicked in—her sword nicked the thing across its chest, shredding part of the red robe that cloaked it. Below its disguise, Caustis saw its true form—a writhing mass of withered arms, legs, chests, jawbones, and claws—dozens of interconnected limbs—all reaching for her.

She swung again...

- Glaive of the Revenant King

